

2020-2021 MILITARY DIFFICULTY

Fifty percent (50%) of the team must execute skills to receive the difficulty points in that skill level caption. Any of the skills completed in each box is worth one (1) point. A team may receive double points if 100% of the team completes a particular skill (teams are limited to one (1) double box per caption where noted).

School: _____ Classification: 6A 5A 4A 3A 2A 1A
 Number of Dancers:

revised 9/14/20

(✓) Denotes Skill Completed

BEGINNING 4-10	INTERMEDIATE 6-14	ADVANCED 15-20
<p>INTRICACY & MANUVERING OF FORMATIONS:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Basic ranks and files <input type="checkbox"/> Two (2) marching styles (i.e. point glide/elevated knee) <input type="checkbox"/> Transitional movement with footwork only <p>ARM MOVEMENTS:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Down beat arm movements <input type="checkbox"/> Straight arm angles <input type="checkbox"/> Variety of hinged joint angles (wrists, elbows, shoulders, etc.) <input type="checkbox"/> Group contagions <input type="checkbox"/> Level change <p>ATHLETICISM:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Flexibility demonstration (i.e. kicks/splits/leg extensions/tilts) <input type="checkbox"/> Ripple (passing from individual to individual) 	<p>INTRICACY & MANUVERING OF FORMATIONS:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Multiple (2 or more) ranks and files changing directions <input type="checkbox"/> Two (2) or more marching styles <input type="checkbox"/> Transitional movement with arm and foot choreography <p>ARM MOVEMENTS:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Syncopated arm movements/rhythmic movements <input type="checkbox"/> Stationary arm movement with basic footwork <p>ATHLETICISM:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Two (2) flexibility demonstrations (i.e. kicks/splits/leg/extensions/tilts) <input type="checkbox"/> NFHS legal drop splits (from feet or knees) <input type="checkbox"/> Two (2) level changes <input type="checkbox"/> 2 or more connected ripples passing from individual to individual <input type="checkbox"/> Intermediate partner/group work 	<p>TRANSITIONS & MANUVERING OF FORMATIONS:</p> <ul style="list-style-type: none"> <input type="checkbox"/> Change of pace with rhythmic variation incorporating levels and complex direction changes (complex direction change = pass through, focus change, i.e.) <input type="checkbox"/> Four (4) or more different marching styles <input type="checkbox"/> Three (3) or more complex formation changes <input type="checkbox"/> Stylistic traveling steps using complex whole body choreography <input type="checkbox"/> Intricately use at least three (3) different areas of the floor (sides, corners, front, back) in addition to spread out open window formations <input type="checkbox"/> Using high kicks to change formations <p>ARM AND LEG MOVEMENTS: (Limit to ONE double box in this section)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Three (3) or more complex arm movement sequences (separated in distinct segments) using varied rhythms and quick tempos <input type="checkbox"/> 2 or more of stationary complex arm angles incorporating intricate footwork <input type="checkbox"/> Three (3) or more changes of arm hook ups for kicks/marching in the same connected sequence (ex. shoulder, waist, shoulder) <input type="checkbox"/> Three (3) or more kick styles in a sequence (i.e. fan, hitch, straight, back etc.) <p>ATHLETICISM: (Limit to ONE double box in this section)</p> <ul style="list-style-type: none"> <input type="checkbox"/> Three (3) or more demonstrations of flexibility of different skills (i.e. kicks, splits, leg extensions) <input type="checkbox"/> 2 or more demonstrations of ambidexterity (i.e. splits/leg extensions/kicks) (does not have to be same skill on both sides) <input type="checkbox"/> Complex unassisted individual weight shift or balance <input type="checkbox"/> Demonstrate complex partner/group weight shifts/counter balance from all participants <input type="checkbox"/> Complex level changes to the floor in unison (dead man's fall, shoot out, etc.) within a phrase. <input type="checkbox"/> Multiple, complex elements of floorwork in a sequence
SKILLS = POINTS	SKILLS = POINTS	SKILLS = POINTS
7+ = 10 6 = 9 5 = 8 4 = 7 3 = 6 2 = 5 1 = 4	9+ = 14 8 = 13 7 = 12 6 = 11 5 = 10 4 = 9 3 = 8 2 = 7 1 = 6	16+ = 20 14 to 15 = 19 12 to 13 = 18 10 to 11 = 17 8 to 9 = 16 6 to 7 = 15
TOTAL	TOTAL	TOTAL
<div style="border: 1px solid black; padding: 5px; display: inline-block; width: 80%; margin-left: auto; margin-right: auto;"> Variety = Two (2) or more Multiple = Two (2) or more Series = Two (2) or more Complex = Advanced Sequence = Content follows a logical progression </div>		

Judge's Signature