

# SHOW TWIRL SCORE SHEET



Place

			Low	Fair	Fair	High	Fair	Low	Average	Average	Good	Very Good	Excellent	Superior						
✓ (Checked) = Very Good ○ (Encircled) = Unsatisfactory or needs more work	Weak 0-10		Fair 11		Fair 12	Fair 13		Average 14		Average 15	Good 16	Good 17	18	19						
<b>ROUTINE DESIGN</b>	<b>20</b>	MUSICAL INTERPRETATION FLOOR COVERAGE CONTINUITY STAGING CHANGE OF PACE SPECIAL EFFECTS DEVELOPMENT OF THEME CREATIVITY																		
<b>TWIRL</b>	<b>20</b>	VARIETY, DIFFICULTY, SMOOTHNESS AND GRACEFULNESS GENERAL HANDLING COMBINATIONS OF BATONS / BODY COMBINATIONS OF OTHER SELECTED TWIRLING APPARATUS TRANSITIONS TWIRLS APPROPRIATE FOR SHOW TWIRL																		
<b>BODY MOVEMENTS</b>	<b>20</b>	VARIETY & DIFFICULTY OF MOVEMENTS TURNS, LUNGES, KICKS, LEAPS, FOOTWORK, ARMS COMBINATIONS OF BODY / BATONS RHYTHM, TIMING, PHASING																		
<b>TECHNIQUE &amp; QUALITY OF PERFORMANCE</b>	<b>20</b>	EXECUTION - PERFECTION / PRECISION BODY LINES - UPPER BODY / LOWER BODY POSTURE / LEG LINES / FOOTWORK QUALITY OF REPRODUCED MUSIC																		
<b>SHOWMANSHIP AND PRESENTATION</b>	<b>20</b>	PROJECTION ENTERTAINMENT VALUE CONFIDENCE, POISE APPEARANCE, GROOMING COSTUMING AUDIENCE APPEAL																		
<b>PENALTIES</b>																				
	Drops	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5		<b>Total Score</b>	<b>Less Penalties</b>	<b>Score</b>
	Fall																			
	Break	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5				
	Off Pattern																			
	Unison																			
		<input type="checkbox"/> Failure to Salute (1.0)		<input type="checkbox"/> Incorrect Salute (0.5)																
		<input type="checkbox"/> Undertime (.1 per second)		<input type="checkbox"/> Overtime (.1 per second)																
		Total Penalties																		
<b>TIME</b>																				
1:30-2:00																				

Clerk's Initials

Judge's Signature