

## Judging Criteria

### Presentation

**Presentation is marked out of 15.**

#### **Good**

To get the maximum 15 marks, the team's presentation must meet all these criteria:

- good entrance into dance area
- good ending and exit from dance area
- very smart, clean and tidy kit, including shoes, hair etc.
- all dancers wearing matching kit, including shoes
- kit is appropriate for rapper and harmonises with overall presentation, enhancing performance
- shiny clean swords
- musician(s) dressed smartly and appropriately
- all performers appear confident and positive throughout dance
- consistent approach e.g. all smiling/enjoying dance or all serious.

#### **Bad**

Give a lower mark if their presentation fails to meet any of the good criteria, for instance:

- poor entrance
- poor exit
- scruffy, untidy, dirty kit e.g. 'white' shirts not white, shoes not polished, underwear visible
- kit not consistent between dancers
- kit coming adrift during dance e.g. loose sashes, dropped rosettes, shirts untucked, socks falling down
- kit that affects how people dance, for instance by restricting movement
- fidgeting at start or end of dance when should be standing still
- talking in set, if it is not part of the act
- dancers scowling, frowning, looking nervous etc.