



CATEGORY CHALLENGE

Teams compete to the same music

_____ Team Name

_____ Division

_____ Event / Date

Judge the visual CREATIVITY displayed by MOVEMENT and STAGING, and RELATIONSHIP to AUDIO elements.

Poor			Developing			Satisfactory			Excellent			Superior		
30 - 39			40 - 59			60 - 79			80 - 94			95 - 100		
30 - 33	34 - 36	37 - 39	40 - 46	47 - 52	53 - 59	60 - 66	67 - 72	73 - 79	80 - 84	85 - 89	90 - 94	95 - 96	97 - 98	99 - 00

<p>CHOREOGRAPHY 100 pts.</p> <p>Creative use of the individual body, ensemble, and/or props/sets (if used) using rhythm, line, and space in conjunction with variety, complexity and</p> <p>COMMENTS</p>	
<p>VISUAL REPERTOIRE 100 pts.</p> <p>Effective use of design through the use of visual elements.</p> <p>COMMENTS</p>	
<p>AUDIO REPERTOIRE 100 pts.</p> <p>Effective use of design through the use of audio elements.</p> <p>COMMENTS</p>	
Total Points	
Score (points / 3)	



Judge _____

30-39	40-59	60-79	80-94	95-100
Demonstration of style and expressive gradations of space, time, weight, flow are not apparent through individual responsibilities.	Demonstration of style and expressive gradations of space, time, weight, flow are beginning to be displayed through individual responsibilities.	Demonstration of style and expressive gradations of space, time, weight, flow are moderately displayed through individual responsibilities.	The demonstration of style and expressive gradations of space, time, weight, flow are consistently displayed through individual responsibilities.	The demonstration of style and expressive gradations of space, time, weight, flow are standard setting through individual responsibilities.
Choreography is very limited and specific while displaying a relationship only to the primary beat of the audio with no relationship to the melody.	Choreography is elementary while still relating to the primary beat and occasionally relating to the basic melody of the audio.	Choreography occasionally attempts multiple tasks while beginning to explore various aspects of the audio not related to the primary beat and melody.	Choreography frequently displays multiple tasks, usually reflecting most aspects of the audio and/or occasionally exploring realms independent of audio (indirect).	Choreography, direct and/or indirect, is diverse, challenging ; consistently displaying multiple tasks, and is a total and elevated reflection of the audio.
Ensemble responsibilities through the layering of choreography, form, and transition are non-existent ; use of floor is centrally stagnant .	Ensemble responsibilities through the layering of choreography, form, and transition are infrequent ; use of floor is weak and repetitious .	Ensemble responsibilities through the layering of choreography, form, and transition are apparent ; use of floor is adequate .	Ensemble responsibilities through the layering of choreography, form, and transition are highly developed ; use of floor is excellent .	Ensemble responsibilities through the layering of choreography, form, and transition are inseparable ; use of floor is at a maximum .
Program is incomplete ; the concept is unclear and/or not developed .	Program may be complete or incomplete ; concept may be clear though under-developed .	Program may be complete or incomplete ; concept still a work in progress but offers opportunity for success.	Program is complete ; the concept is well developed .	Program is complete ; the concept is refined, detailed and fully developed .
Ideas lack interest, understanding, and/or appeal.	Ideas are not sophisticated but still show some creativity and appeal.	Ideas show adequate creativity and appeal.	Ideas begin to explore new realms of creativity and appeal.	Ideas begin to set new standards while exploring new realms of creativity and imagination.
Elements of audio, color, costuming, body movement, theme, props/sets (if used), show no understanding of design.	Elements of audio, color, costuming, body movement, theme, props/sets (if used), show a basic understanding of design.	Elements of audio, color, costuming, body movement, theme, props/sets (if used), show a good understanding of design.	Elements of audio, color, costuming, body movement, theme, props/sets (if used), show an excellent understanding of design.	Elements of audio, color, costuming, body movement, theme, props/sets (if used), show a mastery of design.
Audio reflects the theme through the title only or a select set of words in the lyrics .	Audio reflects the theme through the title and lyrics but lacks relation to the style.	Audio reflects the theme through all or combinations of the following; title, lyrics, style, meter, beats/ counts.	Audio reflects the theme through all aspects and is needed to complete the design.	Audio and the theme are inseparable .
The quality, visual relationship and coordination to the audio is limited and/or non-existent .	The quality, visual relationship and coordination to the audio is minimal .	The quality, visual relationship and coordination to the audio is satisfactory .	The quality, visual relationship and coordination to audio is very complimentary , and creates an interdependence of all parts.	The quality, visual relationship and coordination to the audio are blended to the point that one cannot exist without the other.