

Cadet Class

General Effect

GUARD _____

JUDGE _____



Cadet Class guards are comprised of initial level qualities in repertoire and performance.

Consider who, what and why each effect unfolds within and connects to complete the program.

Achievement

Credit and reward:

All aspects of program design and performance communication, including:

Aspects of design

Theme

Costume

Colour

Skills

The ability of the students to communicate to the audience.

Entertainment value can be measured through the blend of these components.

This is an emotional and artistic reward, based on appeal of program and performance.

Caption Spreads

Total

Very comparable 1 to 4 tenths	Minor Differences 5 to 9 tenths			Definitive Differences 10 to 19 tenths			Significant Difference 20 & higher			Total			
0 to 40	41	54	67	81	94	107	121	141	161		181	187	194
Seldom Experiences (WEAK) 0 to 40	Rarely Discovers (FAIR) 41 to 80			Sometimes Knows (GOOD) 81 to 120			Frequently Understands (EXCELLENT) 121 to 180			Always Applies (SUPERIOR) 181 to 200			200

GENERAL EFFECT CRITERIA REFERENCE

CADET CLASS

ACHIEVEMENT

0 to 40	Fear, disorientation. Program concept is attempted.
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	Program concept is apparent but is very simple. Identity is seen only through costumes and props.
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41 to 80	Message of the repertoire contains minimum vocabulary.
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	Isolated effects may occur, but will not be consistent. Performance communication will be weak and inconsistent.
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81 to 120	Performers seem more comfortable with their roles. Communication will be sporadic, not only within portions of the show but from section to section.
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	All members are reaching their performance potential relative to their motor skill development. Coordination efforts will begin to manifest and a feel of musicality will be apparent.
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	Program concepts feel complete. Concepts are developed to the level that students can handle with success.
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	Use of design components are as much a part of the repertoire as are novelties and costumes.
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121 to 180	A more developed program challenges the performers who demonstrate an understanding of the requirements of their roles.
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	Most members are in character most of the time and demonstrate to the audience their enjoyment through performance.
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	The audience is entertained by the combination of program design and performance communication.
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181 to 200	Program concepts are fully developed. Design components and / or role-playing characterizations challenge the performers.
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	Full effect is achieved based upon the opportunities through performance, communication, and detailing of the written work.
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	The program contains appeal, is entertaining and unique.
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	Performers bring the concept to life with an enthusiastic projection of energy and understanding of their roles.
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