

SECTION VII: SCORESHEETS

DANCE CATEGORY DESCRIPTIONS

The College Classic encourages creativity in all categories. There is no particular style or “formula” required in any category. Dance team is about more than just imitation of previous award-winning routines - we want to inspire your dancers to showcase their own unique style. Our judges will strive to provide you with the most valuable feedback you will receive all season.

Full category descriptions may be found in the following pages.

CHEER AND MASCOT CATEGORY DESCRIPTIONS

The College Classic encourages creativity in all categories. There is no particular style or “formula” required in any category. Cheerleading is about more than just imitation of previous award-winning routines - we want to inspire your performers to showcase their own unique style. Our judges will strive to provide you with the most valuable feedback you will receive all season.

Score sheets are found on the following pages.

Hip-Hop

There is no one definition to describe hip-hop dance. Hip-hop dance is continuously transforming and redefining itself with each new generation of dancers. Any general street or hip-hop style (or combination of styles) is acceptable in this category. Movements should complement the music and teams will be judged on both musicality and uniformity. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented.

TECHNIQUE

Hip Hop Technique (10 pts)	<ul style="list-style-type: none"> Proper Execution of Hip Hop Style(s) Presented (such as locking, waacking, house, krumping, breaking, voguing, popping, isolations, stepping, etc.) Credit Clear Demonstration of Hip Hop Style(s)
Difficulty of Hip Hop Movement (10 pts)	<ul style="list-style-type: none"> Technical Demand of Hip-Hop Movements Intricacy and Tempo Variation Credit "Tricks" only if a recognized Hip Hop Style (e.g. breaking) Must consider difficulty of ALL of the above, REGARDLESS OF THE QUALITY OF EXECUTION
Movement Quality (10 pts)	<ul style="list-style-type: none"> Control of Movement (Control of Speed, Momentum, Direction of Movement and Control of Body Placement) Movement Flow (CREDIT CONTINUOUS DANCING; DEDUCT FOR EXCESSIVE SETUP OR RECOVERY FROM TRICKS (IF ANY))

EXECUTION OF ROUTINE

Execution of Style (10 pts)	<ul style="list-style-type: none"> Execution of Hip Hop Style(s) Presented is Consistent Among Team Members (Consider Intent of Style) Consider Individual or Partial Team Lapses in Style Consider Individual Errors
Execution of Spacing and Transitions (10 pts)	<ul style="list-style-type: none"> Uniform Spacing Smooth Execution of Transitions
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> Execution of Choreography to the Music Capturing Nuances of Vocal and/or Musical Cues and Tempo Variations

ARTISTRY

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> Concept of Routine is Fresh and New Movement of Dancers Throughout Routine Includes Creative and Unpredictable Elements
Visual Effect (10 pts)	<ul style="list-style-type: none"> Purposeful Visual Impact of Formations and Transitions, Ripples, Levels, and Other Movements as a Series of Group Pictures
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music Tricks, if any, are Fully Integrated into Choreography and Heighten Routine's Theme, Personality and Excitement <u>Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</u>

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> Ability to Connect with Audience and Provoke Appropriate Emotional Response Authenticity of Performance
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Jazz



The College Classic’s “jazz” division encompasses styles commonly referred to as jazz, Broadway, contemporary, lyrical or modern and teams have successfully competed in the jazz division with all of these styles. Combinations of these styles may also be used. The team should demonstrate difficulty using advanced dance skills (e.g., turns, leaps, extensions). Movements should complement the music and teams will be judged on both musicality and uniformity. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented.

TECHNIQUE

Jazz Technique (10 pts)	<ul style="list-style-type: none"> • Proper Technical Execution of all Leaps, Turns, Jumps, and Extensions
Technique Displayed in Other Movement (10 pts)	<ul style="list-style-type: none"> • All Movements Used in Routine <u>Other than Jazz Movements Specified Above</u> are Executed with Correct Technique • Includes Technique Displayed Via Carriage and Posture, Balance, and Transition Movement
Overall Difficulty (10 pts)	<ul style="list-style-type: none"> • Difficulty of Leaps, Turns, Jumps, and Extensions • ALL the above items will be considered, REGARDLESS OF THE QUALITY OF EXECUTION

EXECUTION OF ROUTINE

Uniformity of Movement (10 pts)	<ul style="list-style-type: none"> • Uniform Placement of Entire Body by Entire Team • Individual Errors considered
Execution of Spacing & Transitions (10 pts)	<ul style="list-style-type: none"> • Uniform Spacing • Smooth Execution of Transitions
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Capturing Nuances of Vocal and/or Musical Cues and Tempo Variations

ARTISTRY

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> • Concept of Routine is Fresh and New • Movement of Dancers Throughout Routine Includes Creative and Unpredictable Elements
Visual Effect (10 pts)	<ul style="list-style-type: none"> • Purposeful Visual Impact of Formations and Transitions, Ripples, Levels, and Other Movements as a Series of Group Pictures
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> • Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music • <u>Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</u>

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Pom

Any style of dance may be used to accomplish this and there are no required movements. Turns, leaps, jumps, kicks, lifts, or tricks are not required. The team should demonstrate difficulty through the incorporation of intricate pom motions. Movements should complement the music and teams will be judged on both musicality and uniformity. Teams will also be judged on the creative use of poms for visual effect. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) appropriate to the style presented.

TECHNIQUE

Pom Motion Technique (10 pts)	<ul style="list-style-type: none"> • Arm Motions are Performed with Proper Technique (Shoulders Down, Straight Wrists and Elbows, Proper Placement) • Core Engaged on Motions • Control and Strength of Motions • Ease of Movement
Technique Displayed in Other Movement (10 pts)	<ul style="list-style-type: none"> • All Movements Used in Routine <u>Other than Pom Motions</u> are Executed with Correct Technique • Includes Technique Displayed Via Carriage and Posture, Balance, Transitions, and Execution of Any Technical Jazz, Kick, Military, Lyrical, or Hip-Hop Movements
Difficulty of Pom Motions (10 pts)	<ul style="list-style-type: none"> • Risk, Intricacy and Control Required by Pom Motions <p>ALL the above items will be considered, REGARDLESS OF THE QUALITY OF EXECUTION</p>

EXECUTION OF ROUTINE

Uniformity of Movement (10 pts)	<ul style="list-style-type: none"> • Uniform Placement of Entire Body and Props by Entire Team • Individual Errors considered
Execution of Spacing & Transitions (10 pts)	<ul style="list-style-type: none"> • Uniform Spacing • Smooth Execution of Transitions (including Transitions from Prop to Prop, if any)
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Capturing Nuances of Vocal and/or Musical Cues and Tempo Variations

ARTISTRY

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> • Concept of Routine is Fresh and New • Movement of Dancers Throughout Routine Includes Creative and Unpredictable Elements
Visual Effect (10 pts)	<ul style="list-style-type: none"> • Purposeful Visual Impact of Formations and Transitions, Ripples, Levels, and Other Movements as a Series of Group Pictures
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> • Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music • <u>Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</u>

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Team Performance

Team Performance in our college divisions is a combination of pom, jazz, and hip-hop styles. Please see the descriptions of those individual styles for more information. Teams should demonstrate proficiency in each style to maximize their score. **Judges are instructed to award 0 points in the Technique and Difficulty caption for any style they do not see in the routine at all, and judges will reduce a team's score in the Technique and Difficulty caption for any style that is not present in an amount deemed sufficient by that judge to evaluate the team's proficiency in the applicable style. For this reason,** it is recommended that teams have **well-defined sections devoted to each of these styles of at least 25-30 seconds in length.** Movements should complement the music and teams also will be judged on both musicality and unison. Teams should also display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, sadness and/or sense of drama) appropriate to each style presented.

TECHNIQUE

Each style will be judged SEPARATELY, taking into account BOTH that style's proper technique AND the difficulty of the movements performed within that style, REGARDLESS OF THE QUALITY OF EXECUTION

Pom Technique and Difficulty (10 pts)	<ul style="list-style-type: none"> ● Arm Motions are Performed with Proper Technique ● Consider Placement, Control and Strength of Motions ● Difficulty considered
Jazz Technique and Difficulty (10 pts)	<ul style="list-style-type: none"> ● Proper Technical Execution of All Leaps, Extensions and Turns ● Difficulty considered
Hip Hop Technique and Difficulty (10 pts)	<ul style="list-style-type: none"> ● Execution of Hip Hop Style(s) Being Performed ● Ease of Movement ● Purpose/Control of Arms, Legs and Body ● Difficulty considered

EXECUTION OF ROUTINE

Uniformity of Movement (10 pts)	<ul style="list-style-type: none"> ● Uniform Placement of Entire Body by Entire Team ● Individual Errors considered
Execution of Spacing & Transitions (10 pts)	<ul style="list-style-type: none"> ● Uniform Spacing ● Smooth Execution of Transitions
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> ● Execution of Choreography to the Music ● Capturing Nuances of Vocal and/or Musical Cues and Tempo Variations

ARTISTRY

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> ● Concept of Routine is Fresh and New ● Movement of Dancers Throughout Routine Includes Creative and Unpredictable Elements
Visual Effect (10 pts)	<ul style="list-style-type: none"> ● Purposeful Visual Impact of Formations and Transitions, Ripples, Levels, and Other Movements as a Series of Group Pictures
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> ● Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music ● <u>Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</u>

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> ● Ability to Connect with Audience and Provoke Appropriate Emotional Response ● Authenticity of Performance
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Dance Spirit Showdown – Game Day

The Dance Spirit Showdown – Game Day division allows a dance team to show the type of routine the team might do at an event as a member of a spirit raising program within its college or university. A Dance Spirit Showdown - Game Day routine at DTU competitions will have two sections, performed in order, as follows:

1. Spirit Raising Routine – One or more (at the team’s option) of the following: (a) a fight song routine, (b) a sideline routine, (c) a stand routine, and/or (d) a drum cadence.
2. Performance Routine – A routine of any style designed to appeal to the crowd at a school event (such as a sporting event).

There is no time limit. **Note that for a Dance Spirit Showdown - Game Day routine: (i) the routine should focus on dance and not cheerleading – as such, any section that includes a coordinated cheer or chant not accompanied by a dance element will not be judged or earn any points for the team,** and (ii) no dance skills, such as leaps, turns, extensions, acrobatic tricks, lifts, etc., are required.

SPIRIT RAISING ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> ● All Movements are Performed with Proper Technique, Ease, Control, and Strength ● Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> ● Uniformity of Movement ● Spacing and Transitions ● Execution of Musicality
Choreography (10 pts)	<ul style="list-style-type: none"> ● Crowd Appeal and Effectiveness in Eliciting Crowd Response ● Visual Effect ● Unpredictability and Memorability

PERFORMANCE ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> ● All Movements are Performed with Proper Technique, Ease, Control, and Strength ● Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> ● Uniformity of Movement ● Spacing and Transitions ● Execution of Musicality
Choreography (10 pts)	<ul style="list-style-type: none"> ● Entertaining and Creative ● Visual Effect ● Unpredictability and Memorability

SHOWMANSHIP

Communication and Projection by Athletes (10 pts)	<ul style="list-style-type: none"> ● Ability to Connect with Audience and Provoke Appropriate Emotional Response ● Authenticity of Performance
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Spirit Showdown – Rally Dance (Dance teams only)

The Spirit Showdown – Rally Dance division is a chance for a dance team to perform choreography that it might perform at a school or community function (such as a pep rally, halftime show or similar) and showcase its hometown, college/university or team in a unique way. There are no required movements. **Entertainment value and creativity are each worth 20% of the score in Spirit Showdown – Rally Dance!** Props and audience involvement (subject to limitations described above) are permitted, and any style or combination of styles of dance may be used. Turns, leaps, jumps, kicks, or tricks are not required. The team and dancers should display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) consistent with the spirit of this category.

The Spirit Showdown – Rally Dance is not a cheerleading or song-leading competition, and teams should not feel bound to be “traditional” or focus solely on “spirit raising” in deciding upon choreography, costuming or music. This category is an additional opportunity for teams to show the audience something that is entertaining, fresh, new and unique to their program. It also allows teams to take creative risks with very few rules and to have fun!

Because teams’ content should be very team-, school- and/or community-specific in this category, and judges may not understand the routine out of context, DTU will allow teams entering the Spirit Showdown at any DTU regional or national event to submit a short description of the routine being showcased and how it fits this category. Judges will have access to this information during the judging process.

EXECUTION

Quality of Team Movement (Execution, Technique and Spacing) (10 pts)	<ul style="list-style-type: none"> • Proper Technical Execution of Movement Within Selected Style • Overall Movement Quality • Uniform Execution of Movement by Entire Team • Uniform Spacing Throughout Routine
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Ability to Capture Nuances of Vocal and/or Musical Cues and Tempo Variations

CHOREOGRAPHY

Entertainment Value of Routine (Movement and Overall Concept) (10 pts)	<ul style="list-style-type: none"> • Concept of Routine and Movements of Team Members Include Entertaining, Creative and Unpredictable Elements • Routine Evokes Positive, Strong Audience Response
Showcase of Hometown/School/ Team’s Unique Style (10 pts)	<ul style="list-style-type: none"> • Routine’s Movements, Concept and/or Elements are Unique to this Team • Routine Tells the Viewer Something About this Particular Team, Town and/or School

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Super Spirit Showdown (Dance and Cheer combined)

The Super Spirit Showdown division is a chance for a college spirit program to perform a routine that it might perform at a school or community function (such as a pep rally, halftime show or similar) and showcase its hometown, college/university or team in a unique way. There are no required movements. **Entertainment value and creativity are each worth 20% of the score in Super Spirit Showdown!** Props and audience involvement (subject to limitations described above) are permitted, and any style or combination of styles of dance may be used. Turns, leaps, jumps, kicks, or tricks are not required. The performers should display an ability to connect with the audience and provoke an emotional response (i.e., excitement, laughter, joy, and/or sense of drama) consistent with the spirit of this category.

The Super Spirit Showdown is not a cheerleading or song-leading competition, and teams should not feel bound to be “traditional” or focus solely on “spirit raising” in deciding upon choreography, costuming or music. This category is an additional opportunity for teams to show the audience something that is entertaining, fresh, new and unique to their program. It also allows teams to take creative risks with very few rules and to have fun!

Because teams’ content should be very team-, school- and/or community-specific in this category, and judges may not understand the routine out of context, DTU will allow teams entering the Super Spirit Showdown at The College Classic to submit a short description of the routine being showcased and how it fits this category. Judges will have access to this information during the judging process.

EXECUTION

Quality of Team Movement (Execution, Technique and Spacing) (10 pts)	<ul style="list-style-type: none"> • Proper Technical Execution of Movement Within Selected Style • Overall Movement Quality • Uniform Execution of Movement by Entire Team • Uniform Spacing Throughout Routine
Execution of Musicality (10 pts)	<ul style="list-style-type: none"> • Execution of Choreography to the Music • Ability to Capture Nuances of Vocal and/or Musical Cues and Tempo Variations

CHOREOGRAPHY

Entertainment Value of Routine (Movement and Overall Concept) (10 pts)	<ul style="list-style-type: none"> • Concept of Routine and Movements of Team Members Include Entertaining, Creative and Unpredictable Elements • Routine Evokes Positive, Strong Audience Response
Showcase of Hometown/School/ Team’s Unique Style (10 pts)	<ul style="list-style-type: none"> • Routine’s Movements, Concept and/or Elements are Unique to this Team • Routine Tells the Viewer Something About this Particular Team, Town and/or School

SHOWMANSHIP

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> • Ability to Connect with Audience and Provoke Appropriate Emotional Response • Authenticity of Performance
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Cheer Spirit Showdown – Game Day

The Cheer Spirit Showdown – Game Day division allows a cheer team to show the type of routine the team might do at an event as a member of a spirit raising program within its college or university. A Cheer Spirit Showdown - Game Day routine at DTU competitions will have two sections, performed in order, as follows:

1. Spirit Raising Routine – A routine that emphasizes spirit raising.
2. Performance Routine – A routine of any style designed to appeal to the crowd at a school event (such as a sporting event).

There is no time limit. **Note that for a Cheer Spirit Showdown - Game Day routine** no dance skills, such as leaps, turns, extensions, lifts, etc., are required.

SPIRIT RAISING ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> ● All Movements (Including Stunting and Tumbling) are Performed with Proper Technique, Ease, Control, and Strength ● Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> ● Uniformity of Movement ● Spacing and Transitions
Choreography (10 pts)	<ul style="list-style-type: none"> ● Crowd Appeal and Effectiveness in Eliciting Crowd Response ● Visual Effect ● Unpredictability and Memorability

PERFORMANCE ROUTINE

Technique (10 pts)	<ul style="list-style-type: none"> ● All Movements (Including Stunting and Tumbling) are Performed with Proper Technique, Ease, Control, and Strength ● Proper Carriage, Posture and Balance
Execution (10 pts)	<ul style="list-style-type: none"> ● Uniformity of Movement ● Spacing and Transitions ● Execution of Musicality
Choreography (10 pts)	<ul style="list-style-type: none"> ● Entertaining and Creative ● Visual Effect ● Unpredictability and Memorability

SHOWMANSHIP

Communication and Projection by Athletes (10 pts)	<ul style="list-style-type: none"> ● Ability to Connect with Audience and Provoke Appropriate Emotional Response ● Authenticity of Performance
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