

BEST APPEARING

All patterns accepted with or without baton.

COMMENTS

DO NOT COPY

Please circle score

70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Score	_____
Less Penalty	_____
Total Score	_____

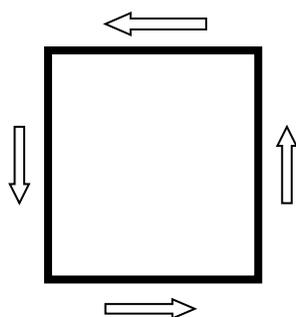
Judge's Signature

TIME: _____
1:00 minutes maximum
With or without baton
All patterns accepted

Time Penalty: _____
Overtime .1 per second



BASIC STRUT



Basic Strut implies straight marching in a square pattern with no footwork or legwork while carrying baton in either traditional or cradle position. Forward motion is required. Consideration in judging will be:

- Timing
- Technique
- Posture
- Gracefulness
- Appearance

All styles shall receive equal consideration. Contestants will march one at a time. Contestants who stay *IN* step will place above those with timing problems. No contestants will be disqualified.

COMMENTS

Please circle score

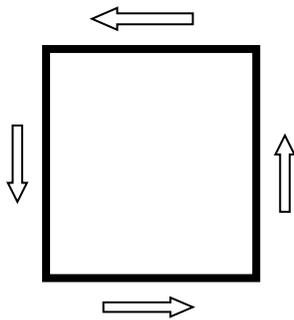
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Judge's Signature

Score



MILITARY STRUT



Military Strut implies straight marching in a square pattern with no footwork or legwork. The traditional high low beat or variations are acceptable. Forward motion is required. Consideration in judging will be:

- Timing
- Technique
- Posture
- Gracefulness
- Appearance

All styles shall receive equal consideration. Contestants who stay IN step will place above those with timing problems. No contestants will be disqualified.

COMMENTS

Please circle score

70	71	72	73	74	75	76	77	78	79
----	----	----	----	----	----	----	----	----	----

80	81	82	83	84	85	86	87	88	89
----	----	----	----	----	----	----	----	----	----

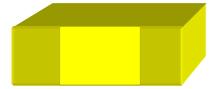
90	91	92	93	94	95	96	97	98	99
----	----	----	----	----	----	----	----	----	----

Judge's Signature

Score

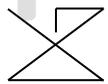
TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS X- Strut

Place



Routine Content	Variety & Balance Leaps / Kicks Lunges L & R Turns L & R Poses Baton Movement	COMMENTS	
	Technique & Execution Quality		Basic Strut Leaps / Kicks Lunges L & R Turns L & R Poses Baton Control
Gracefulness, Smoothness & Carriage	Balance / Control Basic Steps Leaps Kicks Lunges Turns / Spins Poses Turn Out		Body Alignment: Head / Shoulder Back / Hips Leg Lines Knees: Lock Straight Feet: Together / Turn Out Toes: In Out Point Arms / Hands
Timing	Basic Strut Portion Free Style Portion Out of Step Hesitations		On Beat with music Phasing
Showmanship & Presentation	Personality Projection Eye Contact Facial Expression Attitude		Appearance: Grooming Costume Fit

DO NOT COPY



Penalties	Suggested Range										
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall/Floor Contact											
Twirl/Release Hand											
Out of Step											
Omit Req. Basics											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Slips											

Novice	50-70
Beginner	60-80
Intermediate	65-85
Advance	75-95
Elite	80-100

Score	_____
Less Penalties	_____
Grand Total	_____

Time: _____
Under time / Over time .1 per second

Time Penalty: _____

Total Penalties: _____

:30 - 2:00 minutes

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS I-STRUT

Place



VARIETY			COMMENTS
	Kicks	Basic Strut	
	Leaps	Too much twirling	
	Lunges	Originality	
	Other Footwork		
	Follow-through		
DIFFICULTY			
	Kicks	Other Footwork	
	Leaps	Follow-through	
	Lunges	Balance/Flexibility	
SHOWMANSHIP			
	Smile	Eye Contact	
	Presentation	Costume age appropriate	
	Snap	Sportsmanship	
	Projection	Relax	
SMOOTHNESS & GRACE			
	Posture	Balance	
	Pointing Toes	Too many pauses	
	Leg Lines	Bouncy	
	Heavy-footed	Jerky	
	Knee height	Fluidity of moves	
	Body Extension	Execute tricks properly	
	Free hand		

TIMING			
	Step off in step to music		Variations
	Basic Strut		Follow-through

PENALTIES:		SCORE GUIDE	
	Drops (Baton, Part of Uniform, etc)	1.0 per drop	Novice 50-70
	Fumbles	0.5 per fumble	Beginner 60-80
	Out of Step	0.5 per o/s	Intermediate 65-85
	Delayed Performance	2.0	Advance 75-95
			Elite 80-100

Time: _____ Undertime / Overtime .1 per second

:30- 2:00 minutes

Timing starts with first marching step AFTER introduction

Judge STANDS to the LEFT of contestant

Score	_____
Less Penalties	_____
Grand Total	_____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS SOLO

Place



Choreography & Design of Variety

Aerials	Releases R & L	Receptions R & L
Low flips	Releases R & L	Receptions R & L
Spins	Right & left	Vertical/Horizontal
Rolls	Variety # _____	
Finger twirls	Right & left	Variety
Contact material	Connections	Novelty
Pattern changes	Vertical	Horizontal
Balance of material		

COMMENTS

Difficulty

Degree of risk	Speed	Follow Through
Aerials	Releases R & L	Receptions R & L
Low flips / Contact	Releases R & L	Receptions R & L
Spins # _____	Right & left	# _____
Connections	Pattern changes V & H	Finger twirls
Rolls Forward/Reverse	Challenging combinations	

Technique & Execution

Ambidexterity		General Handling
Revolutions		Placement
Patterns / Planes	Perfection lacking	Directional changes
Rate of Speed	Speed Variation	Body movements
Flow of baton	Body lines	Potentially dangerous
Control	Coordination body/baton speed	

Presentation

Enthusiasm	Confidence & Poise	Appearance & Grooming
Professionalism	Posture	Showmanship

Suggested Range

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
2 Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Break											
Pattern											
Handling Rolls											

Time: _____ Time Penalty: _____

Under time / Over time .1 per second

Total Penalties: _____

Novice	:30-2:00
Beginner	1:00-2:00
Intermediate	1:44-2:15
Advance /Elite	1:44-2:30

Novice	50-70
Beginner	60-80
Intermediate	65-85
Advance	75-95
Elite	80-100

Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS 2 or 3 Baton



Place



The continuous and simultaneous movement/manipulation of 2/3 batons

Choreography / Design

- Contact Material (low and tight)
- Complex Material (variety of continued releases)
- Double / Triple Releases (releasing at same time)
- Showers (release same hand / catch opposite and pass)
- Juggles (continuous releases and catches in same hand)
- Combination (same trick both hands)
- Planes (front / back / sides / combo) (High / low / medium)
- Patterns (vertical / horizontal / dual)
- High / Low Releases
- Stacks
- Quality of connections
- Receptions

COMMENTS

Difficulty

- Degree of Risk Challenging combinations Aerials / Releases/Receptions
- Connections Speed / Speed Variations Contact Material
- Revolutions Directional / Pattern changes Rolls / Fingers / Wraps
- Oppositions Follow Through / Flow Body work / Spins

Technique & Execution

- Ambidexterity Eye / Hand coordination
- Timing Rhythm
- Concentration / Focus General Handling
- Control / Placement Simultaneous follow through
- Continuous motion Coordination / Synchronization

Presentation

- Confidence & poise Appearance & Grooming Posture
- Professionalism Charisma Showmanship

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
Non 2-Baton											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Balance											
Break											
Pattern											

Suggested Range

Novice	50-70
Beginner	60-80
Intermediate	65-85
Advance	75-95
Elite	80-100

Score _____

Less Penalties _____

Grand Total _____

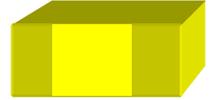
Time: _____ 1:00-2:00 minutes Time Penalty _____

Under time / Over time .1 per second Total Penalties _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Pairs/Duets or Trios

Place



			COMMENTS
Twirling	Difficulty Ambidexterity Speed Smoothness Control	Routine Content Full hand Aerials Rolls Unison	Finger twirls Horizontals Novelty Baton Pattern Vertical Horizontal
Team Work	Variety Difficulty Speed & Control Unison Creativity		Exchanges Releases & Receptions Variety/baton patterns Partner Sequences Group Sequences
Production	Entrance & Exit Changing of Floor patterns Continuity of Routine Originality Specialties		Audience Appeal Dynamic Effects
Technique & Performance	Alignment & Spacing Perfection Precision Poise & Grace of Execution Technique Baton, Footwork		Uniformity Style Aerials Footwork, Arms, Hands, Body
Appearance Showmanship Presentation	Costume Personal Grooming Hair, Make-up Footwear, Posture		Projection Facial Expression Eye Contact Enthusiasm Professionalism

Penalties:

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
2 Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Break											
Pattern											
Unison											

Suggested Range

Beginner	60 - 80
Advance	80 - 100

Score _____

Less Penalties _____

Grand Total _____

Time: _____ .1 per second Under time / Over time **Time Penalty:** _____

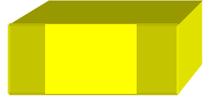
TIME: Beginner 1:20 – 2:00 ~ Advance & Trios 1:30- 2:30

Total Penalties: _____

Judge's Signature _____



Place



Auxiliary Show Solos

One or combination: Flag, Pom, Rifle, Sabre, Ribbon, Hoop, Batons, Hand-held Props

Snap/Precision & Execution: Speed, Control, Smoothness

Variety & Complexity: Originality, Aerials, Difficulty, Ambidexterity, Timing

Showmanship: Bearing, Spirit, Dignity, Style

DO NOT COPY

COMMENTS

Please circle score

70	71	72	73	74	75	76	77	78	79
----	----	----	----	----	----	----	----	----	----

80	81	82	83	84	85	86	87	88	89
----	----	----	----	----	----	----	----	----	----

90	91	92	93	94	95	96	97	98	99
----	----	----	----	----	----	----	----	----	----

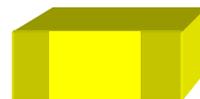
Time: _____

:30 – 1:30 minutes Under / Over time .1 per second

Judge's Signature

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Dance Solo

Place



CHOREOGRAPHY

Interpretation of musical style
 Creativity, Originality & Novelty
 Floor coverage and patterns
 Continuity & flow of program
 Correlation of body & baton to music
 Degree of risk

Level changes & staging transitions
 Effectiveness of change of pace
 Utilization of time
 Introduction / theme / climax / conclusion
 Demonstrates artistic explanation of music

DANCE

Variety & Difficulty
 Technical quality of style chosen
 Use of body, head, arms, legs & feet
 Rhythm & timing
 Quality of moves
 Skill of execution
 Pertinent to theme

PRESENTATION

Entertainment value
 Confidence & Poise
 Professionalism
 Charisma
 Appearance & Grooming
 Costume suitable for style of music
 Costume fit / footwear
 Posture

TECHNIQUE & GRACE OF EXECUTION

Balance
 Leg lines / Body lines
 Turn out / Toe Point
 Free Hand / Arm Movements / Head
 Body alignment

COMMENTS

DO NOT COPY

PENALTIES

	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Balance											
Timing											
Falls											

Time: _____ :30-1:30 minutes Time Penalty: _____

Under time / Over time .1 per second

Total Penalties _____

Suggested Range

70-100

Score _____

Less Penalties _____

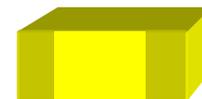
Grand Total _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Freestyle



Place



CHOREOGRAPHY

Interpretation of musical style
Creativity, Originality & Novelty
Floor coverage and patterns
Continuity & flow of program
Twirling incorporated with program
Balance of material / movements
Degree of risk

Level changes & staging transitions
Effectiveness of change of pace
Utilization of time
Introduction / theme / climax / conclusion
Correlation of body, footwork, & baton to music
Demonstrates artistic explanation of music

DANCE

Variety & Difficulty
Technical quality of style chosen
Use of body, head, arms, legs & feet
Rhythm & timing
Quality of moves
Ambidexterity
Pertinent to theme

Twirl

Aerials / Releases / Receptions
Spins / Rolls / Fingers
Contact material
Connections
Pattern / Directional changes
Skill of execution
Pertinent to theme

PRESENTATION

Entertainment value
Confidence & Poise
Professionalism
Charisma

Appearance & Grooming
Costume suitable for style of music
Costume fit / footwear
Posture

TECHNIQUE & GRACE OF EXECUTION

Balance
Leg lines / Body lines
Turn out / Toe Point
Free Hand / Arm Movements / Head
Body alignment
Coordination of body & baton

Perfection lacking / Potentially dangerous
Revolution / Placement
Control / Flow of Baton
Precision / General Handling
Pattern Changes / Connections
Directional planes

COMMENTS

DO NOT COPY

PENALTIES

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
2-Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Balance											
Break											
Handling											

Time: _____ Time Penalty: _____

Beginner: 1:00- 2:30 minutes
Intermediate & Advance: 2:00–2:30 minutes
Under time / Over time .1 per second

Total Penalties _____

Suggested Range

70-100

Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____



Choreography of routine for field

- Value of equipment use
- Creativity of pick up / exchange of equipment
- Field Coverage & flow of routine
- Movements appropriate for field / dynamic effects
- Artistic interpretation of music
- Originality

Music Interpretation

- Selection of music
- Change of pace / Dynamic effects
- Quality of music
- Theme / Audience Appeal

Technique

- Skill of execution
- Precision / Control / Perfection
- Extension / Posture
- Balance Handling
- Performance Energy & effectiveness

Showmanship

- Interpretation and Expression of routine
- Projection
- Confidence / Attitude
- Professionalism

Costume & Accessories

- Appropriate for field, music, fit
- Personal grooming
- Hair / Make-up / Footwear

COMMENTS

DO NOT COPY

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Break											
Fall											

Suggested Range 70- 100

Score _____

Less Penalties _____

Grand Total _____

Time: 1:30-2:30 minutes

.1 per second over or under

Time Penalty: _____

Total Penalties _____

Judge's Signature _____



CHOREOGRAPHY

Interpretation of musical style
 Creativity, Originality & Novelty
 Floor coverage and patterns
 Continuity & flow of program
 Twirling incorporated with program
 Balance of material / movements
 Degree of risk

Level changes & staging transitions
 Effectiveness of change of pace
 Utilization of time
 Introduction / theme / climax / conclusion
 Correlation of body, footwork, & baton to music
 Demonstrates artistic explanation of music
 Exchanges, Partner Sequences

DANCE

Variety & Difficulty
 Technical quality of style chosen
 Use of body, head, arms, legs & feet
 Rhythm & timing
 Quality of moves
 Ambidexterity
 Pertinent to theme
 Unison of style and technique
 Uniformity of Footwork, Arms, Hands, Body, Head

TWIRL

Aerials / Releases / Receptions
 Spins / Rolls / Fingers
 Contact material
 Connections
 Pattern / Directional changes
 Skill of execution
 Pertinent to theme
 Uniformity of baton work
 Perfection

PRESENTATION

Entertainment value
 Confidence & Poise
 Professionalism
 Expression of music & Charisma

Appearance & Grooming
 Costume suitable for style of music
 Costume fit / footwear
 Posture

TECHNIQUE & GRACE OF EXECUTION

Balance
 Leg lines / Body lines
 Turn out / Toe Point
 Free Hand / Arm Movements / Head
 Body alignment
 Coordination of body & baton

Perfection lacking / Potentially dangerous
 Revolution / Placement
 Control / Flow of Baton
 Precision / General Handling
 Pattern Changes / Connections
 Directional planes

PENALTIES

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
2--Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Balance											
Break											
Handling											

COMMENTS

DO NOT COPY

Suggested Range

70-100	
Score	_____
Less Penalties	_____
Grand Total	_____

Time: _____ **Advance 1:30-3:00 minutes** **Time Penalty:** _____

Under time / Over time .1 per second

Total Penalties: _____

Judge's Signature _____



CHOREOGRAPHY

Interpretation of musical style
 Creativity, Originality & Novelty
 Floor coverage and patterns
 Continuity & flow of program
 Correlation of body/footwork/baton to music
 Variations & Difficulty baton/dance with music

Level changes & staging transitions
 Effectiveness of change of pace
 Utilization of time
 Introduction / theme / climax / conclusion
 Demonstrates artistic explanation of music
 Lead in / Follow through

DANCE

Variety & Difficulty
 Technical quality of style chosen
 Pertinent to theme
 Use of body, head, arms, legs & feet
 Rhythm & timing

BATON

Variety & Difficulty
 Technical quality of baton movements w/dance
 Quality of moves
 Moves / Series Skill of execution

TECHNIQUE & GRACE OF EXECUTION

Balance
 Leg lines / Body lines
 Turn out / Toe Point
 Free Hand / Arm Movements / Head

Recovery time
 Simultaneous blending of baton / body with the music
 Body alignment
 Posture

PRESENTATION

Entertainment value
 Confidence & Poise
 Professionalism
 Appearance & Grooming
 Costume suitable for style of music
 Charisma

COMMENTS

PENALTIES

	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Balance											
Timing											
Breaks											
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	
Drops											
Falls											

Timed to TM Music

Total Penalties: _____

Suggested Range

70-100	
Score	_____
Less Penalties	_____
Grand Total	_____

Judge's Signature _____

Place



Choreography of routine for field

- Value of equipment use
- Creativity of pick up / exchange of equipment
- Field Coverage & flow of routine
- Movements appropriate for field / dynamic effects
- Artistic interpretation of music
- Originality

Music Interpretation

- Selection of music
- Change of pace / Dynamic effects
- Quality of music
- Theme / Audience Appeal

Technique

- Skill of execution
- Precision / Control / Perfection
- Extension / Posture
- Balance Handling
- Performance Energy & effectiveness

Showmanship

- Interpretation and Expression of routine
- Projection
- Confidence / Attitude
- Professionalism

Costume & Accessories

- Appropriate for field, music, fit
- Personal grooming
- Hair / Make-up / Footwear

COMMENTS

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Break											
Fall											

Time: 2:00-3:00 minutes

Time Penalty: _____

.1 per second over / under time

Total Penalties _____

Suggested Range 70- 100

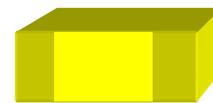
Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____

Place



Choreography of routine for field

- Value of equipment use
- Creativity of pick up / exchange of equipment
- Field Coverage & flow of routine
- Movements appropriate for field / dynamic effects
- Artistic interpretation of music
- Originality

Music Interpretation

- Selection of music
- Change of pace / Dynamic effects
- Quality of music
- Theme / Audience Appeal

Technique

- Skill of execution
- Precision / Control / Perfection
- Extension / Posture
- Balance Handling
- Performance Energy & effectiveness

Showmanship

- Interpretation and Expression of routine
- Projection
- Confidence / Attitude
- Professionalism

Costume & Accessories

- Appropriate for field, music, fit
- Personal grooming
- Hair / Make-up / Footwear

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Break											
Fall											

Time: 2:00 - 3:00 minutes

Time Penalty: _____

.1 per second over / under time

Total Penalties _____

Judge's Signature _____

COMMENTS

Suggested Range 70 - 100

Score _____

Less Penalties _____

Grand Total _____



Choreography & Design of Variety

Aerials	Releases R & L	Receptions R & L
Low flips	Releases R & L	Receptions R & L
Spins	Right & left	Vertical/Horizontal
Rolls	Variety # _____	
Finger twirls	Right & left	Variety
Contact material	Connections	Novelty
Pattern changes	Vertical	Horizontal

Difficulty

Degree of risk	Speed	Follow Through
Aerials	Releases R & L	Receptions R & L
Low flips / Contact	Releases R & L	Receptions R & L
Spins # _____	Right & left	# _____
Connections	Pattern changes V & H	Finger twirls
Rolls Forward/Reverse		Challenging combinations

Technique & Execution

Ambidexterity	General Handling
Révolutions	Placement
Patterns / Planes	Directional changes
Rate of Speed	Speed Variation
Flow of baton	Body lines
Control	Perfection lacking
Handling	Coordination of body/baton speed
Body movements	Potentially dangerous
Enthusiasm	Confidence & Poise
Professionalism	Posture
Showmanship	Appearance & Grooming

COMMENTS

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total	↓
Drop												
Fall												
2 Hand												
	.1	.2	.3	.4	.5		.6	.7	.8	.9	1.0	
Balance												
Break												
Pattern												
Handling												

Time: _____ 1:45-2:30 minutes Time Penalty: _____

Under time / Over time .1 per second Total Penalties: _____

Judge's Signature _____

Score _____

Less Penalties _____

Grand Total _____

TWIRL MANIA GOLD

Coordination 2, 3, or 4 Baton Program



The continuous & simultaneous movement / manipulation of 2



Choreography / Design

- | | | |
|--------------------------|--|------------------------|
| Contact Material | (low and tight) | High / Low Release |
| Complex Material | (variety of continued releases) | Stacks |
| Double / Triple Releases | (releasing at same time) | Quality of connections |
| Showers | (release same hand / catch opposite and pass) | |
| Juggles | (continuous releases and catches in same hand) | Receptions |
| Combinations | (same trick both hands) | |
| Planes | (front / back / sides / combo) (High / low / medium) | |
| Patterns | (vertical / horizontal / dual) | |

Difficulty

- | | | |
|----------------|-------------------------------|-------------------------------|
| Degree of Risk | Challenging combinations | Aerials / Releases/Receptions |
| Connections | Speed / Speed Variations | Contact Material |
| Revolutions | Directional / Pattern changes | Rolls / Fingers / Wraps |
| Oppositions | Follow Through / Flow | Body work / Spins |

Technique & Execution

- | | |
|-----------------------|--------------------------------|
| Ambidexterity | Eye / Hand coordination |
| Timing | Rhythm |
| Concentration / Focus | General Handling |
| Control / Placement | Simultaneous follow through |
| Continuous motion | Coordination / Synchronization |

Presentation

- | | |
|--------------------|-----------------------|
| Confidence & poise | Appearance & Grooming |
| Professionalism | Charisma |
| Posture | Showmanship |

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
Non 2-Baton											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Balance											
Break											
Pattern											
Handling											

COMMENTS

Time: _____ 1:00-2:15 minutes Time Penalty: _____

Under time / Over time .1 per second Total Penalties: _____

Judge's Signature _____

Score _____

Less Penalties _____

Grand Total _____



CHOREOGRAPHY

Interpretation of musical style
 Creativity, Originality & Novelty
 Floor coverage and patterns
 Continuity & flow of program
 Value of twirling incorporated with program
 Balance of material / movements
 Degree of risk

Level changes & staging transitions
 Effectiveness of change of pace
 Utilization of time
 Introduction / theme / climax / conclusion
 Correlation of body, footwork, & baton to music
 Demonstrates artistic explanation of music

DANCE

Variety & Difficulty
 Technical quality of style chosen
 Use of body, head, arms, legs & feet
 Rhythm & timing
 Quality of moves
 Skill of execution
 Pertinent to theme



TWIRL

Aerials / Releases / Receptions
 Spins / Rolls / Fingers
 Contact material
 Connections
 Pattern / Directional changes
 Ambidexterity
 Pertinent to theme

PRESENTATION

Entertainment value
 Confidence & Poise
 Professionalism
 Charisma



Appearance & Grooming
 Costume suitable for style of music
 Costume fit / footwear
 Posture

TECHNIQUE & GRACE OF EXECUTION

Balance
 Leg lines / Body lines
 Turn out / Toe Point
 Free Hand / Arm Movements / Head
 Body alignment
 Coordination of body & baton

Perfection lacking / Potentially dangerous
 Revolution / Placement
 Control / Flow of Baton
 Precision / General Handling
 Pattern Changes / Connections
 Directional planes

PENALTIES

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
2-Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Balance											
Break											
Handling											

COMMENTS

Score _____

Less Penalties _____

Grand Total _____

Time: _____ 2:00 - 3:00 minutes **Time Penalty:** _____

Under time / Over time .1 per second **Total Penalties:** _____

Judge's Signature _____



PAGEANT MODELING /BEST APPEARING

All patterns accepted with or without baton

COMMENTS

Please circle score

70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Judge's Signature

TIME: _____
 1:00 minutes maximum
 With or without baton
 All patterns accepted

Time Penalty: _____
 .1 per second overtime

Score _____

Less Penalty _____

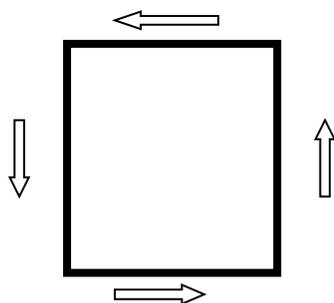
Total Score _____



PAGEANT BASIC STRUT

COMMENT SHEET

Basic Strut implies straight marching in a square pattern with no footwork or legwork while carrying baton in either traditional or cradle position. Forward motion is required. Consideration in judging will be in appearance, posture, gracefulness, technique and timing.



All styles shall receive equal consideration. Contestants will march one at a time. Contestants who stay *IN* step will place above those with timing problems. No contestants will be disqualified.

COMMENTS

Please circle score

70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Judge's Signature

Score

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS PAGEANT STRUT

Place



Beginner, Intermediate, Advance, & Elite

Routine Composition	Variation & Difficulty with balance Diversity of Body Work / Dance Combinations Kicks, Leaps, Turns, Lunges, Poses Challenging combinations of body and baton Originality & Creativity
Technique & Execution	Baton Control Basic Strut Balance Transition and flow between movements Flexibility and Extension Smoothness & Gracefulness Fluidity of Movement Body Alignment & Control Head, shoulders, back, hips, knees, feet Leg lines & posture Use of free arm & head to accent moves
Timing	Ability to stay on beat Out of Step Phasing Hesitations Simultaneous blending of baton & body movements instep
Showmanship & Presentation	Appearance Suitable for age, figure, style, and fit Personal Grooming Dynamic projection and presentation Eye Contact Smile Facial Expression

COMMENTS

Penalties	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
Out of Step											
Slips	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	

Suggested Range

Beginner	60-80
Intermediate	65-85
Advance	75-95
Elite	80-100

Score _____

Less Penalties _____

Grand Total _____

Time: _____

Time Penalty _____

Under time / Over time .1 per second
:30 - 2:00 minutes

TOTAL PENALTIES: _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS PAGEANT SOLO

Place



Choreography & Design of Variety

Aerials
Low flips
Spins

Releases R & L
Releases R & L
Right & left

Receptions R & L
Receptions R & L
Vertical/Horizontal

Rolls
Finger twirls
Contact material
Pattern changes

Variety # _____
Right & left
Connections
Vertical

Variety
Novelty
Horizontal

Balance of material

Difficulty

Degree of risk
Aerials
Low flips / Contact
Spins # _____
Connections
Rolls Forward/Reverse

Speed
Releases R & L
Releases R & L
Right & left
Pattern changes V & H
Challenging combinations

Follow Through
Receptions R & L
Receptions R & L

Finger twirls

Technique & Execution

Ambidexterity
Revolutions
Patterns / Planes
Rate of Speed
Flow of baton
Control

Perfection lacking
Speed Variation
Body lines
Coordination body/baton speed

General Handling
Placement
Directional changes
Body movements
Potentially dangerous

Presentation

Enthusiasm
Professionalism

Confidence & Poise
Posture

Appearance & Grooming
Showmanship

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
2 Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Pattern											
Handling Rolls											

Time: _____

Time Penalty: _____ ↓

Under time / Over time .1 per second

Total Penalties: _____

Novice :30-2:00
Beginner 1:00-2:00
Intermediate 1:44-2:15
Advance /Elite 1:44-2:30

Suggested Range

Novice	50-70
Beginner	60-80
Intermediate	65-85
Advance	75-95
Elite	80-100

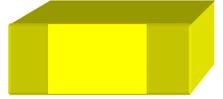
Score

Less Penalties

Grand Total

COMMENTS

Judge's Signature _____



PAGEANT 2- BATON

The continuous and simultaneous movement/manipulation of 2 batons

Choreography / Design

- Contact Material (low and tight)
- Complex Material (variety of continued releases)
- Double / Triple Releases (releasing at same time)
- Showers (release same hand / catch opposite and pass)
- Juggles (continuous releases and catches in same hand)
- Combination (same trick both hands)
- Planes (front / back / sides / combo) (High / low / medium)
- Patterns (vertical / horizontal / dual)
- High / Low Releases
- Stacks
- Quality of connections
- Receptions

Difficulty

- Degree of Risk
- Connections
- Revolutions
- Oppositions
- Challenging combinations
- Speed / Speed Variations
- Directional / Pattern changes
- Follow Through / Flow
- Aerials / Releases / Receptions
- Contact Material
- Rolls / Fingers / Wraps
- Body work / Spins

Technique & Execution

- Ambidexterity
- Timing
- Concentration / Focus
- Control / Placement
- Continuous motion
- Eye / Hand coordination
- Rhythm
- General Handling
- Simultaneous follow through
- Coordination / Synchronization

Presentation

- Confidence & poise
- Professionalism
- Appearance & Grooming
- Charisma
- Posture
- Showmanship

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
Non 2-Baton											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Balance											
Break											
Pattern											
Handling											

Suggested Range

Beginner	65-85
Advance	75-100
Score	_____
Less Penalties	_____
Grand Total	_____

Time: _____ 1:00-2:00 minutes Time Penalty _____

Under time / Overtime .1 per second Total Penalties _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



STRUT FINALS

<p>Routine Composition</p>	<p>Variation & Difficulty with balance Diversity of Body Work / Dance Combinations Kicks, Leaps, Turns, Lunges, Poses</p> <p>Challenging combinations of body and baton Originality & Creativity</p>
<p>Technique & Execution</p>	<p>Baton Control Basic Strut Balance Transition and flow between movements Flexibility and Extension Smoothness & Gracefulness Fluidity of Movement</p> <p>Body Alignment & Control Head, shoulders, back, hips, knees, feet Leg lines & posture Use of free arm & head to accent moves</p>
<p>Timing</p>	<p>Ability to stay on beat Out of Step Phasing Hesitations Simultaneous blending of baton & body movements instep</p>
<p>Showmanship & Presentation</p>	<p>Appearance Suitable for age, figure, style, and fit Personal Grooming</p> <p>Dynamic projection and presentation Eye Contact Smile Facial Expression</p>

COMMENTS

Penalties	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
Out of Step											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Slips											

Suggested Range

Beginner	60- 80
Intermediate	65- 85
Advance	75- 95
Elite	80-100

Score _____

Less Penalties _____

Grand Total _____

Time: _____ Time Penalty _____

Under time / Overtime .1 per second

Time: :30 - 2:00 minutes **TOTAL PENALTIES:** _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



SOLO FINALS

Choreography & Design of Variety

Aerials
Low flips
Spins
Rolls
Finger twirls
Contact material
Pattern changes
Balance of material

Releases R & L
Releases R & L
Right & left
Variety # _____
Right & left
Connections
Vertical

Receptions R & L
Receptions R & L
Vertical/Horizontal

Variety
Novelty
Horizontal

Difficulty

Degree of risk
Aerials
Low flips / Contact
Spins # _____
Connections
Rolls Forward/Reverse

Speed
Releases R & L
Releases R & L
Right & left
Pattern changes V & H

Follow Through
Receptions R & L
Receptions R & L

Finger twirls
Challenging combinations

Technique & Execution

Ambidexterity
Revolutions
Patterns / Planes
Rate of Speed
Flow of baton
Control

Perfection lacking
Speed Variation
Body lines
Coordination body/baton speed

General Handling
Placement
Directional changes
Body movements
Potentially dangerous

Presentation

Enthusiasm
Professionalism

Confidence & Poise
Posture

Appearance & Grooming
Showmanship

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
2 Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Pattern											
Handling Rolls											

Time: _____

Time Penalty: _____

Under time / Over time .1 per second

Total Penalties: _____

Novice :30-2:00
Beginner 1:00-2:00
Intermediate 1:44-2:15
Advance /Elite 1:44-2:30

Suggested Range

Novice	50-70
Beginner	60-80
Intermediate	65-85
Advance	75-95
Elite	80-100

Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



TWO BATON FINALS

The continuous and simultaneous movement/manipulation of 2 batons

Choreography / Design

- Contact Material (low and tight)
- Complex Material (variety of continued releases)
- Double / Triple Releases (releasing at same time)
- Showers (release same hand / catch opposite and pass)
- Juggles (continuous releases and catches in same hand)
- Combination (same trick both hands)
- Planes (front / back / sides / combo) (High / low / medium)
- Patterns (vertical / horizontal / dual)
- High / Low Releases
- Stacks
- Quality of connections
- Receptions

Difficulty

- Degree of Risk Challenging combinations Aerials / Releases/Receptions
- Connections Speed / Speed Variations Contact Material
- Revolutions Directional / Pattern changes Rolls / Fingers / Wraps
- Oppositions Follow Through / Flow Body work / Spins

Technique & Execution

- Ambidexterity Eye / Hand coordination
- Timing Rhythm
- Concentration / Focus General Handling
- Control / Placement Simultaneous follow through Coordination / Synchronization
- Continuous motion

Presentation

- Confidence & poise Appearance & Grooming Posture
- Professionalism Charisma Showmanship

Penalties

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Drop											
Fall											
Non 2-Baton											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Balance											
Break											
Pattern											



Time: _____ 1:00-2:00 minutes Time Penalty _____



Under time / Over time .1 per second Total Penalties _____

Suggested Range

Beginner	65 - 85
Advance	75-100

Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____

TWIRL MANIAC INVITATIONAL CHALLENGE

SOLO



Choreography & Design of Variety

- | | | |
|---------------------|-----------------|---------------------|
| Aerials | Releases R & L | Receptions R & L |
| Low flips | Releases R & L | Receptions R & L |
| Spins | Right & left | Vertical/Horizontal |
| Rolls | Variety # _____ | |
| Finger twirls | Right & left | Variety |
| Contact material | Connections | Novelty |
| Pattern changes | Vertical | Horizontal |
| Balance of material | | |

Difficulty

- | | | |
|-----------------------|-----------------------|--------------------------|
| Degree of risk | Speed | Follow Through |
| Aerials | Releases R & L | Receptions R & L |
| Low flips / Contact | Releases R & L | Receptions R & L |
| Spins # _____ | Right & left | # _____ |
| Connections | Pattern changes V & H | Finger twirls |
| Rolls Forward/Reverse | | Challenging combinations |

Technique & Execution

- | | | |
|-------------------|-------------------------------|-----------------------|
| Ambidexterity | Perfection lacking | General Handling |
| Revolutions | Speed Variation | Placement |
| Patterns / Planes | Body lines | Directional changes |
| Rate of Speed | Coordination body/baton speed | Body movements |
| Flow of baton | | Potentially dangerous |
| Control | | |

Presentation

- | | | |
|-----------------|--------------------|-----------------------|
| Enthusiasm | Confidence & Poise | Appearance & Grooming |
| Professionalism | Posture | Showmanship |

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total
Drop											
Fall											
2 Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Pattern											
Handling Rolls											

Time: _____ Time Penalty: _____
 Under time / Over time .1 per second
 Beginner / Intermediate 1:00-2:15
 Total Penalties: _____

↓ Suggested Range

Novice	50-70
Beginner	60-80
Intermediate	65-85
Advance	75-95
Elite	80-100

Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____

TWIRL MANIAC INVITATIONAL CHALLENGE

DANCE TWIRL SOLO



CHOREOGRAPHY

Interpretation of musical style
 Creativity, Originality & Novelty
 Floor coverage and patterns
 Continuity & flow of program
 Correlation of body, footwork, & baton to music
 Variations & Difficulty baton/dance with music

Level changes & staging transitions
 Effectiveness of change of pace
 Utilization of time
 Introduction / theme / climax / conclusion
 Demonstrates artistic explanation of music
 Lead in / Follow through

DANCE

Variety & Difficulty
 Technical quality of style chosen
 Pertinent to theme
 Use of body, head, arms, legs & feet
 Rhythm & timing

BATON

Variety & Difficulty
 Technical quality of baton movements w/dance
 Quality of moves
 Moves / Series Skill of execution

TECHNIQUE & GRACE OF EXECUTION

Balance
 Leg lines / Body lines
 Turn out / Toe Point
 Free Hand / Arm Movements / Head

Recovery time
 Simultaneous blending of baton / body with the music
 Body alignment

PRESENTATION

Entertainment value
 Confidence & Poise
 Professionalism
 Charisma

Appearance & Grooming
 Costume suitable for style of music
 Costume fit / footwear
 Posture

PENALTIES

	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Balance											
Timing											
Breaks											
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	
Falls											
Drops											



Suggested Range

70-100	
Score	_____
Less Penalties	_____
Grand Total	_____



Time: _____ length of music
 .1 per second Under / Over time
 Music timed

Time Penalty: _____
 Total Penalties: _____

Judge's Signature _____

TWIRL MANIAC INVITATIONAL CHALLENGE



2-Baton Solo



The continuous and simultaneous movement/manipulation of 2 baton

Choreography / Design

- Contact Material (low and tight)
- Complex Material (variety of continued releases)
- Double / Triple Releases (releasing at same time)
- Showers (release same hand / catch opposite and pass)
- Juggles (continuous releases and catches in same hand)
- Combination (same trick both hands)
- Planes (front / back / sides / combo) (High / low / medium)
- Patterns (vertical / horizontal / dual)
- High / Low Releases
- Stacks
- Quality of connections
- Receptions

Difficulty

- Degree of Risk Challenging combinations Aerials / Releases/Receptions
- Connections Speed / Speed Variations Contact Material
- Revolutions Directional / Pattern changes Rolls / Fingers / Wraps
- Oppositions Follow Through / Flow Body work / Spins

Technique & Execution

- Ambidexterity Eye / Hand coordination
- Timing Rhythm
- Concentration / Focus General Handling
- Control / Placement Simultaneous follow through
- Continuous motion Coordination / Synchronization

Presentation

- Confidence & poise Appearance & Grooming Posture
- Professionalism Charisma Showmanship

Penalties

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Drop											
Fall											
Non 2-Baton											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Balance											
Break											
Pattern											



Suggested Range

Beginner	65- 85
Advance	75-100

Score _____

Less Penalties _____

Grand Total _____



Time: _____ 1:00-2:00 minutes Time Penalty _____

Under time / Over time .1 per second Total Penalties _____

Judge's Signature _____