## **Utah High School Activities Association**

## 2024-2025 SHOW - CHOREOGRAPHY

#### **Score Sheet**



revised 09/03/2024 ©

Show routines will include the following performance (dance) genres: Hip Hop and Character. This is a category meant to spotlight the team's strengths and allow teams to put the most entertaining and creative material on the floor. Both genres need to be clearly demonstrated and developed. Any costume that is manipulated by an individual dancer must stay attached to the body. A costume may only be manipulated by the individual dancer wearing the costume. Props/backdrops/sets are prohibited.

#### Competition

Location

CLASSIFICATION 6A 5A 4A 3A 2A TEAM

SCORING CATEGORIES RATING								
ARTISTIC ELEMENTS								
	√+ <b>√</b> -	<b>/</b> +	√-	✓– Denotes Improvement Ne	eeded	Superior 23.25 – 30 (Almost the whole time)		
	☐ ☐ Character Focus & Development			Musical Interpretation				
	☐ ☐ Continuity			Staging/Design		Excellent 15.25 – 23 (Most of the time)		
	☐ ☐ Creativity/Originality			Tempo Variations				
	☐ ☐ Hip Hop Focus			Variety of Dynamics		Good 7.25 – 15 (About half the time)		
	☐ ☐ Intricacy/Variety of Formations			Visual Effects		Fair 0 – 7		
	antificacy, variety of Formations			Visual Effects		(Very little of the time)		
	COMMENTS							
							30	
	SKILL CONTENT							
						Superior 23.25 – 30 (Almost the whole time)		
	<b>√</b> + <b>√</b> −	<b>√</b> +	√-					
	□ □ Change of Pace			Maneuvering of Formations		Excellent 15.25 – 23 (Most of the time)		
	☐ ☐ Directional Changes			Transitions				
	□ □ Footwork			Whole Body Movement		Good 7.25 – 15 (About half the time)		
	□ □ Levels			Variety of Technical Movements		Fair 0 – 7		
				with Genre Performed		(Very little of the time)		
	COMMENTS							
							30	
	OVERALL EFFECT							
						Superior 15.25 – 20 (Almost the whole time)		
	<b>√</b> + <b>√</b> −	<b>√</b> +	√-					
	□ □ Appearance			Facial Expressions		Excellent 10.25 – 15 (Most of the time)		
	☐ ☐ Appropriate Costume			Variety/Balance				
	☐ ☐ Appropriate Music			Vocals		Good 5.25 – 10 (About half the time)		
	□ □ Entertainment Value					Fair 0 – 5		
						(Very little of the time)		
	COMMENTS						00	
							20	
Judge's Signature								
Tabulator(s)						TOTAL SCORE		

## **Utah High School Activities Association**

## **2024-2025 SHOW - EXECUTION**

#### **Score Sheet**



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Show routines will include the following performance (dance) genres: Hip Hop and Character. This is a category meant to spotlight the team's strengths and allow teams to put the most entertaining and creative material on the floor. Both genres need to be clearly demonstrated and developed. Any costume that is manipulated by an individual dancer must stay attached to the body. A costume may only be manipulated by the individual dancer wearing the costume. Props/backdrops/sets are prohibited.

# Competition

Location

CLASSIFICATION 6A 5A 4A 3A 2A TEAM

SCORING C	ATE	GO	RIES		RATING	TOTALS
STRENGTH OF MOVEMENT			√+ Denotes Superior Perform	ance		
<b>√</b> + <b>√</b> −	<b>√</b> +	<b>√</b> -	✓– Denotes Improvement Nec	eded	Superior 23.25 – 30 (Almost the whole time)	
☐ ☐ Alignment & Manipulation of costuming (if used)			Maneuvering Transitions Partnering/Group Work (if used)		Excellent 15.25 – 23 (Most of the time)	
□ □ Body Control □ □ Completion of Moves			Power of Movement/Endurance Strength of Arms, Legs, & Feet		Good 7.25 – 15 (About half the time)	
☐ ☐ Flexibility ☐ ☐ Isolations			Strength of Core/Torso		Fair 0 – 7 (Very little of the time)	
COMMENTS						
						30
TECHNIQUE				_		
√+	<b>√</b> +	-			Superior 23.25 – 30 (Almost the whole time)	
☐ ☐ Arms/Hands			Shoulders/Posture		Excellent 15.25 – 23	
□ □ Body Alignment			Spacing/Interval Spacing		(Most of the time)	
☐ ☐ Feet/Footwork/Legs			Timing Turns (if word)		Good 7.25 – 15 (About half the time)	
☐ ☐ Hip Hop - Low Center of Gravity ☐ ☐ Leaps/Jumps (if used)			Turns (if used) Unison/In Step			
Leaps/Jumps (IJ useu)			Onison/in step		<b>Fair 0 – 7</b> (Very little of the time)	
COMMENTS						
						30
OVERALL EFFECT						
√+	<b>√</b> +	<b>√</b> -			Superior 15.25 – 20 (Almost the whole time)	
☐ ☐ Authenticity of Emotions			Eye Contact		Excellent 10.25 – 15	
□ □ Confidence			Facial Expressions		(Most of the time)	
☐ ☐ Consistent Performance Throughout			Musicality		Good 5.25 – 10	
□ □ Energy			Posture		(About half the time)	
☐ ☐ Esprit De Corps			Vocals		Fair 0 – 5 (Very little of the time)	
COMMENTS						
						20
Judge's Signature						
Tabulator(s)			<b>TOTAL SCORE</b>			