

# UTAH HIGH SCHOOL ACTIVITIES ASSOCIATION

## SHOW- CHOREOGRAPHY SCORE SHEET

Show routines will include the following performance (dance) genres: Hip-Hop and Character. This is a category meant to spotlight your team's strengths and to 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.

School: \_\_\_\_\_ Classification:    6A      5A      4A      3A      2A

Competition: \_\_\_\_\_ Location: \_\_\_\_\_ Date: \_\_\_\_\_

(✓) Denotes **Superior** Performance    (O) Denotes **Improvement** Needed

	SCORING CATEGORIES	RATING	SCORE
<b>ARTISTIC ELEMENTS</b>	<input type="checkbox"/> Character Focus and Development <input type="checkbox"/> Continuity <input type="checkbox"/> Hip-Hop Focus <input type="checkbox"/> Tempo Variations <input type="checkbox"/> Musical Interpretation <input type="checkbox"/> Intricacy/Variety of Formations <input type="checkbox"/> Variety of Dynamics <input type="checkbox"/> Staging/Design <input type="checkbox"/> Creativity/Originality <input type="checkbox"/> Visual Effects	<b>Superior 23.25 - 30</b> <small>(Almost the whole time)</small>  <b>Excellent 15.25 - 23</b> <small>(Most of the time)</small>  <b>Good 7.25 - 15</b> <small>(About 1/2 the time)</small>  <b>Fair 0 - 7</b> <small>(Very little of the time)</small>	<b>(30)</b>
<b>SKILL CONTENT</b>	<input type="checkbox"/> Variety of Technical Movements with Genre Performed <input type="checkbox"/> Levels <input type="checkbox"/> Whole Body Movement <input type="checkbox"/> Directional Changes <input type="checkbox"/> Footwork <input type="checkbox"/> Change of Pace <input type="checkbox"/> Transitions <input type="checkbox"/> Manuevering of Formations	<b>Superior 23.25 - 30</b> <small>(Almost the whole time)</small>  <b>Excellent 15.25 - 23</b> <small>(Most of the time)</small>  <b>Good 7.25 - 15</b> <small>(About 1/2 the time)</small>  <b>Fair 0 - 7</b> <small>(Very little of the time)</small>	<b>(30)</b>
<b>OVERALL EFFECT</b>	<input type="checkbox"/> Appearance <input type="checkbox"/> Facial Expressions <input type="checkbox"/> Appropriate Costume <input type="checkbox"/> Variety/Balance <input type="checkbox"/> Vocals <input type="checkbox"/> Appropriate Music <input type="checkbox"/> Entertainment Value	<b>Superior 15.25 - 20</b> <small>(Almost the whole time)</small>  <b>Excellent 10.25 - 15</b> <small>(Most of the time)</small>  <b>Good 5.25 - 10</b> <small>(About 1/2 the time)</small>  <b>Fair 0 - 5</b> <small>(Very little of the time)</small>	<b>(20)</b>
Judge's Signature: _____ Tabulator's Signature: _____		<b>TOTAL SCORE</b>	<b>(80)</b>

# UTAH HIGH SCHOOL ACTIVITIES ASSOCIATION

## SHOW- EXECUTION SCORE SHEET

Show routines will include the following performance (dance) genres: Hip-Hop and Character. This is a category meant to spotlight your team's strengths and to 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.

School: \_\_\_\_\_ Classification:      6A      5A      4A      3A      2A

Competition: \_\_\_\_\_ Location: \_\_\_\_\_ Date: \_\_\_\_\_

(✓) Denotes **Superior** Performance      (O) Denotes **Improvement** Needed

	SCORING CATEGORIES	RATING	SCORE
<b>STRENGTH OF MOVEMENT</b>	<input type="checkbox"/> Power of Movement/Endurance <input type="checkbox"/> Maneuvering Transitions <input type="checkbox"/> Completion of Moves <input type="checkbox"/> Flexibility <input type="checkbox"/> Body Control <input type="checkbox"/> Isolations <input type="checkbox"/> Strength of Core/Torso <input type="checkbox"/> Partnering/Group Work, if used <input type="checkbox"/> Strength of Arms, Legs & Feet <input type="checkbox"/> Alignment and Manipulation of Costuming, if used	<p><b>Superior 23.25 - 30</b> (Almost the whole time)</p> <p><b>Excellent 15.25 - 23</b> (Most of the time)</p> <p><b>Good 7.25 - 15</b> (About 1/2 the time)</p> <p><b>Fair 0 - 7</b> (Very little of the time)</p>	<b>(30)</b>
<b>TECHNIQUE</b>	<input type="checkbox"/> Body Alignment <input type="checkbox"/> Turns, if used <input type="checkbox"/> Shoulders/Posture <input type="checkbox"/> Leaps/Jumps, if used <input type="checkbox"/> Arms/Hands <input type="checkbox"/> Timing <input type="checkbox"/> Feet/Footwork/Legs <input type="checkbox"/> Spacing/Interval Spacing <input type="checkbox"/> Hip Hop - Low Center of Gravity <input type="checkbox"/> Unision/In Step	<p><b>Superior 23.25 - 30</b> (Almost the whole time)</p> <p><b>Excellent 15.25 - 23</b> (Most of the time)</p> <p><b>Good 7.25 - 15</b> (About 1/2 the time)</p> <p><b>Fair 0 - 7</b> (Very little of the time)</p>	<b>(30)</b>
<b>OVERALL EFFECT</b>	<input type="checkbox"/> Authenticity of Emotions <input type="checkbox"/> Facial Expressions <input type="checkbox"/> Eye Contact <input type="checkbox"/> Confidence <input type="checkbox"/> Posture <input type="checkbox"/> Musicality <input type="checkbox"/> Esprit De Corps <input type="checkbox"/> Vocals <input type="checkbox"/> Energy <input type="checkbox"/> Consistent Performance Throughout	<p><b>Superior 15.25 - 20</b> (Almost the whole time)</p> <p><b>Excellent 10.25 - 15</b> (Most of the time)</p> <p><b>Good 5.25 - 10</b> (About 1/2 the time)</p> <p><b>Fair 0 - 5</b> (Very little of the time)</p>	<b>(20)</b>
Judge's Signature: _____ Tabulator's Signature: _____		<b>TOTAL SCORE</b>	<b>(80)</b>