

Judging Criteria

Sword Handling

Sword handling is marked out of 15.

Good

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

- swords kept high, above all heads (where necessary)
- hands together whenever possible/necessary
- all swords moving together
- good sword shapes, including display figures and locks
- smooth movements and transitions
- skilful use of swords to create excitement
- no loose or dropped swords
- flat locks held evenly.

Bad

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

- swords too low, causing ducking
- hands apart when they should be together
- swords not moving together, e.g. not all going up and down at the same time
- poorly shaped locks, poorly shaped display figures
- poor sword shapes during other figures e.g. not level when all swords up
- inconsistent or poor control of swords, e.g. jerky movements
- sword blades hitting people
- letting go of swords, dropped swords.