

## AAU BASIC/MILITARY STRUT



PLACE\_\_\_\_

CODE:	Judge's Scale	SCORE							
V(Checked) = Very Good O (Encircled) = Unsatisfactory or Needs More	50-54 55-60 61-70 71-80 81-90 91-95 96-100 WEAK FAIR AVERAGE GOOD VERY GOOD EXCELLENT SUPERIOR	20 POINTS							
	Parade Rest Military Beat (Up/ Down)	EACH							
	Attention Sharpness								
TECHNIQUE	Posture: Corners (Feet with Baton)								
	Head, Shoulders, Back, Hips, Coordination of Arms and Legs								
	Heels Torso, Fingers, Elbow Toes (Point on Lift and Lower)								
5)/5 01 171 0 11	Arm Swing Toes (In/Out) Knee Level								
EXECUTION	Corners								
	Snap								
	On beat <u>Military</u>								
TIMING	Off Beat Proper Beat with Baton								
IIIVIIIVO	Phasing (slightly before or after								
	the beat)								
	Salesmanship Grooming Professionalism Hair								
PRESENTATION/	Enthusiasm Baton Clean								
•	Confidence Shoes Clean								
SHOWMANSHIP	Eye Contact								
	Attitude Smile								
	Finesse/Charisma  Advanced  Corners								
<b>EXECUTION OF</b>	Beginner 8 steps per 8 steps per leg  Advanced # of steps								
	leg twice Pattern								
FLOOR 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										
Failure to								Otha	er Pena	ء ندا	
Parade Rest								Othe	er Pena	ities	
								TOTA	L PENA	LTIES	

Clerk's Initials Judge's Signature



# AAU COLLEGIATE DOWNFIELD STRUT

Place\_\_\_\_\_



		*
CODE:	<u>Judge's Scale</u>	SCORE
V(Checked) = Very Good O (Encircled) = Unsatisfactory or Needs More	50-54 55-60 61-70 71-80 81-90 91-95 96-10	20 POINTS
O (Encircled) - Orisatisfactory of Needs World	WEAK FAIR AVERAGE GOOD VERY GOOD EXCELLENT SUPERIOR	EACH
CHOREOGRAPHY	Construction Variety & Difficulty of Baton Movement	
CHORLOGRAPHI	Originality (Twirling Not Required)	
CONTENT	Ambidexterity Variety & Difficulty of Body Movement	
CONTENT	Floor Coverage Balance of Movements	
	Perfection Turns	
TECHNIOLIE	Balance Body Control	
TECHNIQUE	Foot Placement Baton Control	
	Basic March (Knees, Toes, Posture)	
	Carriage/Body Alignment/Posture	
EXECUTION	Gracefulness of Body Poise	
EXECUTION	Smoothness of Baton Footwork (toes/ankles)	
	Presentation of Routine Basic March (toes, knees, ankles)	
	Basic March Freestyle Portions	
TINAINIC	On Beat With Music On Beat With Music	
TIMING	Off Beat Off Beat	
	Phasing (slightly before/after the beat)	
	Posture Enthusiasm	
PRESENTATION/	Appearance Professionalism	
''(1014)	Attitude Confidence	
SHOWMANSHIP	Finesse/Charisma Eye Contact	
SHOWWANSHII	Smile	

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												LESS PENALTIES
Out of Step												2233 1 2147 121123
Improper Salute												
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	
Breaks/Slips												FINAL SCORE
Off Pattern												FINAL SCORE
PENALTIES	2.0	4.0	6.0									
Exceeding Skills in Status								Otho	er Pena	ltios		
Level								Othe	ei reiid	iities		
<b>Exceeding Gymnastic Moves</b>												
Floor Pattern												
PENALTIES	1.0	2.0							TOTAL	-		
								PE	NALTI	ES		
Failure to Salute/Courtesy Pose				_								
Overtime Under time	.1 Pe	r Sec.										

Clerk's Initials	Judge's Signature	



# AAU COLLEGIATE HALF-TIME





Code:  V(Checked) = Very Good  o(Encircled) = Unsatisfactory or Needs More	50-54 55-60 61-70 71-80 8	idge's Scale 81-90 91-95 96-100 /ERY GOOD EXCELLENT SUPERIOR	SCORE 20 POINTS EACH
CHOREOGRAPHY CONTENT	Variety/Difficulty/Creativity Artistic Interpretation Body Work Equipment Work	Floor Coverage & Flow Musical Interpretation Change of Pace Dynamic Effects	
QUALITY OF PERFORMANCE	Entertainment Value Originality Audience Appeal Specialties	Quality of Music Use of Fight Song Novelties	
TECHNIQUE	Variety/Difficulty/Creativity Entertainment Value Use of Equipment Body Movement	Transitions Rhythm Timing Precision/Perfection Control of Body/Equipment	
GENERAL EFFECT	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	

Finesse/Charisma						Smile						
-												
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	LESS PENALTIES
Breaks/Slips												
Off Pattern												
Out of Bounds												
PENALTIES	2.0	4.0	6.0									FINIAL CCORE
Exceeding Skills in Status Level								Other Penalties			FINAL SCORE	
Exceeding Gymnastic Moves												
Overtime Under time	.1 Per Sec.								_			
								PE	NALT	IES		
	PENALTIES Drop 2 Hand catch Fall PENALTIES Breaks/Slips Off Pattern Out of Bounds PENALTIES Exceeding Skills in Status Level Exceeding Gymnastic Moves	PENALTIES .5  Drop 2 Hand catch Fall PENALTIES .1  Breaks/Slips Off Pattern Out of Bounds PENALTIES 2.0  Exceeding Skills in Status Level Exceeding Gymnastic Moves	Drop 2 Hand catch Fall PENALTIES .1 .2 Breaks/Slips Off Pattern Out of Bounds PENALTIES 2.0 4.0 Exceeding Skills in Status Level Exceeding Gymnastic Moves	PENALTIES .5 1.0 1.5  Drop  2 Hand catch Fall PENALTIES .1 .2 .3  Breaks/Slips Off Pattern Out of Bounds PENALTIES 2.0 4.0 6.0  Exceeding Skills in Status Level Exceeding Gymnastic Moves	PENALTIES         .5         1.0         1.5         2.0           Drop         2 Hand catch	PENALTIES         .5         1.0         1.5         2.0         2.5           Drop         2 Hand catch	PENALTIES         .5         1.0         1.5         2.0         2.5         3.0           Drop         2 Hand catch         3         4         5         6	PENALTIES         .5         1.0         1.5         2.0         2.5         3.0         3.5           Drop         2 Hand catch         3         4         5         6         .7           PENALTIES         .1         .2         .3         .4         .5         .6         .7           Breaks/Slips         3         4         .5         .6         .7           Off Pattern         4         5         .6         .7           PENALTIES         2.0         4.0         6.0           Exceeding Skills in Status Level         6.0         6.0           Exceeding Gymnastic Moves         1         1 Per Sec	PENALTIES         .5         1.0         1.5         2.0         2.5         3.0         3.5         4.0           Drop         2 Hand catch	PENALTIES         .5         1.0         1.5         2.0         2.5         3.0         3.5         4.0         4.5           Drop         2 Hand catch         3         4         5         6         7         .8         .9           PENALTIES         .1         .2         .3         .4         .5         .6         .7         .8         .9           Breaks/Slips         3         4         .5         .6         .7         .8         .9           Out of Pattern         3         4         .5         .6         .7         .8         .9           Exceeding Skills in Status Level         4         5         .6         .7         .8         .9           Exceeding Gymnastic Moves         5         .0	PENALTIES         .5         1.0         1.5         2.0         2.5         3.0         3.5         4.0         4.5         5.0           Drop         2 Hand catch         3         4         4         4         4         4         4         5         6         7         8         .9         1.0           PENALTIES         1         2         3         4         .5         .6         .7         .8         .9         1.0           Breaks/Slips         3         4         .5         .6         .7         .8         .9         1.0           Other Penalties         4         4         5         .6         .7         .8         .9         1.0           Exceeding Skills in Status Level         4         6         6         6         7         8         .9         1.0           Exceeding Gymnastic Moves         4         6         6         6         7         8         .9         1.0	PENALTIES   .5   1.0   1.5   2.0   2.5   3.0   3.5   4.0   4.5   5.0   Total

Clerk's Initials	Judge's Signature	



## AAU MULTIPLE BATONS

Place\_\_\_\_\_



Code: √(Checked) = Very Good ₀(Encircled) =Unsatisfactory or Nec		50-54 WEAK	55-60 FAIR	61-70 AVERAG		L-80 OOD	Judg 81-90 VERY		91-9	5 LLENT	96-1 SUP	.00 ERIOR			SCORE 20 POINTS EACH
ONE BATC	ON	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 MO	ORE	Double Ro Showers Juggles (s Combinat Patterns Ver													
BATON		Ambidex Timing Control (	placeme			Difficulty of Batons Coordination of Body with Baton(s) Speed of Baton(s) and Variations									
TECHNIQU	JE	Continuo Coordina Synchror General I Precision	ation of E nization o Handing	Batons		Rotation of batons Intricacy Follow Through Continuous Motion									
EXECUTIO	N	Smoothness Posture General Handling Batons Precision Control Smoothness Adding Other Batons  Gracefulness Use of Head, Arms, H Poise & Grace Body Lines								Hands,	, Legs, Fe	et			
SHOWMANS & APPEARAN	HIP	Salesmar Profession Enthusian Smile	nship onalism	-	Confi Eye C	dence ontact se/Char	isma			Gro		n Clear s Clear			
Overall Time for	PENA	LTIES	.5	5 1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total		SCORE

Status Levels								
Challenger/Novic	e 1:30 – 3:00							
Beginner	1:30 - 3:00							
Advanced	1:30 - 3:00							
Adult	1:30 – 3:00							
ONE BATON Time	e:							
(0:30 – 0:	(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												
2 Hand catch												
Fall												LESS PENALTIES
Improper Salute												LLSSTEINALTILS
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	
Breaks/Slips												
Off Pattern												FINAL SCORE
Out of Bounds												
PENALTIES	2.0	4.0	6.0									
Exceeding Skills								Othe	er Pena	lties		
Exceeding Gymnastics												
PENALTIES	1.0	2.0							TOTAL NALTI			
Failure to Salute/Courtesy Pose												
Overtime Under time	.1 Per	Sec.						•				

Clerk's Initials	Judge's Signature



### AAU PARADE STRUT





CODE:  V(Checked) = Very Good  O (Encircled) = Unsatisfactory or Needs More	Judge's Scale           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	Construction Variety & Difficulty of Baton Movement Originality (Twirling Not Required) Ambidexterity Variety & Difficulty of Body Movement	
CONTENT	Floor Coverage Balance of Movements	
TECHNIQUE	Perfection Turns Balance Body Control Foot Placement Baton Control Basic March (Knees, Toes, Posture)	
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 Freestyle Portions On Beat With Music Off Beat Off Beat Off Beat Phasing (slightly before/after the beat)	
PRESENTATION/ SHOWMANSHIP	Posture Enthusiasm Appearance Professionalism Attitude Confidence Finesse/Charisma Eye Contact Smile	
FLOOR PATTERN	Beginner 16 steps per leg  Advanced 8 steps per Leg	

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												LESS PENALTIES
Out of Step												2233 1 2111 123
Improper Salute												
Omitted Basic Elements												
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	FINAL CCORE
Corners												FINAL SCORE
Breaks/Slips												
Off Pattern												
PENALTIES	2.0	4.0	6.0									
Floor Pattern												
Gymnastics (none allowed)												
PENALTIES	1.0	2.0										
Failure to								Oth	er Penal	ltios		
Salute/Courtesy Pose								Ott	er Pena	ities		
								TOTA	L PENA	LTIES		

Clerk's Initials Judge's Signature



### AAU SOLO 2 or 3 Baton



V(Checked) = Very Good (Encircled) = Unsatisfactory or Needs More	Judge's Scale           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							
ROUTINE	Contact Material (low/tight)  Double Releases (at the same time)  Showers (Release same hand/opposite hand catch and pass back)  Complex Material (various interrelated parts)  Triple Releases(at the same time)								
CONTENT	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 Timing Control (placement) Continuous Motion of Batons Coordination of Batons Coordination of Batons Coordination of Batons Coordination 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	PENALTIES	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total	SCORE
2-Baton	Drop												
Challenger: 0:30 – 2:00	2 Hand catch												
Novice: 0:30 – 2:00	Fall												LESS PENALTIES
Beginner: 1:00 – 2:00	Improper Salute												
Int. 1:30 – 2:10	PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	
Adv./Elite: 2:00 – 2:30	Breaks/Slips												
Adult: 2:00 - 2:30	Off Pattern												FINAL SCORE
3-Baton	Out of Bounds												FINAL SCORE
Challenger: 0:30 – 2:00	PENALTIES	2.0	4.0	6.0									
Novice: 0:30 – 2:00	Exceeding Skills								Othe	er Pena	lties		
Beginner: 1:00 – 2:00	Exceeding Gymnastics												
Adv.: 1:00 – 2:00	PENALTIES	1.0	2.0							TOTAL			
Adult.: 1:00 – 2:00									PE	NALTI	ES		
	Failure to												
Time:	Salute/Courtesy Pose												
	Overtime Under time	.1 Pe	r Sec.										

Clerk's Initials Judge's Signature



### AAU SOLO DANCE TWIRL



Code: v(Checked) = Very Good o(Encircled) = Unsatisfactory or Needs More	50-54 55-60 61-70 71-80 WEAK FAIR AVERAGE GOOD	Judge's Scale81-9091-9596-100VERY GOODEXCELLENTSUPERIOR	SCORE 20 POINTS EACH
TWIRLING CONTENT	Variety & Difficulty of Baton with Danc Variety & Difficulty of Twirls with Trave Ambidexterity Novelty of Tricks Specialties		
DANCE CONTENT	Variety & Difficulty Turns, Leaps, Kicks, Footwork, Use 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, C	· · · · · · · · · · · · · · · · · · ·	
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												FINIAL CCORE
Off Pattern												FINAL SCORE
Out of Bounds												
PENALTIES	2.0	4.0	6.0									
Use of More than 1 Baton								Othe	r Pena	lties		
Exceeding Gymnastic Moves								_	OTAL NALTII			
Overtime Under time	.1 Per	Sec.										

Clerk's Initials	Judge's Signature



#### AAU SOLO FLAG BATON

Place		



Code: √(Checked) = Very Good ₀(Encircled) =Unsatisfactory or Needs More	50-54 55-60 61-70 WEAK FAIR AVERAGE	71-80 81-90 GOOD VERY G	e's Scale 91-95 96-100 OOD EXCELLENT SUPERIOR	SCORE 20 POINTS EACH				
VARIETY	Balance of Material Vertical Horizontal Ambidexterity Connections Vertical – Horizontal		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					
DIFFICULTY	Side to Side Front to Back							
BATON CONTROL	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					
TECHNIQUE	Flow of Flag General Handling Ambidexterity Releases Receptions		Posture Gracefulness Body Movements Balance Use of Head, Legs, Arms, Hands, Feet					
SHOWMANSHIP & APPEARANCE	Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma		Grooming Hair Baton Clean Shoes Clean Attitude Smile					

Time for St	<u>atus Leveis</u>
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												FINIAL CCORE
Off Pattern												FINAL SCORE
Out of Bounds												
PENALTIES	2.0	4.0	6.0									
Exceeding Skills								Othe	r Pena	lties		
Exceeding Gymnastics												
PENALTIES	1.0	2.0		-								
Failure to								•	ΤΟΤΑΙ	-		
Salute/Courtesy Pose				_				PE	NALTI	ES		
Overtime Under time	.1 Pe	r Sec.										

Clerk's Initials Judge's Signature	
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### AAU SOLO FREESTYLE





Code: v(Checked) = Very Good o(Encircled) = Unsatisfactory or Needs More	Judge's Scale           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 of Show Originality Snap Ambidexterity Floor Patterns Variety of Body Movements Floor Coverage Snap Espirit de Corps Variety & Difficulty Specialties	
TECHNIQUE	Execution Perfection within Style Skill of Equipment handling Control (Body & Equipment) Bodywork with Music and Equipment  Precision Timing General Handling Design in Form, Body, & Equipment Transitions Musical Interpretation	
GENERAL EFFECT	Musical Effectiveness Change of Pace Dynamic Effects Novelties  Volume & Clarity Entrance & Exit Audience Appeal	
MOVEMENT & EQUIPMENT	Novelty Originality Variety & Difficulty Rhythm & Timing 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 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												FINAL SCORE
Out of Bounds												
PENALTIES	2.0	4.0	6.0									
Exceeding Skills in Status Level								O.h.	er Pen	-14:		
Prop Violation								Otne	er Pen	aities		
Exceeding Gymnastic Moves								P	TOTA ENALT			
Overtime Under time	.1 Pe	r										
	Sec.											

Clerk's Initials	Judge's Signature



### AAU SOLO HOOP BATON

Place_		



Code: v(Checked) = Very Good o(Encircled) = Unsatisfactory or Needs More	50-54 55-60 61-70 71-80 WEAK FAIR AVERAGE GOOD	Judge's Scale81-9091-9596-100VERY GOODEXCELLENTSUPERIOR	SCORE 20 POINTS EACH
VARIETY	Balance of Material Vertical Horizontal Ambidexterity Connections	Difficulty of Tricks Difficulty Achieved Through Follow Through By Intricacy of timing	
DIFFICULTY	Vertical – Horizontal Side to Side Front to Back Full Hand/ Contact Material	Novelties  Multiple Body Spins L R  Aerials/Low Flips	
BATON CONTROL	Rate of Hoop speed Speed Variation Body speed with baton Baton Patterns Vertical Horizontal	General Handling Releases L R R Receptions L R RConnections Vertical Horizontal	
TECHNIQUE	Flow of Hoop General Handling Ambidexterity Releases Receptions	Posture Gracefulness Body Movements Balance Use of Head, Legs, Arms, Hands, Feet	
SHOWMANSHIP & APPEARANCE	Salesmanship Professionalism Enthusiasm Confidence Eye Contact Finesse/Charisma	Grooming Hair Baton Clean Shoes Clean Attitude Smile	

Time for St	atus Levels
Challenger	0:30 - 1:30
Beginner	1:00 - 2:00
Advanced	1:00 - 2:00
Adult	1:00 - 2:00

Time:		

I	PENALTIES	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total	SCORE
ı	Drop												
	2 Hand catch												
Ī	Fall												LESS PENALTIES
Ī	PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	
	Breaks/Slips												FINAL SCORE
	Off Pattern												TINAL SCORE
ſ	Out of Bounds												
Ī	PENALTIES	2.0	4.0	6.0									
	Exceeding Skills								Othe	er Pena	alties		
Ī	Exceeding Gymnastics												
Ī	PENALTIES	1.0	2.0		•								
Ī	Failure to									TOTAI	L		
	Salute/Courtesy Pose								PE	NALT	IES		
	Overtime Under time	.1 Pe	Sec.										

Clerk's Initials	Judge's Signature



#### **AAU SOLO ONE BATON**

Place



Code: v(Checked) = Very Good o(Encircled) = Unsatisfactory or Needs More	50-54 55-60 61-70 71-80 81-9	dge's Scale 90 91-95 96-100 Y GOOD EXCELLENT SUPERIOR	SCORE 20 POINTS EACH										
VARIETY	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 Rolls Specialties #											
DIFFICULTY	Difficulty of Trick Vertical Horizontal Vertical Horizontal  Difficulty Achieved Through Follow through Intricacy & Timing Attempted Perfection Lacking Multiple Body spins L# R# Rate of Baton Speed  Full Hand/Contact Material High Aerials & Low Flips Releases R# L# Releases R# L# L# L# L# L# Vovelty Speed Variation												
BATON/BODY	Rate of Baton Speed Co-ordination of Baton Speed & Body Mover												
CONTROL	General Handling/Technique - Releases Rec Baton Pattern – Vertical Horizontal												
SMOOTHNESS/ TECHNIQUE	Flow Of Baton Gracefulness General Handling Body Movements Balance	Ambidexterity Vertical Horizontal USE OF FREE- Hands, Arms, Legs, Feet Releases Receptions											
SHOWMANSHIP & APPEARANCE	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 1:00-2:30 Boys: 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												
2 Hand catch												
Fall												LESS PENALTIES
Improper Salute												
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	FINAL SCORE
Breaks/Slips												TINAL SCORE
Off Pattern												
Out of Bounds												
PENALTIES	2.0	4.0	6.0									
Exceeding Skills								Other Penalties				
Exceeding Gymnastics												
PENALTIES	1.0	2.0						TOTAL				
Failure to								PENALTIES				
Salute/Courtesy Pose												
Overtime Under time	.1 Pe	r Sec.										

Clerk's Initials Judge's Signature



Clerk's Initials

### AAU X-STRUT AND STRAIGHT-LINE STRUT

Place
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CODE:				Judge's Scale			SCORE						
V(Checked) = Very Good O (Encircled) = Unsatisfactory or Needs More	50-54 55-60	61-70	71-80	81-90	91-95	96-100	20 POINTS						
	WEAK FAIR	AVERAGE	GOOD	VERY GOOD	EXCELLENT	SUPERIOR	EACH						
CHOREOGRAPHY	Construction												
CHORLOGNAFIII	Originality												
CONTENT	Ambidexterity												
CONTLINE		Floor Coverage Balance of Movements											
TECHNIQUE	Perfection												
TECHNIQUE	Balance	Balance Body Control											
		Foot Placement Baton Control											
	Basic March (K	Basic March (Knees, Toes, Posture)											
EXECUTION	Carriage/Body												
EXECUTION	Gracefulness of												
	Smoothness of	f Baton		Ba	sic March (to	es, knees, ankles)							
	Presentation of												
TIMING	Basic March												
HIMING	On Beat W												
	Off Beat												
	Phasing (sli												
PRESENTATION/	Posture		Ent	thusiasm	Fines	sse/Charisma							
I NESLIVIATION/	Appearance		Pro	ofessionalism	9								
SHOWMANSHIP	Attitude Confidence Eye Contact												
	141/ (143)												

	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												LESS		
	Fall												PENALTIES		
	Off Beat												FINAL		
	Out of Step												SCORE		
	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								Othe	r Pena	lties				
	Exceeding Gymnastics														
	Floor Pattern														
	PENALTIES	1.0	2.0		<u>-</u> '				•	ΤΟΤΑΙ					
	Failure to								PE	NALTI	ES				
	Salute/Courtesy Pose				i										
	Overtime	.1 Pe	r Sec.												
	Under Time														
	es for Status Levels														
2:00	) Max Time: _														

Judge's Signature