## UTAH HIGH SCHOOL ACTIVITIES ASSOCIATION MILITARY- CHOREOGRAPHY SCORE SHEET

The emphasis of this routine is on precision, clean and sharp movements, maneuvering and formations. Any basic military maneuversor steps such as pinwheels, blocks, ranks and files, etc. may be used. Kicks and ripples may be used. School uniforms or military style costumes shall be worn. No dance steps, no jazz hands, no rolls, no hip movements, no jazz runs, no pyramids, no arch backs, no toe touches (Russian or straddle), nor tumbling may be used. Props/backdrops/sets are prohibited.

**NO DISTRACTING VOCALS AND FACIALS!** 

School:	Classificatio	n: 6A	5A	4A	3A	2A	
Competition:	Location:			Date:			
	(√) Denotes <b>Superior</b> Performace	e (O) Denotes <b>Improvement</b> Needed					

Sc	CORING CATEGORIES	RATING	SCORE
□ Military Focus	□ Continuity	Superior 23.25 - 30 (Almost the whole time)	
☐ Military Focus ☐ Military Elements ☐ Musical Interpretation	☐ Tempo Variations	Excellent 15.25 - 23 (Most of the time)	
	☐ Intricacy/Variety of Formations	Good 7.25 - 15	
□ Technical Elements	□ Staging/Design	(About 1/2 the time)  Fair 0 - 7	
□ Creativity/ Originality	□ Visual Effects	(Very little of the time)	(30)
□ Variety of Movement	□ Levels	Superior 23.25 - 30 (Almost the whole time)	
□ Whole Body Movement □ Footwork	□ Flexibility	Excellent 15.25 - 23 (Most of the time)	
	□ Directional Changes	Good 7.25 - 15	
☐ Transitions	□ Change of Pace	(About 1/2 the time)  Fair 0 - 7	
☐ Manuevering of Formations		(Very little of the time)	(30)
□ Appearance □ Appropriate Costume	□ Facial Expressions	Superior 15.25 - 20 (Almost the whole time)	
□ Appropriate Costume	□ Variety/Balance	Excellent 10.25 - 15 (Most of the time)	
□ Vocals	□ Appropriate Music	Good 5.25 - 10 (About 1/2 the time)	
		Fair 0 - 5 (Very little of the time)	(20)
dge's Signature:		TOTAL	
abulator's Signature:		SCORE	(80)

## UTAH HIGH SCHOOL ACTIVITIES ASSOCIATION MILITARY- EXECUTION SCORE SHEET

The emphasis of this routine is on precision, clean and sharp movements, maneuvering and formations. Any basic military maneuversor steps such as pinwheels, blocks, ranks and files, etc. may be used. Kicks and ripples may be used. School uniforms or military style costumes shall be worn. No dance steps, no jazz hands, no rolls, no hip movements, no jazz runs, no pyramids, no arch backs, no toe touches (Russian or straddle), nor tumbling may be used. Props/backdrops/sets are prohibited.

## **NO DISTRACTING VOCALS AND FACIALS!**

School:	Classification	n: 6A	5A	4A	3A	2A
Competition:	Location:			Date: _		
	( / ) Denotes Superior Performace	(O) Denotes	Improvem	ent Needed		

<ul><li>(√) Denotes Superior Performace</li><li>(O) Denotes Improvement Needed</li></ul>						
	SCORING	CATEGORIES	RATING	SCORE		
MOVEMENT	□ Power of Movement	□ Balance	Superior 23.25 - 30 (Almost the whole time)			
	□ Completion of Moves	□ Maneuvering Transitions	Excellent 15.25 - 23 (Most of the time)			
P	□ Body Control	□ Flexibilty				
STRENGTH (	□ Strength of Core/Torso	□ Matching Angles	Good 7.25 - 15 (About 1/2 the time)			
	□ Extension of Arms, Legs & Feet	□ Partnering/Group Work	(Very little of the time)	(30)		
QUE	□ Body Alignment	☐ Kicks/Extensions/Splits	Superior 23.25 - 30 (Almost the whole time)			
	□ Heads	□ Traveling Footwork	Excellent 15.25 - 23 (Most of the time)			
Z	☐ Shoulders/Posture	□ Timing				
TECHNIQUE	□ Arms/Hands	☐ Spacing/Interval Spacing	Good 7.25 - 15 (About 1/2 the time)			
	□ Feet/Footwork/Legs	□ Unision/In Step	Fair 0 - 7 (Very little of the time)	(30)		
RAL	□ Authenticity of Emotions	□ Facial Expressions	Superior 15.25 - 20 (Almost the whole time)			
	□ Eye Contact	□ Confidence	Excellent 10.25 - 15 (Most of the time)			
	□ Posture	□ Musicality	Good 5.25 - 10			
	□ Esprit De Corps	□ Vocals	(About 1/2 the time)  Fair 0 - 5			
	□ Energy	☐ Consistent Performance Throughout	(Very little of the time)	(20)		
Judge's Signature:						
			TOTAL			
Tab	oulator's Signature:		SCORE	(80)		