



SMALL GROUP

TEAM
NAME

Judge's
Number

--

	Criteria	Score	Drivers	Comments
			Including but not limited to:	
Choreography	Difficulty	/10	Intricacy of movement	
			Minimal rest steps	
			Variety of skills	
			Use of floor	
	Creativity / Originality / Artistry	/10	Percentage of group demonstrating movements / skills	
			Unique / creative movement	
			Unique skills added into routine	
			Not easily transposed	
	Musicality	/10	Variety of transitions / formations	
			Variety of movements used to transition across performance area	
			Consistent style / theme	
			Contrasts in rhythm	
Execution	Overall Uniformity / Precision	/10	Utilization of accents, lyrics, and other components of musical composition	
			Movement compliments the feeling of the music	
			Skills placed appropriately within music composition	
			Clean / precise movement matching	
	Degree of Accuracy	/10	Group synchronization	
			Uniform group style	
			Uniform focus	
			Timing / rhythm	
	Showmanship / Presentation	/10	Movements and skills are connected / on time with beat of music	
			Absence of mistakes / hesitation	
			Maintenance of lines / spacing	
			Awareness of performance area	
Technique	Principles of Style	/10	Uniform focus throughout performance	
			Appropriate attitude for style	
			Genuine enthusiasm / emotion which matches style	
			Confidence / projection	
	Body Awareness	/10	Energy / endurance	
			Eye contact	
			Rapport with audience	
			Strength of movement	
	Skill Technique	/10	Control of movement	
			Arm / leg placement throughout routine	
			Head placement / focus	
			Balance	
Total Score	/90	Tally Initials	Posture	
			Body Alignment	
			JAZZ: Leap and jump height, arm placement, leg placement, posture, alignment / turn spotting	
			HIP HOP: Tricks, skills, isolations, jump height, arm placement, leg placement, posture, alignment	
Tally Initials			POM: Wrist alignment, leap and jump height, arm placement, leg placement, posture, alignment, turn spotting	
			KICK: Kick posture, alignment, supporting leg, kicking leg, foot flexion / extension, flexibility, leap and jump height, arm placement, leg placement, posture, alignment, turn spotting	