



RULES & REGULATIONS

The coach or sponsor of a competing team should contact TrendSetters Dance regarding any questions or concerns about the rules and regulations as detailed below. Please note that TrendSetters Dance will only coordinate with the registered coaches or advisors. Parents and dancers should coordinate with their coaches.

OKLAHOMA COACH'S ADVISORY PANEL

TrendSetters Dance will enlist the advice and help of approximately five Oklahoma Dance Coaches, preferably representing diverse geographical locations, divisions, and categories. The goal of this will be to help direct TrendSetters staff in determining the best methods for a great State experience. The Panel will provide feedback on the proposed:

- Scoresheets
- Divisions Splits/Combining
- Schedule
- Coach of the Year (Voted on at Contest): You will receive a ballot to vote and will drop in the ballot box in the hospitality room. One vote per registered Coach.
- Future Oklahoma Events
- And more!

*Please note, that there will be no compensation to serve on this panel.

Additionally at TrendSetters, we recognize coaches' and advisors' time and financial commitments to their teams all season. As such, TrendSetters will not charge a membership fee for any coach. Instead, each registered team will receive 3 complimentary wristbands for our State Championship as a "thank you" for all you do in propelling the dance industry forward. Additional coaches' lanyards can be purchased for \$15.



SECTION A: JUDGES + SCORESHEETS

Trendsetters Dance will select judges based on relevant experience and credentials within each division/category. The total score from each judge will be combined with scores from the other judges and averaged, generating the team's overall score. Score sheets will be released to each registered team within their online portal immediately following the awards ceremony.

SECTION B: CATEGORIES + DIVISIONS

Team Categories offered-

- Pom
- Jazz
- Kick
- Hip Hop
- Lyrical/Contemporary
- Mix/Team Performance
- Gameday
- Spirit Rally

Time Constraints: 2:15 maximum, no minimum.

(Excluding Game Day & Spirit Rally- find times in Game Day & Spirit Rally Rules below)

Team Divisions offered:

School

All-Star

COMPETING UP: In the event only one team is registered in a division, that team will be notified and offered the opportunity to compete at the next level. Coaches may opt to stay at current placement if desired. All-Star teams / School Teams cannot crossover without the written consent of all teams competing in division.

School Team Divisions	All-Star/Studio Team Divisions
-Elementary: K-1, 2-3, 4-5 -Middle School: Elite, Middle School. -Freshman -Junior Varsity -Varsity: 1A-6A *Divisions may be split into large and small categories. *All Division breakdown/splits will be determined based on registration, prior to Nov. 1st.	-Tiny All-Star: 2017 and after -Mini All-Star: 2014 and after -Youth All-Star: 2011 and after -Junior All-Star: 2008 and after -Senior All-Star: June 1, 2005 and after *Divisions may be split into large and small categories. *All Division breakdown/splits will be determined based on registration, prior to Nov. 1st.



High School & All-Star/Studio Solo Divisions

Time Constraints: 2:15 maximum, no minimum.

School Solo Divisions	All-Star/Studio Solo Divisions
-Tiny: Grade K & Under -Mini: Grade 1-2 -Youth: Grade 3-5 -Intermediate: Grade 9-10 -Senior: Grade 11-12	-Tiny All-Star: 2017 and after -Mini All-Star: 2014 and after -Youth All-Star: 2011 and after -Junior All-Star: 2008 and after -Senior All-Star: June 1, 2005 and after

*There will be no limit for the number of solos an individual or team may register. Only one solo from each individual may be placed.



SECTION C: TEAM CLASSIFICATIONS + SPLITS

Percentage of Team Members Competing-

- Teams may use different numbers of dancers in each routine. However, at least 75% of registered team members must compete. (Excludes Game Day & Spirit Rally).

Division Classification-

- Teams entering the varsity school division will be assigned classifications based on 24-25 OSSAA classifications.

Split / Combine Divisions-

- Trendsetters reserves the right to split or combine divisions depending on registration. Final divisions and splits will be provided prior to the final schedule.

SECTION D: PENALTIES + LEGALITIES

If a skill is permitted under another competition, please include the approval in your email. It is Trendsetters' goal that a team compete the same exact routine at all competitions without fear of State penalties.

Lifts / Tricks / Release

- All hip over head rotational tricks and lifts should have at least one bare hand. Hands free poms are acceptable as a "bare" hand.
- Drops or falls to the knee, back, front, head, shoulder, neck or seat onto the floor are not permitted.
- Rotation over another dancer is permitted as long as the dancer connected to the floor is stationary throughout the time the executing dancer leaves and returns to the floor.
- An executing dancer must always be supported by a dancer who is in contact with the floor throughout the entire skill.
 - EXCEPTION: Basket tosses are not allowed in which the "flying" dancer rotates or feet go above his/her head. However, a dancer may be released as long as her/his feet do not go above head and remain in a vertical position.



- Hip over head rotation is allowed with or without hands making contact with performance surface. (i.e. back tucks, layouts, etc.) given that a dancer has at least one bare hand.
- Skills allowed (must first bear weight on hands or feet/foot): headsprings, kip ups, rubberbands, side aerial, front aerial, layout, back tucks, back handsprings, butterflies, hand/headstands, 540.
- Jewelry may be worn as long as it's not considered hazardous to the safety of dancers.
- No dry ice, confetti, glass, canned smoke, water or other liquid that may obstruct the judges' view or affect the condition of the performance floor may be used.

Technical Judge-

A technical judge will be available leading up to the State Championship. If a coach or advisor is unsure of the legality of a skill, he or she can submit a video of such skill to- Kelsie Cain (ts.kelsiecain@gmail.com).

Penalties + Deductions

- All penalties must be accessed in real-time and will be determined by each judge.
- There will be no technical or penalty judge accessing routines with the exception of the warm-up areas.
- Additional deductions, separate from above, may be accessed by each judge as they deem necessary due to inappropriate costumes or music. Please keep it family-friendly!
- No set point amount will be required to be deducted and will only be accessed on the individual judges' scoresheet.

SECTION E: GAME DAY & SPIRIT RALLY RULES AND RESTRICTIONS

E1) Game Day:

TrendSetters Dance has adopted the preliminary round of OSSAA's Game Day rules and guidelines:

**Game Day rules & regulations as well as SCORESHEET are subject to change based on OSSAA's final verbiage.*

Each team will showcase their best sideline and crowd-leading material in the following categories:

- Band Dance
- Band Chant
- Fight Song



Band Dance:

- *One (1) minute time limit. Marching band music only.*
- *Emphasis on crowd appeal and practicality, no stunts or tumbling permitted. Practicality should be considered in this element.*

Band Chant:

- *One (1) minute time limit.*
- *Performance should have an emphasis on crowd involvement. Performance should be completed before the time limit. Practicality should be considered in this element.*

Fight Song:

- *One (1) minute time limit. Marching band music only.*
- *Up to three CONSECUTIVE eight counts may be incorporated with stunts, tumbling, and/or jumps. If repeated, incorporation must repeat EXACTLY as initially performed. Practicality should be considered in this element.*

Music- Game Day music can be uploaded to Dance Comp Genie account with silent breaks added in between each section. TrendSetters will not be responsible for pushing play per section. Coaches will also have the option to play their own music,

E2) Spirit Rally:

Trendsetters has adopted DTU's regulations for this competition routine as follows:

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, school 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!

Time Limit- 3:00



Execution:

- Quality of Team Movement (Execution, Technique and Spacing)
 - *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
 - *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)
 - *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
 - *Routine's Movements, Concepts 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
 - *Ability to Connect with Audience and Provoke Appropriate Emotional Response*
 - *Authenticity of Performance*

SECTION F: MIDDLE SCHOOL DIVISION SEPARATION

TrendSetters Dance will be splitting the Middle School Division into-

- Middle School Elite
- Middle School

Middle School Elite will have no skill restrictions in any routine(s).

Middle School will have the following skill restrictions-

Any skill not approved for this division will result in a deduction from the overall score.



MIDDLE SCHOOL SKILL RESTRICTCTIONS:

TUMBLING AND SKILLS (Executed by Individuals)

- Weight bearing skills (with or without hip over-head rotation skills) must not be connected to any other skill or technical element.
- Hip over-head rotation skills with hand support are not allowed while holding poms in the supporting hand. (Exception: forward rolls and backward rolls are allowed).

ALLOWED:		NOT ALLOWED:	
Front/Back Walkovers	Forward Rolls	Front Tucks	Back Tucks
Kip Ups (with hands)	Backbends	Back Handsprings	Layouts
Round Off	Backward Rolls	Front Aerials	Shushunova
Shoulder Rolls	Handstands	Barani	Back Tucks
Stalls/Freezes	Cartwheels	Aerial Cartwheels	Side Somi
Headsprings (with hands)	Headstands	No handed headsprings	Front Handsprings
		Dive Rolls	Windmills
		Toe Pitch	Head Spins

TECHNICAL SKILL/ELEMENT RESTRICTIONS

- Stationary turns are allowed provided the following:
 - Pirouette turns may be executed in a passe, coupe, pencil, or attitude position and are limited to two rotations.
 - Leg hold turns and illusions are limited to one rotation.
 - No turning floats.
- Fouette turns/A la Seconde turns sequences are allowed provided the following:
 - Turn sequences are limited to one eight count of turning. This does not include the preparation or ending/completion of the turn sequence.

ALLOWED:	NOT ALLOWED:
Pirouette	Switch Leap
Fouette Turn	Floats
A La Seconde Turn	Switch Tilt
Toe Touch	Turning Switch Tilt
Grand Jete	Turning C Jump
C Jump	Reverse Jump
Side Leap	Turning Disc
Firebird	Calypso
Illusion	Axels
Leg Hold Turn	540 Jump

Any skill not approved for this division will result in a deduction from the overall score.



SECTION G: MUSIC

Teams will not be asked to provide music licensing. TrendSetters has adopted the following rule from Dance Team Union for clarification:

Trendsetters competitions comply with all applicable laws. We will obtain the music license(s) we need as hosts in order to present our camps and competitions.

Our music policy for dance teams attending TrendSetters's Oklahoma State Dance Championship is straightforward: you may perform to any music that complies with the law. The law permits you to use original songs, "cover" songs or so-called "exclusive" songs (generally new songs by "unknown" music artists) under various circumstances depending upon your team's specific use. You should always legally purchase your music, and then you should obtain any necessary permission(s) for your music based on your own consideration of applicable law.

We note that in *Tresona Multimedia v. Burbank High School Vocal Music Association* (decided March 24, 2020), a court ruled that the use of a song as part of a show choir's music mix for educational purposes (not for commercial profit) was fair use and did not require any permission by, or license fee to, the song's license holder. The court also required the licensor to pay all of the show choir's legal fees incurred in defending the suit. Although every team and music mix is different, dance teams should read about this case as part of educating itself about music use law, given that many dance teams use music similarly to the show choir and may decide they have a strong fair use argument.

A link to the case is here:

<https://cdn.ca9.uscourts.gov/datastore/opinions/2020/03/24/17-56006.pdf>

There are times when a performance may not get recorded due to technical glitches on the back end. However, you will have the written score sheets to refer to.



- JAZZ DIVISION -

COMMENTS	CHOREOGRAPHY DIFFICULTY, CREATIVITY, ORIGINALITY, MUSICAL INTERPRETATION, BALANCE OF ELEMENTS, VISUAL EFFECTS, USE OF THEME, VARIETY, QUALITY OF TRANSITIONS	MAX VALUE 10	TEAM SCORE
	STAGING EXECUTION OF SPACING, DIFFICULTY, FORMATIONS, CREATIVE USE OF SPACE, TRANSITIONS	10	
	TECHNICAL ELEMENTS APPROPRIATE DIFFICULTY, PROPER EXECUTION AND QUALITY OF MOVEMENT, TECHNICAL ELEMENTS, BODY AWARENESS	10	
	EXECUTION PROPER EXECUTION OF ALL TECHNICAL ELEMENTS INCLUDING ALL LEAPS, TURNS, JUMPS AND EXTENSIONS. DIFFICULTY OF SKILLS.	10	
	QUALITY OF MOVEMENT DIFFICULTY, EXECUTION OF JAZZ STYLE, EXTENSION, CONTROL, MUSICALITY, PRECISION, DYNAMICS QUALITY	10	
	ARTISTRY MUSICAL INTERPRETATION, ARTISTIC IMPRESSION, MOVEMENT QUALITY, EMOTION OF PIECE, CREATIVITY	10	
	UNIFORMITY/PRECISION TEAM TIMING, SYNCHRONIZATION, SPACING, RHYTHM, UNIFORMITY OF MOVEMENT, BODY PLACEMENT, ALIGNMENT	10	
	PERFORMANCE ENTERTAINMENT PRESENCE, PROJECTION, EXPRESSION, AUDIENCE APPEAL, APPROPRIATENESS, AUTHENTICITY OF PERFORMANCE, OVERALL ENERGY	10	
	APPEARANCE GROOMING, MAKE-UP, APPROPRIATE COSTUMING	10	
	OVERALL IMPRESSION AUDIENCE APPEAL, ENERGY, PROJECTION, CONFIDENCE, OVERALL/PERFORMANCE IMPACT	10	
	TOTAL-		

JUDGE _____



-LYRICAL/CONTEMPORARY DIVISION-

COMMENTS	CHOREOGRAPHY DIFFICULTY, CREATIVITY, ORIGINALITY, MUSICAL INTERPRETATION OF LYRICS TO MOVEMENT, BALANCE OF ELEMENTS, VISUAL EFFECTS, USE OF THEME, VARIETY, QUALITY OF TRANSITIONS,	MAX VALUE 10	TEAM SCORE
	STAGING EXECUTION OF SPACING, DIFFICULTY, FORMATIONS, CREATIVE USE OF SPACE, TRANSITIONS, GROUP/PARTNER WORK, LEVELS & OPPOSITIONS	10	
	TECHNICAL ELEMENTS APPROPRIATE DIFFICULTY, PROPER EXECUTION AND QUALITY OF MOVEMENT, TECHNICAL ELEMENTS, BODY AWARENESS	10	
	EXECUTION PROPER EXECUTION OF ALL TECHNICAL ELEMENTS INCLUDING ALL LEAPS, TURNS, JUMPS AND EXTENSIONS. DIFFICULTY OF SKILLS.	10	
	QUALITY OF MOVEMENT DIFFICULTY, EXECUTION OF JAZZ STYLE, EXTENSION, CONTROL, MUSICALITY, PRECISION, DYNAMICS QUALITY, CONSISTENCY OF MOVEMENT	10	
	ARTISTRY MUSICAL INTERPRETATION, ARTISTIC IMPRESSION, MOVEMENT QUALITY, EMOTION OF PIECE, CREATIVITY	10	
	UNIFORMITY/PRECISION TEAM TIMING, SYNCHRONIZATION, SPACING, RHYTHM, UNIFORMITY OF MOVEMENT, BODY PLACEMENT, ALIGNMENT	10	
	PERFORMANCE ENTERTAINMENT PRESENCE, PROJECTION, EXPRESSION, AUDIENCE APPEAL, APPROPRIATENESS, AUTHENTICITY OF PERFORMANCE, OVERALL ENERGY	10	
	APPEARANCE GROOMING, MAKE-UP, APPROPRIATE COSTUMING	10	
	OVERALL IMPRESSION AUDIENCE APPEAL, ENERGY, PROJECTION, CONFIDENCE, OVERALL/PERFORMANCE IMPACT	10	
	TOTAL-		

JUDGE _____



-POM DIVISION-

COMMENTS	CHOREOGRAPHY DIFFICULTY, CREATIVITY, ORIGINALITY, MUSICAL INTERPRETATION, BALANCE OF ELEMENTS, VISUAL EFFECTS, USE OF THEME, VARIETY, QUALITY OF TRANSITIONS, CLEAN EXECUTION	MAX VALUE 10	TEAM SCORE
	STAGING EXECUTION OF SPACING, DIFFICULTY, FORMATIONS, CREATIVE USE OF SPACE, TRANSITIONS	10	
	TECHNICAL ELEMENTS APPROPRIATE DIFFICULTY, PROPER EXECUTION AND QUALITY OF MOVEMENT, TECHNICAL ELEMENTS, BODY AWARENESS	10	
	EXECUTION PROPER EXECUTION OF ALL TECHNICAL ELEMENTS INCLUDING ALL LEAPS, TURNS, JUMPS AND EXTENSIONS. DIFFICULTY OF SKILLS.	10	
	QUALITY OF MOVEMENT DIFFICULTY, MOTION PLACEMENT, CONTROL, STRENGTH, PROPER EXECUTION OF ELEMENTS, PRECISION, DYNAMICS, USE OF POMS/ALIGNMENT	10	
	ARTISTRY MUSICAL INTERPRETATION, ARTISTIC IMPRESSION, MOVEMENT QUALITY, EMOTION OF PIECE, CREATIVITY	10	
	UNIFORMITY/PRECISION TEAM TIMING, SYNCHRONIZATION, SPACING, RHYTHM, UNIFORMITY OF MOVEMENT, BODY PLACEMENT, ALIGNMENT	10	
	PERFORMANCE ENTERTAINMENT PRESENCE, PROJECTION, EXPRESSION, AUDIENCE APPEAL, APPROPRIATENESS, AUTHENTICITY OF PERFORMANCE, OVERALL ENERGY	10	
	APPEARANCE GROOMING, MAKE-UP, APPROPRIATE COSTUMING	10	
	OVERALL IMPRESSION AUDIENCE APPEAL, ENERGY, PROJECTION, CONFIDENCE, OVERALL/PERFORMANCE IMPACT	10	
	TOTAL-		

JUDGE _____



-HIP HOP DIVISION-

COMMENTS	CHOREOGRAPHY	MAX VALUE	TEAM SCORE
	DIFFICULTY, CREATIVITY, ORIGINALITY, MUSICAL INTERPRETATION, BALANCE OF ELEMENTS, VISUAL EFFECTS, USE OF THEME, VARIETY, QUALITY OF TRANSITIONS	10	
	STAGING	10	
	EXECUTION OF SPACING, DIFFICULTY, FORMATIONS, CREATIVE USE OF SPACE, TRANSITIONS	10	
	TECHNICAL ELEMENTS	10	
	APPROPRIATE DIFFICULTY, PROPER EXECUTION AND QUALITY OF MOVEMENT, TECHNICAL ELEMENTS, BODY AWARENESS, DYNAMICS	10	
	EXECUTION	10	
	PROPER EXECUTION OF ALL TECHNICAL ELEMENTS INCLUDING ALL LEAPS, TURNS, JUMPS AND EXTENSIONS. DIFFICULTY OF SKILLS,	10	
	QUALITY OF MOVEMENT	10	
	DIFFICULTY, EXECUTION OF HIP HOP STYLE, EXTENSION, CONTROL, MUSICALITY, PRECISION, DYNAMICS QUALITY	10	
	ARTISTRY	10	
	MUSICAL INTERPRETATION, ARTISTIC IMPRESSION, MOVEMENT QUALITY, EMOTION OF PIECE, CREATIVITY	10	
	UNIFORMITY/PRECISION	10	
	TEAM TIMING, SYNCHRONIZATION, SPACING, RHYTHM, UNIFORMITY OF MOVEMENT, BODY PLACEMENT, ALIGNMENT	10	
	PERFORMANCE	10	
	ENTERTAINMENT PRESENCE, PROJECTION, EXPRESSION, AUDIENCE APPEAL, APPROPRIATENESS, AUTHENTICITY OF PERFORMANCE, OVERALL ENERGY	10	
	APPEARANCE	10	
	GROOMING, MAKE-UP, APPROPRIATE COSTUMING	10	
	OVERALL IMPRESSION	10	
	AUDIENCE APPEAL, ENERGY, PROJECTION, CONFIDENCE, OVERALL/PERFORMANCE IMPACT	10	
TOTAL-			

JUDGE _____



- MIXED TEAM PERF DIVISION -

COMMENTS	CHOREOGRAPHY	MAX VALUE	TEAM SCORE
	CLEAR DEFINITION OF EACH SECTION, DIFFICULTY, CREATIVITY, ORIGINALITY, MUSICAL INTERPRETATION, BALANCE OF ELEMENTS, VISUAL EFFECTS, USE OF THEME, VARIETY OF MOVEMENTS, QUALITY OF TRANSITIONS, MEMORY	10	
	STAGING	10	
	EXECUTION OF SPACING, DIFFICULTY, FORMATIONS, CREATIVE USE OF SPACE, TRANSITIONS		
	TECHNICAL ELEMENTS	10	
	APPROPRIATE DIFFICULTY, PROPER EXECUTION AND QUALITY OF MOVEMENT, TECHNICAL ELEMENTS, BODY AWARENESS		
	EXECUTION	10	
	PROPER EXECUTION OF ALL TECHNICAL ELEMENTS INCLUDING ALL LEAPS, TURNS, JUMPS AND EXTENSIONS. DIFFICULTY OF SKILLS		
	QUALITY OF MOVEMENT	10	
	SECTION APPROPRIATE, DIFFICULTY, PROPER EXECUTION, CONTROL, MUSICALITY, PRECISION, DYNAMIC QUALITY, COMPLETION OF MOVEMENT		
	ARTISTRY	10	
	MUSICAL INTERPRETATION, ARTISTIC IMPRESSION, MOVEMENT QUALITY, EMOTION OF PIECE, CREATIVITY		
	UNIFORMITY/PRECISION	10	
	TEAM TIMING, SYNCHRONIZATION, SPACING, RHYTHM, UNIFORMITY OF MOVEMENT, BODY PLACEMENT, ALIGNMENT, STRENGTH OF MOVEMENT		
	PERFORMANCE	10	
	ENTERTAINMENT PRESENCE, PROJECTION, EXPRESSION, AUDIENCE APPEAL, APPROPRIATENESS, AUTHENTICITY OF PERFORMANCE, OVERALL ENERGY		
	APPEARANCE	10	
	GROOMING, MAKE-UP, APPROPRIATE COSTUMING		
	OVERALL IMPRESSION	10	
	AUDIENCE APPEAL, ENERGY, PROJECTION, CONFIDENCE, OVERALL/PERFORMANCE IMPACT		
	TOTAL-		

JUDGE _____



-KICK DIVISION-

COMMENTS	CHOREOGRAPHY DIFFICULTY, CREATIVITY, ORIGINALITY, MUSICAL INTERPRETATION, KICK QUANTITY AND VARIETY, VISUAL EFFECTS, USE OF THEME, VARIETY, QUALITY OF TRANSITIONS	MAX VALUE 10	TEAM SCORE
	STAGING EXECUTION OF SPACING, DIFFICULTY, FORMATIONS, CREATIVE USE OF SPACE, TRANSITIONS	10	
	TECHNICAL ELEMENTS APPROPRIATE DIFFICULTY, PROPER EXECUTION AND QUALITY OF MOVEMENT, TECHNICAL ELEMENTS, BODY AWARENESS	10	
	EXECUTION PROPER EXECUTION OF ALL TECHNICAL ELEMENTS INCLUDING ALL LEAPS, TURNS, JUMPS AND EXTENSIONS. DIFFICULTY OF SKILLS.	10	
	QUALITY OF MOVEMENT TECHNICAL DIFFICULTY, KICK CONTROL, KICK HEIGHT, PACE OF KICKS, PLACEMENT, BODY ALIGNMENT, PRECISION, DYNAMICS QUALITY	10	
	ARTISTRY MUSICAL INTERPRETATION, ARTISTIC IMPRESSION, MOVEMENT QUALITY, EMOTION OF PIECE, CREATIVITY	10	
	UNIFORMITY/PRECISION TEAM TIMING, SYNCHRONIZATION, SPACING, RHYTHM, UNIFORMITY OF MOVEMENT, BODY PLACEMENT, ALIGNMENT	10	
	PERFORMANCE ENTERTAINMENT PRESENCE, PROJECTION, EXPRESSION, AUDIENCE APPEAL, APPROPRIATENESS, AUTHENTICITY OF PERFORMANCE, OVERALL ENERGY	10	
	APPEARANCE GROOMING, MAKE-UP, APPROPRIATE COSTUMING	10	
	OVERALL IMPRESSION AUDIENCE APPEAL, ENERGY, PROJECTION, CONFIDENCE, OVERALL/PERFORMANCE IMPACT	10	
	TOTAL-		

JUDGE _____



- GAME DAY DIVISION -

FIGHT SONG	COMMENTS	GAME DAY EFFECTIVENESS APPROPRIATE USE OF MATERIAL THAT ENGAGES AUDIENCE CONNECTION, CROWD INTERACTION AND ENTERTAINMENT VALUE	MAX VALUE 10	TEAM SCORE
		SYNCHRONIZATION EXECUTION OF SPACING, DIFFICULTY, FORMATIONS, CREATIVE USE OF SPACE	10	
		EXECUTION OF MOVEMENT & TECHNIQUE PROPER CONTROL, PLACEMENT, STRENGTH OF MOVEMENT	10	

SPIRIT RAISING	COMMENTS	GAME DAY EFFECTIVENESS APPROPRIATE USE OF MATERIAL THAT ENGAGES AUDIENCE CONNECTION, CROWD INTERACTION AND ENTERTAINMENT VALUE	MAX VALUE 10	TEAM SCORE
		SYNCHRONIZATION TEAM TIMING, UNIFORMITY, SPACING	10	
		EXECUTION OF MOVEMENT & TECHNIQUE PROPER CONTROL, PLACEMENT, STRENGTH OF MOVEMENT	10	

PERFORMANCE	COMMENTS	GAME DAY CHOREOGRAPHY ENTERTAINING, VISUAL, MUSICAL INTERPRETATION, DYNAMIC, FULL BODY	MAX VALUE 10	TEAM SCORE
		SYNCHRONIZATION TEAM TIMING, UNIFORMITY, SPACING	10	
		EXECUTION OF MOVEMENT & TECHNIQUE PROPER CONTROL, PLACEMENT, STRENGTH OF MOVEMENT	10	

OVERALL IMPRESSION AUDIENCE CONNECTION, CROWD INTERACTION, ENTERTAINMENT	MAX VALUE 10	TEAM SCORE
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TOTAL-	
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JUDGE _____



-SPIRIT RALLY DIVISION-

EXECUTION	COMMENTS	QUALITY OF TEAM MOVEMENT (EXECUTION, TECHNIQUE & SPACING)	MAX VALUE	TEAM SCORE
		• PROPER TECHNICAL EXECUTION OF MOVEMENT WITHIN SELECTED STYLE • OVERALL MOVEMENT QUALITY • UNIFORM EXECUTION OF MOVEMENT BY ENTIRE TEAM • UNIFORM SPACING THROUGHOUT ROUTINE	20	
	COMMENTS	EXECUTION OF MUSICALITY	MAX VALUE	TEAM SCORE
		• EXECUTION OF CHOREOGRAPHY TO THE MUSIC • ABILITY TO CAPTURE NUANCES OF VOCAL AND/OR MUSICAL CUES AND TEMPO VARIATIONS	20	

CHOREOGRAPHY	COMMENTS	ENTERTAINMENT VALUE OF ROUTINE (MOVEMENT AND OVERALL CONCEPT)	MAX VALUE	TEAM SCORE
		• CONCEPT OF ROUTINE AND MOVEMENTS OF TEAM MEMBERS INCLUDE ENTERTAINING, CREATIVE AND UNPREDICTABLE ELEMENTS • ROUTINE EVOKES POSITIVE, STRONG AUDIENCE RESPONSE	20	
	COMMENTS	SHOWCASE OF HOMETOWN/SCHOOL/TEAM'S UNIQUE STYLE	MAX VALUE	TEAM SCORE
		• 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	20	

SHOWMANSHIP	COMMENTS	COMMUNICATION AND PROJECTION BY DANCERS	MAX VALUE	TEAM SCORE
		• ABILITY TO CONNECT WITH AUDIENCE AND PROVOKE APPROPRIATE EMOTIONAL RESPONSE • AUTHENTICITY OF PERFORMANCE	10	
	COMMENTS	OVERALL IMPRESSION	MAX VALUE	TEAM SCORE
		• AUDIENCE CONNECTION, CROWD INTERACTION, ENTERTAINMENT	10	

TOTAL-	
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JUDGE _____



- SOLO DIVISION -

COMMENTS	CHOREOGRAPHY ORIGINALITY, USE OF THEME, MUSICAL INTERPRETATION, TRANSITIONS, EFFECTIVENESS, CREATIVITY, DIFFICULTY, USE OF LEVELS & SPACE, VARIETY OF MOVEMENT, APPROPRIATE MUSIC & MOVES	MAX VALUE 10	TEAM SCORE
	STAGING CREATIVE USE OF FLOOR SPACE, TRANSITIONS,	10	
	TECHNICAL ELEMENTS APPROPRIATE DIFFICULTY, PROPER EXECUTION AND QUALITY OF MOVEMENT, TECHNICAL ELEMENTS, BODY AWARENESS	10	
	EXECUTION PROPER EXECUTION OF ALL TECHNICAL ELEMENTS INCLUDING ALL LEAPS, TURNS, JUMPS AND EXTENSIONS. DIFFICULTY OF SKILLS.	10	
	QUALITY OF MOVEMENT TECHNICAL DIFFICULTY, PLACEMENT, BODY ALIGNMENT, DYNAMICS QUALITY	10	
	ARTISTRY MUSICAL INTERPRETATION, ARTISTIC IMPRESSION, MOVEMENT QUALITY, EMOTION OF PIECE, CREATIVITY	10	
	UNIFORMITY/PRECISION TIMING, SYNCHRONIZATION, SPACING, RHYTHM, UNIFORMITY OF MOVEMENT, BODY PLACEMENT, ALIGNMENT	10	
	PERFORMANCE ENTERTAINMENT PRESENCE, PROJECTION, EXPRESSION, AUDIENCE APPEAL, APPROPRIATENESS, AUTHENTICITY OF PERFORMANCE, OVERALL ENERGY	10	
	APPEARANCE GROOMING, MAKE-UP, APPROPRIATE COSTUMING	10	
	OVERALL IMPRESSION AUDIENCE APPEAL, ENERGY, PROJECTION, CONFIDENCE, OVERALL/PERFORMANCE IMPACT	10	
	TOTAL-		

JUDGE _____



- ENSEMBLE DIVISION -

COMMENTS	CHOREOGRAPHY ORIGINALITY, USE OF THEME, MUSICAL INTERPRETATION, TRANSITIONS, EFFECTIVENESS, CREATIVITY, DIFFICULTY, USE OF LEVELS & SPACE, VARIETY OF MOVEMENT, APPROPRIATE MUSIC & MOVES	MAX VALUE 10	TEAM SCORE
	STAGING CREATIVE USE OF FLOOR SPACE, TRANSITIONS,	10	
	TECHNICAL ELEMENTS APPROPRIATE DIFFICULTY, PROPER EXECUTION AND QUALITY OF MOVEMENT, TECHNICAL ELEMENTS, BODY AWARENESS	10	
	EXECUTION PROPER EXECUTION OF ALL TECHNICAL ELEMENTS INCLUDING ALL LEAPS, TURNS, JUMPS AND EXTENSIONS. DIFFICULTY OF SKILLS.	10	
	QUALITY OF MOVEMENT TECHNICAL DIFFICULTY, PLACEMENT, BODY ALIGNMENT, DYNAMICS QUALITY	10	
	ARTISTRY MUSICAL INTERPRETATION, ARTISTIC IMPRESSION, MOVEMENT QUALITY, EMOTION OF PIECE, CREATIVITY	10	
	UNIFORMITY/PRECISION TIMING, SYNCHRONIZATION, SPACING, RHYTHM, UNIFORMITY OF MOVEMENT, BODY PLACEMENT, ALIGNMENT	10	
	PERFORMANCE ENTERTAINMENT PRESENCE, PROJECTION, EXPRESSION, AUDIENCE APPEAL, APPROPRIATENESS, AUTHENTICITY OF PERFORMANCE, OVERALL ENERGY	10	
	APPEARANCE GROOMING, MAKE-UP, APPROPRIATE COSTUMING	10	
	OVERALL IMPRESSION AUDIENCE APPEAL, ENERGY, PROJECTION, CONFIDENCE, OVERALL/PERFORMANCE IMPACT	10	
	TOTAL-		

JUDGE _____