

SHOW DAY AND CRITIQUE GUIDELINES

STICK TO YOUR PLAN. Once scores are attached to programs it is easy to over-react and doubt yourself. If you feel you have a solid plan, re-visit this plan before and after the weekend to be sure you are still on track. Do not re-write your show based on feedback from fans, judges or other instructors. While commentary is based on the competitive event, the score sheets and past impressions of what is a successful; *your* plan is *your* voice and is uniquely you. It is easy to get lost when everyone attempts to look like everyone else. Ultimately, the designer's vision should be seen through the eyes of the designer and not the eyes of the viewer. Take ownership of your ideas/thoughts and embrace them. Each designer will have trouble spots or places that "don't work" within the design. Take the time to re-tool or develop these ideas as the season progresses.

CRITIQUE. Critique is a time for the designer to shed light on his/her plan, concept or ideas, many of which may still be in their infancy in terms of development. Here are some thoughts leading to a successful critique.

Show Day

1. Unit Performs.
2. Judge makes comments/assigns rating/ranking.
3. Instructor listens to judge's commentary and makes notes (areas of concern/questions etc.).
4. Instructor attends critique and has a discussion with the specific judge(s).
5. Back to work.

Critique Do's

1. Come prepared (listening to your judge comments is more important than watching other groups).
2. Introduce yourself & your unit. Please don't expect the judges to know which unit is being discussed.
3. Stay calm and in control.
4. When your time is over, please get up and leave the table. Be considerate of other units' and the judges' time.

Critique Do Not's

1. Do not begin with, "I did not listen to the tape." (If you haven't listened, don't go to critique.)
2. Do not blame the kids' performance.
3. Do not make excuses or tell the judges how young the kids are (focus on the positives).
4. Never recall a score another judge gave you last week (new judge, new show, different performance).
5. Avoid talking scores, other than your own. Never let the score drive the conversation.
6. Never, ever talk about another unit in critique. Focus on your own team and how you might close the gap.

Consider

Judges study the sheets and the philosophy of the scoring system for years. Be sure you are familiar with the scoring system on which your team is being judged. Know the sheets; know the philosophy. Ultimately, scoring should not be a guess. If you know the scoring system, you will already know how your guard should fare.

Once you have the judge's commentary and the score they assigned to your unit, you should be able to listen and read the back of the sheet for scoring range details as to why the judge assigned that score. This is all the information needed to have a successful critique. We have all seen the instructor that comes to critique armed with only a recap. Unfortunately, those who work in that way have missed important steps in the process of having a successful competitive experience.

If you do not listen to your commentary, please do not attend critique. The judges watched the unit, made comments and assigned a score. Coming to critique and asking, "what did you think?" is somewhat insulting to the process. Let your staff or parents or the students deal with the floor folding and loading while you listen to comments, make notes and prepare yourself for critique. Every judge has heard the many reasons why a unit has not heard their commentary. What they really hear when this is said is "I didn't do my job, I am not prepared and I want a higher score... What can I do?"

Final thought

"Competition is a test of skill - skill of the designer, skill of the performer, and skill of the instructor.