



TEAM: HIGH GOOD

SKILLS

Aerials

Open hand exchange
Horizontal/Vertical exchange
3 spin
Can opener exchange
2 spin Fujimi leg catch
'Run around' exchange
Double illusion
3-baton with exchanges

Rolls

2 neck rolls (all)
Elbow pops on floor
Elephant roll exchange

Contact Material

Throat drop
LH/RH sustained section
Vertical neck wrap into
With sustained section

COMPOSITION

There is constant blending of baton and body throughout. Pacing of events is weakened due to lack of speed changes within composition. Program is "full" and dense but lacks range of variety and risk elements. Program is written to the level of the athletes and encompasses skills that were learned consistently among all members. There is very little recovery time due to the density of the composition so exposure to timing errors is constant. Composition explored a "GOOD" range of balanced skills with an emphasis on ambidexterity. At this level, BODY choreography is blended with baton most of the time. Highlighted virtuosity is limited due to proficiency level of the athletes. Body detailing depicted the character frequently. Ending did not have strong resolution. Clarity suffers due to their overuse of the same interval among the members.

PERFORMANCE

Energy is the performance motif of the team as they explored the "primal" character. Performance emphasize is based on continuity/flow of the body with complimentary and "safe" baton work. Musicality and characterization resulted in an overall entertaining product. The use of the musical pulse engaged the audience and the athletes' ability to deliver their qualities "on stage" is evident. Expression of the program was inherent to their training and resulted in a GOOD and solid performance.