

Team Name	Routine	Division	No. on Team	PANEL

CATEGORY TOTALS	MAX	EARNED
Composition of Routine	10	
Staging and Visuals	10	
Degree of Difficulty	10	
TOTAL (Out of 30)		



CHOREOGRAPHY 30 Points	RANGES	EARNED
Composition of Routine <i>The movement complements the music (use of sound effects, rhythms, lyrics etc.) and costume concepts. Skills incorporation that supports the flow and enhances the dynamic of the routine. Appropriate to teams ability level.</i>	LOW 6.5-7.5 MID 7.5-9.0 HIGH 9.0-9.5 MAX 9.5-10	
Routine Staging and Visual Effects - Formations, Visuals and Transitions <i>The dancers are staged well on the floor. They have seamless incorporation of unique and challenging formations and transitions. Visual effects created with interactive movements. Visuals should be creative and unpredictable with creative level changes, skills, floor work, partner work, lifts, illusions, patterns, levels and/or oppositions, tricks etc.</i>	LOW 6.5-7.5 MID 7.5-9.0 HIGH 9.0-9.5 MAX 9.5-10	
Degree of Difficulty – Routine <i>Not reflective of execution, Overall level and intricacy of challenging elements, pace, and difficulty of the chosen hip hop movements (such as but not limited to: footwork, direction changes, style and technical skills)</i>	LOW 6.5-7.5 MID 7.5-9.0 HIGH 9.0-9.5 MAX 9.5-10	
TOTAL:		

COMMENTS:

Team Name	Routine	Division	No. on Team	PANEL

CATERGORY TOTALS	MAX	EARNED
Technique	20	
Quality of Movement	10	
Execution of Skills and Groove	10	
TOTAL (Out of 40)		



TECHNIQUE – 40 points	RANGES	EARNED
Technique of Selected Hip hop Styles <i>Demonstration of correct technique within a variety of hip hop/streetdance style such as (but not limited to): Popping, locking, hitting, gliding, animation, rocking, freezes, stalls, waaking, voguing, punking, krumping, crunking, stepping, dance hall, housing, strobing, dubstepping, clubbing, tutting, threading and/or breaking.</i>	BELOW 14-15 LOW 15-16 MID 16-18 HIGH 18-20	
Quality of Movement - Intensity and Strength <i>Overall execution, stabilization, control and momentum, attack or approach to movement, consistency and quality of movement (Does not have to mean speed for the dancer to intensely execute the movement).</i>	LOW 6.5-7.5 MID 7.5-9.0 MAX 9.0-10	
Execution of Skills and Groove <i>Demonstration of correct approach, execution and release of skills. Body awareness, control, strength, balance and form when performing skills. Consideration to the degree of difficulty.</i>	LOW 6.5-7.5 MID 7.5-9.0 MAX 9.0-10	
TOTAL:		

COMMENTS:

Team Name	Routine	Division	No. on Team	PANEL



CATERGORY TOTALS	MAX	EARNED
Communications	10	
Overall Impression	10	
Group Execution	20	
TOTAL (Out of 40)		

OVERALL – 10 Points	RANGE	EARNED
Communications <i>Performance elements that build emotions, overall use of theme/style/story/concept, musicality, eye contact, confidence, showmanship, enthusiasm, energy, emotion and intensity.</i>	BELOW 6-7 LOW 7-8 MID 8-9 HIGH 9-10	
Overall Impression <i>Appeal, appropriateness of music and costume, staging, choreography, Entertainment, Pace/Flow, Perfection.</i>	BELOW 6-7 LOW 7-8 MID 8-9 HIGH 9-10	
GROUP EXECUTION – 20 points	RANGE	EARNED
Group execution of Choreography <i>Including uniformity, synchronization within the group and music/tempo (Execution of technique will be scored with technique), unison, timing/rhythm, spacing in formations, transitions and commitment to the style.</i>	BELOW 14-15 LOW 15-16 MID 16-18 HIGH 18-20	
TOTAL:		

COMMENTS:

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## DEDUCTION SUMMARY

ROUTINE INFRACTIONS	BOUNDARY VIOLATIONS	TIMING VIOLATIONS	USASF SAFETY VIOLATION	TOTAL

### ROUTINE / BOUNDARY INFRACTIONS

TYPE CODE	LS	M	RS	SUB TOTAL	TOTAL
AF				AF x 0.25	
BF				BF x 0.50	
MBF				MBF x 1.00	
MD				MD x 1.50	
BV				BV x 0.25	
<b>TOTAL</b>					

\*The competition boundary is defined as the performance surface. A deduction will be issued if both athletes' feet go outside the competition boundary.

### TIMING VIOLATIONS

TYPE CODE	TIME OF ROUTINE	W / D	SUB TOTAL	TOTAL
TV			TV x 0.25	
<b>TOTAL</b>				

\*Time deductions – Routines should be no longer than 2.30 (Stunt Routines 1.15), routines timed at 2.31-2.35 will be issued a warning, routines timed at 2.35-2.45 will be given a deduction of 2.0. Routines exceeding 2.45 will be deducted 0.25 for every second over 2.45.

### ROUTINE INFRACTIONS GRID

\*Grid list of examples – but is not limited too

AF	ATHLETE FALL	Hand(s) down in tumbling or jumps Knee(s) down in tumbling or jumps Drops to the floor during individual skills (tumbling, jumps...)
BF	BUILDING FALL	Uncontrolled cradling, dismounting or lowering a building skill (not timing issues) Base or spotter falling to the floor during a building skill
MBF	MAJOR BUILDING FALL	Falls from an individual stunt, pyramid or toss to the floor (top person lands on the floor or multiple bases/spotter land on floor)
MD	MAXIMUM DEDUCTION	When multiple deductions should be assessed during a stunt or toss or pyramid collapse, then the sum of those deduction should not exceed 1.75

\*Bobbles, balance checks and controlled timing errors will be reflected in technique scores

## USASF SAFETY VIOLATIONS

TYPE CODE	VALUE	SUB TOTAL	TOTAL
Tumbling, General Safety, Image Policy and all other violations	1.0		
Building Skills performed OUT OF LEVEL	2.0		
UNSPORTMANLIKE BEHAVIOUR	4.0		
<b>TOTAL</b>			

## DEDUCTION SUMMARY

USASF RULE SAFETY VIOLATIONS			
LEVEL	SKILL	LEVEL	DEDUCTION:
Explanation:			
LEVEL	SKILL	LEVEL	DEDUCTION:
Explanation:			
LEVEL	SKILL	LEVEL	DEDUCTION:
Explanation:			
LEVEL	SKILL	LEVEL	DEDUCTION:
Explanation:			
LEVEL	SKILL	LEVEL	DEDUCTION:
Explanation:			