

Unit Name: _____ Class: _____

Judge Name: _____ Date: _____

EQUIPMENT – NOVICE CLASS

Novice Class guards are comprised of INTRODUCTORY level of Vocabulary skills and Excellence.

WHOSE INTRODUCTORY VOCABULARY CONTAINED THE GREATER:

V
O
C
A
B
U
L
A
R
Y

- Range & Variety of Equipment efforts
- Range of compatibility with performers' training level

Score: _____
100 max.

Vocabulary	0 – 6	7 – 29	30 – 59	60 – 89	90 – 100
	Box – 1 <i>WEAK</i> <i>Experiences</i>	Box – 2 <i>FAIR</i> <i>Discovers</i>	Box – 3 <i>AVERAGE</i> <i>Knows</i>	Box – 4 <i>GOOD</i> <i>Understands</i>	Box – 5 <i>VERY GOOD</i> <i>Applies</i>
Excellence	0 – 6	7 – 29	30 – 59	60 – 89	90 – 100

WHOSE PERFORMERS DEMONSTRATED THE BETTER INTRODUCTORY:

E
X
C
E
L
L
E
N
C
E

- Understanding and application of Equipment Principles
- Achievement of Equipment challenges
- Training to support the vocabulary

Score: _____
100 max.

TOTAL: _____
200 max.

Judge's Signature

INDIVIDUAL ANALYSIS EQUIPMENT – NOVICE CLASS

Units in this class are generally composed of inexperienced members and may possess limited and/or inexperienced staff. Typically they will possess a very introductory level vocabulary. The prime objective for the class is the development of training basics and programming skills for the unit as they solidify and deepen performance and programming skills.

<u>BASIC VOCABULARY INCLUDES:</u>	<u>BASIC TRAINING PRINCIPLES INCLUDE:</u>
SPINS, ANGLES, SIMPLE TOSSES IN PLACE, CARVING / EXTENSIONS, SIMPLE PLANAL WORK, BASIC LAYERING ON BODY OR DRILL, PHRASING IS SIMPLE & SHORT	POSITION SENSE, TIMING / METHOD, BALANCE, SPATIAL PATHWAYS, ARTICULATION.
<u>0-6 VOCABULARY CONTAINS:</u>	<u>0-6 TRAINING DISPLAYS:</u>
VOCABULARY LACKS READABILITY	INDIVIDUALS SHOW NO TRAINING
<u>7-29 VOCABULARY CONTAINS:</u>	<u>7-29 TRAINING DISPLAYS:</u>
<ul style="list-style-type: none"> • SINGLE EFFORTS • NOMINAL VARIETY • REPETITION OF FEW SET OF SKILLS • OCCASIONAL COMPATIBILITY OF SKILLS 	<ul style="list-style-type: none"> • LIMITED & SPORADIC UNIFORMITY • EQUIPMENT WORK THAT IS GREATLY IMPACTED BY BODY OR DRILL EFFORTS • FREQUENT BREAKS & FLAWS
<u>30-59 VOCABULARY CONTAINS:</u>	<u>30-59 TRAINING DISPLAYS:</u>
<ul style="list-style-type: none"> • FEW MULTIPLE EFFORTS SEEN • LIMITED VARIETY • REPETITION • EQUIPMENT EFFORTS THAT MAY BE COMBINED WITH SINGLE BODY OR DRILL EFFORTS 	<ul style="list-style-type: none"> • GROWING UNIFORMITY, BUT STILL VARIES • EQUIPMENT WORK STILL IMPACTED BY BODY OR DRILL RESPONSIBILITIES • EMERGING RECOVERY SKILLS • DECREASING LEVEL OF BREAKS & FLAWS • GROWING LEVEL OF ACHIEVEMENT, STYLE, AND TRAINING
<u>60-89 VOCABULARY CONTAINS:</u>	<u>60-89 TRAINING DISPLAYS:</u>
<ul style="list-style-type: none"> • GOOD RANGE OF INTRODUCTORY SKILLS SEEN • INTRODUCTORY EQUIPMENT INVOLVEMENT WITH BODY & DRILL • SOME LONGER PHRASES • PERFORMERS INTRODUCTORY VOCABULARY SKILL SETS ARE EXCEEDED 	<ul style="list-style-type: none"> • MORE STABLE UNIFORMITY & TIMING • BODY STARTING TO SUPPORT EQUIPMENT • MORE CONSISTENT AND FREQUENT RECOVERY, ACHIEVEMENT AND TRAINING
<u>90-100 VOCABULARY DISPLAYS:</u>	<u>90-100 TRAINING DISPLAYS:</u>
<ul style="list-style-type: none"> • VERY GOOD RANGE OF INTRODUCTORY SKILLS SEEN • INTRO-MOVEMENT INVOLVEMENT WITH BODY & DRILL CONSISTANTLY DEVELOPED • LONGER PHRASE LENGTHS SEEN • VOCABULARY SKILL SETS ARE EXCEEDED 	<ul style="list-style-type: none"> • INTRODUCTORY PRINCIPLES AND EFFORTS ARE ACHIEVED AND APPLIED ON A CONTINUAL BASIS • PERFORMER COMPREHENSION AND APPLICATION OF SKILLS FOR THIS LEVEL

Jnit Name: _____ Class: _____

Judge Name: _____ Date: _____

MOVEMENT – NOVICE CLASS

Novice Class guards are comprised of INTRODUCTORY level of Vocabulary skills and Excellence.

WHOSE INTRODUCTORY VOCABULARY CONTAINED THE GREATER:

V
O
C
A
B
U
L
A
R
Y

- Range & Variety of Movement efforts
- Range of compatibility with performers' training level

Score: _____
100 max.

Vocabulary	0 – 5	7 – 29	30 – 59	60 – 89	90 - 100
	Box – 1	Box – 2	Box – 3	Box – 4	Box – 5
	WEAK	FAIR	AVERAGE	GOOD	VERY GOOD
	<i>Experiences</i>	<i>Discovers</i>	<i>Knows</i>	<i>Understands</i>	<i>Applies</i>
Excellence	0 – 5	7 – 29	30 – 59	60 – 89	90 - 100

WHOSE PERFORMERS DEMONSTRATED THE BETTER INTRODUCTORY:

E
X
C
E
L
L
E
N
C
E

- Understanding and application of Movement Principles
- Achievement of Movement challenges
- Training to support the vocabulary

Score: _____
100 max.

TOTAL: _____
200 max.

Judge's Signature

INDIVIDUAL ANALYSIS MOVEMENT- NOVICE CLASS

Units in this class are generally composed of inexperienced members and may possess limited and/or inexperienced staff. Typically they will possess a very introductory level vocabulary. The prime objective for the class is the development of training basics and programming skills for the unit as they solidify and deepen performance and programming skills.

<u>BASIC VOCABULARY INCLUDES:</u>	<u>BASIC TRAINING PRINCIPLES INCLUDE:</u>
SPINS, ANGLES, SIMPLE TOSSES IN PLACE, CARVING / EXTENSIONS, SIMPLE PLANAL WORK, BASIC LAYERING ON BODY OR DRILL, PHRASING IS SIMPLE & SHORT	POSITION SENSE, TIMING / METHOD, BALANCE, SPATIAL PATHWAYS, ARTICULATION.
<u>0-6 VOCABULARY CONTAINS:</u>	<u>0-6 TRAINING DISPLAYS:</u>
VOCABULARY LACKS READABILITY	INDIVIDUALS SHOW NO TRAINING
<u>7-29 VOCABULARY CONTAINS:</u>	<u>7-29 TRAINING DISPLAYS:</u>
<ul style="list-style-type: none"> • SINGLE EFFORTS • NOMINAL VARIETY • REPETITION OF FEW SET OF SKILLS • OCCASIONAL COMPATIBILITY OF SKILLS 	<ul style="list-style-type: none"> • LIMITED & SPORADIC UNIFORMITY • MOVEMENTWORK THAT IS GREATLY IMPACTED BY BODY OR DRILL EFFORTS • FREQUENT BREAKS & FLAWS
<u>30-59 VOCABULARY CONTAINS:</u>	<u>30-59 TRAINING DISPLAYS:</u>
<ul style="list-style-type: none"> • FEW MULTIPLE EFFORTS SEEN • LIMITED VARIETY • REPETITION • MOVEMENTEFFORTS THAT MAY BE COMBINED WITH SINGLE BODY OR DRILL EFFORTS 	<ul style="list-style-type: none"> • GROWING UNIFORMITY, BUT STILL VARIES • MOVEMENTWORK STILL IMPACTED BY BODY OR DRILL RESPONSIBILITIES • EMERGING RECOVERY SKILLS • DECREASING LEVEL OF BREAKS & FLAWS • GROWING LEVEL OF ACHIEVEMENT, STYLE, AND TRAINING
<u>60-89 VOCABULARY CONTAINS:</u>	<u>60-89 TRAINING DISPLAYS:</u>
<ul style="list-style-type: none"> • GOOD RANGE OF INTRODUCTORY SKILLS • INTRODUCTORY MOVEMENT INVOLVEMENT WITH BODY & DRILL DEVELOPING • SOME LONGER PHRASES & VARIETY SEEN • PERFORMERS INTRODUCTORY VOCABULARY SKILLS ARE DEVELOPING 	<ul style="list-style-type: none"> • MORE STABLE UNIFORMITY & TIMING • BODY STARTING TO SUPPORT EQUIPMENT • MORE CONSISTENT AND FREQUENT RECOVERY, ACHIEVEMENT AND TRAINING
<u>90-100 VOCABULARY DISPLAYS:</u>	<u>90-100 TRAINING DISPLAYS:</u>
<ul style="list-style-type: none"> • VERY GOOD RANGE OF INTRODUCTORY SKILLS SEEN • INTRO-MOVEMENT INVOLVEMENT WITH BODY & DRILL CONSISTANTLY DEVELOPED • LONGER PHRASE LENGHTS SEEN • VOCABULARY SKILL SETS ARE EXCEEDED 	<ul style="list-style-type: none"> • INTRODUCTORY PRINCIPLES AND EFFORTS ARE ACHIEVED AND APPLIED ON A CONTINUAL BASIS • PERFORMER COMPREHENSION AND APPLICATION OF SKILLS FOR THIS LEVEL

Unit Name: _____ Class: _____

Judge Name: _____ Date: _____

ENSEMBLE ANALYSIS – NOVICE CLASS

Novice Class guards are comprised of INTRODUCTORY level of depth, Quality of Design and Excellence.

Stylistic diversity is to be encouraged with all choices given equal potential for success.

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WHOSE INTRODUCTORY COMPOSITION CONTAINED THE GREATER:

- Use of Design Elements in Body or Drill or Equipment
- Logical Planning or Flow of Ideas
- Reflection of Musical Structure
- Role, Character, Programming Details

Score: _____
100 max.

Vocabulary	0 - 6	7 - 29	30 - 59	60 - 89	90 - 100
	Box - 1 WEAK <i>Experiences</i>	Box - 2 FAIR <i>Discovers</i>	Box - 3 AVERAGE <i>Knows</i>	Box - 4 GOOD <i>Understands</i>	Box - 5 VERY GOOD <i>Applies</i>
Excellence	0 - 6	7 - 29	30 - 59	60 - 89	90 - 100

WHOSE PERFORMERS DEMONSTRATED THE BETTER INTRODUCTORY:

**E
X
C
E
L
L
E
N
C
E**

- Achievement of Ensemble Spacing and Timing Responsibilities
- Understanding of Equipment, or Movement or Motion Choices
- Ensemble/Understanding and Clarity of Training Goals

Score: _____
100 max.

Judge's Signature

TOTAL: _____
200 max.

ENSEMBLE ANALYSIS – NOVICE CLASS

Units in this class are generally composed of inexperienced members and may possess limited and/or inexperienced staff. Typically they will possess a very introductory level vocabulary. The prime objective for the class is the development of training basics and programming skills for the unit as they solidify and deepen performance and programming skills.

<p><u>COMPOSITIONAL QUALITIES INCLUDE:</u></p> <p>SINGLE SIMPLE LOGICAL PRESENTATIONS WITH CONNECTION OF IDEAS. REFLECTIONS OF SINGLE MUSICAL LINES. FOCUS BASED ON THE BEGINNING CORRECTNESS OF DESIGN BASICS.</p>	<p><u>ENSEMBLE TRAINING PRINCIPLES INCLUDE:</u></p> <p>INTRODUCTORY CONTROL OF TRANSITIONS, FORMS, PULSE ACCURACY, ACCURACY OF EQUIPMENT OR MOVEMENT EFFORTS AND WORKING TOGETHER AS A TEAM.</p>
<p><u>0 - 6 PROGRAM CONTAINS:</u></p> <p>VOCABULARY LACKS READABILITY</p>	<p><u>0 - 6 TRAINING DISPLAYS:</u></p> <p>ENSEMBLE SHOWS NO TRAINING</p>
<p><u>7 - 29 PROGRAM CONTAINS:</u></p> <ul style="list-style-type: none"> • SINGLE USE OF DESIGN ELEMENTS • SIMPLE REFLECTION OF AUDIO • LIMITED DESIGN UNITY SEEN • MINIMAL ORCHESTRATION OF BODY OR EQUIPMENT OR DRILL EFFORTS 	<p><u>7 - 29 PERFORMERS DISPLAY:</u></p> <ul style="list-style-type: none"> • FREQUENT BREAKS & FLAWS • INFREQUENT ACHIEVEMENT • ALMOST NON-EXISTENT OR POORLY UNDERSTOOD RECOVERY SKILLS • UNCLEAR TRAINING FOUNDATION
<p><u>30 - 59 PROGRAM CONTAINS:</u></p> <ul style="list-style-type: none"> • LOGIC OF SIMPLE DESIGN CHOICES SEEN • UNITY OF DESIGN IS BECOMING EVIDENT • VARIETY OF DESIGN CHOICES GROWING • IDEAS STARTING TO FLOW TOGETHER • ORCHESTRATION / REFLECTION OF BASIC AUDIO STRUCTURE IS BECOMING MORE EVIDENT 	<p><u>30 - 59 PERFORMERS DISPLAY:</u></p> <ul style="list-style-type: none"> • GROWING ENSEMBLE CLARITY / UNIFORMITY OF DRILL/FORM • ENSEMBLE ACHIEVEMENT CAN BE SEEN • GROWING ENSEMBLE RESPONSIBILITIES WITH BODY, DRILL, EQUIPMENT EFFORTS • DEVELOPING TRAINING / RECOVERY SKILLS
<p><u>60 - 89 PROGRAM CONTAINS:</u></p> <ul style="list-style-type: none"> • INTRODUCTORY DESIGN CHOICES THAT REFLECT THE SOUNDTRACK MORE CONSISTENTLY • DESIGN DISPLAY MORE UNDERSTANDING OF COMPOSING PROCESS • DESIGN IDEAS FLOW MORE SMOOTHLY • EQUIPMENT OR MOVEMENT EFFORTS THAT MAY ADD MUSICAL DIMENSIONALITY 	<p><u>60 - 89 PERFORMERS DISPLAY:</u></p> <ul style="list-style-type: none"> • ENSEMBLE TRAINING WITH BODY OR DRILL OR EQUIPMENT IS MORE EVIDENT • ACHIEVEMENT IS FREQUENTLY RECOGNIZABLE • IDENTIFIABLE DEMONSTRATION AND UNDERSTANDING OF DESIGN EFFORTS • MORE FREQUENT RECOVERY SENSE • STRONGER TRAINING FOUNDATION
<p><u>90 - 100 PROGRAM CONTAINS:</u></p> <ul style="list-style-type: none"> • INTRODUCTORY DESIGN CHOICES REFLECT THE AUDIO CLEARLY • SIMPLE SUCCESSFUL BLENDING OF DESIGN CHOICES • HORIZONTAL & LOGICAL PLANNING MORE CONSISTENTLY APPLIED • SOME WRITTEN EXPRESSIVE QUALITIES IN BODY OR EQUIPMENT 	<p><u>90 - 100 PERFORMERS DISPLAY:</u></p> <ul style="list-style-type: none"> • GOOD CONSISTENT ACHIEVEMENT OF ENSEMBLE SKILLS FOR THIS CLASS • AN UNDERSTANDING OF RECOVERY SKILLS • ENSEMBLE TRAINING IS CLEAR • EVIDENCE OF TIME OR SPACE EXPRESSIVE QUALITIES

Unit Name: _____ Class: _____

Judge Name: _____ Date: _____

GENERAL EFFECT – NOVICE CLASS

Novice Class guards are comprised of INTRODUCTORY level qualities in Repertoire and Performance.

Stylistic diversity is to be encouraged with all choices given equal potential for success.

WHOSE INTRODUCTORY REPERTOIRE CONTAINED THE GREATER:

R
E
P
E
R
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R
E

- Program Concept, Creativity, Coordination
- Staging, Appeal, Continuity, Musicality/Mood
- Detail, Pacing, Intrigue

Score: _____
100 max.

Vocabulary	0 - 6	7 - 29	30 - 59	60 - 89	90 - 100
	Box - 1 <i>WEAK</i> <i>Experiences</i>	Box - 2 <i>FAIR</i> <i>Discovers</i>	Box - 3 <i>AVERAGE</i> <i>Knows</i>	Box - 4 <i>GOOD</i> <i>Understands</i>	Box - 5 <i>VERY GOOD</i> <i>Applies</i>
Excellence	0 - 6	7 - 29	30 - 59	60 - 89	90 - 100

WHOSE PERFORMERS DEMONSTRATED THE BETTER INTRODUCTORY:

P
E
R
F
O
R
M
E
N
C
E

- Display of Visual Musicality
- Engaged the Audience
- Demonstration of Excellence as an Effect

Score: _____
100 max.

TOTAL: _____
200 max.

Judge's Signature

GENERAL EFFECT - NOVICE CLASS

Units in this class are generally composed of inexperienced members and may possess limited and/or inexperienced staff. Typically they will possess a very introductory level vocabulary. The prime objective for the class is the development of training basics and programming skills for the unit as they solidify and deepen performance and programming skills.

<p><u>REPertoire EFFECT QUALITIES INCLUDE:</u></p> <p>BASIC DESIGN EFFORTS THAT ARE INTENDED TO PRODUCE INTELLECTUAL, AESTHETIC, AND EMOTIONAL DESIGN QUALITIES THAT ALLOW THE PERFORMERS TO FULFILL THE SUCCESSFUL APPEAL OR INTENT (THEME -MOTIF) OF THEIR PROGRAM.</p>	<p><u>PERFORMANCE EFFECT QUALITIES INCLUDE:</u></p> <p>PERFORMER'S ABILITY TO UNDERSTAND AND COMMUNICATE THEIR PROGRAM TO THE AUDIENCE, THROUGH THE EFFECTIVE ACHIEVEMENT OF THEIR DISPLAYED SKILL SETS. THESE EFFECTS WILL TYPICALLY BE GENERATED IN SINGULAR EFFORTS.</p>
<p align="center"><u>0 - 6 PROGRAM CONTAINS:</u></p> <p>CONFUSED OR UNCLEAR MESSAGE</p>	<p align="center"><u>0 - 6 PERFORMERS DISPLAY:</u></p> <p>LACK COMMUNICATION SKILLS / TRAINING</p>
<p align="center"><u>7 - 29 PROGRAM CONTAINS:</u></p> <ul style="list-style-type: none"> • SOME COORDINATION OF ELEMENTS • SOME STAGING CONCEPTS • OCCASSIONALLY PRODUCED EFFECTS • SOME EFFECTS FROM PHRASING & DESIGN CHOICES 	<p align="center"><u>7 - 29 PERFORMERS DISPLAY:</u></p> <ul style="list-style-type: none"> • MINIMAL OR LACKING UNDERSTANDING OF COMMUNICATION OF ROLE AS IDENTITY • OCCASSIONAL INVOLMENT BY PERFORMER • SPROADIC EFFECT IS CREATED THROUGH ACHIEVEMENT OF DESIGNED SKILL SETS
<p align="center"><u>30 - 59 PROGRAM CONTAINS:</u></p> <ul style="list-style-type: none"> • DEVELOPING LEVEL OF DESIGN CONCEPTS • GROWING AWARENESS OF PACING PRODUCING EFFECT • GROWING LEVEL OF VISUAL COORDINATION REFLECTING THE AUDIO • WRITTEN MOMENTS OF MOOD, IDENTITY (THEME) AND MOTIF 	<p align="center"><u>30 - 59 PERFORMERS DISPLAY:</u></p> <ul style="list-style-type: none"> • GROWING UNDERSTANDING OF COMMUNICATION OF ROLE , AND PERFORMER APPEAL • IDENTITY STARTS TO APPEAR • A COMFORTABLE LEVEL OF ACHIEVEMENT OF SKILLS THAT PRODUCE EFFECT BY THE PERFORMERS • PERFORMER AWARENESS OF AUDIENCE
<p align="center"><u>60 - 89 PROGRAM CONTAINS:</u></p> <ul style="list-style-type: none"> • CLEARER CONCEPTS. APPEAL LEVEL. PACING AND COORDINATION ARE SUCCESSFULLY BEGINNING TO PRODUCE DESIRED EFFECTS • CLEARER LEVELS OF EQUIPMENT OR MOVEMENT OR FORM THAT CONTRIBUTE TO REPertoire EFFECT • VISUAL MUSICALITY THROUGH STAGING AND COORDINATION ARE APPARENT DESIGN CHOICES THAT PRODUCE PLEASING EFFECTS 	<p align="center"><u>60 - 89 PERFORMERS DISPLAY:</u></p> <ul style="list-style-type: none"> • IDENTIFIABLE LEVELS OF APPEAL, COMMUNICATION AND ROLE MORE CONSISTENTLY • LEVEL OF ACHIEVEMENT OF SKILL SETS BY THE PERFORMERS IS MORE CONSISTENT • PERFORMER ACKNOWLEDGES THE AUDIENCE AND STARTING TO SHOW MOMENTS OF AUDIENCE ENGAGEMENT
<p align="center"><u>90 - 100 PROGRAM CONTAINS:</u></p> <ul style="list-style-type: none"> • GOOD BASIC DESIGN CHOICES WITH PACING OF EFFECTS THAT CREATE GOOD BASIC DESIGNED MOMENTS • COORDINATION OF AUDIO AND VISUAL EFFORTS CONSISTENTLY DISPLAYED • GOOD DESIGN CHOICES IN EQUIPMENT OR MOVEMENT OR FORM PRODUCING EFFECTS. 	<p align="center"><u>90 - 100 PERFORMERS DISPLAY:</u></p> <ul style="list-style-type: none"> • IDENTITY IS PROJECTED THROUGH GOOD BASIC UNDERSTANDING OF APPEAL, COMMUNICATION AND ROLE • CONSISTENT ACHIEVEMENT OF BASIC SKILL SETS CONTRIBUTING TO GENERATED EFFECTS • ENGAGEMENT OF THE AUDIENCE THROUGHOUT THE PROGRAM