



When the majority (50% or more) of the team executes a described skill, the skill box is marked complete. In the Advanced level, when 100% of the team completes a described skill, the team may receive one extra skill point. However, the team is limited to ONE extra skill point from a double box per section. At the end, the completed skills are converted to difficulty points using the tables at the bottom of the sheet.

Competition

CLASSIFICATION TEAM

Total Team Members

MAJORITY 50% or more of the team

✓ Denotes Skill Completed

BEGINNING 6-9	INTERMEDIATE 10-14	ADVANCED 15-20
<p><b>TRANSITIONS &amp; MANEUVERING</b></p> <p>≥ 50%</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Basic ranks, files, and scatters</li> <li><input type="checkbox"/> Transitional movement with footwork only</li> </ul> <p><b>Skills Completed</b></p>	<p><b>TRANSITIONS &amp; MANEUVERING</b></p> <p>≥ 50%</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Directional changes in formation</li> <li><input type="checkbox"/> Variety of transitional footwork</li> <li><input type="checkbox"/> Stylistic traveling steps with arm choreography</li> </ul> <p><b>Skills Completed</b></p>	<p><b>TRANSITIONS &amp; MANEUVERING</b></p> <p>≥ 50%</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Change of pace with rhythmic variation incorporating levels &amp; complex direction changes (eg. <i>pass through, focus change</i>)</li> <li><input type="checkbox"/> THREE or more complex formation changes</li> <li><input type="checkbox"/> Stylistic traveling steps using complex whole body choreography</li> <li><input type="checkbox"/> Uses THREE or more different areas of the floor (<i>sides, corners, front, back</i>)</li> </ul> <p><b>Skills Completed</b></p>
<p><b>CHARACTER &amp; HIP HOP MOVEMENTS</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Basic stylized / character movements</li> <li><input type="checkbox"/> Down beat arm movements</li> <li><input type="checkbox"/> Variety of hinged joint angles and movements (<i>wrists, elbows, shoulders, etc.</i>)</li> </ul> <p><b>Skills Completed</b></p>	<p><b>CHARACTER &amp; HIP HOP MOVEMENTS</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Character movement sequences</li> <li><input type="checkbox"/> Stationary arm movements with basic footwork</li> <li><input type="checkbox"/> Varied rhythms and tempos with syncopation</li> </ul> <p><b>Skills Completed</b></p>	<p><b>CHARACTER &amp; HIP HOP MOVEMENTS</b></p> <p>(Teams are limited to ONE extra skill point from a double box per section)</p> <p>100% ≥ 50%</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> TWO or more separate and distinct sections of complex character movements</li> <li><input type="checkbox"/> A complex arm movement sequence using varied rhythms and quick tempos</li> <li><input type="checkbox"/> TWO or more separate and distinct sections of Hip Hop varied rhythm sequences with syncopation</li> <li><input type="checkbox"/> Distinct and complex section of intricate footwork (<i>NOT transition/traveling footwork</i>)</li> <li><input type="checkbox"/> Advanced jump / leap / turn from the advanced dance rubric</li> </ul> <p><b>Skills Completed</b></p>
<p><b>ATHLETICISM</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Flexibility demonstration</li> <li><input type="checkbox"/> Jumps</li> <li><input type="checkbox"/> Ripple (<i>passing from athlete to athlete</i>)</li> </ul> <p><b>Skills Completed</b></p>	<p><b>ATHLETICISM</b></p> <ul style="list-style-type: none"> <li><input type="checkbox"/> Flexibility demonstration</li> <li><input type="checkbox"/> Level change to the floor</li> <li><input type="checkbox"/> Individual weight shift / balance</li> </ul> <p><b>Skills Completed</b></p>	<p><b>ATHLETICISM</b> (Teams are limited to ONE extra skill point from a double box per section)</p> <ul style="list-style-type: none"> <li><input type="checkbox"/> TWO or more demonstrations of flexibility</li> <li><input type="checkbox"/> TWO or more complex elements of floor work in a sequence</li> <li><input type="checkbox"/> Complex level change to the floor</li> <li><input type="checkbox"/> Complex unassisted individual weight shift or balance</li> <li><input type="checkbox"/> Complex partner weight shift or balance</li> </ul> <p><b>Skills Completed</b></p>

Definitions: Variety, Multiple, and Series = TWO or more; Complex = Advanced; Sequence = Content follows a logical progression

COMMENTS

SKILLS ⇒ DIFFICULTY POINTS	SKILLS ⇒ DIFFICULTY POINTS	SKILLS ⇒ DIFFICULTY POINTS
<p><b>Total Skills Completed</b></p> <p>8+ = 9      5 = 6</p> <p>7 = 8</p> <p>6 = 7</p> <p><b>Skills ⇒ Difficulty Points</b></p>	<p><b>Total Skills Completed</b></p> <p>9+ = 14      6 = 11</p> <p>8 = 13      5 = 10</p> <p>7 = 12</p> <p><b>Skills ⇒ Difficulty Points</b></p>	<p><b>Total Skills Completed</b></p> <p>12+ = 20      8-9 = 17      4-5 = 15</p> <p>11 = 19      6-7 = 16</p> <p>10 = 18</p> <p><b>Skills ⇒ Difficulty Points</b></p>

TOTAL DIFFICULTY POINTS EARNED

Judge's Signature	<input type="checkbox"/>
Tabulator(s)	<input type="checkbox"/>