

2019-2020 PEP FLAG

SCARFSHFFT

TEAM NAME: DIVISION: # ON TEAM

CHOREOGRAPHY	MAXIMUM VALUE	SCORE
USE OF FLAG/MOTIONS/CREATIVITY - Twirls/Movement/Variety - Footwork - Visual effects - Musical Interpretation	15.0	
ROUTINE STAGING - Transitions/Continuity - Formations/Use of floor	10.0	
TECHNICAL SKILLS/SPECIALTIES - Tricks - Tosses/Exchanges - Specialty Skills - Use of team	<i>15.0</i>	
EXECUTION		
TWIRLING/MOTION TECHNIQUE - Ô[} d[헌 ﷺ { ^ } c - Ù @d] } ^ • • 헌 ^ &# 看 } - Ø[[ç [! \ Á	<i>15.0</i>	
UNIFORMITY - Ù^}&@[}ãæaaaaa} - Vã[ã]*±DÚ@c@; ±DÚæ&^ - Ù]æ&ã]*Á	10.0	
TECHNICAL 'SKILLS#SPECIALTIES - V; &\ •Á - V[••^•む&&@) *^• - Ù] ^&顔の ÂÛ\ 訓•Á	<i>15.0</i>	
PERFORMANCE		
SHOWMANSHIP - Smiles/Projection - Energy/Enthusiasm - Eye Contact/Confidence - Recoveries	10.0	
OVERALL IMPRESSION Judge's impression of entire performance encompassing all scoresheet categories. This may also include elements such as: Appearance, Appropriateness, and Crowd Appeal.	10.0	

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PEP FLAG SCORESHEET



TOTAL SCORE 100.0

JUDGE:

Routine Procedure: A pep flag/short flag routine consists of visuals effects, synchronization, twirls, tricks and tosses. Visual effects include level changes, opposition, group work, formations and transitions. Emphasis should be placed on proper twirling technique, timing, and showmanship. All team members must use flags for 80% of the routine. A deduction of .5 will be taken for each dropped flag shaft. A dropped flag is defined as a flag that is unintentionally released onto the performance surface. Props and/or costuming are not allowed. Choreographed entrances/exits will not be judged. You will be limited to entrance and exit up to 1 minute each.

CHOREOGRAPHY (40)

Use of Flag/Motions/Creativity (15)

Twirls/Movement/Variety - Twirls & movements, showcasing variety and ambidexterity, incorporated effectively throughout the routine.

Footwork - Incorporation of footwork to accent twirls and tricks.

Visual effects - Use of visual effects, level changes, roll-offs, etc. to make routine more exciting and original.

Musical Interpretation - Music selection and appeal, should complement choreography, movement and skills match with beats/hits in music. Sound effects should accentuate choreography not overpower it.

Routine Staging (10)

Transitions/Continuity – Smooth, clean transitions from element to element, throughout routine. Pace, visual effect and creativity of transitions will increase difficulty.

Formations/Use of Floor - Variety of formations and effective use of formation changes to increase excitement. Ability to utilize the performance area to reach the entire audience.

Technical Skills/Specialties (15)

Tosses/Exchanges - Variety of tosses and exchanges and how they are incorporated.

Tricks - Variety and incorporation of tricks and trick sequences.

Specialty Skills - Incorporation of specialty skills (flexibility highlights, dance skills, mounts and lifts) and how they are used to enhance routine.

Use of Team - How many team members are used to perform twirls and the skills listed above, looking for good utilization of the team overall.

EXECUTION (40)

Twirling & Motion Technique (15)

Control/Placement - Body control while twirling and executing angles and motions. Ability to use proper twirling technique (placement of arms, full twirls, flat against body, proper posture, use of free hand when applicable).

Sharpness/Precision Strong motions, angles and movements, well executed and precise.

Footwork - Proper placement and timing of footwork.

Uniformity (10)

Synchronization – How well a team performs together. The ability to be "in sync" and maintain accuracy of movement.

Timing/Rhythm/Pace – The ability to twirl and execute tricks on beat with the music, avoiding going too fast or too slow.

Spacing - Centering and even positioning of formations and the ability to keep it consistent during transitions.

Technical Skills/Specialties (15)

Tricks - Ability to properly perform tricks with identical execution and revolutions.

Tosses/Exchanges - Accuracy of toss placement, height and distance.

Specialty Skills- Ability to execute specialty skills (flexibility highlights, dance skills, mounts and lifts) with proper technique.

SHOWMANSHIP (10)

Smiles/Projection- Nice smiles and facial projection, engaging the audience, naturalness.

Energy/Enthusiasm - Energy and enthusiasm maintained throughout performance.

Eye Contact/Confidence - Eye contact on the audience, not watching each other or looking down. Nice confidence, poise, sportsmanship.

Recoveries - Good recoveries, keeping showmanship strong even through mistakes (i.e. dropped flags, fumbled tricks).

OVERALL IMPRESSION (10)

Judge's impression of entire performance encompassing all score-sheet categories (may also include elements such as: Appearance, Appropriateness, Crowd Appeal).

TOTAL POINTS POSSIBLE (100) POINT SCALES: 15 Points: 10 Points:

Superior	14-15
Above Average	12-13
Average	10-11
Below Average	0-9