

KNOT	NOTES
X	Held high
X	Sharp crack out of knot
JIGGING GUARD	NOTES
X	C&H
X	Step
X	1&5 cast to back behind 3
X	Step to end of phrase
X	2&4 cast leave 3 at front
X	3 casts to back (either L or R)
KNOT	NOTES
X	Held high
X	Sharp crack out of knot
JIGGING GUARD	NOTES
X	C&H
X	Step
X	1&5 cast to back behind 3
X	Step to end of phrase
X	2&4 cast leave 3 at front
X	3 casts to back (either L or R)
KNOT	NOTES
X	Held high
X	Sharp crack out of knot
BACK OVER KNOT	NOTES
X	Circle guard
X	Turn 90° L to face out
X	Sword above heads
X	Tie lock upside down
X	Sword above heads
X	Fall into display
X	Back into back to back knot
X	Untie knot by half turn R
FINISH	NOTES
X	Fall into line
X	1 in the middle
X	1 holds the knot
48	TOTAL out of 74

Notes in brackets denote points that are optional in the notation. Omitting these will not lose marks, but including them may gain marks.

NOTATION MARKING GRID

Dance	Westerhope	Team	Tower Ravens
Notation & Other Sources	- Les Williams article 1973 (Rapper Online) - Phil's Book - SDoNE C# 'Fit to Jump Over the Moon' George Wallace		

GRAND TOTAL:

Set Up	3	TOTAL out of	
Dance	6		
Research	8	Score/10	8

Notes:

SET UP

COSTUME/SET UP	MUSIC/MUSICIAN
X Dark purple/blue velvet hoppers	6/8 jig
X Gold strip down side of hoppers	Dancers step in 8s
X 3 gold buttons on each knee	
X White shirts with collars (Black ties)	CHARACTERS
X Thick woollen socks	(Tommy)
X Old-gold sash	(Betty)
X Sash tied in a bow on the left	(Neither join in dance)
X Outside: heavy leather brogues	(Character add humour)
X Inside: patent leather pumps with taps	(Characters collect)
X Stiff rappers – not very bendy	
48	TOTAL out of 15
	TOTAL OUT OF

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KNOT	NOTES
X Held high	
X Sharp crack out of knot	
JIGGING GUARD	NOTES
✓ C&H	
✓ Step	
✓ 1&5 cast to back behind 3	
✓ Step to end of phrase	
✓ 2&4 cast leave 3 at front	
✓ 3 casts to back (either L or R)	
KNOT	NOTES
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✓ Step to end of phrase	
✓ 2&4 cast leave 3 at front	
✓ 3 casts to back (either L or R)	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
BACK OVER KNOT	NOTES
✓ Circle guard	
✓ Turn 90° L to face out	
✓ Sword above heads	
✓ Tie lock upside down	
✓ Sword above heads	
✓ Fall into display	
✓ Back into back to back knot	
✓ Untie knot by half turn R	
FINISH	NOTES
✓ Fall into line	
✓ 1 in the middle	
✓ 1 holds the knot	
5.56 TOTAL out of 80 2.4	

Notes in brackets denote points that are optional in the notation. Omitting these will not lose marks, but including them may gain marks.

NOTATION MARKING GRID

Dance	Westerhope	Team	Tower Ravens
Notation & Other Sources	- Les Williams article 1973 (Rapper Online) - Phil's Book - SDoNE C# 'Fit to Jump Ower the Moon' George Wallace		

GRAND TOTAL:

Set Up	3	TOTAL out of 30 = 19	
Dance	8		
Research	8	Score/10	6

Notes:

SET UP

COSTUME/SET UP	MUSIC/MUSICIAN
X Dark purple/blue velvet hoggers	✓ 6/8 jig
X Gold strip down side of hoggers	✓ Dancers step in 8s
X 3 gold buttons on each knee	
X White shirts with collars	CHARACTERS
X (Black ties)	X (Tommy)
X Thick woollen socks	X (Betty)
X Old-gold sash	✓ (Neither join in dance)
X Sash tied in a bow on the left	(Character add humour)
X Outside: heavy leather brogues	X (Characters collect)
X Inside: patent leather pumps with taps	
X Stiff rappers – not very bendy	
4 TOTAL out of 11	3 TOTAL OUT OF 10

Notes in brackets denote points that are optional in the notation. Omitting these will not lose marks, but including them may gain marks.



Competition	Traditional Competition	Team Attributes	
Team	Tower Ravens	Judge	Sally Smith
Venue	The Ritz	Time	

Category	Comments	Mark
Alignment [T]	Set up 3 Dance 6 Research. 8	(90 Max) 6
Additional Comments		
Code: 2616		



Competition	Traditional Competition	Team Attributes
Team	Tower Ravens <i>Wasterhope,</i>	Judge
Venue	The Ritz	Time
		Andy Smith

Category	Comments	Mark
Alignment [T]	Set up 3 Dance 8 Research 8	(90 Max) 6
Additonal Comments		
Code: 2616		



Competition	Traditional Competition	Team Attributes	
Team	Tower Ravens	Judge	Alice Coady
Venue	The Ritz	Time	

Category	Comments	Mark
Sword Handling [T]	Swords not all together in 'single guard' Good sword movement in 'curly' Even flat and level flat locks - good.	(15 Max) 12
Dance Technique [T]	Jumps slightly out of time Nice tumble. Good movement through figures good recovery from fall!	(15 Max) 11
Buzz Factor [T]	Good buzz and response to minor trip up.	(15 Max) 12
Presentation [T]	Kit smart (ties + shirts)	(15 Max) 11
Characters [T]		(10 Max)
Additional Comments		

Code: 2616



Competition	Traditional Competition	Team Attributes	
Team	Tower Ravens	Judge	Phil Heaton
Venue	The Ritz	Time	

Category	Comments	Mark
Music [T]	Mis Shit time	(15 Max) 11.
Stepping [T]	Missing beats. odd extra step	(15 Max) 10.
Buzz Factor [T]		(15 Max) 8.
Presentation [T]	OK. Nervous.	(15 Max) 10
Characters [T]		(10 Max)
Additional Comments		
Code: 2616		

39
50.

DANCE

OPENING	NOTES
✓ Straight line	
✓ Swords on shoulders	
✓ Step 8	
✓ Make circle	
SINGLE GUARD	NOTES
✓ Order 1,2,3,4,5	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
FAST KNOT	NOTES
✓ 2 curlies (as per earlier)	
✓ 3 x figure of 8	
✓ 1&2 and 4&5 stay on wrong side (3 on either side)	
✓ Curly on wrong side	
✓ Cross back: 1,5,2,4,3	
✓ 1 curly	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
FOURTH CORNER	NOTES
✓ C&H	
✓ Step	
✓ 2&4 up middle and out to edges to make line	
✓ 3 comes into line	
✓ 3 lowers swords for 1&5 to jump	
✓ 1&5 lowers 5's words	
✓ 3 jumps	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	

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DOUBLE GRABBER	NOTES
✓ C&H	
✓ 3 walks under front sword	
✓ 3 turns L back to place	
✓ 3 walks under front sword	
✓ 3 turns R back to place	
✓ 2&4 forward round 1&5 TWICE	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
CHAIN	NOTES
✓ C&H	
✓ 1&5 cast out, stay facing down	
✓ 2,3,4 turn on spot	
✓ 3 cross sword behind head	
✓ 1&5 sweep sword	
✓ 2,3,4 jump at SAME TIME	
✓ 1&5 turn fast into knot	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
TIPPING GUARD	NOTES
✓ C&H	
✓ Step	
✓ 3 jumps over front sword	
(change person if 3 doesn't tumble)	
✓ 3 tumbles	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
CURLY	NOTES
✓ 6 th Dancer joins	
✓ From circle	
✓ 1 & 5 face up	
✓ No stepping	
✓ 1&5 face each other at back each time	
✓ Repeat 3 times	

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DANCE

OPENING	NOTES
✓ Straight line	
✓ Swords on shoulders	
✓ Step 8	
✓ Make circle	
SINGLE GUARD	NOTES
✓ Order 1,2,3,4,5	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
FAST KNOT	NOTES
✓ 2 curlies (as per earlier)	
✓ 3 x figure of 8	
✓ 1&2 and 4&5 stay on wrong side (3 on either side)	
✓ Curly on wrong side	
✓ Cross back: 1,5,2,4,3	
✓ 1 curly	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
FOURTH CORNER	NOTES
✓ C&H	
✓ Step	
✓ 2&4 up middle and out to edges to make line	
✓ 3 comes into line	
✓ 3 lowers swords for 1&5 to jump	
✓ 1&5 lowers 5's words	
✓ 3 jumps	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	

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DOUBLE CRAMP	NOTES
✓ C&H	
✓ 3 walks under front sword	
✓ 3 turns L back to place	
✓ 3 walks under front sword	
✓ 3 turns R back to place	
✓ 2&4 forward round 1&5 TWICE	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
CHAIN	NOTES
✓ C&H	
✓ 1&5 cast out, stay facing down	
✓ 2,3,4 turn on spot	
✓ 3 cross sword behind head	
✓ 1&5 sweep sword	
✓ 2,3,4 jump at SAME TIME	
✓ 1&5 turn fast into knot	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
TIPPING GUARD	NOTES
✓ C&H	
✓ Step	
✓ 3 jumps over front sword	
✓ (change person if 3 doesn't tumble)	
✓ 3 tumbles	
KNOT	NOTES
✓ Held high	
✓ Sharp crack out of knot	
CURLY	NOTES
✓ 6 th Dancer joins	
✓ From circle	
✓ 1 & 5 face up	
✓ No stepping	
✓ 1&5 face each other at back each time	
✓ Repeat 3 times	

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