

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS



BEST IN DRESS

Please look for the Best in Dress from all divisions/group in parades

	Team Name	Division	Score
1			
2			
3			
4			
5			

Judge's Signature _____



TWIRL MANIA



CHAMPIONSHIPS

Disney's Magical Moments Parade

Costume / General Impression

Presentation / Showmanship

Timing / Unison

Choreography

Please circle score

70	71	72	73	74	75	76	77	78	79
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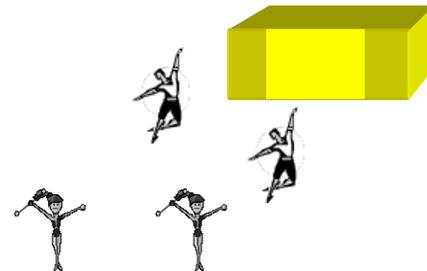
80	81	82	83	84	85	86	87	88	89
----	----	----	----	----	----	----	----	----	----

90	91	92	93	94	95	96	97	98	99
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Judge's Signature

Score

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS



DANCE TWIRL TEAM

	Points			Score
Twirling 	20	Variety /Difficulty Baton composition with dance stationary & traveling moves Smoothness / Control Routine Content Full hand/Aerials/Rolls/ Fingers/Novelty Definition of baton movements	Ambidexterity Baton Pattern Vertical / Horizontal Exchanges Variety/baton patterns Releases & Receptions Unison	
Dance 	20	Variety / Difficulty Combinations Dance composition with stationary & traveling moves Creativity Definition of movements	Partner sequences Group Sequences Unison Rhythm / timing Alignment / spacing Use of body, arms, legs, head, feet	
Choreography	20	Entrance & Exit Changing of floor patterns Continuity & Flow Floor Coverage Artistic explanation of music Quality of reproduced music	Audience Appeal Dynamic Effects Originality / Specialties Correlation of body, footwork, & baton to music Appropriate selection of music for age & theme	
Technique & Performance	20	Alignment & Spacing Perfection / Precision Poise & Gracefulness Technique Baton / Body Performance Energy	Team Uniformity Style Aerials / Revolution / Patterns Footwork, Arms, Hands, Body Posture / Extension Balance / Control	
Appearance Showmanship Presentation	20	Costume Suitable for theme, age, music, and fit Personal Grooming Hair, Make-up, Footwear	Projection Eye Contact Performance Emotion Character Expression / 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											
Out of Step											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Pattern											
Unison											

Suggested Range

Beginner	60-80
Advance	80-100
Score	_____
Less Penalties	_____
Grand Total	_____

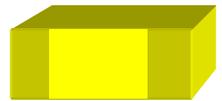
Time: _____ .1 per second over / under 2:00-4:00 minutes Time Penalty: _____

Total Penalties: _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



TWIRLING TEAM



	Points						
Twirling	20	Difficulty Ambidexterity Speed Smoothness Control	Routine Content Full Hand Aerials Rolls Unison	Finger twirls Horizontals Novelty Baton Pattern Vertical Horizontal			
Team Work	20	Variety Difficulty Speed & Control Unison Creativity		Exchanges Releases & Receptions Variety / baton patterns Partner sequences Group sequences			
Production	20	Entrance & Exit Changing of floor patterns Continuity of routine Originality Specialties		Audience Appeal Dynamic Effects			
Technique & Performance	20	Alignment & Spacing Perfection Precision Poise & Grace of Execution Technique Baton, Footwork		Uniformity: Style Aerials Footwork, Arms, Hands, & Body			
Appearance Showmanship Presentation	20	Costume Personal Grooming Hair, Make-Up Footwear Posture		Projection Facial Expression Eye Contact Enthusiasm Professionalism			

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											
2-Hand											
Out of Step											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Break											
Pattern											
Unison											

Beginner	60- 80
Advance	80-100
Score	_____
Less Penalties	_____
Grand Total	_____

Time: _____ .1 per second over / under 2:00-4:00 minutes Time Penalty: _____ ↓

Total Penalties: _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



HALF TIME TEAMS

20 —	ROUTINE CONTENT	Variety/Difficulty / Creativity Flow of movements Entertainment value Interpretation of music Use of Equipment with dance combinations	Equipment Exchanges Equipment Passes
20 —	TEAM WORK	Variety / Difficulty / Creativity Partner Segments Group Segments Definition of movements/combos	Unison Alignment / Spacing Entertainment Value Rhythm / Timing
20 —	TECHNIQUE	Technique Precision / Control Energy / Effectiveness Balance Footwork, arms, hands, head, upper body, poses	Extension / Posture Perfection / Style created by music choice Team Uniformity Poise / Gracefulness
20 —	PRODUCTION	Exit & Entrance Changing of floor patterns Floor coverage Originality Artistic explanation of music	Theme / age appropriate Change of pace Audience appeal Dynamic effects Technical Quality of reproduced music
20 —	SHOWMANSHIP	Costume & Accessories for theme / music / age Personal grooming Hair / Make up / Footwear	Character interpretation of music Suitable Performance emotion Projection / Confidence / Attitude Professionalism

PENALTIES:

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Unison											
Out of Step											
Fall /Balance											
Drop											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Off Pattern											



Suggested Range

Beginner 60- 80
Advance 80-100

Score _____

Less Penalties _____

Grand Total _____

Time: _____ 2:00-4:00 minutes
Penalty Under / Over .1 per second

Time Penalty: _____ ↓

TOTAL PENALTIES: _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



DANCE LINE TEAM

20	DANCE CONTENT	Variety/Difficulty / Creativity Flow of movements Entertainment value Interpretation of music Dance combinations
20	TEAM WORK	Variety / Difficulty / Creativity Partner Segments Group Segments Definition of movements/combos
20	TECHNIQUE	Technique Precision / Control Energy / Effectiveness Style created by music choice Footwork, arms, hands, head, upper body, poses
20	CHOREOGRAPHY	Exit & Entrance Changing of floor patterns Floor coverage Originality Artistic explanation of music
20	SHOWMANSHIP	Costume & Accessories Suitable for theme/music/age Personal grooming Hair / Make up / Footwear

PENALTIES

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Unison											
Out of Step											
Fall											
Loss of Balance											

Suggested Range

Beginner	60- 80
Advance	80-100

Score _____

Less Penalties _____

Grand Total _____

Time: _____ 2:00-4:00 minutes
.1 per second Under / Over

Time Penalty: _____
TOTAL PENALTIES: _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



POM PON TEAMS

20	ROUTINE CONTENT	Variety/Difficulty / Creativity Flow of movements Entertainment value Interpretation of music Use of Poms with dance combinations	Pom Pon Exchanges Pom Pon Passes
20	TEAM WORK	Variety / Difficulty / Creativity Partner Segments Group Segments Definition of movements/combos	Unison Alignment / Spacing Entertainment Value Rhythm / Timing
20	TECHNIQUE	Technique Precision / Control Energy / Effectiveness Style created by music choice Footwork, arms, hands, head, upper body, poses	Extension / Posture Perfection Balance Team Uniformity
20	PRODUCTION	Exit & Entrance Changing of floor patterns Floor coverage Originality Artistic explanation of music	Theme / age appropriate Change of pace Audience appeal Dynamic effects
20	SHOWMANSHIP	Costume & Accessories for theme / music / age Personal grooming Hair / Make up / Footwear	Character interpretation of music Suitable Performance emotion Projection / Confidence / Attitude Professionalism

Penalties:

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Unison											
Out of Step											
Fall / Balance											
Drop											



Suggested Range

Beginner	60-80
Advance	80-100
Score	_____
Less Penalties	_____
Grand Total	_____

Time: _____ 2:00-4:00 minutes
.1 per second Under / Over

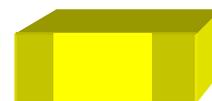
Time Penalty: _____ ↓

TOTAL PENALTIES: _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



JUNIOR HIGH SCHOOL

20	ROUTINE CONTENT	Variety/Difficulty / Creativity Flow of movements Entertainment value Interpretation of music Use of Equipment with dance combinations	Equipment Exchanges Equipment Passes
20	TEAM WORK	Variety / Difficulty / Creativity Partner Segments Group Segments Definition of movements/combos	Unison Alignment / Spacing Entertainment Value Rhythm / Timing
20	TECHNIQUE	Technique Precision / Control Energy / Effectiveness Balance Footwork, arms, hands, head, upper body, poses	Extension / Posture Perfection / Style created by music choice Team Uniformity Poise / Gracefulness
20	PRODUCTION	Exit & Entrance Changing of floor patterns Floor coverage Originality Artistic explanation of music	Theme / age appropriate Change of pace Audience appeal Dynamic effects Technical Quality of reproduced music
20	SHOWMANSHIP	Costume & Accessories for theme / music / age Personal grooming Hair / Make up / Footwear	Character interpretation of music Suitable Performance emotion Projection / Confidence / Attitude Professionalism

PENALTIES:

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Unison											
Out of Step											
Fall / Balance											
Drop											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Off Pattern											



Suggested Range

Beginner	60- 80
Advance	80-100
Score	_____
Less Penalties	_____
Grand Total	_____

Time: _____ 2:00-4:00 minutes
Under / Over .1 per second ____

Time Penalty: _____ ↓

TOTAL PENALTIES: _____

Judge's Signature _____



COLLEGIATE CLASSIC

20	ROUTINE CONTENT	Variety/Difficulty / Creativity Flow of movements Entertainment value Interpretation of music Use of Equipment with dance combinations	Equipment Exchanges Equipment Passes
20	TEAM WORK	Variety / Difficulty / Creativity Partner Segments Group Segments Definition of movements/combos	Unison Alignment / Spacing Entertainment Value Rhythm / Timing
20	TECHNIQUE	Technique Precision / Control Energy / Effectiveness Balance Footwork, arms, hands, head, upper body, poses	Extension / Posture Perfection / Style created by music choice Team Uniformity Poise / Gracefulness
20	PRODUCTION	Exit & Entrance Changing of floor patterns Floor coverage Originality Artistic explanation of music	Theme / age appropriate Change of pace Audience appeal Dynamic effects Technical Quality of reproduced music
20	SHOWMANSHIP	Costume & Accessories for theme / music / age Personal grooming Hair / Make up / Footwear	Character interpretation of music Suitable Performance emotion Projection / Confidence / Attitude Professionalism

PENALTIES:

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Unison											
Out of Step											
Fall / Balance											
Drop											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Off Pattern											

Time: _____ 2:00-5:00 minutes
Under / Over .1 per second _____

Time Penalty: _____
TOTAL PENALTIES: _____

Suggested Range

Beginner	60- 80
Advance	80-100

Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



HIGH SCHOOL CLASSIC

20	ROUTINE CONTENT	Variety/Difficulty / Creativity Flow of movements Entertainment value Interpretation of music Use of Equipment with dance combinations	Equipment Exchanges Equipment Passes
20	TEAM WORK	Variety / Difficulty / Creativity Partner Segments Group Segments Definition of movements/combos	Unison Alignment / Spacing Entertainment Value Rhythm / Timing
20	TECHNIQUE	Technique Précision / Control Energy / Effectiveness Balance Footwork, arms, hands, head, upper body, poses	Extension / Posture Perfection / Style created by music choice Team Uniformity Poise / Gracefulness
20	PRODUCTION	Exit & Entrance Changing of floor patterns Floor coverage Originality Artistic explanation of music	Theme / age appropriate Change of pace Audience appeal Dynamic effects Technical Quality of reproduced music
20	SHOWMANSHIP	Costume & Accessories for theme / music / age Personal grooming Hair / Make up / Footwear	Character interpretation of music Suitable Performance emotion Projection / Confidence / Attitude Professionalism

PENALTIES:

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Unison											
Out of Step											
Fall / Balance											
Drop											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Off Pattern											

Suggested Range

Beginner	60-80
Advance	80-100
Score	_____
Less Penalties	_____
Grand Total	_____

Time: _____ 2:00-4:00 minutes
.1 per second Under / Over

Time Penalty: _____
TOTAL PENALTIES: _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



DRILL TEAM



			Score			
Marching & Maneuvering	25	Effective use of Time & Space Drill Patterns Floor Coverage Continuity of movements/forms Definition of floor patterns Perfection within style	Variety / Difficulty Originality Creativity Teamwork			
Execution & Technique	25	Technique Skill of Execution Uniformity of equipment Precision / Timing Perfection Unison Posture	Teamwork Uniformity Style Footwork, Arms, Hands, Body			
General Effect & Performance	25	Coordination of Show Entrance / Exit Floor Coverage Staging Change of Pace	Utilization of Music Interpretation Visual Effects Quality of Music			
Appearance Showmanship Entertainment	25	General Appearance Costume, Fit, Cleanliness Accessories, Hair, Makeup, Grooming	Audience Appeal Expression/Confidence Showmanship Professionalism			

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Out of Step											
Alignment											
Spacing											

Time Limit: 2:00- 4:00 minutes
.1 per second Over / Under time

Total Penalties: _____

Score	_____
Less Penalties	_____
Grand Total	_____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



SHOW / THEME CORPS

	Points				Score		
Twirling	20	Variety Balance Full Hand, Aerials, Rolls, Fingers, Horizontals, Verticals Releases / Receptions Connections / Ambidexterity Multiple Spins / Feature Moves Multiple Batons	Variety/Difficulty of Moves Novelty Speed / Smoothness Control Twirl Time_____				
Twirling Teamwork	20	Effective use of Time & Space Floor Coverage / Patterns Continuity of movements/forms Definition of floor patterns Perfection within style	Partner / Group Segments Exchanges Pair, Trio, Quad, Group Variety of patterns, releases & receptions				
Execution & Technique	20	Technique Skill of Execution Precision / Timing Perfection / Presentation Unison Coordination of Baton/Body Perfection within the Style	General Handling Teamwork Uniformity Style Aerials Footwork, Arms, Hands, Body Specialties, Dance, Props				
General Effect & Movement	20	Coordination of Show Entrance / Exit Floor Coverage Staging Change of Pace Blending of all elements	Utilization of Music Interpretation / Creativity / Quality Utilization of Props / Backdrops Effectiveness and contribution Visual Effects				
Appearance Showmanship Entertainment	20	General Appearance Costume, Fit, Cleanliness Accessories, Hair, Makeup, Grooming	Audience Appeal Expression/Confidence Showmanship Professionalism				

Time 5:00 – 9:00 minutes _____

Judge's Signature _____

Score	_____
Less Penalties	_____
Grand Total	_____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



TWIRLING CORPS



	Points			Score		
Twirling	20	Variety Balance Full Hand, Aerials, Rolls, Fingers, Horizontals, Verticals Releases / Receptions Connections / Ambidexterity Multiple Spins / Feature Moves Multiple Batons	Variety/Difficulty of Moves Novelty Speed / Smoothness Control Twirl Time _____			
Twirling Teamwork	20	Effective use of Time & Space Floor Coverage / Patterns Continuity of movements/forms Definition of floor patterns Perfection within style	Partner / Group Segments Exchanges Pair, Trio, Quad, Group Variety of patterns, releases & receptions			
Execution & Technique	20	Technique Skill of Execution Precision / Timing Perfection / Presentation Unison Coordination of Baton/Body Perfection within the Style	General Handling Teamwork Uniformity Style Aerials Footwork, Arms, Hands, Body Specialties, Dance, Props			
General Effect & Movement	20	Coordination of Show Entrance / Exit Floor Coverage Staging Change of Pace Blending of all elements	Utilization of Music Interpretation / Creativity / Quality Utilization of Props / Backdrops Effectiveness and contribution Visual Effects			
Appearance Showmanship Entertainment	20	General Appearance Costume, Fit, Age Appropriate Accessories, Cleanliness Hair, Makeup, Grooming	Audience Appeal Expression/Confidence Showmanship Professionalism			

Time: 5:00-00-9:00 minutes

Score	_____
Less Penalties	_____
Grand Total	_____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS

Place



PARADE CORPS

	Points			Score		
Twirling	20	Variety Balance Full Hand, Aerials, Rolls, Fingers, Horizontals, Verticals Releases / Receptions Connections	Teamwork Exchanges Partner Group Speed / Smoothness Control Twirl Time _____			
Marching & Maneuvering	20	Effective use of Time & Space Drill Patterns Floor Coverage Continuity of movements/forms Definition of floor patterns Perfection within style	Variety / Difficulty Originality Creativity Teamwork			
Execution & Technique	20	Technique Skill of Execution Uniformity of equipment Precision / Timing Perfection Unison Posture	Teamwork Uniformity Style Aerials Footwork, Arms, Hands, Body			
General Effect & Performance	20	Coordination of Show Entrance / Exit Floor Coverage Staging Change of Pace	Utilization of Music Interpretation Utilization of Aux Units Visual Effects Quality of Music			
Appearance Showmanship Entertainment	20	General Appearance Costume, Fit, Age Appropriate Accessories, Cleanliness Hair, Makeup, Grooming	Audience Appeal Expression/Confidence Showmanship Professionalism			

Time Limit: 2:00 – 4:00 minutes _____

Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____



FLAG CORPS

	Points			Score		
Routine Content	20	Variety Balance Complexity Releases / Receptions Connections / Ambidexterity General Handling Design / Feature Moves	Variety/Difficulty of Moves Novelty Speed / Smoothness Control			
Production Teamwork	20	Effective use of Time & Space Floor Coverage / Patterns Continuity of movements/forms Definition of floor patterns Perfection within style	Partner / Group Segments Exchanges Pair, Trio, Quad, Group Variety of patterns, releases & receptions			
Execution & Technique	20	Technique Skill of Execution Precision / Timing Perfection / Presentation Unison Coordination of Equipment/Body Perfection within the Style	General Handling Teamwork Uniformity Style Aerials Footwork, Arms, Hands, Body Specialties, Dance, Props			
General Effect & Movement	20	Coordination of Show Entrance / Exit Floor Coverage Staging Change of Pace Blending of all elements	Utilization of Music Interpretation / Creativity / Quality Utilization of Props / Backdrops Effectiveness and contribution Visual Effects			
Appearance Showmanship Entertainment	20	General Appearance Costume, Fit, Age Appropriate Accessories, Cleanliness Hair, Makeup, Grooming	Audience Appeal Expression/Confidence Showmanship Professionalism			

Time 5:00 – 9:00 minutes

Score	_____
Less Penalties	_____
Grand Total	_____

Judge's Signature _____



MUSIC

	Points		Score		
MUSICAL EXECUTION	30	Execution of Dynamics Uniform Sticking Ensemble (uniformity of tempos) Tone Drum Solo Rudimental Proficiency Rolls _____ Drag Rudiments _____ Singles _____ Flams _____ Taps _____ Paradiddies _____ Other _____	Attacks	Releases	
REPERTOIRE	40	Variety Difficulty Dynamics			
POSITION & PERSONNEL	10	Instrument Heights and Angles Stick and Mallet Heights and Angles			
OVERALL PERFORMANCE	20	Esprit de Corps Military Bearing Musicianship Showmanship Audience Appeal			
PENALTIES		Dropped equipment Out of Step			

- SOLO
- DUET, TRIO, ENSEMBLE
- TEAM

Score	_____
Less Penalties	_____
Grand Total	_____

Judge's Signature _____