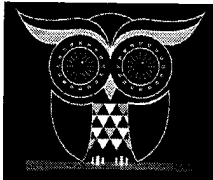


Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	James Fitzgerald
Venue	Duck And Drake	Time	3.45

Category	Comments	Mark
Sword Handling [M]	Nice & high	(15 Max) 12
Dance Technique [M]	Movement generally good - a little set wandering.	(15 Max) 10
Buzz Factor [M]	bubbly audience.	(15 Max) 10
Presentation [M]	Very smart.	(15 Max) 13
Characters [M]	Good interaction with audience but unfortunately lost a little.	(10 Max) 9
Character 2		(10 Max)
Additional Comments	Great improvement on last year.	

Buzz = 10  
PRES = 11.5  
CHARACTER = 8

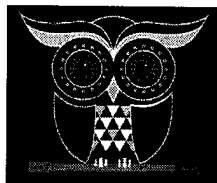
22



Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Fiona Taylor
Venue	Duck And Drake	Time	3.45

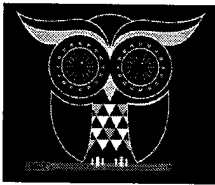
Category	Comments	Mark
Music [M]	Well timed . stops timing . Well played, + confident -guitar not always in time but well judged with the dance.	(15 Max) 10
Stepping [M]	5/4 Nice volume, good crisp sound -Not all doing the same style but generally good.	(15 Max) 9
Buzz Factor [M]	big crowd - all watching + enjoying .	(15 Max) 10
Presentation [M]	lovely kit - Confident dancer .	(15 Max) 10
Characters [M]	Nice buga intro to help with the voice Well done .	(10 Max) 7
Character 2		(10 Max)
Additional Comments	Much improved from last year. 😊	

2



Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Ian Craigs
Venue	Mr Foleys Cask Ale House	Time	

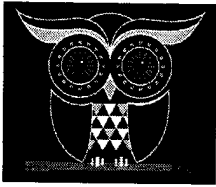
Category	Comments	Mark
Sword Handling [M]	Sword handling generally good - Hands up and not much ducking!	(15 Max) 11
Dance Technique [M]	Some nice figures and danced well Would be good to make some of them a bit tighter.	(15 Max) 11
Buzz Factor [M]	Dance well recieved by the audience	(15 Max) 10
Presentation [M]	Smart look and dance presented well	(15 Max) 11
Characters [M]	Pity about the loss of voice but on the whole still well executed.	(10 Max) 7
Character 2		(10 Max)
Additonal Comments		



Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Corrie Shriver
Venue	Mr Foleys Cask Ale House	Time	3.45

Category	Comments	Mark
Music [M]	Nicely played for the dance.	(15 Max) 14
Stepping [M]	Very together, a bit of Wrong footing	(15 Max) 14
Buzz Factor [M]		(15 Max) 11
Presentation [M]	Nice costumes.	(15 Max) 14
Characters [M]	Generally created a good atmosphere, the voice less didn't help, a couple of audible jokes would have gone down well.	(10 Max) 7
Character 2		(10 Max)
Additonal Comments		

ad



Competition

Main Competition

Team Attributes

[C]

Team

Tower Ravens

Judge

Peter Brown

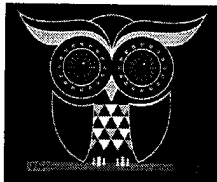
Venue

The Swan

Time

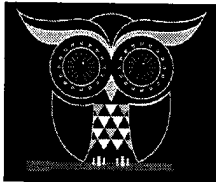
3.40

Category	Comments	Mark
Sword Handling [M]	Uneven sword lock, some not always clean sword handling	(15 Max) 10
Dance Technique [M]	Not all transitions between Figure Flound. Lost end of spin	(15 Max) 11
Buzz Factor [M]	Music drone sets and some excitement generated	(15 Max) 10
Presentation [M]	Looked good, exit untidy	(15 Max) 12
Characters [M]	Quiet but assumed beguiter! Interested with crowd.	(10 Max) 9
Character 2		(10 Max)
Additional Comments		



Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Melanie Barber
Venue	The Swan	Time	

Category	Comments	Mark
Music [M]	Good, nice drive.	(15 Max) <b>12</b>
Stepping [M]	Generally good, but some inconsistency in style, wrong footing and a bit of fudging.	(15 Max) <b>9</b>
Buzz Factor [M]	Fairly good,	(15 Max) <b>10</b>
Presentation [M]	Good, except for exit!	(15 Max) <b>11</b>
Characters [M]	OK, but when you join in you need to be able to stop though boots don't help! Plus got in the way of the dancers a couple of times.	(10 Max) <b>7</b>
Character 2		(10 Max)
Additonal Comments		

**Competition**

Main Competition

**Team Attributes**

[C]

**Team**

Tower Ravens

**Judge**

Sue Rutland

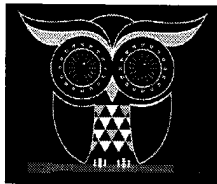
**Venue**

The Wardrobe (Upstairs)

**Time**

2 35 -

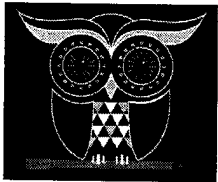
Category	Comments	Mark
Sword Handling [M]	Hands sometimes splayed, apart. - This can make figures under apart.	(15 Max) <b>11</b>
Dance Technique [M]	Set often moved slowly through figures.	(15 Max) <b>10</b>
Buzz Factor [M]	Move drive through dance would help maintain buzz.	(15 Max) <b>9</b>
Presentation [M]	Nice kit moves well. Well done for smiling - first today!!	(15 Max) <b>12.</b>
Characters [M]	Great appropriate kit.	(10 Max) <b>6</b>
Character 2		(10 Max)
Additional Comments		



Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	John Stevenson
Venue	The Wardrobe (Upstairs)	Time	3.35.

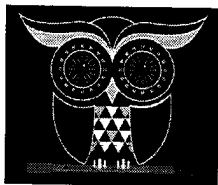
Category	Comments	Mark
Music [M]	good, but a bit hectic.	(15 Max) 13
Stepping [M]	Very good.	(15 Max) 13
Buzz Factor [M]	good.	(15 Max) 6
Presentation [M]	Very smart	(15 Max) 13
Characters [M]	Lacked volume and presence	(10 Max) 6
Character 2		(10 Max)
Additional Comments		





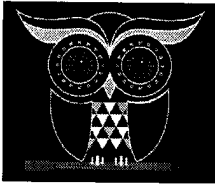
Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Frank Lee
Venue	Whitelocks Ale House	Time	3:58

Category	Comments	Mark
Sword Handling [M]		(15 Max) 13
Dance Technique [M]		(15 Max) 15
Buzz Factor [M]		(15 Max) 15
Presentation [M]		(15 Max) 15
Characters [M]	Somehow didn't focus attention on the dancers.	(10 Max) 8
Character 2		(10 Max)
Additonal Comments	Excellent dance - exhilarating music,	



Competition	Main Competition	Team Attributes	[C]
Team	Tower Ravens	Judge	Martin Thompson
Venue	Whitelocks Ale House	Time	

Category	Comments	Mark
Music [M]	VIOLIN/CONCERTINA/GUITAR Good use of instruments, strong lively tunes with good accompaniment. Good use of steps.	(15 Max) 13
Stepping [M]	Good clean stepping, nice pace & variety.	(15 Max) 14
Buzz Factor [M]	Very good.	(15 Max) 14
Presentation [M]	Very good.	(15 Max) 14
Characters [M]	Some throat but worked well on audience & kept up patter. Joined dance.	(10 Max) 8
Character 2		(10 Max)
Additional Comments	Good progress from last year.	

**Competition**

Spotlight Competition

**Team Attributes****Team**

Tower Ravens

**Judge**

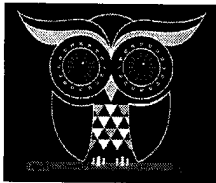
Dave Pearson

**Venue**

The Wardrobe (Downstairs)

**Time** 3-33

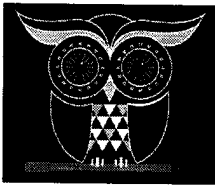
Category	Comments	Mark
Sword Handling [S]	PROFESSIONAL? ✗	(15 Max) <b>13</b>
Dance Technique [S]	GOOD LACKED SOMETHING ✓ WHAT IS THERE NOT TO LIKE?	(15 Max) <b>12</b>
Buzz Factor [S]	FAIR. ✓	(15 Max) <b>8</b>
Presentation [S]	SMART ✓	(15 Max) <b>12</b>
Characters [S]	FAIR ✓	(10 Max) <b>7</b>
Character 2		(10 Max)
Additional Comments	NEEDS MORE FIGURES.	



Competition	Spotlight Competition	Team Attributes	
Team	Tower Ravens	Judge	Ednie Wilson
Venue	The Wardrobe (Downstairs)	Time	3.33 m.

Category	Comments	Mark
Music [S]	Just a bit hurried- watching the dance & playing appropriately- dealt with jumps well. Think about entrances & exits	11 (15 Max)
Stepping [S]	Some breaks in the stepping So lost a little consistency nice variation - stay with the music in the walking figures	10 (15 Max)
Buzz Factor [S]		9 (15 Max)
Presentation [S]		11 (15 Max)
Characters [S]	Good Start but- lost involvement after that - love the costume though	6 (10 Max)
Character 2		(10 Max)
Additional Comments		

ad



Competition

Spotlight Competition

Team Attributes

Team

Tower Ravens

Judge

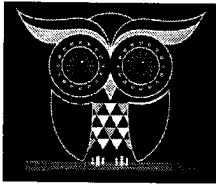
Aubrey O'Brien

Venue

The Wardrobe (Downstairs)

Time 3.33

Category	Comments	Mark
Sword Handling [S]	REASONABLY CONFIDENT BUT SOME HESITATIONS.	(15 Max) 12
Dance Technique [S]	STEADY - SPINS DISTINCT STYLES (some beautiful some flat)	(15 Max) 12
Buzz Factor [S]	Flodder.	(15 Max) 8
Presentation [S]	VERY TIDY	(15 Max) 12
Characters [S]	Good intro & kit	(10 Max) 7
Character 2		(10 Max) /
Additional Comments	SAND Good!	



Competition	Spotlight Competition	Team Attributes	
Team	Tower Ravens	Judge	Sally Atkinson
Venue	The Wardrobe (Downstairs)	Time	3.33.

Category	Comments	Mark
Music [S]	Band nice together, well played.	(15 Max) 12
Stepping [S]	Good volume. A couple of trips/mistakes. Nice variations.	(15 Max) 11
Buzz Factor [S]	Bugle set off well.	(15 Max) 11
Presentation [S]	Like the musicians' sparkly dresses. Tommy + 'ravens' + dancers' kit could gel better. Uniform + well turned out.	(15 Max) 11
Characters [S]	Like the intro. A bit quiet. could move in time with dancers' speed.	(10 Max) 7
Character 2	—	(10 Max) —
Additional Comments	Lots of potential especially with the Tower link. I'd like to see a belly with her head tucked underneath her arm!	

2