



SCORE SHEET ARTISTIC TWIRL

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

CODE:	Checked (hake): Very good	Encircled: Unsatisfactory or Needs more																																														
Choreography and production 20 points	<ul style="list-style-type: none"> - Opening and ending / composition - Flow / continuity of routine / transitions - Originality and creativity - Floor coverage and staging - Musical interpretation / visualization - Movements appropriate/suitable to level / age / music - Change of pace 	<ul style="list-style-type: none"> - Combination twirl / dance - Balance in content - Variety within the elements - Variety left / right / vertical / horizontal - Variety releases / receptions - Variety dance - Stationary sequences - Travelling sequences 																																														
Twirling 20 points	<ul style="list-style-type: none"> - Accomplished difficulty <ul style="list-style-type: none"> - Tricks - Achieved through follow through, intricacy, speed and timing - Technique and control of baton work <ul style="list-style-type: none"> - Contact material - Rolls - Aerials - Correct grip of baton 	<ul style="list-style-type: none"> - Technique releases / receptions - Placement - Timing - Follow through - Wrist snap / rotation - Speed - Lines, patterns and directions - Ambidexterity / General handling - Flow 																																														
Body technique 20 points	<ul style="list-style-type: none"> - Correct execution / technique - Spotting / re-orientation / balance - Flexibility / strength / endurance - Posture / Carriage (center) 	<ul style="list-style-type: none"> - Coordination - Body control - Body movements - Body technique in combinations 																																														
Musicality and execution 20 points	<ul style="list-style-type: none"> - Musical understanding - Rhythm and timing - Breathing technique - Quality of execution / perfection - Extension (legs / arms / body) - Ability within chosen style 	<ul style="list-style-type: none"> - Footwork - Free hands - Hesitation - Phasing 																																														
Artistry 20 points	<ul style="list-style-type: none"> - Ability to express / communicate - Personality and finesse - Emotions - Presence and eye contact - Overall impression - Confidence 	<ul style="list-style-type: none"> - Projection - Ability to engage the audience - Commitment / Immersion - Attitude and sportsmanship - Ability to proceed after errors - Professionalism 																																														
PENALTIES TIME Max 1:45	Drop	<table border="1"> <tr><td>0.5</td><td>1.0</td><td>1.5</td><td>2.0</td><td>2.5</td><td>3.0</td><td>3.5</td><td>4.0</td><td>4.5</td><td>5.0</td><td>SUM</td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	SUM												<table border="1"> <tr><td>0.1</td><td>0.2</td><td>0.3</td><td>0.4</td><td>0.5</td><td>0.6</td><td>0.7</td><td>0.8</td><td>0.9</td><td>1.0</td><td>SUM</td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	SUM												SCORE PENALITES TOTAL SCORE
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Choice of division Too high Too low

Judge: