



# SCORE SHEET ARTISTIC PAIR .....

Competition:		Number:		Dommersett:	
				Dommer:	
Team/club/name:					

CODE:	Checked (hake): Very good	Encircled: Unsatisfactory or Needs more											
<b>Choreography and production</b> 20 points	<ul style="list-style-type: none"> <li>- Opening and ending / composition</li> <li>- Continuity of routine / transitions</li> <li>- Originality and creativity</li> <li>- Floor coverage and staging</li> <li>- Musical interpretation / visualization</li> <li>- Movements appropriate/suitable to level / age / music</li> <li>- Change of pace</li> <li>- Combination twirl / dance</li> </ul>	<ul style="list-style-type: none"> <li>- Balance in content</li> <li>- Variety within the elements</li> <li>- Variety left / right / vertical / horizontal</li> <li>- Variety releases / receptions</li> <li>- Variety dance</li> <li>- Stationary sequences / Travelling sequences</li> <li>- Exchanges / special effects</li> <li>- Interactive elements</li> <li>- Synchronized elements</li> </ul>											
<b>Twirling</b> 20 points	<ul style="list-style-type: none"> <li>- Accomplished difficulty               <ul style="list-style-type: none"> <li>- Tricks</li> <li>- Achieved through follow through, intricacy, speed and timing</li> <li>- Partner sequences</li> </ul> </li> <li>- Technique and control of baton work               <ul style="list-style-type: none"> <li>- Contact material</li> <li>- Rolls</li> <li>- Aerials</li> </ul> </li> </ul>	<ul style="list-style-type: none"> <li>- Control interactive elements</li> <li>- Correct grip of baton / General handling</li> <li>- Technique releases / receptions</li> <li>- Placement / Timing</li> <li>- Follow through / Flow of baton</li> <li>- Wrist snap / rotation</li> <li>- Speed</li> <li>- Lines, patterns &amp; directions / Ambidexterity</li> <li>- Partnership skills: equal / unequal</li> </ul>											
<b>Body technique</b> 20 points	<ul style="list-style-type: none"> <li>- Correct execution / technique</li> <li>- Spotting / re-orientation / balance</li> <li>- Flexibility / strength / endurance</li> <li>- Posture / Carriage (center)</li> </ul>	<ul style="list-style-type: none"> <li>- Coordination</li> <li>- Body control</li> <li>- Body movements</li> <li>- Body technique in combinations</li> <li>- Partnership skills: equal / unequal</li> </ul>											
<b>Musicality and execution</b> 20 points	<ul style="list-style-type: none"> <li>- Musical understanding</li> <li>- Rhythm and timing</li> <li>- Breathing technique</li> <li>- Quality of execution / perfection</li> <li>- Extension (legs / arms / body)</li> <li>- Ability within chosen style</li> </ul>	<ul style="list-style-type: none"> <li>- Footwork</li> <li>- Free hands</li> <li>- Partnership performance: equal / unequal</li> <li>- Unison / precision / uniformity</li> <li>- Hesitation</li> <li>- Phasing</li> </ul>											
<b>Artistry</b> 20 points	<ul style="list-style-type: none"> <li>- Ability to express / communicate</li> <li>- Personality and finesse</li> <li>- Emotions</li> <li>- Presence and eye contact</li> <li>- Confidence</li> </ul>	<ul style="list-style-type: none"> <li>- Projection &amp; ability to engage the audience</li> <li>- Commitment / Immersion</li> <li>- Attitude and sportsmanship</li> <li>- Ability to proceed after errors</li> <li>- Professionalism</li> </ul>											
<b>PENALTIES</b>  <b>TIME</b>  Max 1:45	Drop	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	SUM	<b>SCORE</b>
	Fall												
	Partial fall												
	2 hands catches												
	Breaks	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	SUM	<b>PENALITES</b>
Off-pattern													
Unison													
Time per second												<b>TOTAL SCORE</b>	
More than 5 drops	2.0 p												
Rule violation	2.0 p		Explanation:										

Choice of division      Too high       Too low

Judge: