

Sword Dance Union ~ Longsword Tournament



Class:

Judge:

Team:

General Scoring for the Technical Elements of the Dance (60 Marks)				
Overall Impression (20 Marks)		Music (20 Marks)		
	Credit For	Deduct For	REMARKS	SCORE
Sword Handling (20 Marks)	Precision – sword movements in figures and Locks Sword handling consistent Good Locks	Clumsy sword work Awkward movements with swords Mistakes in figures or Locks	(constructive criticism)	
Movement & Footwork (20 Marks)	Fluid movement, distinct shapes Dancers evenly spaced. Consistent stepping and Rhythm Precision of footwork	Lack of fluid movements - dancing appears awkward Failure to step in time with music or the rest of the team Dancing off/on the wrong foot		
Teamwork (20 Marks)	Showing awareness of team-mates Dancers moving in harmony Good entrance/exit Dancers confident and supportive Anticipating other's movements	Inconsistent styles between dancers Poor entrance and exit Set wandering, not aware of each other Members having to be pulled or pushed		
Overall Impression (20 Marks)	The overall impression the dance leaves on the Audience. * Entering/leaving * Stage presence * Introduction/song	Unfavourable impression given by lack of attention to detail and poorly considered actions and style		
Subtotal				
Music/Musician (20 Marks)	Music is Rhythmic, driving and matches the dance. Adds lift without dominating Breaks in the dance clearly punctuated. Good tunes	Lack of Rhythm or drive Music is inaudible Poor tempo Poor tunes		
Grand Total				