



AAU AUXILIARY TEAM

Place _____



	<u>Code:</u>				<u>Judge's Scale</u>				SCORE 20 POINTS EACH
	v(Checked) = Very Good o(Encircled) =Unsatisfactory or Needs More	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR	
CHOREOGRAPHY CONTENT	Construction of Show Originality Ambidexterity Floor Patterns Variety of Body Movements				Floor Coverage Snap Exchanges/Group Sequences Espirit de Corps Variety & Difficulty				
ENSEMBLE TECHNIQUE	Unison & Execution Teamwork Perfection within Style Skill of Equipment handling				Precision Timing General Handling Design in Form, Body, & Equipment				
GENERAL EFFECT	Musical Effectiveness Change of Pace Dynamic Effects Specialties				Volume & Clarity Entrance & Exit				
MOVEMENT & EQUIPMENT	Novelty / Group exchanges Originality Variety & Difficulty				Incorporation of Dance w/Equipment Ease of Flow of Equipment Transitions Dynamic Movement W/Equipment				
SHOWMANSHIP & APPEARANCE	Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma				Grooming Hair Baton Clean Shoes Clean Attitude Smile				

Time for ALL
Status Levels
2:00-4:00

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		
2 Hand catch																
Fall																
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	FINAL SCORE				
Unison																
Breaks/Slips																
Off Pattern												<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <td>Other Penalties</td> <td></td> </tr> <tr> <td>TOTAL PENALTIES</td> <td></td> </tr> </table>	Other Penalties		TOTAL PENALTIES	
Other Penalties																
TOTAL PENALTIES																
Out of Bounds																
PENALTIES	2.0	4.0	6.0													
Exceeding Skills																
Exceeding Gymnastics																
Overtime Under time			.1 Per Sec.													

Clerk's Initials

Judge's Signature



AAU COLLEGE MAJORETTE LINE

Place _____



	<u>Code:</u>		<u>Judge's Scale</u>						SCORE 20 POINTS EACH	
	√(Checked) = Very Good ○(Encircled) = Unsatisfactory or Needs More		50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT		96-100 SUPERIOR
CHOREOGRAPHY	Variety/Difficulty/Creativity Artistic Interpretation Body Work Equipment Work			Floor Coverage & Flow Musical Interpretation Change of Pace Dynamic Effects						
	ROUTINE CONTENT	Entertainment Value Originality Audience Appeal Specialties			Novelties					
TEAMWORK		Variety/Difficulty/Creativity Partner Sequence Group Sequence Entertainment Value Use of Equipment Body Movement			Unison Alignment Spacing Rhythm Timing					
	TECHNIQUE	Posture General Handling Feet Equipment Precision Control			Uniformity of Body Head, Arms, Hands, Legs, Uniformity of Equipment Poise & Grace					
SHOWMANSHIP & APPEARANCE		Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma			Grooming Hair Baton Clean Shoes Clean Attitude Smile					

Time for ALL Status Levels 5:00-7:00 Time: _____ Number of Members: _____	PENALTIES													SCORE
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total			
	Drop													LESS PENALTIES
	2 Hand catch													
	Fall													
	Omitted Required Elements													FINAL SCORE
	PENALTIES													
	Unison													
	Breaks/Slips													
	Off Pattern													
	Out of Bounds													
	PENALTIES													
	Exceeding Skills	2.0	4.0	6.0										Other Penalties
	Exceeding Gymnastics													
	Overtime Under time	.1 Per Sec.												

Clerk's Initials

Judge's Signature



CORPS PENALTY SHEET BATON PENALTIES



PENALTY	.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	8.0	8.5	9.0	9.5	10	TOTAL	
Dropped Baton/Equip																						
2 hand Catch																						
Fall																						
Failure to Retrieve Baton W/in Reasonable Time																						
PENALTY	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	TOTAL	
Unison																						
Breaks/slips																						
Off Pattern																						
PENALTY	2.0	4.0	6.0	8.0																		
Exceeding Skills																						
Exceeding Gymnastics																						

*** NOTE*** *Juvenile Corps* May NOT Incorporate Gymnastic/Tumbling Skills
Junior Corps May Incorporate 1 Gymnastic/Tumbling Skill
Senior Corps May only Incorporate 2 Gymnastic Skills

Failure to Retrieve Baton before Leaving Competition Area _____ 2.0 Penalty

TWIRLING TIME: _____

OVERALL PERFORMACNE TIME: _____

Juvenile Twirling Corps 2:00 Minutes Minimum
 Jr/Sr Twirling Corps 3:00 Minutes Minimum
 Parade Corps 1:00 Minute Minimum
 (Twirling Judge Will Do This)

Juvenile Twirling Corps 5:00 - 7:00
 Jr/Sr Twirling Corps 7:00 - 9:00
 Parade Corps 4:00 - Max.

TOTAL BATON PENALTIES

Total of .5 Penalties	
Total of .1 Penalties	
Total of 2.0 Penalties	
Total Twirling Time Penalties .1 per sec. Over/Under	
Total Overall Time Penalties .1 per sec. Over/Under	
TOTAL	

Clerk's Initials

Judge's Signature



CORPS PENALTY SHEET

Marching and Maneuvering Penalties



PENALTY	.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	8.0	8.5	9.0	9.5	10	TOTAL	
Out of Step																						
PENALTY	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	TOTAL	
Alignment																						
Precision																						
Phasing																						
In & Out of Bounds																						
PENALTY	2.0	4.0	6.0	8.0																	TOTAL	
Over Gymnastics																						
Use of Container >36"																						
Intentional Delay of Contest																						
Use of prohibited Materials																						
Floor Damage																						
Rosin/Powder																						

TOTAL PENALTIES

ADDITIONAL PARADE CORP PENALTIES

INDIVIDUAL	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	TOTAL	
Continuous Foot Motion																				
Incorrect Start Position																				
Entering Performance Area From Incorrect Boundary																				
Exiting Performance Area From Incorrect Boundary																				
Crossing or Stepping Over the 25' line Parade Marking																				
ENTIRE CORPS	2.0	4.0	6.0																	TOTAL
Continuous Foot Motion																				
Incorrect Start Position																				
Crossing or Stepping Over the 25' line Parade Marking																				
Entering Performance Area From Incorrect Boundary																				
Exiting Performance Area From Incorrect Boundary																				
Exceeding "2" Turn																				

TOTAL

TOTAL M&M PENALTIES

Clerk's Initials

Judge's Signature



AAU DANCE TWIRL TEAM

Place _____



	<u>Judge's Scale</u>								SCORE 20 POINTS EACH
	50-54	55-60	61-70	71-80	81-90	91-95	96-		
<u>Code:</u> √(Checked) = Very Good ⊙(Encircled) = Unsatisfactory or Needs More	100	WEAK	FAIR	AVERAGE	GOOD	VERY GOOD	EXCELLENT	SUPERIOR	
TWIRLING CONTENT	Variety: Vertical Horizontal Ambidexterity: Vertical Horizontal Exchanges Releases Receptions Partner/Group Sequences				Difficulty: Vertical Horizontal Ambidexterity: Vertical Horizontal Smoothness Speed & Control				
DANCING	Variety Creativity Rhythm Timing				Difficulty Difficulty of Twirls with Dance Combinations Control of Body				
CHOREOGRAPHY	Originality Musical Effectiveness Change of Pace Dynamic Effects Specialties				Musical Interpretation Audience Appeal Correlation of Body, Footwork, and Baton Twirling Volume & Clarity Entrance & Exit				
TECHNIQUE & PRESENTATION	Perfection Precision Poise Grace of Execution Technique Baton Dance Quality of Performance				Uniformity Style of Dance Style of Baton Aerials Footwork Arms Hands Body Quality of Reproduced Music				
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												
2 Hand catch													
Fall													
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	FINAL SCORE	
Unison													
Breaks/Slips													
Off Pattern													
Out of Bounds													
PENALTIES	2.0	4.0	6.0										
Exceeding Skills													
Exceeding Gymnastics													
Overtime Under time	.1 Per Sec.												
											Other Penalties		
											TOTAL PENALTIES		

Clerk's Initials

Judge's Signature



AAU DRILL TEAM (Military/Freestyle)

Place _____



	<u>Code:</u>				<u>Judge's Scale</u>				SCORE 20 POINTS EACH
	√(Checked) = Very Good ○(Encircled) =Unsatisfactory or Needs More	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR	
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				Grooming Hair Baton Clean Shoes Clean		Attitude Smile Eye Contact Finesse/Charisma		

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													
	Exceeding Gymnastics													
	Overtime Under time	.1 Per Sec.												
											Other Penalties			
											TOTAL PENALTIES			

Clerk's Initials

Judge's Signature



AAU NOVELTY TWIRL TEAM

Place _____



	Code:				Judge's Scale				SCORE 20 POINTS EACH
	v(Checked) = Very Good	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR	
TWIRLING CONTENT	Variety: Vertical Horizontal Ambidexterity: Vertical Horizontal Exchanges Releases Receptions Partner/Group Sequences				Difficulty: Vertical Horizontal Ambidexterity: Vertical Horizontal Smoothness Speed & Control				
TEAMWORK	Variety Creativity Rhythm Timing Partner/Group Sequences Unison				Difficulty Difficulty of Twirls with Dance Combinations Control of Body Exchanges Releases Receptions Musical Expression through Movement Props				
CHOREOGRAPHY	Originality Musical Effectiveness Change of Pace Dynamic Effects Specialties Entertainment Value Technical Quality of Reproduced Music				Musical Interpretation Audience Appeal Correlation of Body, Footwork, and Baton Twirling Volume & Clarity Entrance & Exit Costume Suitable for Theme				
TECHNIQUE & PRESENTATION	Perfection Precision Poise Grace of Execution Technique Baton Dance Quality of Performance Facial expression				Uniformity Style of Dance Style of Baton Aerials Footwork Arms Hands Body Quality of Reproduced Music				
SHOWMANSHIP & APPEARANCE	Salesmanship Professionalism Enthusiasm Confidence				Grooming Hair Baton Clean Shoes Clean		Attitude Smile Eye Contact Finesse/Charisma		

Time for ALL Status Levels 2:00-3:00 (Required Twirl 1:30 of routine)	PENALTIES												SCORE
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total		
Drop													LESS PENALTIES
2 Hand catch													
Fall													
	PENALTIES												FINAL SCORE
Unison	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
Breaks/Slips													
Off Pattern													
Out of Bounds													
	PENALTIES												
Exceeding Skills	2.0	4.0	6.0										
Exceeding Gymnastics													
Overtime Under time													
				.1 Per Sec.									
												Other Penalties	
												TOTAL PENALTIES	

Clerk's Initials _____

Judge's Signature _____



AAU PARADE CORPS

Place _____



Code: √(Checked) = Very Good ○(Encircled) = Unsatisfactory or Needs More	Judge's Scale										
	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR				
CHOREOGRAPHY ROUTINE CONTENT TWIRLING TIME 1 MINUTE MINIMUM	Variety/Difficulty/Creativity Baton Equipment Artistic Interpretation Baton & Body Work Equipment Work Entertainment Value Originality Audience Appeal Specialties (Adv Only) Full Hand Finger Twirls Vertical Horizontal Connections Vertical Horizontal				Floor Coverage & Flow Floor Patterns Musical Interpretation Change of Pace Dynamic Effects Quality of Music Rhythm Timing Novelties Low Flips & Aerials Rolls No More Than 2 Spins L _____ R _____ Ambidexterity Vertical Horizontal						
	GENERAL EFFECT				Variety/Difficulty/Creativity Partner Sequence Group Sequence Integrated With All Members Entertainment Value Use of Equipment With Body Movement				Unison Alignment Spacing Exchanges: Duet, Trio, Group Vertical Horizontal Variety of Releases Variety of Receptions		
MARCHING & MANEUVERING	Posture Effective/Worthwhile Drill Patterns Uniformity of Equipment Precision Control Timing Style Effectiveness And Contribution of Specialties Smoothness Unison Batons, Equipment, Movement Reviewing Stand Production				Uniformity of Body Head, Arms, Hands, Legs, Feet Poise & Grace General Baton Handling Height of Aerials Uniformity of Style Speed & Control Intricacy Basic Marching Technique Toes Knees Parade Style (Appropriate for 25' Street Parade)						
	SHOWMANSHIP & APPEARANCE				Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma				Grooming Hair Baton Clean Shoes Clean Attitude Smile		

Twirling Time: _____

Clerk's Initials

Judge's Signature

SCORE
LESS PENALTIES
FINAL SCORE



AAU SHOW TWIRL TEAM

Place _____



	<u>Code:</u>				<u>Judge's Scale</u>			SCORE 20 POINTS EACH
	v(Checked) = Very Good o(Encircled) =Unsatisfactory or Needs More	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	
TWIRLING CONTENT	Variety: Vertical Horizontal Ambidexterity: Vertical Horizontal Exchanges Releases Receptions Partner/Group Sequences				Difficulty: Vertical Horizontal Ambidexterity: Vertical Horizontal Smoothness Speed &Control			
TEAMWORK	Variety Creativity Rhythm Timing Partner/Group Sequences Unison				Difficulty Difficulty of Twirls with Dance Combinations Control of Body Exchanges Releases Receptions Musical Expression through Movement Props			
CHOREOGRAPHY	Originality Musical Effectiveness Change of Pace Dynamic Effects Specialties Entertainment Value Technical Quality of Reproduced Music				Musical Interpretation Audience Appeal Correlation of Body, Footwork, and Baton Twirling Volume & Clarity Entrance & Exit Costume Suitable for Theme			
TECHNIQUE & PRESENTATION	Perfection Precision Poise Grace of Execution Technique Baton Dance Quality of Performance Facial expression				Uniformity Style of Dance Style of Baton Aerials Footwork Arms Hands Body Quality of Reproduced Music			
SHOWMANSHIP & APPEARANCE	Salesmanship Professionalism Enthusiasm Confidence				Grooming Hair Baton Clean Shoes Clean		Attitude Smile Eye Contact Finesse/Charisma	

Time for ALL Status Levels 3:30-9:00 (Required Twirl 2 min. minimum)	PENALTIES												SCORE
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total		
Drop													LESS PENALTIES
2 Hand catch													
Fall													FINAL SCORE
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
Unison													
Breaks/Slips													
Off Pattern													
Out of Bounds													
PENALTIES	2.0	4.0	6.0										
Exceeding Skills													
Exceeding Gymnastics													
Overtime Under time													
				.1 Per Sec.									
												Other Penalties	
												TOTAL PENALTIES	

Clerk's Initials _____

Judge's Signature _____



AAU STREET PARADE TEAM

Place _____



	<u>Code:</u>				<u>Judge's Scale</u>			SCORE 20 POINTS EACH
	√(Checked) = Very Good ○(Encircled) =Unsatisfactory or Needs More	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	
TWIRLING CONTENT	Variety: Vertical Horizontal Ambidexterity: Vertical Horizontal Exchanges Releases Receptions Partner/Group Sequences				Difficulty Vertical Horizontal Horizontal Ambidexterity Vertical Horizontal Smoothness Speed &Control			Finger Twirls Vertical Rolls Aerials Novelties Full Hand
TEAMWORK	Variety Creativity Rhythm Timing Exchanges Releases Receptions Partner Sequences				Difficulty Difficulty of Twirls with Marching & Maneuvering Control of Body Variety of Pattern of Exchanges Group Sequences Unison			
CHOREOGRAPHY	Originality Dynamic Effects Specialties 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 Aerials Footwork Arms Hands Body Quality of Performance			
SHOWMANSHIP & APPEARANCE	Salesmanship Professionalism Enthusiasm Confidence				Grooming Hair Baton Clean Shoes Clean		Attitude Smile Eye Contact Finesse/Charisma	

Time for ALL Status Levels 2:30 Maximum	PENALTIES												SCORE	
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total			
Time: _____	Drop												LESS PENALTIES	
	2 Hand catch													
	Fall													
	Off Beat													
	Out of Step													
	Improper Salute													
Number of Members: _____	PENALTIES												FINAL SCORE	
	Unison	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
	Breaks/Slips													
	Off Pattern													
	Out of Bounds													
	PENALTIES													
	Exceeding Skills	2.0	4.0	6.0										Other Penalties
	Exceeding Gymnastics													
	Floor Pattern													
	Overtime Under time	.1 Per Sec.												
												TOTAL PENALTIES		

Clerk's Initials _____

Judge's Signature _____



AAU TWIRL TEAM

Place _____



	<u>Code:</u>				<u>Judge's Scale</u>				SCORE 20 POINTS EACH
	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR		
TWIRLING CONTENT	Variety: Vertical Horizontal Ambidexterity: Vertical Horizontal Exchanges Releases Receptions Partner/Group Sequences				Difficulty Vertical Horizontal Ambidexterity Vertical Horizontal Smoothness Speed &Control				Finger Twirls Vertical Horizontal Rolls Aerials Novelties Full Hand
TEAMWORK	Variety Creativity Rhythm Timing Exchanges Releases Receptions Partner Sequences				Difficulty Difficulty of Twirls with Marching & Maneuvering Control of Body Variety of Pattern of Exchanges Group Sequences Unison				
CHOREOGRAPHY	Originality Dynamic Effects Specialties Changing Of Floor Patterns Floor Coverage				Audience Appeal Correlation of Body, Footwork, and Baton Entrance & Exit Marching & Maneuvering				
TECHNIQUE & PRESENTATION	Perfection Precision Poise Grace of Execution Technique Baton Marching Alignment & Spacing				Uniformity Style of Marching Style of Baton Aerials 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	PENALTIES												SCORE
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total		
Time: _____	Drop												LESS PENALTIES
	2 Hand catch												
Number of Members: _____	Fall												FINAL SCORE
	Unison												
	Breaks/Slips												
	Off Pattern												
	Out of Bounds												
	Exceeding Skills												
	Exceeding Gymnastics												Other Penalties
	Failure to Salute												
	Overtime Under time	.1 Per Sec.											TOTAL PENALTIES

Clerk's Initials _____

Judge's Signature _____



AAU TWIRLING CORPS

Place _____



	Judge's Scale						
	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR
<p>Code: √(Checked) = Very Good ○(Encircled) = Unsatisfactory or Needs More</p>							
<p>CHOREOGRAPHY</p> <p>ROUTINE</p> <p>CONTENT</p> <p>Juvenile Twirling Time 2:00 Minimum Jr/Sr Twirling Time 3:00 Minimum</p>	Variety/Difficulty/Creativity Baton Equipment Artistic Interpretation Baton & Body Work Equipment Work Entertainment Value Originality Audience Appeal Specialties (Adv Only) Full Hand Finger Twirls Vertical Horizontal Connections Vertical Horizontal			Floor Coverage & Flow Floor Patterns Musical Interpretation Change of Pace Dynamic Effects Quality of Music Rhythm Timing Novelties Low Flips & Aerials Rolls Multiple Spins L _____ R _____ Ambidexterity Vertical Horizontal			
<p>TEAMWORK</p>	Variety/Difficulty/Creativity Partner Sequence Group Sequence Integrated With All Members Entertainment Value Use of Equipment With Body Movement			Unison Alignment Spacing Exchanges: Duet, Trio, Group Vertical Horizontal Variety of Releases Variety of Receptions			
<p>TECHNIQUE</p> <p>&</p> <p>EXECUTION</p>	Posture General Handling Equipment Precision Control Timing Style Effectiveness And Contribution of Novelties Specialties Smoothness Unison Batons, Equipment, Movement			Uniformity of Body Head, Arms, Hands, Legs, Feet Uniformity of Equipment Poise & Grace General Baton Handling Height of Aerials Uniformity of Style Use of Multiple Batons Speed & Control Intricacy			
<p>SHOWMANSHIP &</p> <p>APPEARANCE</p>	Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma			Grooming Hair Baton Clean Shoes Clean Attitude Smile			

TWIRLING TIME: _____

SCORE
LESS PENALTIES
FINAL SCORE

Clerk's Initials

Judge's Signature