## NBTA COLLEGIATE SOLO

| PLΔCF |  |
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Checked - very good Weak Low Fair Fair High Fair Low Avg Avg Good Very good Exc. Sup. Score Circled - unsatisfactory 0-10 12 13 14 15 16 17 18 19

The goal of this event is to recognize superior twirling skills combined with the highest level of entertainment MATERIAL APPROPRIATE TO HALFTIME **NOVELTY TRICKS** VARIETY/ **PERFORMANCE** CONNECTIONS TWIRLING/ SPECTACULAR TRICKS STATIONARY/TRAVELING **CONTENT AMBIDEXTERITY TRANSITIONS CONNECTIONS BALANCE OF CONTENT** 20 **DIFFICULTY ACHIEVED** SPECTACULAR TRICKS **DIFFICULTY** THROUGH FOLLOW-THROUGH **NOVELTY TRICKS INTRICACY & TIMING** MATERIAL APPROPRIATE TO HALFTIME **DIFFICULTY OF TRICKS PERFORMANCE** 20 USE OF MULTIPLE BATONS (Optional) **TRANSITIONS** FLOOR COVERAGE SPEED VARIATION **SPEED** PATTERN CHANGE **GENERAL HANDLING - TECHNIQUE** 20 RELEASES RECEPTIONS **BATON PATTERN CONTROL** SMOOTHNESS, **BATON** BODY **GRACEFULNESS, PRECISION MOVEMENTS PERFORMANCE &** FLOW OF BATON BODY LINES/EXTENSIONS **TECHNIQUE HANDLING** BALANCE/BODY CONTROL **RELEASES** CARRIAGE/POSTURE 20 **RECEPTIONS** USE OF FREE HANDS, ARMS, LEGS, FEET PRESENTATION SHOWMANSHIP SHOWMANSHIP, MUSICAL INTERPRETATION **COLLEGIATE SPIRIT** PRESENTATION, **PROJECTION CHANGE OF PACE ENTERTAINMENT &** FIELD IMAGE **APPEARANCE VALUE** PERFORMANCE EFFECTIVENESS **AUDIENCE APPRECIATION** QUALITY OF REPRODUCED MUSIC 20 0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 **PENALTIES** Drops **SCORE** 2 Hand Catch TIME 0.2 0.3 0.4 0.5 0.6 0.7 8.0 0.9 1.0 1.1 LESS Break **PENALTIES** Off Pattern USE OF NOVELTY EQUIPMENT (Ribbon, Hoop, Flag, etc) (2.0) TOTAL SCORE UNDERTIME (.1 per sec) OVERTIME (.1 per sec) 1:30 - 2:00 see back of sheet

Judge's Signature

for personal comments

Clerk's Initials