



# BEST "JAZZ" DANCER - SCORE SHEET

VERSION: 5.10.2024

**Our "jazz" division encompasses styles commonly referred to as jazz, Broadway, contemporary, lyrical or modern and individuals/teams have successfully competed in the jazz division with all of these styles.**

Combinations of these styles may also be used. The individual/team should demonstrate difficulty using advanced dance skills (ex. Turns, leaps, extensions). Movements should complement the music and performances and should also display an ability to connect with the audience and provoke an emotional response (ex. Excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented. Hand-held, Costume and/or Standing Props may be used. Backdrops are not allowed.

■ Routine Guidelines: Time limit 2 minutes maximum

■ Tumbling: Hip-over-head rotation skills without hand support are not allowed. Exception: Front Aerials and Aerial Cartwheels are allowed. Hip-over-head rotation skills with hand support are not allowed while holding poms/props in supporting hand(s). Exception: forward rolls and backward rolls are allowed.

## Technique - 30 Point Max

Jazz Technique (10 pts)	<ul style="list-style-type: none"> <li>● Proper Technical Execution of all Leaps, Turns, Jumps, and Extensions</li> </ul>
Technique Displayed in Other Movement (10 pts)	<ul style="list-style-type: none"> <li>● All Movements Used in Routine Other than Jazz Movements Specified Above are Executed with Correct Technique</li> <li>● Includes Technique Displayed Via Carriage and Posture, Balance, and Transition Movement</li> </ul>
Overall Difficulty (10 pts)	<ul style="list-style-type: none"> <li>● Difficulty of Leaps, Turns, Jumps, and Extensions</li> <li>● ALL the above items will be considered, REGARDLESS OF THE QUALITY OF EXECUTION</li> </ul>

## Artistry - 30 Point Max

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> <li>● Concept of Routine is Fresh and New</li> <li>● Movement of Dancer Throughout Routine Includes Creative and Unpredictable Elements</li> </ul>
Visual Effect (10 pts)	<ul style="list-style-type: none"> <li>● Purposeful Visual Impact of Transitions, Movements and Choreographed Elements</li> </ul>
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> <li>● Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music</li> <li>● Tricks, if any, are Fully Integrated into Choreography and Heighten Routine's Theme, Personality and Excitement</li> <li>● Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</li> </ul>

## Showmanship - 10 Points Max

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> <li>● Ability to Connect with Audience and Provoke Appropriate Emotional Response</li> <li>● Authenticity of Performance</li> </ul>
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\*Points combined to reach maximum score.



# BEST "LYRICAL" DANCER - SCORE SHEET

VERSION: 5.10.2024

Any general lyrical style (or combination of styles) is acceptable including styles commonly referred to as lyrical, contemporary, or modern. Combinations of these styles may also be used. The individual/team should demonstrate difficulty through the incorporation of advanced dance skills (ex. Turns, leaps, extensions) and musical demand. Movements should compliment the music and performances will be judged on musicality and should also display an ability to connect with the audience and provoke an emotional response (ex. Excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented. Hand-held, Costume and/or Standing Props may be used. Backdrops are not allowed.

■ Routine Guidelines: Time limit 2 minutes maximum

■ Tumbling: Hip-over-head rotation skills without hand support are not allowed. Exception: Front Aerials and Aerial Cartwheels are allowed. Hip-over-head rotation skills with hand support are not allowed while holding poms/props in supporting hand(s). Exception: forward rolls and backward rolls are allowed.

## Technique - 30 Point Max

Technique and Difficulty (10 pts)	<ul style="list-style-type: none"> <li>● Proper Technical Execution of all Leaps, Turns, Jumps, and Extensions</li> <li>● Difficulty of Leaps, Turns, Jumps, and Extensions</li> </ul>
Technique Displayed in Other Movement (10 pts)	<ul style="list-style-type: none"> <li>● All Movements Used in Routine Other than Specified Above are Executed with Correct Technique</li> <li>● Includes Technique Displayed Via Carriage and Posture, Balance, and Transition Movement</li> <li>● Speed and Intricacy of Transitions and Footwork</li> </ul>
Musical Demand (10 pts)	<ul style="list-style-type: none"> <li>● How Difficult is it to Dance to the Selected Music?</li> <li>● Tempo Changes, Musical Nuances, Meter, Lyrics and Cues, and Other Musical Demand are considered [NOTE: ALL the above items will be considered, REGARDLESS OF THE QUALITY OF EXECUTION]</li> </ul>

## Artistry - 30 Point Max

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> <li>● Concept of Routine is Fresh and New</li> <li>● Movement of Dancer Throughout Routine Includes Creative and Unpredictable Elements</li> </ul>
Visual Effect (10 pts)	<ul style="list-style-type: none"> <li>● Purposeful Visual Impact of Transitions, Movements and Choreographed Elements</li> </ul>
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> <li>● Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music</li> <li>● Tricks, if any, are Fully Integrated into Choreography and Heighten Routine's Theme, Personality and Excitement</li> <li>● Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</li> </ul>

## Showmanship - 10 Points Max

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> <li>● Ability to Connect with Audience and Provoke Appropriate Emotional Response</li> <li>● Authenticity of Performance</li> </ul>
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\*Points combined to reach maximum score.



# BEST "HIP HOP" DANCER - SCORE SHEET

VERSION: 5.10.2024

There is no one definition to describe hip-hop dance. Hip-hop dance is continuously transforming and redefining itself with each new generation of dancers. Any general street or hip-hop style (or combination of styles) is acceptable in this category. Movements should complement the music and performances will be judged on musicality and should also display an ability to connect with the audience and provoke an emotional response (ex. Excitement, laughter, joy, sadness and/or sense of drama) appropriate to the style presented. Hand-held, Costume and/or Standing Props may be used. Backdrops are not allowed.

■ Routine Guidelines: Time limit 2 minutes maximum

■ Tumbling: Non airborne skills are allowed. Airborne skills with hand support: (1) are allowed (2) are limited to two consecutive hip-over-head rotation skills. Airborne skills without hand support are allowed provided: (1) involves no more than one twisting transition (2) may not connect to another skill that is airborne with hip-over-head rotation with or without hand support. Hip-over-head rotation skills with hand support are not allowed while holding pom/props in supporting hand(s). Exception: forward rolls and backward rolls are allowed.

## Technique - 30 Point Max

Hip Hop Technique (10 pts)	<ul style="list-style-type: none"> <li>• Proper Execution of Hip Hop Style(s) Presented</li> <li>• Ease of Movement</li> <li>• Purposeful and Controlled Movement of Arms, Legs and Body</li> </ul>
Difficulty of Movement (10 pts)	<ul style="list-style-type: none"> <li>• Technical Demand of Hip-Hop Movements, Including Tricks (if any)</li> <li>• Movement Variety</li> <li>• Speed and Intricacy</li> <li>• DEDUCT FOR EXCESSIVE SETUP OR RECOVERY FROM TRICKS (IF ANY) –difficulty of ALL the above is considered, REGARDLESS OF THE QUALITY OF EXECUTION</li> </ul>
Musical Demand (10 pts)	<ul style="list-style-type: none"> <li>• How Difficult is it to Dance to the Selected Music?</li> <li>• Tempo Changes, Musical Nuances, Meter, Lyrics and Cues, and Other Musical Demand are considered [NOTE: ALL the above items are considered, REGARDLESS OF THE QUALITY OF EXECUTION]</li> </ul>

## Artistry - 30 Point Max

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> <li>• Concept of Routine is Fresh and New</li> <li>• Movement of Dancer Throughout Routine Includes Creative and Unpredictable Elements</li> </ul>
Visual Effect (10 pts)	<ul style="list-style-type: none"> <li>• Purposeful Visual Impact of Transitions, Movements and Choreographed Elements</li> </ul>
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> <li>• Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music</li> <li>• Tricks, if any, are Fully Integrated into Choreography and Heighten Routine's Theme, Personality and Excitement</li> <li>• Deductions go here for inappropriate music, movement or costuming only after crediting other factors – points will not be deducted from any other scoring category</li> </ul>

## Showmanship - 10 Points Max

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> <li>• Ability to Connect with Audience and Provoke Appropriate Emotional Response</li> <li>• Authenticity of Performance</li> </ul>
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\*Points combined to reach maximum score.

Routines should incorporate a minimum combination of two (2) dance styles. (Jazz, Lyrical, Hip Hop, Pom, Kick). Hand-held, Costume and/or Standing Props may be used. Backdrops are not allowed.

● **Routine Guidelines:**

- Time limit 2 minutes maximum
- 2-3 members (M/F)

● **Tumbling:** Non airborne skills are allowed. Airborne skills with hand support: (1) are allowed (2) are limited to two consecutive hip-over-head rotation skills. Airborne skills without hand support are allowed provided: (1) involves no more than one twisting transition (2) may not connect to another skill that is airborne with hip-over-head rotation with or without hand support. Hip-over-head rotation skills with hand support are not allowed while holding pom/props in supporting hand(s). Exception: forward rolls and backward rolls are allowed.

● **Lifts/Partnering & Release Moves:**

- The Executing Dancer should be supported from a Supporting Dancer who is in direct contact with the floor throughout the entire skill. (Exception: Kick Line Leaps).
- Drops to the knee, thigh, back, front, head, shoulder, or seat onto the performing surface are generally considered to be unsafe. In order to address the safety issue, the dancer must first bear weight on the hand(s) or foot/feet.
- It is generally not considered to be a safety issue for an Executing Dancer to jump, leap, step, or push off a Supporting Dancer, and a Supporting Dancer may generally release/toss an Executing Dancer without creating a safety issue.
- "Basket tosses" are not considered to be safe for dance teams. However, a dancer may be safely released and caught in a dance lift if the Executing Dancer remains in a horizontal position or vertical position with his/her head above his/her feet.

**Technique - 30 Point Max**

Technique in Chosen Style(s) (10 pts)	<ul style="list-style-type: none"> <li>● Movements in Chosen Style are Performed with Proper Technique</li> <li>● Consider Ease, Control and Strength of Movement</li> </ul>
Technique Displayed in Other Movement (10 pts)	<ul style="list-style-type: none"> <li>● All Movements Used in Routine Other than Movements in Chosen Style(s) are Executed with Correct Technique</li> <li>● Includes Technique Displayed Via Carriage and Posture, Balance, Transitions</li> </ul>
Overall Difficulty (10 pts)	<ul style="list-style-type: none"> <li>● Technical Demand of Movements</li> <li>● Intricacy and Control Required by Transitions and Footwork Must consider ALL of the above items, REGARDLESS OF THE QUALITY OF EXECUTION</li> </ul>

**Artistry - 30 Point Max**

Uniqueness of Concept/Movement (10 pts)	<ul style="list-style-type: none"> <li>● Concept of Routine is Fresh and New</li> <li>● Movement of Dancers Throughout Routine Includes Creative and Unpredictable Elements</li> </ul>
Visual Effect (10 pts)	<ul style="list-style-type: none"> <li>● Purposeful Visual Impact of Formations and Transitions, Ripples, Levels and Other Movements as a Series of Group Pictures</li> </ul>
Musicality of Choreography (10 pts)	<ul style="list-style-type: none"> <li>● Choreography, From Beginning to End of Routine, Communicates the Details and Overall Mood of the Music</li> <li>● Deduct here for inappropriate music, movement or costuming only after crediting other factors - do not deduct from any other scoring category</li> </ul>

**Showmanship - 10 Points Max**

Communication and Projection by Dancers (10 pts)	<ul style="list-style-type: none"> <li>● Ability to Connect with Audience and Provoke Appropriate Emotional Response</li> <li>● Authenticity of Performance</li> </ul>
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\*Points combined to reach maximum score.



## DANCE - SCORING RUBRIC

Caption Score	Summary	What it Means
9.6 to 10	“Industry Best”	One of the top few dancers in the country in this caption this year. Memorable and a performance you would discuss with others as a standout.
9.0 to 9.5	“Excellent (but not industry best)”	A standout in this caption, but not quite industry best.
8.5 to 8.9	“Better than Average”	Notably higher level than your average dancer in this caption.
7.6 to 8.4	“Average”	At the same level as many other competitive dancers in this caption (with room in the range to award for moments of higher level performance that aren’t consistent enough to go to the next level yet.)
7.0 to 7.5	“Slightly Below Average”	Not quite to the level of an average dancer in this caption yet (although may have scattered moments of average performance).
5.0 to 6.9	“Below Average”	Not yet performing at an average level for a dancer in this caption at any point. Clear and noticeable room for improvement.