

<p style="text-align: center;">ARTISTIC TWIRL MID FAIR AQUA & SILVER COSTUME SCORE 1.65</p>

TECHNICAL ANALYSIS

Frequent aerial placement errors. Posture-needs to pull up through torso to assist balance and completion of material. Spin technique needs attention (double foots, head back & releases). Toss illusion was above her skill level. Lower body is weak. Lacked control.

COMPOSITION

Basic skills demonstrated-2 fishtails, swings, wraps and some flips. Some material is above her skills, causing errors; especially with body work. The lack of detailing with arms and body work created distractions to the analyzer. The performer appeared to walk around alot and footwork was simplistic. Lack of follow through. The designer could have added curvatures or diagonals in the floor design, to add more depth; most of the program was travelling left to right. However she did use leveling by doing things at floor level, mid level and highlevel.

PERFORMANCE

Shows feeling of the music during lower demands. Understands phrasing and is pretty successful and maintaining rhythm of the music. Displays confidence and seems comfortable in performance situation. Shows some expression and communication skills however, only one dimension. She does understand the tempo of the music, but sometimes interpretive of the highs and lows of the music.

Drops: 3

<p style="text-align: center;">ARTISTIC TWIRL MID AVERAGE DOUBLE BLUE COSTUME</p> <table border="1"><tr><td style="text-align: center;">SCORE 3.3</td></tr></table>	SCORE 3.3
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TECHNICAL ANALYSIS

Nice releve and sous sous set up for spins. Needs to lock knee on spins. Developing stationary and travel complex. Tends to hunch shoulders on spins. Nice variety of aerials--2 spin Vertical and Horizontal, walk overs, & toss illusion. Cups her cut back rolls but start to combination rolls. Good variety of catches. Extension and amplitude are good for this level.

COMPOSITION

--3 modes covered within her skills (contact material is the weakest-due to pattern, tightness and flow). Ambidexterity shown with releases and catches. Floor plan mainly left to right. Nice arm positions on flat 2 spin. Seems to rush through things, slightly missing the accents. Some phrases seem to be stuffed and the program lacks breath.

PERFORMANCE

--good energy however at times needs to control her energy. At times not completing extensions and toe points. Has showmanship and communication skills. Uses the rhythm or tempo of the music however, at times does not interpret the music (twirls through the phrases). Approaches everything with the same amount of energy, whether its in the slow sustained section or the faster part of the music.

Drops: 0

ARTISTIC TWIRL

MID GOOD

AQUA & SILVER COSTUME

SCORE 5.3

TECHNICAL ANALYSIS

--Double cartwheel has good technique but toes aren't pointed. Great flexibility and posture. Good extension on leaps and kicks. Body & baton technique is developed well. Nice relevés, however at times could use it more, went flat in places. Arm positions weren't always clear. Lacks follow through at times with baton. Upper body is tight at times and in the intro the follow through of the shoulders wasn't complete. Arm positions on flat 3 spin were clear and well done.

COMPOSITION

--3 modes covered well and equal within demands. Vertical and Horizontal contact, V. and H. spins, V. & H. roll combinations, development within Stationary and Travel complex material. Choreographer designed the program to show athlete's skills. Good use of the floor space. Nice range of movement skills.

PERFORMANCE

--Only one dimension of expression displayed facially. Understands the phrases of the music but could accent it more through more variety of the facial expressions. Expression is displayed stronger through the body training. The viewer appreciates the technical training but is not connected emotionally. Styling is developed through technical excellence.

Drops: 1

ARTISTIC TWIRL

MID EXCELLENT

RED COSTUME

SCORE 7.7

TECHNICAL ANALYSIS

--On opening 2 vert. and 2 illusion (slight crossover, hand down and leg pattern off).—flat footed in places. –Posture and body technique needs addressing (hunching shoulders, extensions). Baton skills and demands of baton handling places her in this range. Body skills are not equal to the baton skills.

COMPOSITION

--Long vertical and horizontal roll combinations. Isolated V and H. contact material. Two cartwheel & leg catch. Illusion, cartwheel, illusion ending. Seemed roll heavy, needs more blending of body work. Staging and floor plan well done. Frequently walked to new areas of the floor (transitions weak, for this level). Designer implemented the material that the athlete's strengths are. Tempo driven choreographically and success rate of "catch" gave the impact notes some added punch.

PERFORMANCE

--Facial expressions were on and off. Could use more communication. Understands the rhythm of the music and used a number of demands on the ending of phrases. Energetic style but not maintained. Simplistic expression that allowed the viewer to easily follow the emotional ups and downs.

<p style="text-align: center;">ARTISTIC TWIRL MID SUPERIOR RED & GOLD COSTUME SCORE 9.36</p>
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TECHNICAL ANALYSIS

--Developed in Baton, Body and Gymnastics; body work being the weakest. Meaning some breaks downs on dance material. Real performer; enjoys what she is doing; which makes it entertaining.

COMPOSITION

--Nice surprises-unexpected material i.e.-lift of chest. Monster roll was worked in parts. Vertical and Horizontal contact material. V and H rolls and reverse roll combination. Nice reverse direction H. contact section. Good variety of releases and catches. 3 modes covered with equal skills. Designer produced a program that showed all the athletes abilities. Floor plan well thought out; used diagonals and curvatures and staged highlighted material well.

PERFORMANCE

--Excellent timing with the phrases of the music. High energy and strength throughout. Use of music well, gave times to really communicate and show variety of expressions. Well rehearsed, has great confidence within herself.

Drops: 0