

NOVELTY										
TEAM										

NAME:												PLACE							
MUSIC:																			
GRADE LEVEL: CATEGO										γ:									
J., (BE EEVEE							_	C, 11 L											
Checked - Very Good Circled - Unsatisfactory		Weak 0-10	Low 1		Fair 12		th Fair 13	Low A	vg	Avg 15	Go 1		Very Good 17	Exc. 18		Sup.		Score	?
Routine Design		Variety Team Uniformity Floor Coverage Continuity of Routine Creativity Integration of a Prop Difficulty Age Appropriate Changing of Floor Patterns																	
20		Cna	nging	OT FIOC	or Patti	erns													
Variety Difficulty		Ambidexterity Aerials Horizontals Release Combinations Receptions																	
20		Body Turns/Spins Body Movements Finger Twirls (use of arms, legs, feet) Rolls																	
Teamwork 20		Unison Exchanges Spacing Difficulty Timing/Control Precision in Baton Group Sections Precision in Bodywork Partner Sections																	
Technique		Uniformity of Baton Precision Smoothness Flow of Baton Flow of Bodywork Baton Patterns Balance/Control Use of Free Hands, Arms, Legs, Feet Poise																	
Presentation 20		Smile Appearance/Grooming Projection Costuming Enthusiasm Eye Contact Confidence Posture Energy																	
PENALTIES	·															Score			
Drops Fall	0.5	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	Total		Pe	Less nalties			
Break Off Pattern Unison																Total Score			

^{*}See back of sheet for comments