



When the majority (50% or more) of the team executes a described skill, the skill box is marked complete. In the Advanced level, when 100% of the team completes a described skill, the team may receive one extra skill point. However, the team is limited to ONE extra skill point from a double box per section. At the end, the completed skills are converted to difficulty points using the tables at the bottom of the sheet.

COMPETITION

TEAM

CLASSIFICATION 6A 5A 4A 3A 2A   **Total Team Members**

✓ Denotes Skill Completed **MAJORITY 50% or more of the team**

LEVEL 1 (0 - 15)	LEVEL 2 (16 - 20)	
<b>TRANSITIONS &amp; MANEUVERING</b>  ≥ 50% <div><input type="checkbox"/> Directional changes in formation</div> <div><input type="checkbox"/> Variety of transitional footwork</div> <div><input type="checkbox"/> Stylistic traveling steps with arm choreography</div> <b>Skills Completed</b>	<b>TRANSITIONS &amp; MANEUVERING</b>  ≥ 50% <div><input type="checkbox"/> Change of pace with rhythmic variation incorporating levels &amp; complex direction changes (eg. pass through, focus change)</div> <div><input type="checkbox"/> THREE or more complex formation changes</div> <div><input type="checkbox"/> Stylistic traveling steps using complex whole body choreography</div> <div><input type="checkbox"/> Complex traveling footwork</div> <div><input type="checkbox"/> Uses THREE or more different areas of the floor (sides, corners, front, back)</div> <b>Skills Completed</b>	<b>COMMENTS</b>
<b>CHARACTER &amp; HIP HOP MOVEMENTS</b>  (Teams are limited to ONE extra skill point from a double box per section)  100% ≥ 50% <div><input type="checkbox"/> Character movement sequences</div> <div><input type="checkbox"/> Stationary arm movements with basic footwork</div> <div><input type="checkbox"/> Varied rhythms and tempos with syncopation</div> <b>Skills Completed</b>	<b>CHARACTER &amp; HIP HOP MOVEMENTS</b>  (Teams are limited to ONE extra skill point from a double box per section)  100% ≥ 50% <div><input type="checkbox"/> A distinct section of complex character/thematic movement</div> <div><input type="checkbox"/> A complex arm movement sequence using varied rhythms and quick tempos</div> <div><input type="checkbox"/> TWO or more separate and distinct sections of Hip Hop varied rhythm sequences with syncopation</div> <div><input type="checkbox"/> TWO or more distinct hip hop styles demonstrated</div> <div><input type="checkbox"/> Distinct and complex section of intricate footwork (NOT transition/traveling footwork)</div> <div><input type="checkbox"/> Advanced jump / leap / turn from the advanced dance rubric</div> <b>Skills Completed</b>	<b>COMMENTS</b>
<b>ATHLETICISM</b>  (Teams are limited to ONE extra skill point from a double box per section)  <div><input type="checkbox"/> Flexibility demonstration</div> <div><input type="checkbox"/> Level change to the floor</div> <div><input type="checkbox"/> Individual weight shift / balance</div> <b>Skills Completed</b>	<b>ATHLETICISM</b>  (Teams are limited to ONE extra skill point from a double box per section)  <div><input type="checkbox"/> TWO or more demonstrations of flexibility</div> <div><input type="checkbox"/> TWO or more complex elements of floor work in a sequence</div> <div><input type="checkbox"/> Complex level change to the floor (eg. dead man's fall, shoot out) within a connected phrase</div> <div><input type="checkbox"/> Complex unassisted individual weight shift or balance</div> <div><input type="checkbox"/> Complex partner weight shift or balance</div> <b>Skills Completed</b>	<b>COMMENTS</b>

Definitions: Variety, Multiple, and Series = TWO or more; Complex = Advanced; Sequence = Content follows a logical progression

SKILLS ⇒ DIFFICULTY POINTS	SKILLS ⇒ DIFFICULTY POINTS
<b>Total Skills Completed</b> <div>7+ = 15      4 = 9</div> <div>6 = 13      ≤ 3 = 0</div> <div>5 = 11</div> <b>Skills ⇒ Difficulty Points</b>	<b>Total Skills Completed</b> <div>12+ = 20      9 = 17</div> <div>11 = 19      8 = 16</div> <div>10 = 18</div> <b>Skills ⇒ Difficulty Points</b>

	<b>TOTAL DIFFICULTY POINTS EARNED</b>	<b>SHOW</b>
<input type="checkbox"/>		Judge's Signature
<input type="checkbox"/>		Tabulator(s)