

TWIRL MANIA INTERNATIONAL SOLO CHAMPIONSHIP

SAMPLE SCORE SHEETS

OPEN CHAMPIONSHIPS

TWIRL MANIA GOLD INVITATIONAL

MISS TWIRL MANIA & MEN'S MASTERS

COLLEGIATE & HIGH SCHOOL CLASSICS

FINALS

OPEN CHAMPIONSHIPS

BEST APPEARING

BASIC

MILITARY

STRUT ~ NBTA / CNBTA

STRUT ~ USTA / CBTF

STRUT ~ DMA / WTA

SOLO

2-BATON & 3-BATON

PAIRS / DUETS

GUARD SOLO

DANCE SOLO

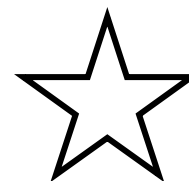
SCHOOL SOLO

PAIRS FREESTYLE

FREESTYLE

DANCE TWIRL SOLO

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Best Appearing



BEST APPEARING

COMMENT SHEET

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: _____

1:30 minutes maximum

With or without baton

All patterns accepted

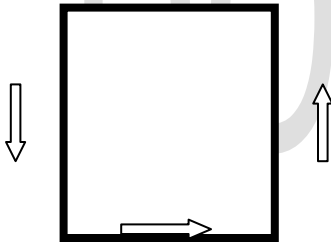
Time Penalty: _____

Overtime .1 per second



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.

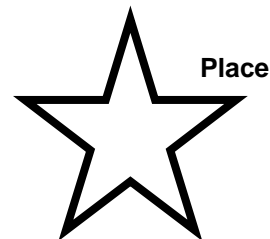
All styles shall receive equal consideration. Contestants will march one at a time. Contestants who stay IN step will place above those with timing problems. No contestants will be disqualified.

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

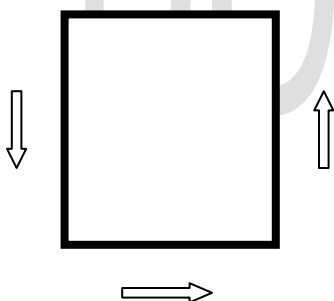


MILITARY STRUT

COMMENT SHEET

DO NOT COPY

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 in appearance, posture, gracefulness, technique and timing. All styles shall receive equal consideration. Contestants who stay IN step will place above those with timing problems. No contestants will be disqualified.

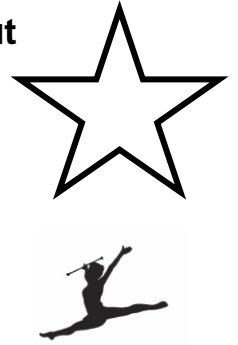
Please circle score

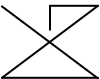
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

Judge's Signature

Score

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS NBTA/CNBTA Strut



Routine Content	Variety & Balance Leaps / Kicks Lunges L & R Turns L & R Poses Baton Movement	
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

Penalties .5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 Total ↓

Suggested Range

Drop																				
Fall/Floor Contact																				
Twirl/Release Hand																				
Out of Step																				
Omitted 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: _____ Time Penalty: _____ ↓

Under time / Over time .1 per second

Total Penalties: _____

Novice: :30 minutes minimum
 Beginner: :30 - 2:00 minutes
 Intermediate, Advance, Elite 1:30 - 2:00 minutes

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS USTA / CBTF Strut



MILITARY	
Beat	Definite 1-2 positions, consistency of baton style
Military Bearing Knee Level	Erect posture, chin and head level, eye focus, sharp corners, left hand wrist straight fingers together.
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, & toe, graceful transitions between moves
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.
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

Incorrect Corners on Military	1.0 Total								
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								
Interference	2.0								
Personal appearance	.5 to 5.0								

Suggested Range

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

Score _____
Less Penalties _____
Grand Total _____

Time: _____ .1 per second Overtime/ Undertime: _____

:30 – 2:00 minutes

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS STRUT DMA / WTA

Place



VARIETY			
	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

Beginner 1:00 -1:30, Intermediate 1:30 - 1:45,

Advance & Elite 1:45 - 2:00

Timing starts with first marching step AFTER introduction

Judge STANDS to the contestants LEFT of contestant

Judge's Signature _____

Score	_____
Less Penalties	_____
Grand Total	_____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS



SOLO

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

General Handling
 Placement
 Directional changes
 Body movements
 Potentially dangerous
 Coordination body/baton speed

Presentation

Enthusiasm
 Professionalism Posture

Confidence & Poise

Appearance & Grooming
 Showmanship

Penalties .5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 **Total**

	.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											



Suggested Range

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

Novice :30-2:00

Beginner 1:00-2:00

Intermediate 1:45-2:15

Advance /Elite 2:00-2:30

Time Penalty: _____

Total Penalties: _____



Judge's Signature _____

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	

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

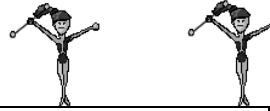
Beginner	65-85
Advance	75-100

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 _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Pairs/Duets



Twirling	Difficulty	Routine Content Full hand Aerials Rolls Unison	Finger twirls
	Ambidexterity		Horizontals
Team Work	Speed	Exchanges	Releases & Receptions
	Smoothness		Variety/baton
Production	Control	Partner Sequences	Group Sequences
			Audience Appeal
Technique & Performance	Variety	Uniformity	Style
	Difficulty		Aerials
Appearance Showmanship Presentation	Speed & Control	Projection	Facial Expression
	Unison		Eye Contact
	Creativity	Professionalism	Enthusiasm
	Entrance & Exit		Dynamic Effects
	Changing of Floor patterns		
	Continuity of Routine		
	Originality		
	Specialties		
	Alignment & Spacing		
	Perfection		
	Precision		
	Poise & Grace of Execution		
	Technique		
	Baton, Footwork		

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											
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

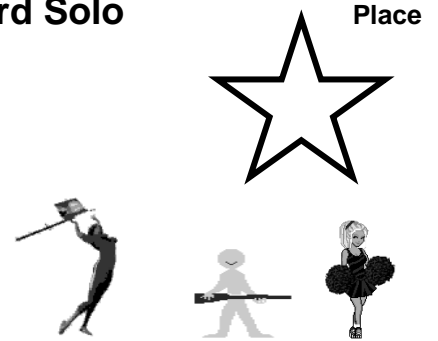
Time Penalty: _____

TIME: Beginner 1:30 – 2:00 ~ Advance 2:00- 2:30

Total Penalties: _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Guard Solo



Guard Solos

Flag Pom Rifle Sabre Combo

Snap/Precision & Execution: Speed, Control, Smoothness

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

Showmanship: Bearing, Spirit, Dignity, Style

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



CHOREOGRAPHY

- | | |
|---|--|
| Interpretation of musical style | Level changes & staging transitions |
| Creativity, Originality & Novelty | Effectiveness of change of pace |
| Floor coverage and patterns | Utilization of time |
| Continuity & flow of program | Introduction / theme / climax / conclusion |
| Correlation of body, footwork, & baton to music | Demonstrates artistic explanation of music |
| Degree of risk | |

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

TECHNIQUE & GRACE OF EXECUTION

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

PENALTIES

	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.
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 _____

GrandTotal _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS School Solo



Comments

<p>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</p>	
<p>Music Interpretation Selection of music Change of pace / Dynamic effects Quality of music Theme / Audience Appeal</p>	
<p>Technique Skill of execution Precision / Control / Perfection Extension / Posture Balance Handling Performance Energy & effectiveness</p>	
<p>Showmanship Interpretation and Expression of routine Projection Confidence / Attitude Professionalism</p> <p>Costume & Accessories Appropriate for field, music, fit Personal grooming Hair / Make-up / Footwear</p>	

Penalties

Suggested Range 70- 100

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total ↓
Drop											
Break											
Fall											

Time: 1:30-2:30 minutes .1 per second over **Time Penalty:** _____

Total Penalties _____

Score _____
Less Penalties _____
GrandTotal _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Pair Freestyle



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
 Exchanges, Partner Sequences

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
 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
 Ambidexterity
 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

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

Suggested Range

70-100	
Score	_____
Less Penalties	_____
Grand Total	_____

Time: _____ **2:00-3:00 minutes**
 Under time / Over time .1 per second

Time Penalty: _____
Total Penalties _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS Dance Twirl Solo

Place



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 of 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

Time Penalty: _____
 Total Penalties: _____

Judge's Signature _____

TWIRL MANIA GOLD CHAMPIONSHIPS

TECHNICAL PROGRAM

SOLO

COORDINATION PROGRAM

2, 3, and / or 4, BATON

ARTISTIC PROGRAM

FREESTYLE

TWIRL MANIA GOLD

Technical 1 Baton Program



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
 Handling

Speed Variation
 Body lines
 Perfection lacking
 Coordination of body/baton speed

General Handling
 Placement
 Directional changes
 Body movements
 Potentially dangerous

Presentation

Enthusiasm
 Professionalism

Confidence & Poise
 Posture

Appearance & Grooming
 Showmanship

Penalties

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

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

Time Penalty: _____
 Total Penalties: _____

Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____

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



The continuous & simultaneous movement / manipulation of 2 3 or 4 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
- 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											
Handling											

Score _____

Less Penalties _____

Grand Total _____

Time: _____ **1:00-2:15 minutes** **Time Penalty:** _____ ↓
 Uvertime / Overtime .1 per second **Total Penalties:** _____

Judge's Signature _____

TWIRL MANIA GOLD

Artistic Freestyle Program



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

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

Time: _____ 2:00-3:00 minutes
 Undertime / Overtime .1 per second

Time Penalty: _____
 Total Penalties: _____

Judge's Signature _____

Score _____

Less Penalties _____

Grand Total _____

MISS TWIRL MANIA

BEST APPEARING
BASIC
STRUT
SOLO
2-BATON

&

MEN'S MASTERS

SOLO
MULTIPLE BATON
DANCE TWIRL SOLO

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS



PAGEANT BEST APPEARING

COMMENT SHEET

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

Judge's Signature

TIME: _____
 1:30 minutes maximum
 With or without baton
 All patterns accepted

Time Penalty: _____
 .1 per second overtime

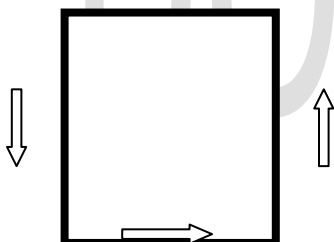
Score	_____
Less Penalty	_____
Total Score	_____



NOVICE 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.*

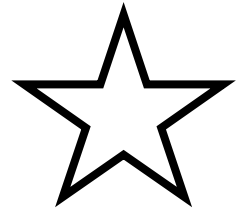
Please circle score

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 *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	Comments
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	

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.	
Slips											

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

Time: _____ Time Penalty _____ ↓

Under time / Over time .1 per second

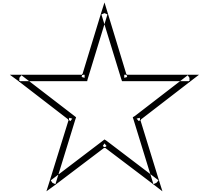
Novice: :30 seconds min
 Beginner: :30 - 2:00 minutes
 Intermediate, Advance, Elite 1:30 - 2:00 minutes

TOTAL PENALTIES: _____

Score	_____
Less Penalties	_____
Grand Total	_____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS



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

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											

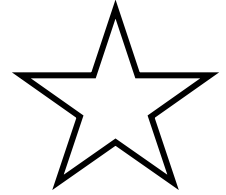
Suggested Range

Novice	50-70
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 Total Penalties: _____
 Novice :30-2:00
 Beginner 1:00-2:00
 Intermediate 1:45-2:15
 Advance /Elite 2:00-2:30

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS



ELITE 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	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											
Handling											

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 _____

HIGH SCHOOL CLASSIC

COLLEGIATE CLASSIC

FINALS

**TWIRL
STRUT
2-BATON**



<p>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</p>	Comments
<p>Music Interpretation Selection of music Change of pace / Dynamic effects Quality of music Theme / Audience Appeal</p>	
<p>Technique Skill of execution Precision / Control / Perfection Extension / Posture Balance Handling Performance Energy & effectiveness</p>	
<p>Showmanship Interpretation and Expression of routine Projection Confidence / Attitude Professionalism</p> <p>Costume & Accessories Appropriate for field, music, fit Personal grooming Hair / Make-up / Footwear</p>	

Penalties

Suggested Range 70- 100

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total
Drop											
Break											
Fall											

Time: 2:00-3:00 minutes

.1 per second over / under time

Time Penalty: _____

Total Penalties: _____

Score _____

Less Penalties _____

Grand Total _____

Judge's Signature _____



<p>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</p>	Comments
<p>Music Interpretation Selection of music Change of pace / Dynamic effects Quality of music Theme / Audience Appeal</p>	
<p>Technique Skill of execution Precision / Control / Perfection Extension / Posture Balance Handling Performance Energy & effectiveness</p>	
<p>Showmanship Interpretation and Expression of routine Projection Confidence / Attitude Professionalism</p> <p>Costume & Accessories Appropriate for field, music, fit Personal grooming Hair / Make-up / Footwear</p>	

Penalties

Suggested Range 70- 100

	.2	.4	.6	.8	1.0	1.2	1.4	1.6	1.8	2.0	Total	↓
Drop												
Break												
Fall												

Time: 2:00-3:00 minutes

Time Penalty: _____ ↓

.1 per second over / under time

Total Penalties: _____

Judge's Signature _____

Score _____
Less Penalties _____
Grand Total _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS



ELITE 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

General Handling
 Placement
 Directional changes
 Body movements
 Potentially dangerous
 Coordination body/baton speed

Presentation

Enthusiasm
 Professionalism Posture

Confidence & Poise

Appearance & Grooming
 Showmanship

Penalties .5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 **Total**

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

Time Penalty: _____
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 MANIA INTERNATIONAL CHAMPIONSHIPS



ELITE STRUT FINALS

<p>Routine Composition</p>	<p>Variation & Difficulty with balance Diversity of Body Work / Dance Combinations Kicks, Leaps, Turns, Lunges, Poses Challenging combinations of body and baton Originality & Creativity</p>	<p>Comments</p>
<p>Technique & Execution</p>	<p>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</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 Dynamic projection and presentation Eye Contact Smile Facial Expression</p>	

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											
Out of Step											
	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.	
Slips											

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 TOTAL PENALTIES: _____

Judge's Signature _____

TWIRL MANIA INTERNATIONAL CHAMPIONSHIPS



ELITE 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
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 _____