

**NBTA
COLLEGIATE SOLO**

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PLACE

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|--------------------------|------|----------|------|-----------|---------|-----|------|-----------|------|------|-------|
| Checked - very good | Weak | Low Fair | Fair | High Fair | Low Avg | Avg | Good | Very good | Exc. | Sup. | Score |
| Circled - unsatisfactory | 0-10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | |

The goal of this event is to recognize superior twirling skills combined with the highest level of entertainment

| | | | | | |
|---|---|---|--|--|--|
| VARIETY/ TWIRLING/ CONTENT 20 | MATERIAL APPROPRIATE TO HALFTIME PERFORMANCE SPECTACULAR TRICKS AMBIDEXTERITY CONNECTIONS | NOVELTY TRICKS CONNECTIONS STATIONARY/TRAVELING TRANSITIONS BALANCE OF CONTENT | | | |
| DIFFICULTY 20 | DIFFICULTY ACHIEVED THROUGH FOLLOW-THROUGH INTRICACY & TIMING DIFFICULTY OF TRICKS USE OF MULTIPLE BATONS (Optional) | SPECTACULAR TRICKS NOVELTY TRICKS MATERIAL APPROPRIATE TO HALFTIME PERFORMANCE TRANSITIONS FLOOR COVERAGE | | | |
| SPEED 20 CONTROL | SPEED VARIATION PATTERN CHANGE GENERAL HANDLING - TECHNIQUE RELEASES RECEPTIONS BATON PATTERN | | | | |
| SMOOTHNESS, GRACEFULNESS, PERFORMANCE & TECHNIQUE 20 | BATON | BODY | | | |
| | PRECISION FLOW OF BATON HANDLING RELEASES RECEPTIONS | MOVEMENTS BODY LINES/EXTENSIONS BALANCE/BODY CONTROL CARRIAGE/POSTURE USE OF FREE HANDS, ARMS, LEGS, FEET | | | |
| SHOWMANSHIP, PRESENTATION, ENTERTAINMENT & VALUE 20 | PRESENTATION | SHOWMANSHIP | | | |
| | MUSICAL INTERPRETATION CHANGE OF PACE FIELD IMAGE PERFORMANCE EFFECTIVENESS QUALITY OF REPRODUCED MUSIC | COLLEGIATE SPIRIT PROJECTION APPEARANCE AUDIENCE APPRECIATION | | | |

| | | | | | |
|---------------------------|--|---|--|--|-------------------|
| PENALTIES TIME | | 0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 Drops <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | SCORE |
| | | 2 Hand Catch <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0 1.1 1.2 Break <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | LESS PENALTIES |
| | | Off Pattern <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> | | | |
| | | USE OF NOVELTY EQUIPMENT (Ribbon, Hoop, Flag, etc) (2.0) <input type="checkbox"/> | | | TOTAL SCORE |
| | | UNDERTIME (.1 per sec) <input type="checkbox"/> | OVERTIME (.1 per sec) <input type="checkbox"/> | | |

2:20 - 2:30

see back of sheet for personal comments

Clerk's Initials

Judge's Signature