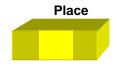
TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Best Appearing





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

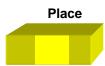
TIME:
1:00 minutes maximum
With or without baton
All patterns accepted

Time Penalty: ______

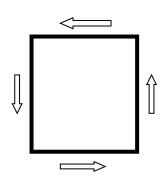
Overtime .1 per second

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Basic





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 <u>IN</u> step will place above those with timing problems. No contestants will be disqualified.

COMMENTS

Please circle score

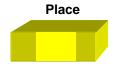
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99



Judge's Signature

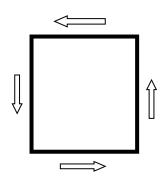
Score

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Military





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 <u>IN</u> 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







and the state of t	Variety & Balance	COMMENTS
	Leaps / Kicks	COMMENTS
	•	
Routine Content	Lunges L & R	
Noutine Content	Turns L&R	
	Poses	
	Baton Movement	
	Basic Strut	
	Leaps / Kicks	
	Lunges L&R	
Technique & Execution	Turns L&R	
Quality	Poses	
quanty	Baton Control	
	Balance / Control	Body Alignment:
	Basic Steps	Head / Shoulder
	Leaps	Back / Hips
	Kicks	Leg Lines
Gracefulness,	Lunges	Knees: Lock Straight
	Turns / Spins	Feet: Together / Turn Out
Smoothness & Carriage	Poses	Toes: In Out Point
1 / 1 / 1 1	Turn Out	Arms / Hands
	Basic Strut Portion	On Beat with music
T	Free Style Portion	Phasing
Timing	Out of Step	1 Hooming
	Hesitations	
Showmanship	Personality Projection	Appearance:
· •	Eye Contact	Grooming
&	Facial Expression	Costume Fit
Presentation	Attitude	Costanie i it
	∧uu c	

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

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

	 •	l
		l
Total Penalties:		l

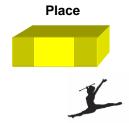
_	
Suggested	Range
3 3	

Score
Less Penalties
Grand Total

:30 - 2:00 minutes

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS FS Strut





COMMENTS

PRESENTATION	
Variety	Diversity of body work (leaps, lunges, spins, kicks, poses)
Difficulty	Challenging combinations of body and baton work, creating a degree of risk for perfect execution.
Execution	Control, balance, timing, extensions of arm, leg, and toe, graceful transitions between movements
FORWARD MOTION	
Arm Work Variety	Diversity of free arm movements and baton tricks
Leg Work Variety	Variation in method of hitting every beat of music (leaps, glides, kicks, etc)
Difficulty	Challenging combinations of baton & body work while maintaining rhythm of movement
Floor Pattern	Directional variation with interesting maintenance of forward motion.
Knee Level	
CARRIAGE & BODY LINE	
Posture	Head and back generally erect, stomach tucked in, shoulders in line with trunk
Knee Level	Upper leg perpendicular to body for military & other sections with a standard march step
Leg Lines and Toes	Leg extension during movements so designed (straight on kicks, leaps, lunges, etc.) toes raised directly under knee or forward, correctly pointed to front on standard march step, extended on leg work.
Body Control	Control of body for proper execution, smooth flowing transitions
Technique	Proper execution and discipline, skill & quality of execution, turn out, proper carriage
SHOWMANSHIP	
Appearance	Neat, attractive, well-groomed
Poise and Grace	Confidence and control, use of head, smile and expression
Audience Appeal	Professionalism, dynamic projection and appeal, levels of expression and maintenance of eye contact, ability to maintain interest
Enthusiasm	Dynamic projection, snap, sparkle, spirit of performance

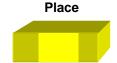
Loss of Balance	.1 per error				
Partial fall	.5 per error				
Complete fall	2.0 per error				
Failure to acknowledge end of presentation .1					
Drop	1.0 per error				
Break or slip	.5 per error				
Pattern	.1 per error				
Out of Step	Minor 2.0 Major 5.0				

Time:	.1 per second Overtime/Undertime
:30 - 2:00 minutes	-

Suggested Range

Novice	50-70
Beginner	60-80
Intermediate	65-85
Advance	75-95
Elite	80-100
Score Less Penalties Grand Total	

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS I-STRUT







VARIETY			
	Kicks	Basic Strut	COMMENTS
	Leaps	Too much twirling	
	Lunges	Originality	
	Other Footwork		
	Follow-through		
DIFFICULTY			
	Kicks	Other Footwork	
	Leaps	Follow=through	
	Lunges	Balance/Flexibility	
SHOWMANSH	ΗP		
	Smile	Eye Contact	
	Presentation	Costume age	
		appropriate	
	Snap	Sportsmanship	
	Projection	Relax	
SMOOTHNES	S & 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 Intermediate	60-80 65-85			
	Out of Step	0.5 per o/s	Advance	75-95			
	Delayed Performance	2.0	Elite	80-100			

Time:	Undertime / Overtime .	1 per second
		•

:30- 2:00 minutes

Timing starts with first marching step AFTER introduction

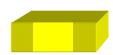
Judge STANDS to the LEFT of contestant

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 #_

Right & left Finger twirls Variety Novelty Contact material Connections 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

Challenging combinations Rolls Forward/Reverse

Technique & Execution

Ambidexterity Revolutions Patterns / Planes Rate of Speed Flow of baton

Body lines Control Coordination body/baton speed

General Handling **Placement**

Finger twirls

1

Perfection lacking Directional changes Speed Variation Body movements Potentially dangerous

Presentation

Enthusiasm Confidence & Poise Appearance & Groom 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	1.0	
Break											
Pattern											
Handling Rolls					•				·		

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

Novice :30-2:00 Beginner 1:00-2:00 Intermediate 1:44-2:15

Advance /Elite

Total Penalties:

COMMENTS

s	
ming	

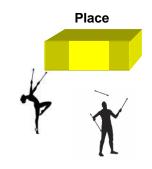
Suggested Range

Novice Beginner Intermediate Advance Elite	50-70 60-80 65-85 75-95 80-100	
Score		
Less		
Penalties		
Grand		
Total		

1:44-2:30

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS 2 or 3 Baton





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
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

11

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											

Under time / Over time .1 per second Total Penalties_____

Suggested Range

Novice Beginner Intermediate Advance Elite	50-70 60-80 65-85 75-95 80-100
Score	
Less Penalties	
Grand	
Total	

Judge's Signature _____

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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 & Contro Unison Creativity		Exchanges Releases & Receptions Variety/baton patterns Partner Sequences Group Sequences
Production	Entrance & Exit Changing of Flo Continuity of Ro Originality Specialties	utine	Audience Appeal Dynamic Effects
Technique & Performance	Alignment & Spa Perfection Precision Poise & Grace of Technique Baton, Footwork	of Execution	Uniformity Style Aerials Footwork, Arms, Hands, Body
Appearance Showmanship Presentation	Costume Personal Groom Hair, Make-up Footwear, Posture	ning	Projection Facial Expression Eye Contact Enthusiasm Professionalism

DPY

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												

Time: _____ <u>.1 per second Under time / Over time</u> <u>Time Penalty</u>: _____

TIME: Beginner 1:20 – 2:00 ~ Advance & Trios 1:30- 2:30 **Total Penalties:** _

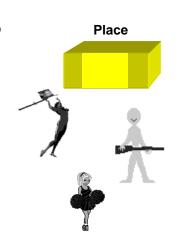
Suggested Range

Beginner	60 - 80
Advance	80 -100

Score	
Less Penalties	
Grand Total	

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Auxiliary Solo





Auxiliary Show Solos

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

Snap/Precision & Execution: Speed, Control, Smoothness

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

Showmanship: Bearing, Spirit, Dignity, Style

COMMENTS

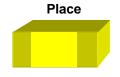
Please circle score

70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
	I.				1	l .	I.	l .	l .
90	91	92	93	94	95	96	97	98	99
90	91	92	93	94	95	96	97	98	99

Time:		
·30 = 1·30 minutes	Under / Over time 1 per second	

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Dance Solo







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

PENALTIES

	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	
Balance											
Timing											
Falls											
Time::30-1:30 minutes							Tim	e Pe	nalty	:	. ↓

Under time / Over time .1 per second

Total Penalties

Suggested F	kange
-------------	-------

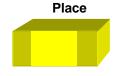
70-1	70-100								
Score									
Less Penalties									
Grand Total									

Judge's Signature _____

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TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Freestyle







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

PRESENTATION

Entertainment value Confidence & Poise Professionalism Charisma

PENALTIES

Twirl

Aerials / Releases / Receptions Spins / Rolls / Fingers Contact material Connections Pattern / Directional changes

Skill of execution Pertinent to theme

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

	120												
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Tota	ıl ↓	Suggested Range
Drop													70-100
Fall													
2-Hand													Score
	.1	.2	.3	.4	.5	.6	.7	.8	9.	1.			
Balance													Less
Break													Penalties
Handling													Peliaities
Time:							Time	Pena	alty:			↓	
Beginner: 1:00- 2:30 minutes													Grand
Intermedia							es						
Under time	/ Ovei	time	.1 pe	er se	cond								Total

Total Penalties

Judge's Signature

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS School Solo





International Championships

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

Skill of execution

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

Technique

Precision / Control / Perfection Extension / Posture

Handling Balance

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: 1:30-2:30 minutes .1 per second over or under

Time Penalty:___

Total Penalties	Total	Penalties	
-----------------	-------	-----------	--

CO	MN	1EN	TS
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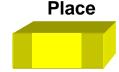
COPY	

Suggested Range 70-100

Score	
Less Penalties	
Grand Total	

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Pair Freestyle







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

TWIRL

Aerials / Releases / Receptions Spins / Rolls / Fingers Contact material Connections Pattern / Directional changes Skill of execution Pertinent to theme Uniformity of baton work Uniformity of Footwork, Arms, Hands, Body, Head Perfection

COMMENTS

PRESENTATION

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

Pattern Changes / Connections

Posture

TECHNIQUE & GRACE OF EXECUTION Balance Leg lines / Body lines Turn out / Toe Point Free Hand / Arm Movements / Head Body alignment

Perfection lacking / Potentially dangerous Revolution / Placement Control / Flow of Baton Precision / General Handling

4.5 5.0

Total

11

Directional planes

Suggested Range

Ouggestea	range
70	-100
Score	
Less	
Penalties _	
Grand	
Total	

PENALTIES 1.0 1.5 2.0 2.5 3.0 3.5 4.0

Coordination of body & baton

Drop											
Fall											
2Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Balance											
Break											
Handling											

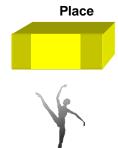
Time:	Advance	1:30-3:00 minutes	Time Penalty:	
Under time / Over	time .1 pe	r second	Total Penalties:	

Judge's Signature

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TWIRL MANIA *INTERNATIONAL* CHAMPIONSHIPS **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 Lea 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

PENALTIES

Timed to TM Music

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

\sim	N/1 N/	IENI	TC
CU	ΜN		13

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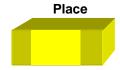
											Ψ	Suggested Range
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0		70-100
Balance												Coore
Timing												Score
Breaks												Less
	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0		Penalties
Drops												reliaities
Falls												Grand
Time of to										Donol4:		Total

Total Penalties:

Judge's Signature _____

Twirl Mania International

Collegiate Classic





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

P	Δ	n	a	lŧ	i	es
_	-		_			

	.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

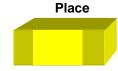
COI	ММЕ	ENT	S	

Suggested Range 70-100

Score	
Less Penalties	
Grand Total	

Twirl Mania International High School Classic





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

Handling Balance

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												

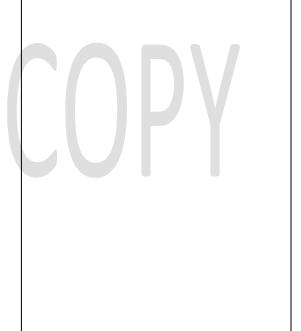
Tima	2.00	2.00	minutes
HIIIIE.	2.00 -	· 3.00	IIIIIIules

Time Penalty: ___

.1 per second over / under time

Total Penalties

CC					-^
	1 IV/I	I\/I	_	`	



Suggested	Kange	70-	100

Score	
Less Penalties	
Grand Total	

TWIRL MANIA GOLD Technical 1 Baton Program



Aerials Releases R & L Receptions R & L Low flips Receptions R & L Releases R & L Spins Vertical/Horizontal Right & left Rolls Variety #_

Right & left Finger twirls Variety Connections Contact material Novelty Horizontal Pattern changes Vertical

Difficulty

Degree of risk Follow Through Speed Receptions R & L Aerials Releases R & L Low flips / Contact Releases R & L Receptions R & L Spins # ____ Right & left

Finger twirls Connections Pattern changes V & H

Challenging combinations Rolls Forward/Reverse

Technique & Execution

Ambidexterity **General Handling**

Révolutions Placement

Patterns / Planes Directional changes Rate of Speed **Speed Variation** Flow of baton **Body lines** Perfection lacking Control

Coordination of body/baton speed Handling

Potentially dangerous Body movements Confidence & Poise Enthusiasm

Professionalism Posture

Showmanship Appearance & Grooming

Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Tota	al ↓
Drop												
Fall												
2 Hand												
	.1	.2	.3	.4	.5		.6	.7	.8	.9	1.0	
Balance												
Break												
Pattern												
Handling												
<u> </u>												

Time:	1:45-2:30 minutes	Time Penalty:
Under time / Ov	er time .1 per second	Total Penalties:

Judge's Signature		

С	O	М	M	EI	TV	S
•	•		•••	_		•

Score	
Less Penalties	
Grand Total	

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TWIRL MANIA GOLD Coordination 2, 3, or 4 Baton Program



International Championships The continuous & simultaneous movement / manipulation of 2



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)

Combinations (same trick both hands)

Planes (front/back/sides/combo) (High/low/medium)

Patterns (vertical / horizontal / dual) High / Low Release

Stacks

Quality of connections

Receptions

Difficulty

Degree of Risk Challenging combinations

Speed / Speed Variations Connections Directional / Pattern changes Revolutions **Oppositions**

Follow Through / Flow

Aerials / Releases/Receptions **Contact Material**

Rolls / Fingers / Wraps Body work / Spins

1

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	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											

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

Under time / Over time .1 per second

Total Penalties:	
------------------	--

Score	
Less Penalties	
Grand Total	

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COMMENTS

ludge's Signature		Copyright Twirl Mania 2007-2019
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TWIRL MANIA GOLD Artistic Freestyle Program





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



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



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

TWIRL

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

Pertinent to theme

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

Directional planes

TECHNIQUE & GRACE OF EXECUTION

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

PENALTIES

	.5	1.	0 1.	5 2	.0 2	2.5	3.0	3.5	4.0	4.5	5.0	Total	Ų
Drop													
Fall													
2-Hand													
		.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0		
Balance													
Break													
Handling												İ	1

Гіте:	2:00 - 3:00 minutes	Time Penalty:	
-------	---------------------	---------------	--

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

COMMENTS

Score	
Less Penalties	
Grand Total	

Judge's Signature	

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS





PAGEANT MODELING /BEST APPEARING

All patterns accepted with or without baton

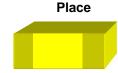
COMMENTS	

Please circle score

All patterns accepted

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

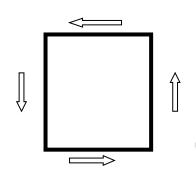
		Score
		Less Penalty
Judge's Signatu	ire	Total Score
TIME:	Time Penalty:	
With or without baton	por occoria overtime	





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 <u>IN</u> step will place above those with timing problems.

No contestants will be disqualified.

COMMENTS

Please circle score

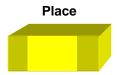
1 10000 0	11010 3001								
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Judge's Signature

Score

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS PAGEANT STRUT





Beginner, Intermediate, Advance, & Elite

international Championships	Beginner, Intermediate, Advance, & Elite
	Variation & Difficulty with balance Diversity of Body Work / Dance Combinations Kicks, Leaps, Turns, Lunges, Poses
Routine Composition	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												
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0		
Slips												

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

TOTAL PENALTIES: _____

Suggested Range

IJ.

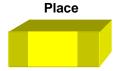
Beginner	60-80
Intermediate	65-85
Advance	75-95
Elite	80-100

Score	
Less Penalties	
Grand Total	

Judge's Signature_____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS PAGEANT SOLO





COMMENTS

Choreography & Design of Variety

Aerials Releases R & L Receptions R & L Low flips Releases R & L Receptions R & L **Spins** Vertical/Horizontal Right & left

Variety # Rolls

Finger twirls Right & left

Variety Contact material Connections Novelty Horizontal Pattern changes Vertical

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

Challenging combinations Rolls Forward/Reverse

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

Coordination body/baton speed 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	ı otai
Drop											
Fall											
2 Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Pattern											
Handling Rolls											

Time Penalty: ____ Time: Total Penalties: Under time / Over time .1 per second

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

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

Finger twirls

Less

Penalties

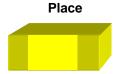
Grand **Total**

Judge's Signature

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TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS





COMMENTS

PAGEANT 2-BATON

The continuous and simultaneous movement/manipulation of 2 batons

Chor	eogra	phy/	Design
------	-------	------	--------

Contact Material	(low and tight)
Onesalas Matarial	

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 Aer Connections Speed / Speed Variations Con Revolutions Directional / Pattern changes Rol

Oppositions Follow Through / Flow

Aerials /Releases/Receptions

Contact Material Rolls / Fingers / Wraps 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											
Handling											

Judge's Signature _____

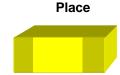
Suggested Range

aggeotea rtarige
65-85 75-100

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TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS





STRUT FINALS

international Championships	SIRUI FINALS
	Variation & Difficulty with balance
	Diversity of Body Work / Dance
	Combinations
	Kicks, Leaps, Turns, Lunges, Poses
Routine Composition	Challenging combinations of body and
	baton
	Originality & Creativity
	Baton Control
	Basic Strut
	Balance
	Transition and flow between movements
Technique &	Flexibility and Extension
	Smoothness & Gracefulness
Execution	Fluidity of Movement
	Body Alignment & Control
	Head, shoulders, back, hips, knees, feet
	Leg lines & posture
	Use of free arm & head to accent moves
	Ability to stay on beat
Timing	Out of Step
	Phasing
	Hesitations
	Simultaneous blending of baton & body
	movements instep
	Appearance
Showmanship	Suitable for age, figure, style, and fit Personal Grooming
&	1 Craorial Grootiling
Presentation	Dynamic projection and presentation
Trosontation	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												
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0		
Slips]

Time:	Time Penalty

Under time / Overtime .1 per second

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

Suggested Range

Beginner Intermediate Advance Elite	60- 80 65- 85 75- 95 80-100
Score	
Less	
Penalties _.	
Grand	
Total	





SOLO FINALS

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

Balance of material

Ambidexterity
Revolutions
Patterns / Planes
Rate of Speed
Flow of baton

General Handling
Placement
Placement
Directional changes
Body movements
Potentially dangerous

Control Coordination body/baton speed

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											

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

Elite 80-100

Score

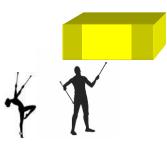
Less

Penalties

Grand

Total ____





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 Pollow 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

11

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 Populties	

Suggested Range

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

TWIRL MANIAC INVITATIONAL CHALLENGE SOLO





Aerials Receptions R & L Releases R & L Low flips Releases R & L Receptions R & L Spins Right & left Vertical/Horizontal Rolls

Variety #_ Finger twirls Right & left Variety Connections Contact material Novelty Pattern changes Vertical Horizontal

Balance of material

Difficulty

Degree of risk Speed Aerials Releases R & L Low flips / Contact Releases R & L Right & left Spins #_____

Connections Pattern changes V & H

Rolls Forward/Reverse

Follow Through Receptions R & L Receptions R & L

Finger twirls

Challenging combinations

Technique & Execution

Ambidexterity Revolutions Patterns / Planes

Perfection lacking Rate of Speed Speed Variation Flow of baton **Body lines**

Control Coordination body/baton speed

General Handling

Placement

Directional changes Body movements Potentially dangerous

Presentation

Confidence & Poise Appearance & Grooming Enthusiasm Posture Professionalism Showmanship

Penalties

Time:

	.5	1 .0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5 5.	0 Tota
Drop											
Fall											
2 Hand											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Break											
Pattern											
Handling Rolls											

Under time / Over time .1 per second

Total Penalties:

Time Penalty:

Beginner / Intermediate 1:00-2:15

II.	Suggested	Pana

)

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											

Sug	gest	ted	Ran	ge

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	
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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

Challenging combinations Aerials / Releases/Receptions

Contact Material Rolls / Fingers / Wraps Body work / Spins

11

Difficulty Degree of Risk

Connections Speed / Speed Variations Directional / Pattern changes Revolutions Follow Through / Flow **Oppositions**

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											

											J	
Time:	1:	00-2	:00 m	inute	es		7	Time	Pena	lty _	 _	1
Under time /	Over	time	.1 pe	er sec	cond	-	Tota	l Pe	nalti	es_	 _	

Suggested Range

65-85

Beginner

Total

Advance	75-100
Score	
Less	
Penalties	
Grand	

Judge's Signature _	
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