

# FLAG CORPS



Place

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
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<b>VARIETY &amp; DIFFICULTY OF ROUTINE CONTENT</b>  <b>20</b>	Variety	Exchanges			
	Difficulty	Control			
	Coordination of Movement and Flag, Rifle, Sabre, Mace	Unison			
	Flow of Movements	Entertainment Value			
	Use of Flag, Sabre, Mace and other authorized Equipment	_____			
		Judge's Signature			

<b>VARIETY &amp; DIFFICULTY OF TEAMWORK</b>  <b>20</b>	Variety	Partner Sequence			
	Difficulty	Group Sequence			
	Rhythm and Timing	Exchange			
	Unison	Duet, Trio, Group			
	Creativity	_____			
	Entertainment Value	Judge's Signature			

<b>PRODUCTION</b>  <b>20</b>	Entrance and Exit	Musical Interpretation			
	Changing of Floor Pattern	Change of Pace			
	Floor Coverage	Originality			
	Continuity of Routine	Effective use of Time and Space			
	Coordination of Show	_____			
		Judge's Signature			

<b>OVERALL TIMING</b>  <b>20</b>	Perfection	Uniformity			
	Precision	Style			
	Poise and Grace of Execution	Footwork, Arms, Hands, Body			
	Alignment and Spacing	Control			
	Dynamic Effects	Unison of Equipment Handling			
	Technical Quality of Reproduced Music	_____			
		Judge's Signature			

<b>PRESENTATION SHOWMANSHIP</b>  <b>20</b>	Costume and Accessories	Audience Appeal			
	Personal Grooming	Eye Contact			
	Hair, Make-up	Confidence			
	Footwear	Esprit de Corps			
	Facial Expressions	Enthusiasm			
	Personality Projection	_____			
	Professionalism	Judge's Signature			

<b>PENALTIES</b>	0.2 0.4 0.6 0.8 1.0 1.2 1.4 1.6 1.8 2.0										SCORE		
	Drops												
	Fall												
	Out of Step												
	0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0										LESS PENALTIES		
	Unison												
	Loss of Equipment												
	Rules Violation (2.0)	_____									TOTAL SCORE		

Floor Time	_____	Violation: Under	_____	Over	_____
Setup Time	_____	Violation: Under	_____	Over	_____
Tear Down Time	_____	Violation: Under	_____	Over	_____
		TOTAL PENALTIES	_____		

Disqualification for using one or more of five disallowed gymnastic stunts, body mounts or body throws.

Overall floor time: 5 to 7 minutes  
Setup time: max 2 minutes  
Tear Down Time: max. 1 minute