

Band	
Class	
Judge	
Date	

VISUAL EFFECT

Consider why each visual effect occurs to complete the program.

PROGRAM	SCORE (OUT OF 100):						
 Imagination, 							
 Pacing of eve 							
•Staging and D							
 Continuity an 							
 Impacts, Reso 							
 Variety of visit 							
•Production Va	 Production Value: Concept, costumes, color/pattern scheme, prop usage 						
 Coordination 	of simultaneou	s elements					
GIVEN THE AB EFFECTIVE?							
PERFORN CONSIDER WH	SCORE (OUT OF 100):						
•Emotion and							
 Visual Artistry 							
•Sustained dev							
•Clear delivery							
•Excellence as							
GIVEN THE AB ENGAGED YOU DELIVERED AL							
Not Met WEAK <i>0 to 39</i>	Occasionally FAIR 40 to 49	Sometimes GOOD 50 to 69	Frequently EXCELLENT 70 to 89	Always SUPERIOR 90 to 100	TOTAL SCORE (OUT OF 200):		
Sub-Caption spread guidelines	VERY comparable: 1-3 tenths	MINOR differences: 4-6 tenths	DEFINITIVE differences: 7-9 tenths	SIGNIFICANT differences: 1+ point			

BOX 1		BOX 2 BOX 3			BOX 4			BOX 5		
	Emerging	Realizing	Fulfilling	Emerging	Realizing	Fulfilling	Emerging	Realizing	Fulfilling	
0-39	40-43	44-46	47-49	50-55	56-64	65-69	70-75	76-84	85-89	90-100

PROGRAM EFFECT	PERFORMANCE EFFECT
BOX 1: The criteria are <i>NOT MET</i> satisfactorily, and the overall program does not work together. Fundamental design principles are <i>not demonstrated</i> .	BOX 1: The criteria is NOT MET. Performers are <i>unaware</i> of the skills required to create and sustain a connection with the audience.
BOX 2: The ensemble OCCASIONALLY demonstrates understanding of the criteria. Fundamental design principles are <i>sometimes evident</i> .	BOX 2: The criteria is OCCASIONALLY met. Performers show an occasional understanding of the appropriate skill sets.
BOX 3: The ensemble <i>SOMETIMES</i> demonstrates understanding of the criteria. The principles of design are <i>often used</i> to increase the effect of the overall program, with some areas of the show displaying of Some higher level elements of design may be present, but require further development.	BOX 3: The criteria is <i>SOMETIMES</i> met. Performers show an understanding of the appropriate skill sets, but lapses in quality during demanding passages may mar the effect of the performance.
BOX 4: The criteria is FREQUENTLY met with few breaks in quality. The principles of design are <i>frequently</i> utilized to craft a sound and engaging program from beginning to end. Higher level elements of design are apparent, with some success in deployment.	BOX 4: The criteria is FREQUENTLY met with few breaks in quality. Performers frequently demonstrate a clear understanding of role, and recovery is fast. Demanding passages are handled with a greater degree of success and maturity.
BOX 5: The ensemble <i>ALWAYS</i> demonstrates a clear and complete understanding of the criteria. Principles of design are apparent through <i>ALL</i> levels of the program and are utilized with full mastery.	BOX 5: The criteria is <i>ALWAYS</i> met with little/no detectable break in quality. Performers always demonstrate a mature and complete understanding of their role, and sustain a compelling connection with the audience from beginning to end.

Emerging- the ensemble portrays criteria within this box most of the time, and occasionally portrays characteristics of the box below.

Realizing- the ensemble portrays criteria within this box the vast majority of the time.

Fulfilling- the ensemble portrays criteria within this box most of the time, and occasionally portrays characteristics of the box above.