



FPA-SHOW TWIRL

Checked - very good Circled - unsatisfactory	Weak 0-10	Low Fair 11	Fair 12	High Fair 13	Low Avg 14	Avg 15	Good 16	Very good 17	Exc. 18	Sup. 19	Score		
ROUTINE DESIGN 20	MUSICAL INTERPRETATION FLOOR COVERAGE CONTINUITY STAGING CHANGE OF PACE SPECIAL EFFECTS DEVELOPMENT OF THEME CREATIVITY												
TWIRL 20	VARIETY, DIFFICULTY, SMOOTHNESS AND GRACEFULNESS GENERAL HANDLING COMBINATIONS OF BATONS / BODY COMBINATIONS OF OTHER SELECED TWIRLING APPARATUS TRANSITIONS TWIRLS APPROPRIATE FOR SHOW TWIRL												
BODY MOVEMENTS 20	VARIETY & DIFFICULTY OF MOVEMENTS TURNS, LUNGES, KICKS, LEAPS, FOOTWORK, ARMS COMBINATIONS OF BODY / BATON RHYTHM, TIMING, PHASING												
TECHNIQUE & QUALITY OF PERFORMANCE 20	EXECUTION - PERFECTION / PRECISION BODY LINES - UPPER BODY / LOWER BODY POSTURE / LEG LINES / FOOTWORK QUALITY OF REPRODUCED MUSIC												
SHOWMANSHIP PRESENTATION 20	PROJECTION ENTERTAINMENT VALUE CONFIDENCE, POISE APPEARANCE, GROOMING COSTUMING AUDIENCE APPEAL												

PENALTIES

TIME

	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	
Drops													
Fall													
	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	
Break													
Off Pattern													
Unison													
<input type="checkbox"/>	UNDERTIME (.1 per sec)						<input type="checkbox"/>						SCORE
<input type="checkbox"/>	OVERTIME (.1 per sec)						<input type="checkbox"/>						LESS PENALTIES
	<input type="checkbox"/>						<input type="checkbox"/>						TOTAL SCORE

1:30-2:30

see back of sheet
for personal comments

Clerk's Initials

Judge's Signature