

HALFTIME SHOW TWIRL TEAM



Place

	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		
ROUTINE CONTENT 20	VARIETY / DIFFICULTY / CREATIVITY FLOW OF MOVEMENTS ENTERTAINMENT VALUE MUSICAL EXPRESSION THROUGH USE OF MOVEMENT / BODYWORK MUSICAL EXPRESSION THROUGH USE OF EQUIPMENT / PROPS												
TEAMWORK 20	VARIETY / DIFFICULTY / CREATIVITY Partner Segments Group Segments ENTERTAINMENT VALUE					TEAM MEMBER RESPONSIBILITIES Unison Alignment/Spacing Rhythm / Timing Definition in Equipment Definition in Movement / Bodywork							
PRODUCTION (CHOREOGRAPHY) 20	ENTRANCE & EXIT CHANGING OF FLOOR PATTERNS FLOOR COVERAGE CONTINUITY OF ROUTINE CREATIVITY OF ROUTINE TRANSITIONS ARTISTIC EXPLANATION OF MUSIC					MUSICAL INTERPRETATION Change of Pace Audience Appeal Dynamic Effects MUSICAL SELECTION Theme / Age Appropriate QUALITY OF MUSIC							
TECHNIQUE & QUALITY OF PERFORMANCE 20	EQUIPMENT Uniformity of Style Technical Skills Precision / Control Perfection Performance Energy Performance Effectiveness					MOVEMENT / BODYWORK Uniformity in Style Uniformity of Body, Arms, Legs Extension / Posture Poise & Grace Perfection / Control Performance Effectiveness							
APPEARANCE SHOWMANSHIP PRESENTATION 20	COSTUME & ACCESSORIES Suitable for Theme / Music Style Fit PERSONAL GROOMING HAIR, MAKE-UP FOOTWEAR					CHARACTER INTERPRETATION / EXPRESSION PERFORMANCE EMOTION PROJECTION EYE CONTACT CONFIDENCE / ATTITUDE PROFESSIONALISM							

	0.2	0.4	0.6	0.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4					
PENALTIES TIME	Drops/2 Hand	<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			
	Fall	<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"/>					
	Out of Step	<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"/>					
	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"/>			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"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>					
	Unison	<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"/>		TOTAL SCORE			

<input type="checkbox"/> ENTRANCE/EXIT (Group 2.0 / Ind 0.1)	<input type="checkbox"/> BOUNDARY (Group 2.0 / Ind 0.1)		
<input type="checkbox"/> UNDERTIME (.1 per second)	<input type="checkbox"/> OVERTIME (.1 per second)		
<input type="checkbox"/> GYMNASTICS (disqualification)	TOTAL PENALTIES		

see back of sheet
for personal comments

Clerk's Initials

Judge's Signature