





Team NameJudge Number _	Judge Number	
TECHNICAL EXECUTION		
Category Style Execution Pom - Quality of Pom motion Technique: placement, control, precise and strong completion of movement Hip Hop - Groove and quality of authentic hip hop/street style Jazz - Continuity of movement and quality of style, extension and presence/carriage High Kick - Quality of High Kick Technique: posture, flexibility, extension, control, foot prep/closure Open/Open - Quality of movement using contraction/release, control, sustained and expressive movement	10	
Movement Technique Execution Movement that has strength, intensity, placement, control, presence and commitment	10	
Skill Technique Execution Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement	10	
GROUP EXECUTION		
Synchronization/Timing with Music Correct timing with team members and the music	10	
Uniformity of Movement Movements are the same on each person: clear, clean and precise	10	
Spacing Correct positioning/distance between individuals on the performance surface during the routine and transitions	10	
CHOREOGRAPHY		
Musicality Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10	
Routine Staging/Visual Effects Utilization of varied formations and seamless transitions Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, etc.	10	
Complexity of Movement Level of difficulty of movement such as tempo, weight changes, directional changes, connectivity, continuity, intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical execution	10	
OVERALL EFFECT		
Communication/Projection/Audience Appeal & Appropriateness Ability to exhibit a dynamic routine with genuine showmanship and audience appeal. The performance fulfills the category description and has age appropriate music, costume and choreography that enhances the routine.	10	