



SOLO

TEAM
NAME

Judge's
Number

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		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	Unique / creative movement	
				Unique skills added into routine	
				Not easily transposed	
				Variety of movements used to transition across performance area	
	Musicality		/10	Consistent style / theme	
Contrasts in Rhythm					
Utilization of accents, lyrics, and other components of musical composition					
Movement compliments the feeling of the music					
Skills placed appropriately within music composition					
Execution	Timing		/10	Rhythm	
				Movements are connected and on time with beat of music	
				Skills are connected and on time with beat of music	
	Degree of Accuracy		/10	Absence of Mistakes / Hesitation	
				Awareness of space within performance area	
	Showmanship / Presentation		/10	Uniform focus throughout performance	
				Appropriate attitude for style	
				Genuine enthusiasm / emotion which matches style	
				Confidence / projection	
				Energy / endurance	
Eye contact					
Rapport with audience					
Technique	Principles of Style		/10	Strength of movement	
				Control of movement	
				Arm / leg placement throughout routine	
				Head placement / focus	
	Body Awareness		/10	Balance	
				Posture	
				Body Alignment	
	Skill Technique		/10	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					
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					
Total Score			/90		
Tally Initials					