

Judge \_\_\_\_\_ Class \_\_\_\_\_

Competitor(s) \_\_\_\_\_

Music \_\_\_\_\_

Program:[list below, in order]

**TECHNICAL MERIT**

- 0=F (no maneuver done, forgot the maneuver, incomplete maneuver)
- 1=D (Maneuver done but not to expected performance elements)
- 2=C (Average performance -all the parts of the maneuver there for expected level of performance)
- 3=B (Above average expected performance level- good performance)
- 4=A (Excellent performance level)
- 5=A+ (Superlative performance, done stunningly and exceptionally well - 5 should not be used much and only given for superb performance - a WOW!)

Quadrant *	Maneuver	Score	Quadrant *	Maneuver	Score
1.			11.		
2.			12.		
3.			13.		
4.			14.		
5.			15.		
6.			16.		
7.			17.		
8.			18.		
9.			19.		
10.			20.		

\* F=Forward R=Reverse X=Cross Forward XR= Cross Reverse S=Stern SX=Stern Cross  
 Sum of above \_\_\_\_\_ X1.5 divided by total maneuvers = Technical Score \_\_\_\_\_

**ARTISTIC MERIT**

Score (use 0 - 5 scale as above)

- 1. Music interpretation; choreography \_\_\_\_\_
- 2. Creativity [unique variations] \_\_\_\_\_
- 3. Showmanship, Audience Connection \_\_\_\_\_
- 4. Use of Space \_\_\_\_\_

Artistic Score \_\_\_\_\_ divided by 4 = average score

**OVERALL SCORE - add the technical and artistic scores and divide by 2**