



AAU DRILL TEAM (Military/Freestyle)

Place _____



	Judge's Scale									
	0-55	55-60	60-65	65-70	70-75	75-80	80-85	85-90	90-100	
Code: √(Checked) = Very Good ⊙(Encircled) = Unsatisfactory or Needs More	CHAL/NOV	CH/NOV/BEG	BEG	BEG/INT	INT	INT/ADV	ADV	ADV/ELITE	ELITE	
TWIRLING CONTENT	Constant Left-Right Tempo High Mark Time Low Mark Time Side Steps Stride Partner/Group Sequences Facial Expression				Verbal Commands Arm Swings Basic Marching Freestyle- Double Time, Half-time, Ball Changes, Kicks, Hops, Digs, Jazz Runs Change of Pace (Freestyle Only)					
TEAMWORK	Partner Sequences Group Sequences Unison Uniformity- Head, Hands, Chin, Knees Toes, Heels, Baton Freestyle- Arm Movements				Change of Floor Patterns Alignment Spacing Intervals Freestyle- Chants, Verbal Commands, Vocals					
CHOREOGRAPHY	Originality Dynamic Effects Changing Of Floor Patterns Floor Coverage				Audience Appeal Correlation of Body, Footwork, and Baton Entrance & Exit Marching & Maneuvering Reviewing Stand Production					
TECHNIQUE & PRESENTATION	Perfection Precision Poise Grace of Execution Technique Baton Marching Alignment & Spacing				Uniformity Style of Marching Style of Baton Footwork Arms Hands Body Quality of Performance					
SHOWMANSHIP & APPEARANCE	Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma				Grooming Hair Baton Clean Shoes Clean Attitude Smile					

Time for ALL Status Levels
2:00-3:00

Time: _____

Number of Members:

PENALTIES	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total	SCORE	
Drop													LESS PENALTIES
Twirling													
Fall													
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	FINAL SCORE	
Unison													
Breaks/Slips													
Marching Style													
Alignment													
PENALTIES	2.0	4.0	6.0										
Exceeding Skills													Total Penalties
Exceeding Gymnastics													
Overtime Under time	.1 Per Sec.												

Clerk's Initials

Judge's Signature