

Band Score Sheet FESTIVAL

Intonation Rhythmic Accuracy Balance Attacks & Releases Full range of Dynamics Tempo/Pulse Repertoric/Style Phrasing Contribution of Woodwinds, Brass, and Percussion. Superior (I), Excellent (II), Good (III) B. MARCHING Cover/Dress Uniformity of Style Interval/Distance Form Control Upper Body Technique Lower body Technique Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating (average of the three scores)	A. MUSIC		
Full range of Dynamics	Intonation	Rhythmic Accuracy	
Repertoire/Style	Balance	Attacks & Releases	
Contribution of Woodwinds, Brass, and Percussion. Superior (I), Excellent (II), Good (III) B. MARCHING Cover/Dress Uniformity of Style Interval/Distance Form Control Timing/Pulse Control Upper Body Technique Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	Full range of Dynamics	Tempo/Pulse	
Brass, and Percussion. Superior (I), Excellent (II), Good (III) B. MARCHING Cover/Dress Uniformity of Style Interval/Distance Form Control Upper Body Technique Lower body Technique Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	Repertoire/Style	Phrasing	
Superior (I), Excellent (II), Good (III) B. MARCHING Cover/Dress Uniformity of Style Interval/Distance Form Control Upper Body Technique Lower body Technique Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	Contribution of Woodwind	s,	
B. MARCHING Cover/Dress Uniformity of Style Interval/Distance Form Control Timing/Pulse Control Upper Body Technique Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	Brass, and Percussion.		
Cover/Dress Uniformity of Style Interval/Distance Form Control Timing/Pulse Control Variety Upper Body Technique Expression Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	S	uperior (I), Excellent (II), Good (III)	
Interval/Distance Form Control Timing/Pulse Control Upper Body Technique Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	B. MARCHING		
Timing/Pulse Control Upper Body Technique Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	Cover/Dress	Uniformity of Style	
Upper Body Technique Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	Interval/Distance	Form Control	
Lower body Technique Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	Timing/Pulse Control	Variety	
Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	Upper Body Technique	Expression	
Superior (I), Excellent (II), Good (III) C. VISUAL EFFECT Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	Lower body Technique	-	
Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	S	uperior (I), Excellent (II), Good (III)	
Appropriate use of Movement, Creativity Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	C VICUAL EFFECT		
Form, and Color Artistry Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating		Cuantinity	
Appearance Demand Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating	11 1	•	
Emotion Generated Continuity Superior (I), Excellent (II), Good (III) Final Rating		•	
Continuity Superior (I), Excellent (II), Good (III) Final Rating	* *	Demand	
Superior (I), Excellent (II), Good (III) Final Rating			
Final Rating	Continuity		
· · · · · · · · · · · · · · · · · · ·	S	uperior (I), Excellent (II), Good (III)	
· · · · · · · · · · · · · · · · · · ·		Final Rating	
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Adjudicator's Signature_____



Dance Line/Majorettes Score Sheet FESTIVAL

A. Effectiveness

Projection of Style Emotion Generated Staging/Written Drill Enhancement to Program Performance

(Good, Excellent, Superior)

B. Content

Appropriateness
Musicality
Creativity
Originality
Maturity of Written Content

(Good, Excellent, Superior)

C. Performance

Projection of Style
Maturity
Technique
Drops/Breaks/Recovery
Emotion Generated
Marching

(Good, Excellent, Superior)

OVERALL (Average the three ratings)

Adjudicator's Signature____



Drum Major Score Sheet FESTIVAL

A. Conducting Clarity of Patterns Clarity of Cues Cue Appropriateness Use of Upper Body Focus Clarity of Releases Tempo Management	Dynamic Control/Contrast Pattern Size Relative to Volume Phrase Development/Interpretation Rhythmic Interpretation Complexity of Musical Repertoire (Good, Excellent, Superior)	
B. Content Command of Ensemble Communication of Style Creativity Endurance	Vocal Commands Range of Expression Field Presence (Good, Excellent, Superior)	
C. Overall Effect Carriage/Posture Control Poise Adherence to Style Coordination (Good, Excellent,	Uniformity salute Superior)	
	OVERALL (Average the three ratings)	

Adjudicator's Signature_____



Percussion FESTIVAL

A. Musical Technical Proficiency Timing/Rhythmic Accuracy Implement Control Sound Quality Phrasing/Expression Interpretation Balance	(Good/Excellent/Superior)	
B. Visual Alignment and Spacing Body carriage/Equipment Control Uniformity of Style Tempo/Timing Degree of Skill & Stamina Required	(Good/Excellent/Superior)	
C. Overall Effect Creativity Musical and Visual Coordination Impact/Resolution Showmanship/Entertainment Variety	(Good/Excellent/Superior)	
Adjudicator's Signature	TOTAL (Average the three)	



FLAG/DANCE/MAJORETTE FESTIVAL

A. Effectiveness Projection of Style Emotion Generated Staging/Written Drill Enhancement to Program Performance	Flag	Dance	Majorette
	(Good, E	Excellent, Supe	erior)
B. Content Appropriateness Musicality Creativity Originality Maturity of Written Content			
	(Good	d, Excellent, S	uperior)
C. Performance Projection of Style Maturity Technique Drops/Breaks/Recovery Emotion Generated Marching	—— (Good, 1	 Excellent, Supe	erior)
OVERALL	, , , ,		•

(Average of flag, dance, and majorette)

Timing and Penalties	
A. Time of Show 15 minutes allotted TOTAL time from entering the field to exit of last piece of equipment from the field.	(Performance Time)
Number of Seconds Over Penalty 0.1 for every 15 seconds over (i.e. 32 seconds = .2 point penalty)	(Seconds Over 15 Minutes) (penalty)
B. Show Performance Delay Minutes Delay of Show BANDS WILL BE GIVEN UPDATED TIME AS SCHEDULE IS ADJUSTED	(Minutes Delay)
½ point per minute penalty will be assessed By Contest Director for unwarranted Delays	(Delay Penalty)
C. Warm-up Disturbance Delay Penalty will be assessed for warm-up area noise Or playing which interferes with Festival/Competition/ or Finals. Up to 5 points will be assessed by the Contest Director.	(Warm-up Penalty)