

# Platinum Class

## General Effect

Unit \_\_\_\_\_

Judge \_\_\_\_\_

Platinum Class guards are compromised of intermediate qualities in repertoire and performance.



KEYSTONE INDOOR DRILL ASSOCIATION

Consider who, what and why each effect unfolds within and connects to complete the program.

Repertoire Effect	Performance Effect
<p><b>How developed and effective were the design components:</b></p> <ul style="list-style-type: none"> <li>Program Concept</li> <li>Creativity</li> <li>Production Values</li> <li>Appeal</li> <li>Intrigue</li> <li>Continuity and Flow</li> <li>Coordination</li> <li>Staging</li> <li>Musicality/Mood</li> <li>Detail, Nuance, Artistic Qualities</li> </ul>	<p><b>How successful were the performers as they:</b></p> <ul style="list-style-type: none"> <li>Engaged the Audience</li> <li>Embodied/Sustained Character, Role, Identity, Style</li> <li>Delivered/Sustained Impact, Resolutions, Climaxes</li> <li>Established/Sustained Designed Mood</li> <li>Displayed Visual Musicality</li> <li>Communicated Detail, Nuance &amp; Artistic Qualities</li> <li>Demonstrated Excellence as an Effect</li> </ul>
Score	Score
100	100

### Sub Caption Spreads

Very comparable	Minor Differences			Definitive Differences			Significant Difference			<b>Total</b>			
1 to 2 tenths	3 to 4 tenths			5 to 9 tenths			10 & higher						
0 to 6	7	14	22	30	41	51	60	71	81		90	94	97
Seldom Experiences (WEAK) 0 to 6	Rarely Discovers (FAIR) 7 to 29			Sometimes Knows (GOOD) 30 to 59			Frequently Understands (EXCELLENT) 60 to 89			Always Applies (SUPERIOR) 90 to 100			200

**GENERAL EFFECT CRITERIA REFERENCE**  
**PLATINUM CLASS**

**REPERTOIRE EFFECT**

**PERFORMANCE EFFECT**

<p><b>0 to 06</b> The program concept is not clear and identifiable</p>	<p><b>0 to 06</b> Appeal and emotion are not yet communicated by the performers.</p>
<p><b>07 to 29</b> The challenges of programming are not yet fully understood or demonstrated. Some moderate design ideas are beginning to take form, but concepts are not yet clear or successful. Program pacing demonstrates an awareness of the basics of planned effects, but must be further developed to produce the desired level of effect reaction. Equipment, movement and drill/staging only basically depict the program concept, and need greater development. Continuity and flow of ideas may be questionable. Visual musicality is not fulfilled and attempts are being made to explore some moderate musical interpretations. The principles of coordination are understood and produce some effect. Mood is not sustained and appeal is questionable or limited. Color, costume and props are adequate in support of the program and the identity of the guard. Production value of the program is minimal or growing. Incomplete programming may limit scoring potential.</p>	<p><b>07 to 29</b> Appeal and emotion are impaired by the performers' insecurity. Incomplete shows place the performers at a disadvantage in their potential. Performers are struggling with new material or lack the training needed to communicate their roles. Occasional moderate performance techniques bring moments of effective performance to the show. Techniques of communication and performer involvement are only at the beginning stages and do not yet manipulate the audience's involvement. Performers occasionally adhere to their style and have begun to explore some moderate skills. There is some achievement of excellence. Incomplete shows might limit the performers' potential to demonstrate achievement.</p>
<p><b>30 to 59</b> The program successfully employs repertoire design principles, and creates challenges and interest of a moderate level. Program intent is clear and developing with a good level of imagination and appeal. Pacing demonstrates a successful awareness of effect planning, and produces a good level of effect reaction and audience intrigue. Equipment, movement and drill/staging enhance the program concept through a moderate range of development, staging and coordination. Continuity, flow and development of effect is sound. Some variety in effect concepts add to the appeal and interest of the repertoire. The design elevates the programming with imagination and surprise. A clear personality is developing, and adds character to the program. There is a good level of visual musicality exploring a moderate range of interpretation. There is success from coordinated effects. The production value of the program is generally successful. The program may still be a work in progress, but still can yield effect value.</p>	<p><b>30 to 59</b> Moderate levels of appeal and emotion are communicated by the performers, who have begun to establish an effective dialog with the audience. Performers display a good understanding of their roles. Communication through performer involvement is developing and becoming more consistent between sections and throughout the show. Performers are aware of their stylistic responsibilities and are capable of achievement most of the time. There is a moderate level of excellence throughout the performance.</p>
<p><b>60 to 89</b> The program is well developed, effective &amp; has strong design principles. It engages the audience through creative &amp; appealing ideas. Pacing shows good effect planning &amp; strong audience intrigue. Equipment and movement explore a good range of development, staging and coordination, adding to the appeal &amp; effect of the program. Continuity and flow is good. Greater variety and maturity adds interest to the repertoire. Planned effects are successful. Mood and visual musicality is consistently successful and explores more complex interpretations. Color, costume and props enhance the program and identity of the guard. The production value of the program is impressive and effective.</p>	<p><b>60 to 89</b> Consistent levels of appeal and emotion are communicated by the performers, establishing a successful and effective dialog with the audience. Performers fully understand their roles involving a growing range of performance techniques. Communication of performer involvement is consistent from section to section and within the show as a whole. Performers display a good awareness of and adherence to their level of style development. A good level of excellence is usually demonstrated. Performers establish a good dialog with the audience.</p>
<p><b>90 to 100</b> The fully developed program design is appealing &amp; effective, engaging the audience through creative ideas. Pacing is well planned, successful &amp; engages the audience with unique, creative concepts. Equipment and movement explore a wide range of development, staging and coordination. Continuity and flow is seamless. Variety adds interest/depth to the repertoire. There is maturity to the program &amp; planned effects are always successful. Mood and visual musicality explores varied musical interpretations. Successful coordinated events produce good effect. Use of color, costume and props are completely successful in enhancing the program/identity of the guard. The production value of the program is consistently impressive and effective.</p>	<p><b>90 to 100</b> Strong levels of appeal and emotion are communicated by the performers. The presence of some advanced techniques elevates their effective dialog with the audience. Performers communicate a good understanding of their roles and performance techniques. Communication of performer involvement is good, manipulating the audience's intrigue throughout. Performers consistently adhere to their style. There is a strong achievement of excellence. Performers are in full communication with the audience.</p>