

VISUAL EFFECT REGIONAL A CLASS: INTRODUCTORY TO FUNDAMENTAL SKILLS



BOX 3			BOX 4			BOX 5			
DISCOVE	DISCOVERING INTRODUCTORY			EMERGING FUNDAMENTAL			ESTABLISHED FUNDAMENTAL		
65-69	70-74	75-79	80-83	84-88	89-92	93-95	96-98	99-100	
SOME	MOST	ALMOST ALL	SOME	MOST	ALMOST ALL	SOME	MOST	ALMOST ALL	

SAMPLE ALL ELEMENTS OF THE BAND

PROGRAM EFFECT

Whose PROGRAM offered the greater:

- ENTERTAINMENT / APPEAL: The level of entertainment and appeal generated by the overall program.
- PACING AND CONTOURING OF VISUAL EFFECTS: The degree to
 which the pacing, shaping, and contouring of the visual effects engage the audience
 over time—including (but not limited to) both when they happen and at what intensity
 level; dynamic/expressive variety and gradations; developments; impacts;
 resolutions; and the manipulation of tension & release.
- COORDINATION OF VISUAL AND MUSICAL ELEMENTS: The degree to which all of the designed elements are coordinated (including both visual to visual and visual to musical) to achieve and enhance the programmed aesthetic, intellectual, and emotional effects.
- RANGE AND VARIETY OF EFFECTS: The range and variety of aesthetic, intellectual, and emotional effects—including (but not limited to) the use of form, body, equipment; props, colors & costumes; expressive qualities and characterizations; mood; and generation/release of tension, intensity, surprise, and excitement.

PERFORMER EFFECT

Whose PERFORMERS achieved the better:

- SHOWMANSHIP / COMMUNICATION / AUDIENCE
 ENGAGEMENT: The degree to which the ability to engage the audience through showmanship skills—including (but not limited to) connection; communication; and emotional intensity—is developed and achieved.
- ACHIEVEMENT OF EXPRESSIVE CONTOURS AND QUALITIES:
 The degree to which the ability to deliver the expressive contours and qualities in the program—including (but not limited to) tension and release; developments, impacts, and resolutions; moods; and intensities—is developed and achieved.
- ACHIEVEMENT OF PLANNED EFFECTS: The degree to which the ability to deliver the range and variety of the planned effects in the program—including (but not limited to) sufficient intensity, expression, excellence, and precision—is developed and achieved.

SUB-CAPTION SCORE

100

STYLISTIC DIVERSITY IS ENCOURAGED AND ALL STYLISTIC CHOICES HAVE EQUAL OPPORTUNITY FOR SUCCESS.

The points of comparison listed above collectively represent a balanced assessment of the caption and are not intended to be in priority order.

Achievement should be recognized and rewarded through the balanced consideration of ALL aspects of BOTH sub-captions!

Measure the degree of success and achievement along the continuum and then compare to determine:

TOTAL MAX SCORE 200

Who is better (ranking) and by how much (spreading), in order to arrive at each sub-caption score and the total score (rating).

SPREAD GUIDELINES	Very Close	Slight Advantage	Advantage	Decision
100-point sub-caption scale	1	2	3	4+
200-point total score scale	1-2	3-4	5-6	7+



REGIONAL A CLASS VISUAL EFFECT (SAMPLE ALL ELEMENTS OF THE BAND)



BOX 3	POINTS OF COMPARISON	BOX 4			BOX 5			
DISCOVERING INTRODUCTORY	REGIONAL A	EMERGING FUNDAMENTAL			ESTABLISHED FUNDAMENTAL			
65-69 70-74 75-79 SOME MOST ALMOST ALL	CLASS	80-83 SOME	84-88 MOST	89-92 ALMOST ALL	93-95 ALMOST ALL	96-98 ALMOST ALL	99-100 ALMOST ALL	
The most entry-level skills and qualities that allow the performers to discover a positive emerging competitive experience.	PROGRAM EFFECT	Fundamental, basic skills & qualities with variety limited to this scope. Single efforts or slight layering of basic effort dynamic/tempo/expressive range, with basic contrast & few gradations.					ic efforts. Minimal	
Simple concepts are introduced.	ENTERTAINMENT /	Very basic due to the narrow range & variety of effects offered.						
Introductory levels are discovered.	APPEAL	Emerging rudimentary levels vary over time.			Established fundamental levels are moderate & may vary over time.			
The most introductory pacing of individual productions.	PACING & CONTOURING OF	Simple effects & basic visual contrast—often irregularly paced.						
The most introductory pacing shapes beginnings & ending of productions at a very basic level.	VISUAL EFFECTS	Emerging pacing fun to achieve mo	damentals offer vonents of rudimer			fundamentals offer chieve basic effecti		
The most simple coordination of visual elements.	COORDINATION OF	Simple coordination between visual elements & with the music. Beginning understanding of functional staging to support the music.						
Introductory offerings are presented singly, with occasional fundamental coordination of visual elements for the most rudimentary effects.		Fundamental offering coordination between occasionally achieved		s &/or the music	visual elements 8	ings show basic coo & a few obvious mus eve basic effectiven	sical elements to	
Simple and very similar visual effects.	RANGE & VARIETY OF	Simple visual effects—often very similar.						
Occasional simple effects introduce performers to the concept.	EFFECTS	Fundamental offeri	ings offer nascent moments.	effect in isolated	Moderate variet	y of fundamental e	ffects over time.	
The discovery of the most entry-level achievement principles and skills that serve as a foundation for future growth.	PERFORMER EFFECT	Fundamental, basic achievement that serves as a foundation for future growth. Individual skills dominate, with some en awareness of the ensemble & the individual's basic role within the ensemble. Achievement may vary between responsil sections & over time.						
The performers are discovering the audience.	SHOWMANSHIP / COMMUNICATION /	There may be a beginning awareness of the audience but the performers are just learning how to communicate effectively.						
The most simple communication is occasionally achieved through rudimentary completion of the content.	AUDIENCE ENGAGEMENT	Nascent achieveme	ent of the most fun emerging.	damental skills is	Moderate achievem	nent of fundamenta nascent level.	I skills engages at a	
The performers are discovering the most basic contours.	ACHIEVEMENT OF EXPRESSIVE	An understanding o	f simple effects &	impacts is emergin	g but there is flat ap	proach to expressio	on and intensities.	
The most simple contouring is occasionally achieved at rudimentary beginnings & endings.	CONTOURS & QUALITIES	Nascent achieveme	nt of the most fun emerging.	damental skills is		ievement of fundar ablished but may va		
The performers are discovering the concept of an effect.	ACHIEVEMENT OF	Effects are often hampered by lack of training, stamina, or technique.						
Occasional rudimentary achievement of the most simple effects.	PLANNED EFFECTS	Nascent achieveme	ent of the most fun emerging.	damental skills is	Moderate achievem is est	nent of a fundamen tablished but may v	•	