



DRUM MAJOR

SPE 01

SPECIAL CAPTION

TECHNICAL

- **Mace and Twirl Technique**
- **Posture and Carriage**
- **Marching and Maneuvering**

SCORE MAX 100

0-49

FAIR

50-59

GOOD

60-79

EXCELLENT

80-89

SUPERIOR

90-100

EXEMPLARY

Evaluate all areas of the performance for the sub captions below using the criteria reference. (Back of the sheet)

All elements of the ensemble: wind, percussion, electronic, vocal should be considered. Achievement must be considered in relation to the content of the program.

What is Being Performed and How It is Being Performed = ACHIEVEMENT.

SHOWMANSHIP

- **Communication**
- **Command and Response**
- **Recovery**

SCORE MAX 100



TECHNICAL

- Mace and Twirl Technique
- Posture and Carriage
- Marching and Maneuvering

DESCRIPTORS NEVER	DESCRIPTORS RARELY	DESCRIPTORS SOMETIMES	DESCRIPTORS FREQUENTLY	DESCRIPTORS CONSISTENTLY
0-49 BOX 1	50-59 BOX 2	60-79 BOX 3	80-89 BOX 4	90-100 BOX 5
LEARNING STEPS EXPERIENCE	LEARNING STEPS DISCOVER	LEARNING STEPS KNOW	LEARNING STEPS UNDERSTAND	LEARNING STEPS APPLY

PROFICIENCY LEVEL	BRONZE 60.00-71.99	SILVER 72.00-81.99	GOLD 82.00-91.99	PLATINUM 92.00-100
--------------------------	------------------------------	------------------------------	----------------------------	------------------------------

SHOWMANSHIP

- Communication
- Command and Response
- Recovery





CONDUCTOR

SPE 02

SPECIAL CAPTION

TECHNICAL

MUSICIANSHIP

- Strong/Experience in Music
- Feel and Style

BATON/HANDS TECHNIQUE

- Flowing
- Holding and wielding the baton/hands
- Position of the baton/hands
- Principles and methods of time beating
- Diagrams of baton/hand movements
- Number of beats determined by tempo

SCORE MAX 100

0-49

FAIR

50-59

GOOD

60-79

EXCELLENT

80-89

SUPERIOR

90-100

EXEMPLARY

Evaluate all areas of the performance for the sub captions below using the criteria reference. (Back of the sheet)

All elements of the ensemble: wind, percussion, electronic, vocal should be considered. Achievement must be considered in relation to the content of the program.

What is Being Performed and How It is Being Performed = ACHIEVEMENT.

SHOWMANSHIP

RHYTHM

- Sense of Pulse
- Pulse, beat and measure
- Unit and gesture
- Alternation and repetition
- Tempo and duration
- Metric structure

PERSONALITY

- Communication
- Command and Response
- Recovery
- Posture and Carriage

SCORE MAX 100



TECHNICAL

MUSICIANSHIP

- Strong/Experience in Music
- Feel and Style

BATON/HANDS TECHNIQUE

- Flowing
- Holding and wielding the baton/hands
- Position of the baton/hands
- Principles and methods of time beating
- Diagrams of baton/hand movements
- Number of beats determined by tempo



PROFICIENCY LEVEL

BRONZE
60.00-71.99

SILVER
72.00-81.99

GOLD
82.00-91.99

PLATINUM
92.00-100

SHOWMANSHIP

RHYTHM

- Sense of Pulse
- Pulse, beat and measure
- Unit and gesture
- Alternation and repetition
- Tempo and duration
- Metric structure

PERSONALITY

- Communication
- Command and Response
- Recovery
- Posture and Carriage





UNIFORM

SPE 03

SPECIAL CAPTION

DESIGN

- **Uniformity and Design**
- **Texture and Material**
- **Color Design and Matching**
- **Creative**

SCORE MAX 100

0-49

FAIR

50-59

GOOD

60-79

EXCELLENT

80-89

SUPERIOR

90-100

EXEMPLARY

Evaluate all areas of the performance for the sub captions below using the criteria reference. (Back of the sheet)

All elements of the ensemble: wind, percussion, electronic, vocal should be considered. Achievement must be considered in relation to the content of the program.

What is Being Performed and How It is Being Performed = ACHIEVEMENT.

EFFECT

- **Visual Effects**
- **Tone Color Compatibility**
- **Effect to Performance**

SCORE MAX 100



DESIGN

- **Uniformity and Design**
- **Texture and Material**
- **Color Design and Matching**
- **Creative**

DESCRIPTORS NEVER	DESCRIPTORS RARELY	DESCRIPTORS SOMETIMES	DESCRIPTORS FREQUENTLY	DESCRIPTORS CONSISTENTLY
0-49 BOX 1	50-59 BOX 2	60-79 BOX 3	80-89 BOX 4	90-100 BOX 5
LEARNING STEPS EXPERIENCE	LEARNING STEPS DISCOVER	LEARNING STEPS KNOW	LEARNING STEPS UNDERSTAND	LEARNING STEPS APPLY

PROFICIENCY LEVEL	BRONZE 60.00-71.99	SILVER 72.00-81.99	GOLD 82.00-91.99	PLATINUM 92.00-100
--------------------------	------------------------------	------------------------------	----------------------------	------------------------------

EFFECT

- **Visual Effects**
- **Tone Color Compatibility**
- **Effect to Performance**