

TWIRLING 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					
TWIRLING 20	VARIETY/DIFFICULTY Vertical Full Hand Aerials Finger Twirls Rolls Horizontals Novelties CONNECTIONS AMBIDEXTERITY CREATIVITY					TEAM UNIFORMITY Baton Patterns Baton Aerials Baton Revolution Speed Control Definition in Baton Movements Releases Receptions										
TEAMWORK 20	VARIETY/DIFFICULTY Partner Segments Group Segments Exchanges Releases Receptions Baton Patterns CREATIVITY					TEAM MEMBER RESPONSIBILITIES Unison Alignment/Spacing Timing / Control Definition in Baton Definition in Bodywork										
PRODUCTION 20	ENTRANCE & EXIT CHANGING OF FLOOR PATTERNS FLOOR COVERAGE CONTINUITY OF ROUTINE ORIGINALITY					DYNAMIC EFFECTS AUDIENCE APPEAL										
TECHNIQUE & QUALITY OF PERFORMANCE 20	BATON Uniformity of Style Skill of Execution Precision Perfection Performance Energy Performance Effectiveness Smoothness / Flow of Baton					DANCE / MOVEMENT Uniformity in Style Skill of Execution Uniformity of Body, Arms, Legs, Head, Feet Posture Poise & Grace Perfection Flow of Movement										
APPEARANCE SHOWMANSHIP PRESENTATION 20	COSTUME & ACCESSORIES Suitable for Theme / Music Style Fit PERSONAL GROOMING HAIR, MAKE-UP FOOTWEAR					PERFORMANCE EXPRESSION / EMOTION PROJECTION EYE CONTACT CONFIDENCE / ATTITUDE PROFESSIONALISM										

	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0				
PENALTIES	Drops/2 Hand												<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>	SCORE		
	Fall															
TIME	Out of Step												<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>	LESS PENALTIES		
	Break															
	Off Pattern															
	Unison															
0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0 1.1 1.2													<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>	TOTAL SCORE		
2:00-3:00																
<input type="checkbox"/> ENTRANCE/EXIT (Group 2.0 / Ind 0.1)	<input type="checkbox"/> BOUNDARY (Group 2.0 / Ind 0.1)	<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>														
<input type="checkbox"/> UNDERTIME (.1 per second)	<input type="checkbox"/> OVERTIME (.1 per second)	<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>														
<input type="checkbox"/> INCORRECT SALUTE (1.0)	<input type="checkbox"/> FAILURE TO SALUTE (2.0)	<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>														
<input type="checkbox"/> GYMNASTICS (disqualification)	TOTAL PENALTIES	<div style="border: 1px solid black; width: 20px; height: 20px; margin: 0 auto;"></div>														

see back of sheet
for personal comments

Clerk's Initials

Judge's Signature