



# Game Time Score Sheet

## Time Out Dance

Judge # \_\_\_\_\_

Max. 10 Points

### TIME OUT MATERIAL

**Creativity & Musicality**

Use of movements to complement the music

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**Transitions and Formations**

Creative and quick ways to move from one formation to another  
Inventive and various formations

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### MOTIONS/MOVEMENT

**Placement**

Proper control, Correct placement of movements

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**Synchronization**

Uniformity of movement throughout routine

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**Strength of Motions/Movement**

Sharpness

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### GENERAL EFFECT

**Visual Effects**

Level Changes, Ripples, Footwork,  
Creative movements within groups & levels

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**Spacing**

The ability of participants to position themselves correctly

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### OVERALL EFFECT

**Overall Impression**

Audience appropriateness, Execution

20 Pts \_\_\_\_\_

**Crowd Appeal**

Facial expression, Eye contact, Energy

10 Pts \_\_\_\_\_

TOTAL \_\_\_\_\_

