

FLAG CORPS



Place

Checked = very good Circled = unsatisfactory	Weak 0-10	Low Fair 11	Fair 12	High Fair 13	Low Avg. 14	Avg. 15	Good 16	Very Good 17	Exc. 18	Sup. 19	SCORE
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VARIETY & DIFFICULTY OF ROUTINE CONTENT 20	Variety	Exchanges			
	Difficulty	Control			
	Coordination of Movement and Flag, Rifle, Sabre, Mace	Unison			
	Flow of Movements	Entertainment Value			
	Use of Flag, Sabre, Mace and other authorized Equipment	_____			
		Judge's Signature			

VARIETY & DIFFICULTY OF TEAMWORK 20	Variety	Partner Sequence			
	Difficulty	Group Sequence			
	Rhythm and Timing	Exchange			
	Unison	Duet, Trio, Group			
	Creativity	_____			
	Entertainment Value	Judge's Signature			

PRODUCTION 20	Entrance and Exit	Musical Interpretation			
	Changing of Floor Pattern	Change of Pace			
	Floor Coverage	Originality			
	Continuity of Routine	Effective use of Time and Space			
	Coordination of Show	_____			
		Judge's Signature			

OVERALL TIMING 20	Perfection	Uniformity			
	Precision	Style			
	Poise and Grace of Execution	Footwork, Arms, Hands, Body			
	Alignment and Spacing	Control			
	Dynamic Effects	Unison of Equipment Handling			
	Technical Quality of Reproduced Music	_____			
		Judge's Signature			

PRESENTATION SHOWMANSHIP 20	Costume and Accessories	Audience Appeal			
	Personal Grooming	Eye Contact			
	Hair, Make-up	Confidence			
	Footwear	Esprit de Corps			
	Facial Expressions	Enthusiasm			
	Personality Projection	_____			
	Professionalism	Judge's Signature			

PENALTIES	0.2 0.4 0.6 0.8 1.0 1.2 1.4 1.6 1.8 2.0										SCORE		
	Drops												
	Fall												
	Out of Step												
	0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0										LESS PENALTIES		
	Unison												
	Loss of Equipment												
	Rules Violation (2.0)	_____									TOTAL SCORE		

Floor Time _____	Violation: Under _____	Over _____	_____
Setup Time _____	Violation: Under _____	Over _____	_____
Tear Down Time _____	Violation: Under _____	Over _____	_____
TOTAL PENALTIES			_____

Disqualification for using one or more of five disallowed gymnastic stunts, body mounts or body throws.

Overall floor time: 5 to 7 minutes
Setup time: max 2 minutes
Tear Down Time: max. 1 minute