

SOLO TWO & THREE BATON



CODE:

√(Checked) = Very Good

○ Encircled = Unsatisfactory or Needs More

SCORE

VARIETY 20	VARIETY OF RELEASES VARIETY OF RECEPTIONS DUAL VARIETIES DOUBLE RELEASE AMBIDEXTERITY SHOWERS/JUGGLES/STACKS HIGH/LOW RELEASES	CONTACT MATERIAL HORIZONTALS FINGERS ROLLS CONNECTIONS COMBINATIONS FRONT/BACK/SIDE			
	DIFFICULTY 20	DIFFICULTY OF RELEASES DIFFICULTY OF RECEPTIONS DIFFICULTY OF TRICKS DEGREE OF RISK SHOWERS/JUGGLES/STACKS BODYWORK/ SPINS DIFFICULTY ACHIEVED THROUGH INTRICACY, FOLLOW THROUGH & TIMING	CONTACT MATERIAL HORIZONTALS FINGERS ROLLS COMPLEX COMBINATIONS COMPLEX HIGH TRICKS OPPOSITIONS PATTERN CHANGES		
BATON 20 CONTROL	CONTINUOUS & SIMULTANEOUS MOTION OF BATONS RATE OF SPEED SPEED VARIATION RAPIDITY/REVOLUTION RELEASES/RECEPTION CONTROL/PLACEMENT	PRECISION/SYNCHRONIZATION GENERAL HANDLING BATON PATTERN Vertical Horizontal DIRECTIONAL CHANGES AMBIDEXTERITY			
TECHNIQUE 20	SMOOTHNESS CONTINUITY OF BATONS CONTINUOUS MOTION UNINTERRUPTED FOLLOW THROUGH GRACEFULNESS BODY MOVEMENTS BODY LINES	RELEASES RECEPTIONS USE OF: HANDS ARMS LEGS FEET BODY CONTROL			
PRESENTATION 20 SHOWMANSHIP	POSTURE APPEARANCE/GROOMING ATTITUDE FINESSE/CHARISMA CONFIDENCE EYE CONTACT	ENTHUSIASM PROFESSIONALISM PROJECTION SHOWMANSHIP			

PENALTIES

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	Total
DROP														
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total
UNINTENTIONALLY STOPPING 2ND BATON														
BREAKS/SLIPS														
OFF PATTERN														

SCORE

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LESS PENALTIES

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TIME

- Failure to Salute at Beg. 1.0
- Failure to Salute at End 1.0
- Incorrect Salute 0.5 Beg/End
- Undertime 0.1 per Sec.
- Overtime 0.1 per Sec.

Subtotal

Other Penalties

TOTAL PENALTIES

2 BATON

NOVICE VIOLATION 2.0 _____

Nov and Chal 0:30-2:00

All Others 1:30-2:00

3 BATON

Beg and Chal 0:30-2:00

Adv and Elite 1:30-2:00

CLERK'S INITIALS

JUDGE'S SIGNATURE

TOTAL SCORE

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FREESTYLE



CODE:

√(Checked) = Very Good

○ Encircled = Unsatisfactory or Needs More

SCORE

TWIRLING CONTENT 20	VARIETY DIFFICULTY OF BATON DIFFICULTY OF TWIRLS WITH MOVEMENT COMBINATIONS AMBIDEXTERITY NOVELTY TRICKS			
MOVEMENT 20	VARIETY DIFFICULTY DIFFICULTY OF MOVEMENT WITH BATONS RHYTHM & TIMING GYMNASTICS SKILL (NO MORE THAN 2)			
CHOREOGRAPHY/ PRODUCTION 20	CREATIVITY/ORIGINALITY/STAGING MUSICAL INTERPRETATION CONTINUITY OF ROUTINE CHANGE OF PACE AUDIENCE APPEAL DYNAMIC EFFECTS CORRELATION OF BODY, FOOTWORK, BATON TO MUSIC WORTHWHILE UTILIZATION OF TIME & SPACE ENDING POSE			
TECHNIQUE & QUALITY OF PERFORMANCE 20	POTENTIALLY DANGEROUS PERFECTION TRANSITIONS MOVEMENT AND/OR BATON TECHNIQUE TECHNICAL QUALITY OF REPRODUCED MUSIC CONTROL OF BATON (RAPIDITY, PATTERN, ETC...) CONTROL OF BODY (FREE HAND, LEG LINES, GRACEFULNESS, ETC...) GYMNASTICS TECHNIQUE			
APPEARANCE SHOWMANSHIP PRESENTATION 20	COSTUME & ACCESSORIES PERSONAL GROOMING FACIAL EXPRESSION EYE CONTACT CONFIDENCE/POISE ENTHUSIASM/PROJECTION PROFESSIONALISM/ATTITUDE ENTERTAINMENT VALUE			

PENALTIES

	.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	Total
DROP														
2 HAND CATCH														
FALL														

SCORE

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	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total
BREAKS/SLIPS														
OFF PATTERN														
OUT OF POSITION														

LESS PENALTIES

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TIME

1:30-3:00

GYMNASTICS VIOLATION _____ 2.0 (More than 2)
 UNDER TIME/OVER TIME 0.1 PER SECOND ____
 Performing Skills after the end of the music 0.5 ____

Subtotal	
Other Penalties	
TOTAL PENALTIES	

TOTAL SCORE

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CLERK'S INITIALS _____

JUDGE'S SIGNATURE _____



SOLO DANCE TWIRL

CODE:

√(Checked) = Very Good

○ Encircled = Unsatisfactory or Needs More

SCORE

TWIRLING CONTENT 20	VARIETY & DIFFICULTY OF BATON WITH DANCE DIFFICULTY OF TWIRLS WITH TRAVELING AMBIDEXTERITY NOVELTY TRICKS			
DANCE CONTENT 20	VARIETY OF TURNS, LEAPS, KICKS, FOOTWORK, USE OF ARMS DIFFICULTY OF TURNS, LEAPS, KICKS, FOOTWORK, USE OF ARMS DIFFICULTY OF DANCE WITH BATONS RHYTHM & TIMING GYMNASTICS SKILLS (NO MORE THAN 2)			
CHOREOGRAPHY/ PRODUCTION 20	CREATIVITY/ORIGINALITY/STAGING MUSICAL INTERPRETATION CONTINUITY OF ROUTINE CHANGE OF PACE AUDIENCE APPEAL DYNAMIC EFFECTS CORRELATION OF BODY, FOOTWORK, BATON TO MUSIC WORTHWHILE UTILIZATION OF TIME & SPACE ENDING POSE			
TECHNIQUE & QUALITY OF PERFORMANCE 20	POTENTIALLY DANGEROUS PERFECTION TRANSITIONS DANCE AND/OR BATON TECHNIQUE TECHNICAL QUALITY OF REPRODUCED MUSIC CONTROL OF BATON (RAPIDITY, PATTERN, ETC...) CONTROL OF BODY (FREE HAND, LEG LINES, GRACEFULNESS, ETC...) GYMNASTICS TECHNIQUE			
APPEARANCE SHOWMANSHIP PRESENTATION 20	COSTUME & ACCESSORIES PERSONAL GROOMING FACIAL/ ARTISTIC EXPRESSION EYE CONTACT CONFIDENCE/POISE ENTHUSIASM/PROJECTION PROFESSIONALISM/ATTITUDE ENTERTAINMENT VALUE			

PENALTIES

	.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	Total
DROP														
2 HAND CATCH														
FALL														
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total
BREAKS/SLIPS														
OFF PATTERN														
OUT OF POSITION														

SCORE

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LESS PENALTIES

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TIME

1:30-3:00

GYMNASTICS VIOLATION _____ 2.0 (More than 2)
 UNDER TIME/OVER TIME 0.1 PER SECOND _____
 Performing Skills after the end of the music 0.5 _____

Subtotal
 Other Penalties
TOTAL PENALTIES

TOTAL SCORE

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CLERK'S INITIALS _____

JUDGE'S SIGNATURE _____

STRUT



Amateur Athletic Union

CHOREOGRAPHY / CONTENT 20	Construction Originality Ambidexterity Floor Coverage Basic March	Variety of Body Movements Variety of Baton Movements (Twirling not required) Balance of Movements	 																																																																																																																																			
TECHNIQUE 20	Perfection Balance Foot Placement	Turns Body Control Baton Control	 																																																																																																																																			
EXECUTION 20	Carriage / Body Alignment / Posture Gracefulness of Body Smoothness of Baton Presentation of Routine	Poise Footwork Basic March	 																																																																																																																																			
TIMING 20	Basic March On Beat with Music	Freestyle Portion On Beat with Music	 																																																																																																																																			
SHOWMANSHIP & APPEARANCE 20	Projection Facial Expressions Audience Appeal Confidence Eye Contact	Grooming Attitude Costume Fit, Color, Style (as suited to individual)	 																																																																																																																																			
PENALTIES TIME _____ 2:00 max.	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: center;">.5</td><td style="text-align: center;">1.0</td><td style="text-align: center;">1.5</td><td style="text-align: center;">2.0</td><td style="text-align: center;">2.5</td><td style="text-align: center;">3.0</td><td style="text-align: center;">3.5</td><td style="text-align: center;">4.0</td><td style="text-align: center;">4.5</td><td style="text-align: center;">5.0</td> </tr> <tr> <td>Drop</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Fall</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Out of Step</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>2-Hand Catch</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td colspan="10"> </td> </tr> <tr> <td style="text-align: center;">.1</td><td style="text-align: center;">.2</td><td style="text-align: center;">.3</td><td style="text-align: center;">.4</td><td style="text-align: center;">.5</td><td style="text-align: center;">.6</td><td style="text-align: center;">.7</td><td style="text-align: center;">.8</td><td style="text-align: center;">.9</td><td style="text-align: center;">1.0</td> </tr> <tr> <td>Baton Slip</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td colspan="10"> </td> </tr> <tr> <td style="text-align: center;">2.0</td><td style="text-align: center;">4.0</td><td style="text-align: center;">6.0</td><td style="text-align: center;">8.0</td> <td colspan="6"></td> </tr> <tr> <td>Gymnastics Violation (per move after 2 allowed moves)</td> <td></td><td></td><td></td><td></td> <td colspan="5"></td> </tr> <tr> <td colspan="10" style="text-align: right;"> <input type="checkbox"/> OVERTIME (.1 per sec) </td> </tr> <tr> <td colspan="10" style="text-align: right;"> Total Penalties: _____ Total Score: _____ </td> </tr> </table>		.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Drop										Fall										Out of Step										2-Hand Catch																				.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Baton Slip																				2.0	4.0	6.0	8.0							Gymnastics Violation (per move after 2 allowed moves)										<input type="checkbox"/> OVERTIME (.1 per sec)										Total Penalties: _____ Total Score: _____										Score: Penalties:	
.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0																																																																																																																													
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Total Penalties: _____ Total Score: _____																																																																																																																																						

See back of sheet for personal comments.

Clerk's Initials

Judge's Signature

MULTIPLE BATON SOLO



CODE:

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SCORE

VARIETY 20	VARIETY OF RELEASES VARIETY OF RECEPTIONS DUAL VARIETIES DOUBLE RELEASE VERTICAL-HORIZONTAL BLEND AMBIDEXTERITY SHOWERS/JUGGLES/STACKS HIGH/LOW RELEASES	FULL HAND/CONTACT MATERIAL HORIZONTALS FINGERS ROLLS CONNECTIONS COMBINATIONS FRONT/BACK/SIDE MULTIPLE SPINS Left Right			
CHOREOGRAPHY 20 DIFFICULTY	ORIGINALITY Overall routine Adding Batons PRODUCTION DIFFICULTY OF RELEASES DIFFICULTY OF RECEPTIONS DIFFICULTY OF TRICKS DEGREE OF RISK SHOWERS/JUGGLES/STACKS BODYWORK/ SPINS TRICKS APPROPRIATE FOR MUTPLE BATONS DIFFICULTY ACHIEVED THROUGH INTRICACY, TIMING& FOLLOW THROUGH	CONTACT MATERIAL HORIZONTALS FINGERS ROLLS COMPLEX COMBINATIONS COMPLEX HIGH TRICKS POSITIONS PATTERN CHANGES			
BATON 20 CONTROL	CONTINUOUS & SIMULTANEOUS MOTION OF BATONS RATE OF SPEED SPEED VARIATION RAPIDITY/REVOLUTION RELEASES/RECEPTION CONTROL/PLACEMENT	PRECISION/SYNCHRONIZATION GENERAL HANDLING BATON PATTERN Vertical Horizontal DIRECTIONAL CHANGES AMBIDEXTERITY			
TECHNIQUE 20	SMOOTHNESS CONTINUITY OF BATONS CONTINUOUS MOTION UNINTERRUPTED FOLLOW THROUGH GRACEFULNESS BODY MOVEMENTS BODY LINES	RELEASES RECEPTIONS USE OF: HANDS ARMS LEGS FEET BODY CONTROL			
PRESENTATION 20 SHOWMANSHIP	POSTURE APPEARANCE/GROOMING ATTITUDE FINESSE/CHARISMA CONFIDENCE EYE CONTACT	ENTHUSIAM PROFESSIONALISM PROJECTION SHOWMANSHIP			

PENALTIES

SCORE

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	Total
DROP														
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total
UNINTENTIONALLY STOPPING OTHER BATONS														
BREAKS/SLIPS														
OFF PATTERN														
2 HAND CATCH														

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LESS PENALTIES

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TOTAL SCORE

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TIME
One Baton _____

One Baton Overtime/Undertime 0.1 per Sec. _____
Overall Routine Overtime/Undertime 0.1 per Sec. _____
Ending without 2 or more Batons 2.0 _____
Adding too many Batons 2.0 _____

Subtotal

Other Penalties

TOTAL PENALTIES

ONE BATON
0:30-0:45
OVERALL ROUTINE
Beg 1:30-2:00
Adv 2:00-2:30

CLERK'S INTI

BASIC/MILITARY



TIMING In Step
 Out of Step
 Major (more than 8 counts)
 Minor (less than 8 counts)
 Phasing

POSTURE (Head and back erect, stomach tucked in,
 Shoulders in line with trunk)
 Excellent
 Good
 Fair
 Needs Improvement

KNEE LEVEL
 Excellent
 Good
 Fair
 Needs to be higher

TOES POINT on Lift and Lower Toe In or Out
 Excellent
 Good
 Fair
 Needs more

CORNERS Excellent
 Good
 Fair
 Needs Work-using wrong foot to pivot

ARM SWING (Basic)/MILITARY BEAT TECHNIQUE (Military)
 Excellent
 Good
 Fair
 Needs Improvement

SNAP Excellent
 Good
 Fair
 Needs Improvement

SHOWMANSHIP
 Facial Expression
 Grooming/ Uniform

COMMENTS:

CLERK'S INITIALS

JUDGE'S SIGNATURE

NATIONAL PROFICIENCY SCALE	
Superior	96-100
Excellent	86-95
Average	70-85
Fair	50-69
Needs Work	0-49

Score _____

DUETS & TRIOS



CODE:
 ✓(Checked) = Very Good
 O Encircled = Unsatisfactory or Needs More

SCORE

TWIRLING 20	DIFFICULTY AMBIDEXTERITY Finger Twirls SPEED SMOOTHNESS CONTROL UNISON	ROUTINE CONTENT Vertical Full Hand Aerials Rolls BATON PATTERN Vertical	Finger Twirls Horizontals Novelties Horizontal				
	TEAMWORK 20	VARIETY DIFFICULTY SPEED & CONTROL SMOOTHNESS UNISON CREATIVITY	EXCHANGES Releases Variety in Baton Patterns PARTNER SEQUENCES TRIO SEQUENCES	Receptions			
	CHOREOGRAPHY 20	AUDIENCE APPEAL CHANGING OF FLOOR PATTERNS CONTINUITY OF ROUTINE	ORIGINALITY SPECIALITIES DYNAMIC EFFECTS				
	TECHNIQUE & QUALITY OF PERFORMANCE 20	ALIGNMENT & SPACING PERFECTION PRECISION POISE & GRACE OF EXECUTION	UNIFORMITY Style Aerials Footwork, Arms, Hands, Body TECHNIQUE Baton, Bodywork				
	APPEARANCE SHOWMANSHIP PRESENTATION 20	COSTUME APPEARANCE/GROOMING PERSONALITY PROJECTION CONFIDENCE FACIAL EXPRESSIONS	POSTURE EYE CONTACT FINESSE/CHARISMA ENTHUSIASM ATTITUDE				

PENALTIES

	.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	Total
DROP														
2 HAND CATCH														
FALL														
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total
BREAKS/SLIPS														
OFF PATTERN														
UNISON														
OUT OF POSITION														

SCORE

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LESS PENALTIES

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TIME

Failure to Salute at End 1.0 Incorrect Salute 0.5
 Undertime 0.1 per Sec. Overtime 0.1 per Sec.
GYMNASTIC PENALTY 2.0 _____

Subtotal	
Other Penalties	
TOTAL PENALTIES	

TOTAL SCORE

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TWIRLING TRIOS 1:30 – 2:30
BEG. TWIRLING DUETS 1:30 – 2:00
ADV. TWIRLING DUETS 2:00 – 2:30

 CLERK'S INITIALS

 JUDGE'S SIGNATURE

TWIRLING TEAMS



CODE:
 ✓(Checked) = Very Good
 ○ Encircled = Unsatisfactory or Needs More

Circle One: **PRELIMINARIES** **FINALS**

CAPTION	POINTS			SCORE			
TWIRLING	20	DIFFICULTY AMBIDEXTERITY SPEED SMOOTHNESS CONTROL UNISON	ROUTINE CONTENT Vertical Full Hand Aerials Rolls BATON PATTERN Vertical	Finger Twirls Horizontals Novelties Horizontal			
TEAMWORK	20	VARIETY DIFFICULTY SPEED & CONTROL SMOOTHNESS UNISON CREATIVITY	EXCHANGES Releases Variety in Baton Patterns PARTNER SEQUENCES GROUP SEQUENCES	Receptions			
CHOREOGRAPHY	20	ENTRANCE & EXIT CHANGING OF FLOOR PATTERNS FLOOR COVERAGE CONTINUITY OF ROUTINE ORIGINALITY SPECIALITIES		AUDIENCE APPEAL DYNAMIC EFFECTS			
TECHNIQUE & QUALITY OF PERFORMANCE	20	ALIGNMENT & SPACING PERFECTION PRECISION POISE & GRACE OF EXECUTION	UNIFORMITY Style Aerials Footwork, Arms, Hands, Body TECHNIQUE Baton, Bodywork				
APPEARANCE SHOWMANSHIP PRESENTATION	20	COSTUME APPEARANCE GROOMING CONFIDENCE FOOTWEAR FACIAL EXPRESSIONS PERSONALITY PROJECTION	POSTURE EYE CONTACT FINESSE/CHARISMA ENTHUSIASM ATTITUDE				

PENALTIES

	.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	Total
DROPS															
2^{HAND} CATCH															
OUT OF STEP															
FALL															
BREAKS/SLIPS	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	Total
OFF PATTERN															
UNISON															
OUT OF BOUNDARY															

SCORE

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LESS PENALTIES

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TOTAL SCORE

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TOTAL PENALTIES

IMPROPER SALUTE 0.5 BEG _____ END _____

FAILURE TO SALUTE 1.0 BEG _____ END _____

GYMNASTIC/DISQUALIFICATION _____

UNDER TIME/OVER TIME 0.10 PER SECOND ____

TIME TWIRLING TEAMS 2:00 – 3:00

CLERK'S INITIALS JUDGE'S SIGNATURE

DANCE TWIRL TEAMS



CODE:
 ✓(Checked) = Very Good
 ○ Encircled = Unsatisfactory or Needs More

Circle One: **PRELIMINARIES** **FINALS**

CAPTION	POINTS		SCORE			
TWIRLING	20	VARIETY DIFFICULTY DIFFICULTY OF TWIRLS WITH DANCE COMBINATIONS AMBIDEXTERITY SPEED & CONTROL SMOOTHNESS TEAMWORK & EXCHANGES	BATON PATTERN Vertical Horizontal PARTNER/GROUP SEQUENCES			
DANCING	20	VARIETY DIFFICULTY DIFFICULTY OF TWIRLS WITH DANCE COMBINATIONS CREATIVITY RHYTHM & TIMING CONTROL OF BODY				
CHOREOGRAPHY	20	CHANGING OF FLOOR PATTERNS CHANGE OF PACE AUDIENCE APPEAL DYNAMIC EFFECTS CORRELATION OF BODY, FOOTWORK & BATON TWIRLING	MUSICAL INTERPRETATION ORIGINALITY			
TECHNIQUE & QUALITY OF PERFORMANCE	20	PERFECTION PRECISION POISE & GRACE OF EXECUTION ALIGNMENT & SPACING DANCE AND/OR BATON TECHNIQUE TECHNICAL QUALITY OF REPRODUCED MUSIC	UNIFORMITY Style Aerials Footwork, Arms, Hands, Body			
APPEARANCE SHOWMANSHIP PRESENTATION	20	COSTUME & ACCESSORIES APPEARANCE GROOMING HAIR, MAKE-UP FOOTWEAR FACIAL EXPRESSIONS PERSONALITY PROJECTION	POSTURE EYE CONTACT CONFIDENCE ENTHUSIASM ATTITUDE FINESSE/CHARISMA			

PENALTIES

	.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	Total
DROPS															
2 ND CATCH															
FALL															
	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	Total
BREAKS/SLIPS															
OFF PATTERN															
UNISON															
OUT OF BOUNDARY															

SCORE

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LESS PENALTIES

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TOTAL SCORE

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GYMNASTIC/DISQUALIFICATION _____

TOTAL PENALTIES

OUT OF STEP 0.5 _____ UNDER TIME/OVER TIME 0.10 PER SECOND _____

TIME

CLERK'S INITIALS

JUDGE'S SIGNATURE



CORPS PENALTY SHEET

Baton Penalties

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	2.8	3.0	3.2	3.4	3.6	3.8	4.0	Total	
Drop-Baton or Equipment																						
2 Hand Catch																						
Fall																						

	.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	
Breaks																						
Off Pattern																						
Unison																						

	.5	1.0	1.5	2.0	2.5	3.0	2.5	4.0	Total
Failure to retrieve baton w/in reasonable time									

Failure to retrieve baton before leaving competition area _____ 2.0 penalty

TOTAL TIME _____ Penalties 0.1 per second over/under
(Twirling time will be done by Twirling Judge)

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

**Total
Baton
Penalties**

CLERK'S INITIALS

JUDGE'S SIGNATURE



CORPS PENALTY SHEET

Marching and Maneuvering Penalties

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	2.8	3.0	3.2	3.4	3.6	3.8	4.0	Total	
Out of Step																						
Alignment																						
Precision																						
Phasing																						
Ind Out of Bounds																						

Major Penalties

	2.0
Use of Scenery/Backdrop/Container >24"	
Playing Music Approaching Floor	
Intentional Contest Delay	
Gymnastics	
Use of Prohibited Materials	
Floor Damage	
Rosin/Powder	
TOTAL	

Additional Penalties for PARADE CORPS

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																				
Crossing or Stepping Over the 25' line Parade Marking																				
Entering Performance Area from Incorrect Boundary																				
Exiting Performance Area over Incorrect Boundary																				
Incorrect Position At Start																				

Whole Team

2.0 4.0 6.0

Continuous Foot Motion			
Crossing or Stepping Over the 25' line Parade Marking			
Entering Performance Area from Incorrect Boundary			
Exiting Performance Area over Incorrect Boundary			
Incorrect Position At Start			

	2.0	4.0	6.0	8.0	10.0
Exceeding "2" turn					

**Total
M & M
Penalties**

JUDGE'S SIGNATURE

TWIRLING CORPS



CODE:
 ✓(Checked) = Very Good O Encircled = Unsatisfactory or Needs More

SCORE

<p style="text-align: center;">TWIRLING</p> <p style="text-align: center;">30</p> <p>Twirling Time – Juvenile min. 2:00 Jr./Sr. min 3:00</p>	<p>Variety (contact material, aerials, rolls, fingertwirls, horizontals) Exchanges/Group Sequences Difficulty Speed & Smoothness Technique Twirls Unison & Execution Showmanship & Grace</p> <p style="text-align: right;">Twirling Time _____ Undertime Penalty _____</p> <p style="text-align: right;">Judge's Signature _____</p>			
<p style="text-align: center;">DANCING OR NOVELTY</p> <p style="text-align: center;">20</p>	<p>Coordination of Dance & Novelty Perfection Within Style of Dance & Novelty Variety & Difficulty Originality Novelty Baton/Group Exchanges</p> <p style="text-align: right;">Judge's Signature _____</p>			
<p style="text-align: center;">GENERAL EFFECT</p> <p style="text-align: center;">30</p>	<p>Choreography of Show Musical Effects, Volume & Clarity, Dynamic Effects Floor Coverage – Entrance & Exit Effectiveness, Utilization of Music, Change of Pace, Specialties, Uniforms Appropriate for Age, Appearance, Neatness Showmanship, Espirit de Corps, Snap, Audience Appeal</p> <p style="text-align: right;">Judge's Signature _____</p>			
<p style="text-align: center;">TECHNIQUE</p> <p style="text-align: center;">20</p>	<p>Unison Teamwork Skill of Equipment Handling Precision Timing General Handling</p> <p style="text-align: right;">Judge's Signature _____</p>			

PARADE CORPS



CODE:
 ✓(Checked) = Very Good
 ○ Encircled = Unsatisfactory or Needs More

SCORE

<p style="text-align: center;">TWIRLING</p> <p style="text-align: center;">30</p> <p style="text-align: center;">TWIRLING TIME 1 MINUTE MINIMUM</p>	<p>Variety Twirls (contact material, aerials, rolls, fingertwirls, horizontals)</p> <p>Presentation of Twirling</p> <p>Difficulty</p> <p>Speed & Smoothness</p> <p>Technique</p> <p>Unison & Execution</p> <p>Showmanship & Grace</p> <p style="text-align: right;">Twirling Time _____ Undertime Penalty _____</p> <p style="text-align: right;">Judge's Signature _____</p>			
<p style="text-align: center;">GENERAL EFFECT</p> <p style="text-align: center;">30</p>	<p>Originality</p> <p>Perfection</p> <p>Change of Pace</p> <p>Audience Appeal</p> <p>Utilization of Music</p> <p>Complexity (Unique Effects)</p> <p style="text-align: right;">Judge's Signature _____</p>			
<p style="text-align: center;">MARCHING & MANEUVERING</p> <p style="text-align: center;">30</p>	<p>Effective Use of Time & Space for Worthwhile Drill Patterns</p> <p>Variety & Difficulty of Steps</p> <p>Perfection Within Style of Marching & Maneuvering</p> <p style="text-align: right;">Judge's Signature _____</p>			
<p style="text-align: center;">PARADE STYLE</p> <p style="text-align: center;">10</p>	<p>General Appearance/Esprit de Corps/Enthusiasm</p> <p>Reviewing Stand Production (Following 25 Street Parade Segment)</p> <p style="text-align: right;">Judge's Signature _____</p>			

PARADE CORPS VIOLATIONS

MAJOR 2.0

MINOR 0.1

						Street Pattern					
						25 Inner Line					
						Cont. Foot Motion					

STREET PARADE TEAMS



CODE:

√(Checked) = Very Good

O Encircled = Unsatisfactory or Needs More

SCORE

ROUTINE CONTENT 20	Variety Twirls (contact material, aerials, rolls, finger twirls, horizontals) Presentation of Twirling Difficulty of Twirls with Movement Change of Pace Audience Appeal			
TEAMWORK 20	Continuity of Routine Complexity (Unique Effects) Team Speed /Control / Smoothness Creativity Partner/Group Sequences Unison Perfection Reviewing Stand Production			
MARCHING & MANEUVERING 20	Effective Use of Time & Space for Worthwhile Drill Patterns Variety & Difficulty of Steps Perfection Within Style of Marching & Maneuvering Utilization of Music Ability to Stay In Step			
TECHNIQUE & QUALITY OF PERFORMANCE 20	Technique Baton/ Body Alignment & Spacing Perfection/Precision Quality of Reproduced Music Uniformity Style/Aerials/Footwork/Hands/Body			
APPEARANCE SHOWMANSHIP PRESENTATION 20	General Appearance/E'spirit de Corps/ Enthusiasm Costume and Accessories Facial Expression/Projection Eye Contact/Confidence/Enthusiasm			

PENALTIES

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	Total
DROP/FALL														
2 HAND CATCH														
OUT OF STEP														

SCORE

--	--	--

	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total
BREAKS/SLIPS														
OFF PATTERN														
UNISON														
OUT OF ALIGNMENT														

LESS PENALTIES

--	--	--

TIME OVER TIME 0.1 PER SECOND _____
 NOT CROSSING BOUNDARY (WHOLE TEAM) 2.0 _____
 IMPROPER SALUTE (If used).5 _____ (Beg./End)
 GYMNASTIC PENALTY 2.0 _____

2:30 Max.

Subtotal	
Other Penalties	
TOTAL PENALTIES	

TOTAL SCORE

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CLERK'S INITIALS

JUDGE'S SIGNATURE

NOVELTY SHOW-TWIRL TEAMS



CODE:
 ✓(Checked) = Very Good
 ○ Encircled = Unsatisfactory or Needs More

SCORE

ROUTINE CONTENT 20	DIFFICULTY OF TWIRLS VARIETY OF TWIRLS AMBIDEXTERITY SPEED SMOOTHNESS CONTROL COMBINATION OF TWIRLS WITH BODYWORK	PARTNER SEQUENCES GROUP SEQUENCES VARIETY & DIFFICULTY Other Equipment /Props EXCHANGES Releases Receptions						
	TEAMWORK 20	VARIETY DIFFICULTY CREATIVITY MUSICAL EXPRESSION Through Use of Movement/Props	RHYTHM & TIMING UNISON					
		CHOREOGRAPHY 20	MUSICAL INTERPRETATION CHANGING OF FLOOR PATTERNS FLOOR COVERAGE CONTINUITY OF ROUTINE ORIGINALITY	AUDIENCE APPEAL ENTERTAINMENT VALUE DYNAMIC EFFECTS ENTRANCE & EXIT				
			TECHNIQUE & QUALITY OF PERFORMANCE 20	ALIGNMENT & SPACING PERFECTION PRECISION POISE & GRACE OF EXECUTION CONTROL OF BODY TECHNICAL QUALITY OF REPRODUCED MUSIC	UNIFORMITY Style Aerials Footwork, Arms, Hands, Body TECHNIQUE Baton, Equipment, Bodywork			
				APPEARANCE SHOWMANSHIP PRESENTATION 20	COSTUME Suitable for Theme APPEARANCE/GROOMING HAIR, MAKE-UP CONFIDENCE FOOTWEAR FACIAL EXPRESSIONS PERSONALITY PROJECTION	POSTURE EYE CONTACT EMOTION/EXPRESSION CONFIDENCE CHARACTER INTERPRETATION ATTITUDE		

PENALTIES

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	Total
DROPPED EQUIPMENT														
Unintentional 2 HAND CATCH														
FALL														
BREAKS/SLIPS	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total
OFF PATTERN														
UNISON														

SCORE

--	--	--

LESS PENALTIES

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TIME **UNDER TIME/OVER TIME 0.1 PER SECOND** _____
 _____ **USE OF SCENERY/BACKDROP 2.0** _____
 2:00 – 3:00 **NOT SPECIFICALLY DESIGNED AS A NOVELTY ROUTINE 2.0** _____

Subtotal
 Other Penalties
TOTAL PENALTIES

TOTAL SCORE

--	--	--

CLERK'S INITIALS _____ JUDGE'S SIGNATURE _____

SHOW-TWIRL TEAM



CODE:

√(Checked) = Very Good

○ Encircled = Unsatisfactory or Needs More

SCORE

ROUTINE CONTENT 20	DIFFICULTY OF TWIRLS VARIETY OF TWIRLS AMBIDEXTERITY SPEED SMOOTHNESS CONTROL COMBINATION OF TWIRLS WITH BODYWORK	PARTNER SEQUENCES GROUP SEQUENCES VARIETY & DIFFICULTY Other Equipment /Props EXCHANGES Releases Receptions			
	TEAMWORK 20	VARIETY DIFFICULTY CREATIVITY MUSICAL EXPRESSION Through Use of Movement/Props	RHYTHM & TIMING UNISON		
CHOREOGRAPHY 20	MUSICAL INTERPRETATION CHANGING OF FLOOR PATTERNS FLOOR COVERAGE CONTINUITY OF ROUTINE ORIGINALITY	AUDIENCE APPEAL ENTERTAINMENT VALUE DYNAMIC EFFECTS ENTRANCE & EXIT			
TECHNIQUE & QUALITY OF PERFORMANCE 20	ALIGNMENT & SPACING PERFECTION PRECISION POISE & GRACE OF EXECUTION CONTROL OF BODY TECHNICAL QUALITY OF REPRODUCED MUSIC	UNIFORMITY Style Aerials Footwork, Arms, Hands, Body TECHNIQUE Baton, Equipment, Bodywork			
APPEARANCE SHOWMANSHIP PRESENTATION 20	COSTUME Suitable for Theme APPEARANCE/GROOMING HAIR, MAKE-UP CONFIDENCE FOOTWEAR FACIAL EXPRESSIONS PERSONALITY PROJECTION	POSTURE EYE CONTACT EMOTION/EXPRESSION CONFIDENCE CHARACTER INTERPRETATION ATTITUDE			

PENALTIES

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	Total
DROPPED EQUIPMENT														
Unintentional 2 HAND CATCH														
FALL														
BREAKS/SLIPS	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total
OFF PATTERN														
UNISON														

SCORE

--	--	--

LESS PENALTIES

--	--	--

TIME UNDER TIME/OVER TIME 0.1 PER SECOND _____
 USE OF SCENERY/BACKDROP 2.0 _____

3:30 – 9:00

Subtotal	
Other Penalties	
TOTAL PENALTIES	

TOTAL SCORE

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CLERK'S INITIALS _____

JUDGE'S SIGNATURE _____

HOOP	√ (Checked)= Very Good	O (Encircled) = Unsatisfactory or Needs More	SCORE		
Variety 20	Balance of material Connections Ambidexterity Vert – Horiz. Blend Side to side Front to Back Pattern Blend	Full hand/Contact Material High Aerials & Low Flips Releases R & L Reception R & L Horizontal Multiple Body Spins (Left Right)			
Difficulty 20	Difficulty of Tricks Degree of Risk Difficulty Achieved Though Follow Through Intricacy of Timing Attempted Perfection Lacking Potentially Dangerous	Full Hand/Contact Material High Aerials & Low Flips Releases R & L Reception R & L Horizontal Novelty Multiple Body Spins (Left Right)			
Baton 20 Control	Rate of Baton Speed Speed Variation Coordination of Baton Speed & Speed of Body Movements General Handling Technique Releases Receptions Baton Pattern – Vertical Horizontal Pattern Changes				
Smoothness 20 Technique	Flow of Baton General Handling Releases Receptions Ambidexterity	Gracefulness Body Movements Balance Use of Free Hands			
Presentation 20 Showmanship	Posture Appearance/Grooming Attitude Finesse/Charisma	Enthusiasm Professionalism Confidence Eye Contact			

Penalties

	.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	Total	SCORE		
Drop																	
2 Hand Catch																	
Fall																	

	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total	LESS PENALTIES		
Breaks/Slips																	
Off Pattern																	
Out of Position																	

ADV: 0:0 – 2:00 GYMNASTIC PENALTY 2.0 & one ranking in placement _____
 BEG: 0:0 – 2:00 TIME: _____

TOTAL SCORE		

Clerk's Initials

Judge's Signature

SWING FLAG	√ (Checked)= Very Good	O (Encircled) = Unsatisfactory or Needs More	SCORE		
Variety 20	Balance of material Connections Ambidexterity Vert – Horiz. Blend Side to side Front to Back Pattern Blend	Full hand/Contact Material High Aerials & Low Flips Releases R & L Reception R & L Horizontal Multiple Body Spins (Left Right)			
Difficulty 20	Difficulty of Tricks Degree of Risk Difficulty Achieved Though Follow Through Intricacy of Timing Attempted Perfection Lacking Potentially Dangerous	Full Hand/Contact Material High Aerials & Low Flips Releases R & L Reception R & L Horizontal Novelty Multiple Body Spins (Left Right)			
Baton 20 Control	Rate of Flag Speed Speed Variation Coordination of Baton Speed & Speed of Body Movements General Handling Technique Releases Receptions Baton Pattern – Vertical Horizontal Pattern Changes				
Smoothness 20 Technique	Flow of Flag General Handling Releases Receptions Ambidexterity	Gracefulness Body Movements Balance Use of Free Hands			
Presentation 20 Showmanship	Posture Appearance/Grooming Attitude Finesse/Charisma	Enthusiasm Professionalism Confidence Eye Contact			

Penalties

	.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	Total	SCORE		
Drop																	
2 Hand Catch																	
Fall																	

	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	1.1	1.2	1.3	Total	LESS PENALTIES		
Breaks/Slips																	
Off Pattern																	
Out of Position																	

ADV: 0:0 – 2:00 GYMNASTIC PENALTY 2.0 & one ranking in placement _____
 BEG: 0:0 – 2:00 TIME: _____

TOTAL SCORE		

Clerk's Initials

Judge's Signature

Auxiliary Teams

Code:
 (checked)=Very Good O Encircled=Unsatisfactory or Needs More

Score

<p style="text-align: center;">Equipment</p> <p style="text-align: center;">25</p>	<p>Variety (contact Material, spins, and tosses) Exchanges/Group Sequences Difficulty Speed & Smoothness Unison & Execution Showmanship & Grace Dynamic Movement W/Equipment Ease of Flow of Equipment-Transition</p> <p style="text-align: right;">Judge's Signature_____</p>			
<p style="text-align: center;">Movement And Dancing</p> <p style="text-align: center;">25</p>	<p>Coordination of Dance & Novelty Perfection Within Style of Dance & Novelty Variety & Difficulty Originality Novelty/Group Exchanges Incorporation of Dance W/Equipment</p> <p style="text-align: right;">Judge's Signature_____</p>			
<p style="text-align: center;">General Effect</p> <p style="text-align: center;">25</p>	<p>Choreography of Show Musical Effects, Volume & Clarity, Dynamic Effects Floor Coverage – Entrance & Exit Effectiveness, Utilization of Music, Change of Pace, Specialties Uniforms Appropriate for Age, Appearance, Neatness Showmanship, Espirit de Corps, Snap, Audience appeal</p> <p style="text-align: right;">Judge's Signature_____</p>			
<p style="text-align: center;">Ensemble Technique</p> <p style="text-align: center;">25</p>	<p>Unison Teamwork Skill of Equipment Handling Precision Timing General Handling Design in Form body & Equipment</p> <p style="text-align: right;">Judge's Signature_____</p>			

Auxiliary Teams Penalty Sheet

Number of Members _____

	.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																						
Drop Equipment																						

Major Penalties

Gymnastics	2.0	
Floor Damage		

Total

Total Score _____