NBTA SHOW TWIRL

PLACE

Checked - very good Circled - unsatisfactory	Weak 0-10	Low Fair	Fair 12	High Fair 13	Low Avg	Avg 15	Good 16	Very good	Exc. 18	Sup. 19	Score	LACL
ROUTINE DESIGN	O-10 11 12 13 14 15 16 17 18 19 MUSICAL INTERPRETATION SPECIAL EFFECTS FLOOR COVERAGE DEVELOPMENT OF THEME CONTINUITY CREATIVITY STAGING CHANGE OF PACE											
TWIRL 20	GENI COM CON TRAN	ETY, DIFFICU ERAL HANDLI BINATIONS O BINATIONS C CAPE I NSITIONS RLS APPROPR	OF BATONS OF OTHER S KNIFE	S / BODY SELECED TW FLAG	/IRLING API HOOP BAT	PARATUS						
BODY MOVEMENTS 20	VARIETY & DIFFICULTY OF MOVEMENTS TURNS, LUNGES, KICKS, LEAPS, FOOTWORK, ARMS COMBINATIONS OF BODY / BATON RHYTHM, TIMING, PHASING											
TECHNIQUE & QUALITY OF PERFORMANCE	BOD	CUTION - PER Y LINES - UPF POSTU LITY OF REPF	PER BODY / JRE / LEG I	LOWER BC								
SHOWMANSHIP 20 PRESENTATION	ENTE CON APPE COST	ECTION ERTAINMENT FIDENCE, PO EARANCE, GR FUMING IENCE APPEA	ISE OOMING									
PENALTIES TIME	Drops Fall Break Off Pattern	0.1 0.2		2.5 3.0 0.5 0.6			5.5 6.0 1.1 1.2			SCORE LESS PENALTIES		
1:30-2:00					ERTIME (.1 RTIME (.1 pe					TOTAL SCORE		

see back of sheet				
for personal comments				