



Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Frank Lee
Venue	The Fleece	Time	

Category	Comments	Mark
Music [M]	If I <u>have</u> to criticise the fiddle music I'd say the time music was a tad too complex. But superbly played.	(15 Max) 14
Stepping [M]	Condn't fault this.	(15 Max) 15.
Presentation [M]		(15 Max) 13
Buzz Factor [M]		(15 Max) 13.
Characters [M]		(10 Max) 6.
Additonal Comments		

Code: 2829

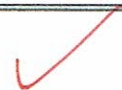




Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Ian Craigs
Venue	The Fleece	Time	

Category	Comments	Mark
Sword Handling [M]	One or two low swords in the fast knots Uneven looks	(15 Max) 11
Dance Technique [M]	Wendton spin did drift a bit - try to keep it centered Tommy misjudged coming through the set which affected the flow a little.	(15 Max) 12
Presentation [M]	Excellent kit and a good entry / exit of the dance area	(15 Max) 14
Buzz Factor [M]	Excellent response from the audience throughout the dance.	(15 Max) 13
Characters [M]	Good calling on and patter. Mistimed coming through set at one point	(10 Max) 7
Additonal Comments		

Code: 2829



12



Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Corrie Shrijver
Venue	Ruskins	Time	

Category	Comments	Mark
Music [M]	Well played	(15 Max) 13
Stepping [M]	excellent	(15 Max) 15
Presentation [M]	lovely bit, well turned out	(15 Max) 15
Buzz Factor [M]		(15 Max) 15
Characters [M]		(10 Max) 9
Additonal Comments		

Code: 2810





Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Dan Freeman
Venue	Ruskins	Time	

Category	Comments	Mark
Sword Handling [M]		(15 Max) 15
Dance Technique [M]	Sharp no 3 seemed heavy bit late getting great exit on spin to a coach + horses at one point. absolutely bangin' dance!	(15 Max) 15
Presentation [M]	neat bit etc, smiles seemed all genuine	(15 Max) 15
Buzz Factor [M]	enjoying it / genuine smiles v. exciting dance	(15 Max) 15
Characters [M]	Great intro!	(10 Max) 10 10
Additional Comments	Almost Flawless	

Code: 2810





Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Melanie Barber
Venue	Burgundy's	Time	

Category	Comments	Mark
Music [M]	Good, well done on not being pushed as far as you could have been.	(15 Max) 13
Stepping [M]	Much improved, well done. Lost a bit of togetherness as the dance went on, and you really pushed the music, listen to it and dance to it, not to each others feet. Miss tried jump towards the start + wrong footing.	(15 Max) 9
Presentation [M]	Good presentation, neat kit, smart entrance & exit	(15 Max) 13
Buzz Factor [M]	Good, but how much was next a crowd, who hurt our ears.	(15 Max) 10
Characters [M]	Getting better, but still don't like the bird. Need to learn to stop if you join in a stepping figure, or join in a trotting figure.	(10 Max) 7
Additonal Comments		

Code: 2772





Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	James Fitzgerald
Venue	Burgundy's	Time	

Category	Comments	Mark
Sword Handling [M]	excellent hard to fault. very impressed. well done	(15 Max) 14.
Dance Technique [M]	first jumps out of time. straight line first bit a bit wobbly. turn - brilliant	(15 Max) 12.
Presentation [M]	Very smart. carried it well	(15 Max) 12.
Buzz Factor [M]	rest of crowd helped in score but very enjoyable. happy face 😊	(15 Max) 13.
Characters [M]	Getting better.	(10 Max) 7.
Additional Comments	Great to see such fantastic improvement. well done.	

Code: 2772





Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Tom Chafer-Cook
Venue	The Tap	Time	

Category	Comments	Mark
Music [M]	Lovely tunes, slightly sped up away from the dancers at times when there were lots of notes.	(15 Max) 14
Stepping [M]	Mostly all together- at times the stepping got out of sync but not a lot of the time.	(15 Max) 13
Presentation [M]	Very smart, no malfunctions	(15 Max) 15
Buzz Factor [M]	Lots of buzz, engaged throughout, but petered out towards the end, Maybe slightly too long?	(15 Max) 13
Characters [M]	Need more audience back-and-forth also when the dog came in, it felt like that was the tomy's job to help	(10 Max) 8
Additonal Comments		

Code: 2791





Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Ricky Forster
Venue	The Tap	Time	

Category	Comments	Mark
Sword Handling [M]	GET LOST ON THE JUMP BUT A GOOD DANCE.	(15 Max) 12
Dance Technique [M]	GOOD LOST SWORD ON JUMP	(15 Max) 13
Presentation [M]	EXCELLENT	(15 Max) 13
Buzz Factor [M]	GOOD	(15 Max) 12
Characters [M]	GOOD	(10 Max) 12
Additonal Comments		

Code: 2791





Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Catriona Barker
Venue	Bootleggers	Time	

Category	Comments	Mark
Music [M]	Good drive + interaction with dance.	(15 Max) 13
Stepping [M]	Good start Doubles in time. Couple of jumps slightly out. Walking a bit shuffly in places.	(15 Max) 11
Presentation [M]	☺ Good strong on/off	(15 Max) 13
Buzz Factor [M]	woop woop.	(15 Max) 13
Characters [M]	Good	(10 Max) 7
Additonal Comments		

Code: 2753





Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Andy Smith
Venue	Bootleggers	Time	

Category	Comments	Mark
Sword Handling [M]	A great combination of slick + graceful + sharp! The transition to the V lock was great.	(15 Max) 14
Dance Technique [M]	Great consistency of movement throughout. Your flow throughout the dance was lovely to watch	(15 Max) 14
Presentation [M]	Fantastic entry + use of space. Confident	(15 Max) 13
Buzz Factor [M]	Your dance drove the buzz + 'interest' in dance rather than a entourage.	(15 Max) 13
Characters [M]	Good + solid	(10 Max) 8.
Additional Comments	I really was impressed! It is a lovely set of figures and you executed them so well!	

Code: 2753





Competition	Spotlight Competition	Team Attributes	
Team	Tower Ravens	Judge	Damien Barber
Venue	Kendal Town Hall	Time	

Category	Comments	Mark
Music [S]	FROM WHAT I COULD HEAR SOUNDED GREAT BUT WOULD BE BETTER POSITIONED AT THE FRONT	(15 Max) 11
Stepping [S]	GREAT - JUMPS AT START WEREN'T IN TIME THOUGH AND A FEW MOMENTS OF NOT BEING TOGETHER.	(15 Max) 13
Presentation [S]	GOOD - THE YOUR SWEETIES TIGHT (I CAME UNDONE)	(15 Max) 13
Buzz Factor [S]	GOOD-	(15 Max) 13
Characters [S]	CONFIDENT - ABOUT THE FINAL SPEECH DETRACTED FROM THE BUZZ OF THE DANCE	(10 Max) 8
Additonal Comments		

Code: 2638





Competition	Spotlight Competition	Team Attributes	
Team	Tower Ravens	Judge	Eilidh Brinsley
Venue	Kendal Town Hall	Time	

Category	Comments	Mark
Music [S]	- couldn't really hear & it made it difficult to judge whether stepping was in time at points - Come to the front!	(15 Max) 11
Stepping [S]	- really nice stepping variation that suits the dance and in the right places - just a little sloppy at times	(15 Max) 13
Presentation [S]	- just a lace came undone, very smart & good confidence	(15 Max) 14
Buzz Factor [S]	- good driving dance but & could just push it to the next level by being a little tighter.	(15 Max) 13
Characters [S]	- bit at the end not needed - personally I don't like the hugh but would be better if notes were clear.	(10 Max) 7
Additional Comments		

Code: 2638





Competition	Spotlight Competition	Team Attributes	
Team	Tower Ravens	Judge	Richard Preece
Venue	Kendal Town Hall	Time	

Category	Comments	Mark
Sword Handling [S]	Good sword handling, precise and symmetrical. Hands held high & together	(15 Max) 13
Dance Technique [S]	Entertaining dance well executed Good display figures, well balanced. Good spin.	(15 Max) 13
Presentation [S]	✓ Good. Costume added to drama of the dance, especially the spin.	(15 Max) 14
Buzz Factor [S]	Good	(15 Max) 12
Characters [S]	Good - entertaining, clear delivery.	(10 Max) 8
Additonal Comments		
Code: 2638		





Competition	Spotlight Competition	Team Attributes	
Team	Tower Ravens	Judge	Rebecca Kell
Venue	Kendal Town Hall	Time	

Category	Comments	Mark
Sword Handling [S]		(15 Max) 14
Dance Technique [S]	Nice doing triangle lock, was a bit wonky though.  Lovely, smooth dance.	(15 Max) 15.
Presentation [S]	Shoe lace undone.	(15 Max) 14.
Buzz Factor [S]	All Tower Ravens in audience	(15 Max) 13.
Characters [S]	Clear Need work on stepping! Maybe unnecessary at end.	(10 Max) 7
Additional Comments	Nice figures worked well	

Code: 2638





WESTERHYPE

Competition	Traditional Competition	Team Attributes	
Team	Tower Ravens	Judge	Phil Heaton
Venue	Kendal Leisure Centre	Time	

Category	Comments	Mark
Music [Tr]	Genly paced	(15 Max) 12
Stepping [Tr]	Missed none!	(15 Max) 14
Presentation [Tr]	ok , neat	(15 Max) 12
Buzz Factor [Tr]	not much	(15 Max) 8
Characters [Tr]	lot of talking mostly misheard	(10 Max) 7
Additonal Comments	Williamson Ms	

Code: 2859



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Competition	Traditional Competition	Team Attributes	
Team	Tower Ravens	Judge	Ricky Forster
Venue	Kendal Leisure Centre	Time	

Category	Comments	Mark
Sword Handling [Tr]	Good ?	(15 Max) 11
Dance Technique [Tr]	Good	(15 Max) 10
Presentation [Tr]	Good	(15 Max) 11
Buzz Factor [Tr]	OK	(15 Max) 11
Characters [Tr]	OK	(10 Max) 6
Additonal Comments		

Code: 2859



Competition	Traditional Competition	Team Attributes	
Team	Tower Ravens	Judge	Sally Smith
Venue	Kendal Leisure Centre	Time	

Category	Comments	Mark
Alignment [Tr]	Lots of thought went into research. Like tune choice for example	(90 Max) 9/10
Additonal Comments		

Code: 2859



Competition	Traditional Competition	Team Attributes	
Team	Tower Ravens	Judge	Andy Smith
Venue	Kendal Leisure Centre	Time	

Category	Comments	Mark
Alignment [Tr]	water hope	(90 Max) 8.9
Additonal Comments		
Code: 2859		