

# EQUIPMENT

The judge should recognize the range and variety of the equipment skills in relationship to development, training and classification.

Vocabulary					Excellence						
Depth and Range of Equipment Skills <ul style="list-style-type: none"> <li>- Variety of Releases</li> <li>- Variety of Pieces</li> <li>- Variety of Levels</li> <li>- Manipulations w/Body</li> <li>- Multiples</li> <li>- Pairing, Sharing and Partnering</li> </ul> Depth and Range of Layered Responsibilities Depth and Range of Expressive Dynamics					Application of Principles Application of Expressive Dynamics Depth of Training Application of Breath Achievement of Layered Responsibilities Achievement of Blended Responsibilities						
0-49	50	54	58	60	65	69	75	81	87	91	97
Never Poor	Rarely Fair		Sometimes Very Good			Frequently Excellent			Always Superior		

# MOVEMENT

The judge should recognize the range and variety of the movement skills in relationship to development, training and classification.

Vocabulary					Excellence						
Depth and Range of Movement Skills - Depth and Range of Body Moves - Variety of Levels - Manipulations w/Equipment - Pairing, Sharing and Partnering Depth and Range of Layered Responsibilities Depth and Range of Expressive Dynamics					Application of Principles Application of Expressive Dynamics Depth of Training Application of Breath Achievement of Layered Responsibilities Achievement of Blended Responsibilities						
0-49	50	54	58	60	65	69	75	81	87	91	97
Never Poor	Rarely Fair		Sometimes Very Good		Frequently Excellent		Always Superior				

**TWIRLING**



# DESIGN ANALYSIS

The judge must consider the who, what, when, where and why and the depth and range of the designed choices.

Composition					Excellence						
Depth and Range of Elements of Design Reflection and Enhancement of the Audio Depth and Range of Vertical Orchestration Horizontal Construction Variety of Design Choices Depth and Range of Layered Responsibilities Depth and Range of Expressive Dynamics Attention to Detail					Achievement of space, time and line Achievement of Expressive Dynamics Depth of Training Adherence to Style Concentration and Stamina Nuance Recovery						
0-49	50	54	58	60	65	69	75	81	87	91	97
Never Poor	Rarely Fair				Sometimes Very Good	Frequently Excellent			Always Superior		

# GENERAL EFFECT

The judge must consider the fulfillment of the program concept and the connection, pace and flow of the desired effects.

Repertoire					Performance						
Program Concept Connection and Flow Mood Production Value Range and Variety of Effect Triad Staging and Coordination Appeal and Intrigue Creativity and Imagination					Presence Technical Achievement Impact Achievement Embodiment of Character and/or Role Sustained Mood Communication Recovery						
0-49	50	54	58	60	65	69	75	81	87	91	97
Never Poor	Rarely Fair		Sometimes Very Good			Frequently Excellent		Always Superior			