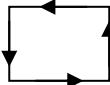
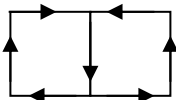




# AAU BASIC/MILITARY STRUT

PLACE \_\_\_\_\_



CODE: √(Checked) = Very Good O (Encircled) = Unsatisfactory or Needs More	Judge's Scale							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		
TECHNIQUE	Parade Rest Attention Posture: Head, Shoulders, Back, Hips, Heels Torso, Fingers, Elbow Arm Swing Knee Level Corners Snap				Military Beat (Up/ Down) Sharpness Corners (Feet with Baton) Coordination of Arms and Legs Toes (Point on Lift and Lower) Toes (In/Out)				
EXECUTION									
TIMING	On beat Off Beat Phasing (slightly before or after the beat)				<u>Military</u> Proper Beat with Baton				
PRESENTATION/ SHOWMANSHIP	Salesmanship Professionalism Enthusiasm Confidence Eye Contact Attitude Finesse/Charisma				Grooming Hair Baton Clean Shoes Clean Smile				
EXECUTION OF FLOOR PATTERN	<u>Beginner</u> 8 steps per leg twice 				<u>Advanced</u> 8 steps per leg 			Corners # of steps Pattern	

PENALTIES	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Out of Step											
Off Beat											
Fall											
Omitted Basic Elements											
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total
Corners											
PENALTIES	2.0	4.0	6.0								
Floor Pattern											
PENALTIES	1.0							Other Penalties			
Failure to Parade Rest											

Other Penalties	
TOTAL PENALTIES	

SCORE
LESS PENALTIES
FINAL SCORE

Clerk's Initials \_\_\_\_\_

Judge's Signature \_\_\_\_\_



# AAU COLLEGIATE DOWNFIELD STRUT

Place \_\_\_\_\_



<div>CODE: √(Checked) = Very Good O (Encircled) = Unsatisfactory or Needs More</div>	Judge's Scale							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		
CHOREOGRAPHY CONTENT	Construction Originality Ambidexterity Floor Coverage			Variety & Difficulty of Baton Movement (Twirling Not Required) Variety & Difficulty of Body Movement Balance of Movements					
TECHNIQUE	Perfection Balance Foot Placement Basic March (Knees, Toes, Posture)				Turns Body Control Baton Control				
EXECUTION	Carriage/Body Alignment/Posture Gracefulness of Body Smoothness of Baton Presentation of Routine				Poise Footwork (toes/ankles) Basic March (toes, knees, ankles)				
TIMING	Basic March On Beat With Music Off Beat Phasing (slightly before/after the beat)				Freestyle Portions On Beat With Music Off Beat				
PRESENTATION/ SHOWMANSHIP	Posture Appearance Attitude Finesse/Charisma Smile				Enthusiasm Professionalism Confidence Eye Contact				

Times for Status Levels 2:00 Max  Time:  _____	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													
	Off Beat													
	Out of Step												LESS PENALTIES	
	Improper Salute													
	PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
	Breaks/Slips													
	Off Pattern													FINAL SCORE
	PENALTIES	2.0	4.0	6.0	<div><div>Other Penalties</div><div>Total Penalties</div></div>									
	Exceeding Skills in Status Level													
	Exceeding Gymnastic Moves													
	Floor Pattern													
	PENALTIES	1.0	2.0											
Failure to Salute/Courtesy Pose														
Overtime Under time	.1 Per Sec.													

<b>Other Penalties</b>	
<b>TOTAL PENALTIES</b>	

Clerk's Initials

Judge's Signature



# AAU COLLEGIATE HALF-TIME

Place \_\_\_\_\_



<u>Code:</u> √(Checked) = Very Good ○(Encircled) = Unsatisfactory or Needs More		<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	
<b>CHOREOGRAPHY CONTENT</b>		Variety/Difficulty/Creativity Artistic Interpretation Body Work Equipment Work Entertainment Value Originality Audience Appeal Specialties						Floor Coverage & Flow Musical Interpretation Change of Pace Dynamic Effects Quality of Music Use of Fight Song Novelties	
<b>QUALITY OF PERFORMANCE</b>									
<b>TECHNIQUE</b>		Variety/Difficulty/Creativity Entertainment Value Use of Equipment Body Movement			Transitions Rhythm Timing Precision/Perfection Control of Body/Equipment				
<b>GENERAL EFFECT</b>		Posture General Handling Feet Equipment Precision Control						Uniformity of Body Head, Arms, Hands, Legs,  Uniformity of Equipment Poise & Grace	
<b>SHOWMANSHIP &amp; APPEARANCE</b>		Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma			Grooming Hair Baton Clean Shoes Clean Attitude Smile				

<u>Time for</u> <u>Status Levels</u> 3:00 – 4:00	<b>PENALTIES</b>	<b>.5</b>	<b>1.0</b>	<b>1.5</b>	<b>2.0</b>	<b>2.5</b>	<b>3.0</b>	<b>3.5</b>	<b>4.0</b>	<b>4.5</b>	<b>5.0</b>	<b>Total</b>	SCORE	
	Drop													
	2 Hand catch													
	Fall													
Time: _____	<b>PENALTIES</b>	<b>.1</b>	<b>.2</b>	<b>.3</b>	<b>.4</b>	<b>.5</b>	<b>.6</b>	<b>.7</b>	<b>.8</b>	<b>.9</b>	<b>1.0</b>	<b>Total</b>	LESS PENALTIES	
	Breaks/Slips													
	Off Pattern													
	Out of Bounds													
	<b>PENALTIES</b>	<b>2.0</b>	<b>4.0</b>	<b>6.0</b>									FINAL SCORE	
	Exceeding Skills in Status Level													
	Exceeding Gymnastic Moves													
	Overtime      Under time	<b>.1 Per Sec.</b>												

Clerk's Initials \_\_\_\_\_

Judge's Signature \_\_\_\_\_



# AAU MULTIPLE BATONS

Place \_\_\_\_\_



<u>Code:</u> √(Checked) = Very Good o(Encircled) =Unsatisfactory or Needs More		<u>Judge's Scale</u> 50-54      55-60      61-70      71-80      81-90      91-95      96-100 WEAK      FAIR      AVERAGE      GOOD      VERY GOOD      EXCELLENT      SUPERIOR							SCORE 20 POINTS EACH
ONE BATON	Balance of Material Vertical   Horizontal Ambidexterity Connections Vertical – Horizontal Side to Side Front to Back Full Hand/ Contact Material	Difficulty of Tricks Difficulty Achieved Through Follow Through By Intricacy of timing Novelties Multiple Body Spins L ____ R ____ Aerials/Low Flips							
TWO OR MORE BATONS	Contact Material (low/tight) Double Releases (at the same time) Showers (Release same hand/opposite hand catch and pass back) Juggles (same hand continuous releases and receptions) Combinations (mixture of planes, patterns, high and low) Patterns (same characteristics, succeeding one another, unison) Vertical   Horizontal Connections Stacks Rolls	Complex Material (various interrelated parts) Triple Releases(at the same time) High/Low Releases Finger Twirls Multiple Body Spins (left/right) Specialties (Adv/Elite/Adult Div. ONLY)							
BATON TECHNIQUE	Ambidexterity Timing Control (placement) Continuous Motion of Baton(s) Coordination of Batons Synchronization of Batons General Handling Precision	Difficulty of Batons Coordination of Body with Baton(s) Speed of Baton(s) and Variations Rotation of batons Intricacy Follow Through Continuous Motion							
EXECUTION	Smoothness Posture General Handling Batons      Precision      Control Smoothness Adding Other Batons	Gracefulness Use of Head, Arms, Hands, Legs, Feet Poise & Grace Body Lines							
SHOWMANSHIP & APPEARANCE	Salesmanship Professionalism Enthusiasm Smile	Confidence Eye Contact Finesse/Charisma Attitude							Grooming Hair Baton Clean Shoes Clean

Overall Time for

Status Levels

Challenger/Novice 1:30 – 3:00

Beginner 1:30 – 3:00

Advanced 1:30 – 3:00

Adult 1:30 – 3:00

ONE BATON Time: \_\_\_\_\_  
(0:30 – 0:45)

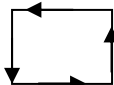
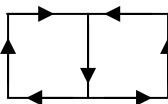
OVERALL Time: \_\_\_\_\_

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														FINAL SCORE
Fall														
Improper Salute												FINAL SCORE		
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		FINAL SCORE	
Breaks/Slips														FINAL SCORE
Off Pattern														
Out of Bounds												FINAL SCORE		
PENALTIES	2.0	4.0	6.0	Other Penalties									Total	
Exceeding Skills														
Exceeding Gymnastics														
PENALTIES	1.0	2.0	TOTAL PENALTIES								Total			
Failure to Salute/Courtesy Pose														
Overtime Under time	.1 Per Sec.													

Clerk's Initials

Judge's Signature



<u>CODE:</u> √(Checked) = Very Good O (Encircled) = Unsatisfactory or Needs More		<u>Judge's Scale</u> 50-54    55-60    61-70    71-80    81-90    91-95    96-100 WEAK    FAIR    AVERAGE    GOOD    VERY GOOD    EXCELLENT    SUPERIOR						SCORE 20 POINTS EACH
CHOREOGRAPHY CONTENT	Construction Originality Ambidexterity Floor Coverage	Variety & Difficulty of Baton Movement (Twirling Not Required) Variety & Difficulty of Body Movement Balance of Movements						
TECHNIQUE	Perfection Balance Foot Placement Basic March (Knees, Toes, Posture)	Turns Body Control Baton Control						
EXECUTION	Carriage/Body Alignment/Posture Gracefulness of Body Smoothness of Baton Presentation of Routine	Poise Footwork (toes/ankles) Basic March (toes, knees, ankles)						
TIMING	Basic March On Beat With Music Off Beat Phasing (slightly before/after the beat)	Freestyle Portions On Beat With Music Off Beat						
PRESENTATION/ SHOWMANSHIP	Posture Appearance Attitude Finesse/Charisma Smile	Enthusiasm Professionalism Confidence Eye Contact						
FLOOR PATTERN	<div><div><u>Beginner</u> 16 steps per leg</div><div></div></div> <div><div><u>Advanced</u> 8 steps per Leg</div><div></div></div>							

<b>PENALTIES</b>	<b>.5</b>	<b>1.0</b>	<b>1.5</b>	<b>2.0</b>	<b>2.5</b>	<b>3.0</b>	<b>3.5</b>	<b>4.0</b>	<b>4.5</b>	<b>5.0</b>	<b>Total</b>	SCORE
Drop												
2 Hand Catch												
Fall												
Off Beat												
Out of Step												
Improper Salute												
Omitted Basic Elements												
<b>PENALTIES</b>	<b>.1</b>	<b>.2</b>	<b>.3</b>	<b>.4</b>	<b>.5</b>	<b>.6</b>	<b>.7</b>	<b>.8</b>	<b>.9</b>	<b>1.0</b>	<b>Total</b>	LESS PENALTIES
Corners												
Breaks/Slips												
Off Pattern												
<b>PENALTIES</b>	<b>2.0</b>	<b>4.0</b>	<b>6.0</b>									FINAL SCORE
Floor Pattern												
Gymnastics (none allowed)												
<b>PENALTIES</b>	<b>1.0</b>	<b>2.0</b>										
Failure to Salute/Courtesy Pose												
												<div>Other Penalties</div> <div>TOTAL PENALTIES</div>



# AAU SOLO 2 or 3 Baton

Place \_\_\_\_\_



<u>Code:</u> √(Checked) = Very Good o(Encircled) =Unsatisfactory or Needs More		<u>Judge's Scale</u>							<b>SCORE 20 POINTS EACH</b>	
		50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR		
ROUTINE CONTENT	Contact Material (low/tight)					Complex Material (various interrelated parts)				
	Double Releases (at the same time)					Triple Releases(at the same time)				
	Showers (Release same hand/opposite hand catch and pass back)									
	Juggles (same hand continuous releases and receptions)									
	Combinations (mixture of planes, patterns, high and low)									
DIFFICULTY	Patterns (same characteristics, succeeding one another, unison)									
	Vertical    Horizontal					High/Low Releases				
	Connections					Finger Twirls				
	Stacks					Multiple Body Spins (left/right)				
	Rolls					Specialties (Adv/Elite/Adult Div. ONLY)				
TECHNIQUE	Ambidexterity					Difficulty of Batons				
	Timing					Coordination of Body with Batons				
	Control (placement)					Speed of Batons				
	Continuous Motion of Batons					Rotation of batons				
	Coordination of Batons					Intricacy				
	Synchronization of Batons					Follow Through				
EXECUTION	Smoothness					Grace				
	Posture					Use of Head, Arms, Hands, Legs, Feet				
	General Handling					Poise & Grace				
	Batons					Body Lines				
	Precision									
	Control									
SHOWMANSHIP & APPEARANCE	Salesmanship					Grooming				
	Professionalism					Hair				
	Enthusiasm					Baton Clean				
	Confidence					Shoes Clean				
	Eye Contact					Attitude				
	Finesse/Charisma					Smile				

## Time for Status Levels

### 2-Baton

Challenger: 0:30 – 2:00

Novice: 0:30 – 2:00

Beginner: 1:00 – 2:00

Int. 1:30 – 2:10

Adv./Elite: 2:00 – 2:30

Adult: 2:00 – 2:30

### 3-Baton

Challenger: 0:30 – 2:00

Novice: 0:30 – 2:00

Beginner: 1:00 – 2:00

Adv.: 1:00 – 2:00

Adult.: 1:00 – 2:00

Time: \_\_\_\_\_

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													
Improper Salute												FINAL SCORE	
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
Breaks/Slips													
Off Pattern													
Out of Bounds													
PENALTIES	2.0	4.0	6.0										
Exceeding Skills													
Exceeding Gymnastics													
PENALTIES	1.0	2.0											
Failure to Salute/Courtesy Pose													
Overtime Under time	.1 Per Sec.												

Clerk's Initials \_\_\_\_\_

Judge's Signature \_\_\_\_\_



# AAU SOLO DANCE TWIRL

Place \_\_\_\_\_



<u>Code:</u> √(Checked) = Very Good o(Encircled) =Unsatisfactory or Needs More		<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 & Difficulty of Baton with Dance Variety &Difficulty of Twirls with Traveling Ambidexterity Novelty of Tricks Specialties							
DANCE CONTENT		Variety & Difficulty Turns, Leaps, Kicks, Footwork, Use of Arms Rhythm Timing							
CHOREOGRAPHY/ PRODUCTION		Creativity/Originality/Staging Musical Interpretation Continuity of Routine Change of Pace Audience Appeal Ending Pose				Correlation of Body, Footwork, Baton/Music Worthwhile Utilization of Time &Space Dynamic Effects			
TECHNIQUE & QUALITY OF PERFORMANCE		Potentially Dangerous Perfection Transitions Dance Technique General Handling Control of Baton (Rapidity, Patterns, Connections, ETC.) Control of Body (Freehand, Arms, Leg Lines, Gracefulness, ETC.)							
SHOWMANSHIP & APPEARANCE		Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma				Grooming Hair Baton Clean Shoes Clean Attitude Smile			

Time for Status Levels 1:30 – 3:00  Time:  _____	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												LESS PENALTIES	
	PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
	Breaks/Slips												FINAL SCORE	
	Off Pattern													
	Out of Bounds													
	PENALTIES	2.0	4.0	6.0										
	Use of More than 1 Baton													Other Penalties
Exceeding Gymnastic Moves													TOTAL PENALTIES	
Overtime Under time	.1 Per Sec.													

Clerk's Initials \_\_\_\_\_

Judge's Signature \_\_\_\_\_



# AAU SOLO FLAG BATON

Place \_\_\_\_\_



<u>Code:</u> √(Checked) = Very Good ○(Encircled) = Unsatisfactory or Needs More		<u>Judge's Scale</u>						<b>SCORE 20 POINTS EACH</b>	
		50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR	
<b>VARIETY</b>	Balance of Material Vertical Horizontal Ambidexterity Connections Vertical – Horizontal Side to Side Front to Back	Difficulty of Tricks Difficulty Achieved Through Follow Through By Intricacy of timing Novelties Multiple Body Spins L ____ R ____ Full Hand/ Contact Material Aerials/Low Flips							
<b>DIFFICULTY</b>									
<b>BATON CONTROL</b>	Rate of Flag speed Speed Variation Body speed with baton Baton Patterns Vertical Horizontal	General Handling Releases L ____ R ____ Receptions L ____ R ____ Connections Vertical Horizontal							
<b>TECHNIQUE</b>	Flow of Flag General Handling Ambidexterity Releases Receptions	Posture Gracefulness Body Movements Balance Use of Head, Legs, Arms, Hands, Feet							
<b>SHOWMANSHIP &amp; APPEARANCE</b>	Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma	Grooming Hair Baton Clean Shoes Clean Attitude Smile							

## Time for Status Levels

Challenger 0:30 – 1:30

Beginner 1:00 – 2:00

Advanced 1:00 – 2:00

Time: \_\_\_\_\_

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												LESS PENALTIES	
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
Breaks/Slips												FINAL SCORE	
Off Pattern													
Out of Bounds													
PENALTIES	2.0	4.0	6.0										
Exceeding Skills											Other Penalties		
Exceeding Gymnastics													
PENALTIES	1.0	2.0											
Failure to Salute/Courtesy Pose										TOTAL PENALTIES			
Overtime Under time	.1 Per Sec.												

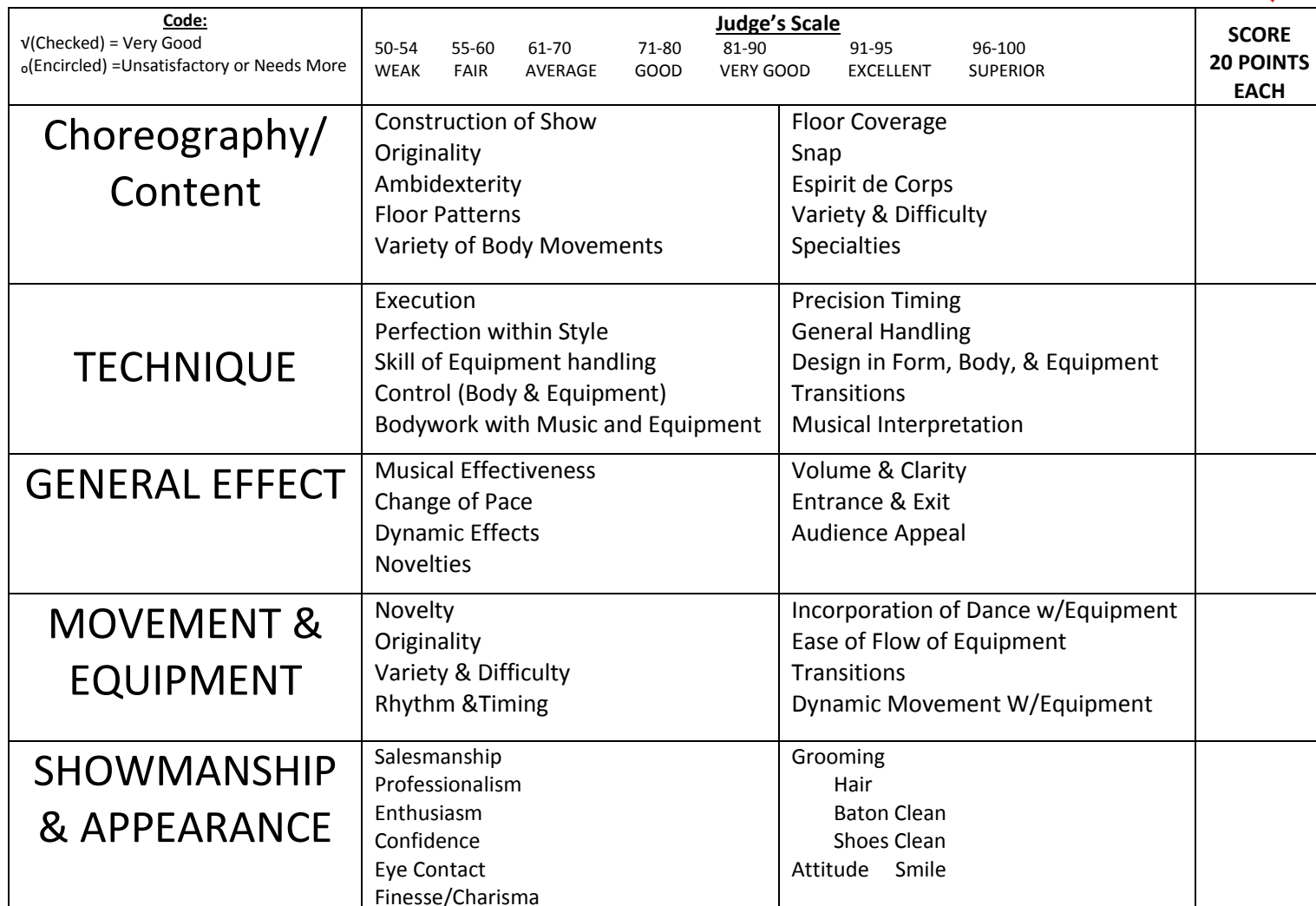
Clerk's Initials \_\_\_\_\_

Judge's Signature \_\_\_\_\_





Place \_\_\_\_\_



Time for Status Levels 1:30-3:00	<b>PENALTIES</b>	.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												LESS PENALTIES
	Fall												
Time:  _____	<b>PENALTIES</b>	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	FINAL SCORE
	Breaks/Slips												
	Off Pattern												
	Out of Bounds												
	<b>PENALTIES</b>	<b>2.0</b>	<b>4.0</b>	<b>6.0</b>									
	Exceeding Skills in Status Level												
	Prop Violation												
	Exceeding Gymnastic Moves												
	Overtime    Under time	.1 Per Sec.											
												<b>Other Penalties</b>	
												<b>TOTAL PENALTIES</b>	

Clerk's Initials

Judge's Signature



# AAU SOLO HOOP BATON



Place \_\_\_\_\_

	<b>Code:</b>				<b>Judge's Scale</b>				<b>SCORE 20 POINTS EACH</b>
	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	
<b>VARIETY</b>	Balance of Material Vertical Horizontal Ambidexterity Connections					Difficulty of Tricks Difficulty Achieved Through Follow Through By Intricacy of timing			
<b>DIFFICULTY</b>	Vertical – Horizontal Side to Side Front to Back Full Hand/ Contact Material					Novelties Multiple Body Spins L ____ R ____ Aerials/Low Flips			
<b>BATON CONTROL</b>	Rate of Hoop speed Speed Variation Body speed with baton Baton Patterns Vertical Horizontal					General Handling Releases L ____ R ____ Receptions L ____ R ____ Connections Vertical Horizontal			
<b>TECHNIQUE</b>	Flow of Hoop General Handling Ambidexterity Releases Receptions					Posture Gracefulness Body Movements Balance Use of Head, Legs, Arms, Hands, Feet			
<b>SHOWMANSHIP &amp; APPEARANCE</b>	Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma					Grooming Hair Baton Clean Shoes Clean Attitude Smile			

## Time for Status Levels

Challenger 0:30 – 1:30  
Beginner 1:00 – 2:00  
Advanced 1:00 – 2:00  
Adult 1:00 – 2:00

Time: \_\_\_\_\_

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												FINAL SCORE	
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
Breaks/Slips													
Off Pattern													
Out of Bounds													
PENALTIES	2.0	4.0	6.0										
Exceeding Skills									Other Penalties				
Exceeding Gymnastics													
PENALTIES	1.0	2.0											
Failure to Salute/Courtesy Pose								TOTAL PENALTIES					
Overtime Under time	.1 Per Sec.												

Clerk's Initials

Judge's Signature



# AAU SOLO ONE BATON

Place \_\_\_\_\_



<u>Code:</u> v(Checked) = Very Good o(Encircled) =Unsatisfactory or Needs More	<u>Judge's Scale</u>							<b>SCORE 20 POINTS EACH</b>
	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR	
<b>VARIETY</b>	Balance of Material Connections Ambidexterity Vertical   Horizontal Side to Side Front to Back Novelties Multiple Body spins L#_____ R#_____				Full Hand/Contact Material High Aerials & Low Flips Releases                   R_____ L_____ Receptions               R_____ L_____ Finger Twirls Vertical   R_____ L_____ Finger Twirls Horizontal   R_____ L_____ Rolls Specialties #_____			
<b>DIFFICULTY</b>	Difficulty of Trick Vertical   Horizontal Difficulty Achieved Through Follow through Intricacy & Timing Attempted Perfection Lacking Multiple Body spins L#_____ R#_____				Full Hand/Contact Material High Aerials & Low Flips Releases R#_____ L#_____ Receptions R#_____ L#_____ Rolls R#_____ L#_____ Degree of Risk Novelty			
<b>BATON/BODY CONTROL</b>	Rate of Baton Speed Co-ordination of Baton Speed & Body Movements(Rapidity) General Handling/Technique - Releases Receptions Baton Pattern – Vertical _____ Horizontal _____						Speed Variation Pattern Changes	
<b>SMOOTHNESS/ TECHNIQUE</b>	Flow Of Baton Gracefulness General Handling Body Movements Balance				Ambidexterity Vertical   Horizontal USE OF FREE- Hands, Arms, Legs, Feet Releases Receptions			
<b>SHOWMANSHIP &amp; APPEARANCE</b>	Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma				Grooming Hair Baton Clean Shoes Clean Attitude Smile			

## Time for Status Levels

Challenger: 0:30-2:00  
 Novice: 0:30-2:00  
 Beginner: 1:00-2:00  
 Intermediate: 1:30-2:10  
 Adv/Elite: 2:00-2:30  
 Collegiate: 2:00-2:30  
 Boys: 1:00-2:30  
 Adult: 2:00-2:30

Time: \_\_\_\_\_

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												FINAL SCORE	
Improper Salute													
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
Breaks/Slips													
Off Pattern													
Out of Bounds													
PENALTIES	2.0	4.0	6.0	<div>Other Penalties</div> <div>TOTAL PENALTIES</div>									
Exceeding Skills													
Exceeding Gymnastics													
PENALTIES	1.0	2.0											
Failure to Salute/Courtesy Pose													
Overtime Under time	.1 Per Sec.												

Clerk's Initials \_\_\_\_\_

Judge's Signature \_\_\_\_\_



# AAU X-STRUT AND STRAIGHT-LINE STRUT

Place \_\_\_\_\_



<div>CODE:</div> <div>v(Checked) = Very Good O (Encircled) = Unsatisfactory or Needs More</div>	50-54 WEAK	55-60 FAIR	61-70 AVERAGE	71-80 GOOD	<u>Judge's Scale</u> 81-90 VERY GOOD	91-95 EXCELLENT	96-100 SUPERIOR	SCORE 20 POINTS EACH	
CHOREOGRAPHY	Construction				Variety & Difficulty of Baton Movement				
CONTENT	Originality				(Twirling Not Required)				
TECHNIQUE	Ambidexterity				Variety & Difficulty of Body Movement				
	Floor Coverage				Balance of Movements				
	Perfection				Turns				
EXECUTION	Balance				Body Control				
	Foot Placement				Baton Control				
	Basic March (Knees, Toes, Posture)								
	Carriage/Body Alignment/Posture				Poise				
TIMING	Gracefulness of Body				Footwork (toes/ankles)				
	Smoothness of Baton				Basic March (toes, knees, ankles)				
	Presentation of Routine								
	Basic March				Freestyle Portions				
PRESENTATION/ SHOWMANSHIP	On Beat With Music				On Beat With Music				
	Off Beat				Off Beat				
	Phasing (slightly before/after the beat)								
	Posture				Enthusiasm		Finesse/Charisma		
SHOWMANSHIP	Appearance				Professionalism		Smile		
	Attitude				Confidence		Eye Contact		

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													
Off Beat												FINAL SCORE	
Out of Step													
Improper Salute													
Omitted Basic Requirements													
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total		
Breaks/Slips													
Off Pattern													
PENALTIES	2.0	4.0	6.0										
Exceeding Skills													
Exceeding Gymnastics													
Floor Pattern													
PENALTIES	1.0	2.0											
Failure to Salute/Courtesy Pose													
Overtime Under Time	.1 Per Sec.												

## Times for Status Levels

2:00 Max

Time: \_\_\_\_\_

Clerk's Initials

Judge's Signature