

UTAH HIGH SCHOOL ACTIVITIES ASSOCIATION

SHOW- OVERALL EFFECT 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
APPEARANCE	<input type="checkbox"/> Appropriate Costume <input type="checkbox"/> Polished <input type="checkbox"/> Appropriate Footwear <input type="checkbox"/> Uniformity <input type="checkbox"/> Accessories <input type="checkbox"/> Makeup <input type="checkbox"/> Hair	Superior 16.25 - 20 (Almost the whole time, to all the time) Excellent 12.25 - 16 (Most of the time) Good 8.25 - 12 (About 1/2 the time) Fair 4.25 - 8 (Very little of the time) Poor 0 - 4 (None of the time, to very little of the time.)	(20)
SHOWMANSHIP	<input type="checkbox"/> Facial Expressions <input type="checkbox"/> Authenticity of Emotions <input type="checkbox"/> Vocals <input type="checkbox"/> Audience Appeal <input type="checkbox"/> Variety/Balance <input type="checkbox"/> Entertainment Value <input type="checkbox"/> Uniformity <input type="checkbox"/> Projection <input type="checkbox"/> Eye Contact	Superior 24.25 - 30 (Almost the whole time, to all the time.) Excellent 18.25 - 24 (Most of the time) Good 12.25 - 18 (About 1/2 the time) Fair 6.25 - 12 (Very little of the time) Poor 0 - 6 (None of the time, to very little of the time.)	(30)
PRESENTATION	<input type="checkbox"/> Esprit De Corps/ Teamwork <input type="checkbox"/> Innovative Concept <input type="checkbox"/> Cohesiveness of Technical Elements <input type="checkbox"/> Consistent Performance Throughout <input type="checkbox"/> Appropriate Music <input type="checkbox"/> Visual Coordination of Genres <input type="checkbox"/> Energy <input type="checkbox"/> Musicality <input type="checkbox"/> Confidence <input type="checkbox"/> Posture	Superior 24.25 - 30 (Almost the whole time, to all the time.) Excellent 18.25 - 24 (Most of the time) Good 12.25 - 18 (About 1/2 the time) Fair 6.25 - 12 (Very little of the time) Poor 0 - 6 (None of the time, to very little of the time.)	(30)
Judge's Signature: _____ Tabulator's Signature: _____		TOTAL SCORE	(80)

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
ARTISTIC ELEMENTS	<input type="checkbox"/> Musical Interpretation <input type="checkbox"/> Character Focus and Development <input type="checkbox"/> Pacing <input type="checkbox"/> Hip-Hop Focus <input type="checkbox"/> Creativity/Originality <input type="checkbox"/> Continuity <input type="checkbox"/> Variety of Dynamics <input type="checkbox"/> Visual Effects	Superior 16.25 - 20 (Almost the whole time, to all the time) Excellent 12.25 - 16 (Most of the time) Good 8.25 - 12 (About 1/2 the time) Fair 4.25 - 8 (Very little of the time) Poor 0 - 4 (None of the time, to very little of the time.)	(20)
SKILL CONTENT	<input type="checkbox"/> Upper Body Movement <input type="checkbox"/> Footwork <input type="checkbox"/> Whole Body Movement <input type="checkbox"/> Level Changes <input type="checkbox"/> Change of Pace <input type="checkbox"/> Variety of Technical Movements with Genre Performed <input type="checkbox"/> Directional Changes	Superior 24.25 - 30 (Almost the whole time, to all the time.) Excellent 18.25 - 24 (Most of the time) Good 12.25 - 18 (About 1/2 the time) Fair 6.25 - 12 (Very little of the time) Poor 0 - 6 (None of the time, to very little of the time.)	(30)
FORMATIONS	<input type="checkbox"/> Transitions <input type="checkbox"/> Use of Space <input type="checkbox"/> Floor Patterns <input type="checkbox"/> Staging/Design <input type="checkbox"/> Intricacy of Formations <input type="checkbox"/> Use of Space <input type="checkbox"/> Variety of Formations <input type="checkbox"/> Manuevering of Formations	Superior 24.25 - 30 (Almost the whole time, to all the time.) Excellent 18.25 - 24 (Most of the time) Good 12.25 - 18 (About 1/2 the time) Fair 6.25 - 12 (Very little of the time) Poor 0 - 6 (None of the time, to very little of the time.)	(30)
Judge's Signature: _____ Tabulator's Signature: _____		TOTAL SCORE	(80)

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
STRENGTH OF MOVEMENT	<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"/> Power of Movement / Endurance	Superior 16.25 - 20 (Almost the whole time, to all the time) Excellent 12.25 - 16 (Most of the time) Good 8.25 - 12 (About 1/2 the time) Fair 4.25 - 8 (Very little of the time) Poor 0 - 4 (None of the time, to very little of the time.)	(20)
TECHNIQUE	<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"/> Legs <input type="checkbox"/> HH- Low Center of Gravity <input type="checkbox"/> Feet/Footwork <input type="checkbox"/> Hips <input type="checkbox"/> Extensions	Superior 24.25 - 30 (Almost the whole time, to all the time.) Excellent 18.25 - 24 (Most of the time) Good 12.25 - 18 (About 1/2 the time) Fair 6.25 - 12 (Very little of the time) Poor 0 - 6 (None of the time, to very little of the time.)	(30)
PRECISION	<input type="checkbox"/> Timing <input type="checkbox"/> Maneuvering Transitions <input type="checkbox"/> Unison <input type="checkbox"/> Matching Angles <input type="checkbox"/> In Step <input type="checkbox"/> Heads <input type="checkbox"/> Spacing/Interval Spacing <input type="checkbox"/> Alignment and Manipulation of Costuming, if used <input type="checkbox"/> Body Alignment	Superior 24.25 - 30 (Almost the whole time, to all the time.) Excellent 18.25 - 24 (Most of the time) Good 12.25 - 18 (About 1/2 the time) Fair 6.25 - 12 (Very little of the time) Poor 0 - 6 (None of the time, to very little of the time.)	(30)
Judge's Signature: _____ Tabulator's Signature: _____		TOTAL SCORE	(80)