



When the majority (50% or more) of the team executes a described skill, the skill box is marked complete. In the Advanced level, when 100% of the team completes a described skill, the team may receive one extra skill point. However, the team is limited to ONE extra skill point from a double box per section. At the end, the completed skills are converted to difficulty points using the tables at the bottom of the sheet.

COMPETITION

TEAM

CLASSIFICATION 6A 5A 4A 3A 2A

Total Team Members

✓ Denotes Skill Completed

MAJORITY 50% or more of the team

LEVEL 1 (0 - 15)	LEVEL 2 (16 - 20)	
INTRICACY & MANEUVERING OF FORMATIONS ≥ 50% <input type="checkbox"/> TWO or more marching styles <input type="checkbox"/> Transitional movement with arm and foot choreography <input type="checkbox"/> TWO or more ranks and files changing directions Skills Completed	TRANSITIONS & MANEUVERING OF FORMATIONS ≥ 50% <input type="checkbox"/> Change of pace with rhythmic variation incorporating levels & complex direction changes (eg. pass through, focus change) <input type="checkbox"/> THREE or more complex formation changes <input type="checkbox"/> THREE or more marching styles <input type="checkbox"/> Stylistic traveling steps using complex whole body choreography <input type="checkbox"/> Intricately uses THREE or more different areas of the floor (sides, corners, front, back) in addition to spread out open window formations Skills Completed	COMMENTS
ARM & LEG MOVEMENTS (Teams are limited to ONE extra skill point from a double box per section) 100% ≥ 50% <input type="checkbox"/> Stationary arm movements with basic footwork <input type="checkbox"/> Syncopated arm movements / rhythmic movements Skills Completed	ARM & LEG MOVEMENTS (Teams are limited to ONE extra skill point from a double box per section) 100% ≥ 50% <input type="checkbox"/> THREE or more complex arm movement sequences (separated in distinct segments) using varied rhythms and quick tempos <input type="checkbox"/> TWO or more sequences of stationary complex arm angles incorporating intricate footwork <input type="checkbox"/> THREE or more kick styles in a sequence (eg. fan / hitch / straight / back) Skills Completed	COMMENTS
ATHLETICISM (Teams are limited to ONE extra skill point from a double box per section) <input type="checkbox"/> TWO flexibility demonstrations (eg. kicks/splits/leg extensions/tilts) <input type="checkbox"/> NFHS legal drops (from feet or knees) <input type="checkbox"/> TWO or more connected ripples (passing from athlete to athlete) <input type="checkbox"/> TWO level changes <input type="checkbox"/> Intermediate partner/group work Skills Completed	ATHLETICISM (Teams are limited to ONE extra skill point from a double box per section) <input type="checkbox"/> TWO or more demonstrations of ambidexterity (eg. splits/leg extensions/kicks) (Does not have to be the same skill executed on both sides) <input type="checkbox"/> THREE or more demonstrations of flexibility of different skills (eg. kicks/splits/leg extensions) <input type="checkbox"/> TWO or more complex elements of floor work in a sequence <input type="checkbox"/> Complex level change to the floor (eg. dead man's fall, shoot out) within a connected phrase <input type="checkbox"/> Complex unassisted individual weight shift or balance <input type="checkbox"/> Demonstrates complex partner/group weight shifts/counter balance from all participants Skills Completed	COMMENTS

Definitions: Variety, Multiple, and Series = TWO or more; Complex = Advanced; Sequence = Content follows a logical progression

SKILLS ⇒ DIFFICULTY POINTS	SKILLS ⇒ DIFFICULTY POINTS
Total Skills Completed 7+ = 15 4 = 9 6 = 13 ≤ 3 = 0 5 = 11	Total Skills Completed 12+ = 20 9 = 17 11 = 19 8 = 16 10 = 18
Skills ⇒ Difficulty Points	Skills ⇒ Difficulty Points

	TOTAL DIFFICULTY POINTS EARNED	MILITARY
<input type="checkbox"/>		Judge's Signature
<input type="checkbox"/>		Tabulator(s)