A Class guards demonstrate intermediate level qualities in repertoire and performance. Successful effect combines a logically written repertoire with an achieved and communicated performance. Physical and mental development separates standards between Independent and Scholastic age performers.

Stylistic diversity is to be encouraged with all choices given equal potential for success.

# Repertoire Effect

### Whose repertoire contained the greater:

- Program concept and production values
- Dramatic contour and pacing of planned effects
- Effective craftsmanship and design of equipment, movement, and staging, considering safety and compatibility
- Range and variety of effects: aesthetic, emotional, intellectual
- Visual musicality/mood

Box 2 Box 3 Box 4 Box 5 Box 1 0 to 6 14 94 22 40 70 Rarely Discovers Sometimes Knows Seldom Experiences Frequently Understands Always Applies 0 to 6 7 to 29 30 to 59 60 to 89 90 to 100

# **Performance Effect**

## Score Whose performers better:

- Demonstrated excellence as an effect through safe and compatible choices
- Embodied/sustained character, role, identity, style
- Delivered/sustained the dramatic contour and planned effects
- Engaged the audience through a range and variety of effects
- Established/sustained designed mood, artistic qualities, and visual musicality

Sub Caption Sp	read Guidelines

Insignificant Differences	Slight Differences	Moderate Differences	Significant Differences
0 to 1 tenth	2 to 3 tenths	4 to 6 tenths	7 or more tenths

**TOTAL** 

100

Score

100

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Published by Winter Guard International, Inc., Dayton, OH.

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# General I



### WGI GENERAL EFFECT A CLASS

			Pov 4		Pay F		
Box 1 Seldom Experiences  Box 2 Rarely Discovers		Box 3 Sometimes Knows		Box 4 Frequently Understands	Box 5 Always Applies		
0 to 06	07 to 29 7 13 14 21 22 29	30 to 59 30 39 40 49 50 59	POINTS OF COMPARISON	60 to 89	90 to 100 90 93 94 97 98 100		
	/ 13   14   21   22   29   JNT OF CRITERIA MET/	ALL (ALL (TO 4	COMPARISON				
	AMOUNT OF TIME	SOME/SOME MOST/MOST ALL/ALL/TO 4 SOME/SOME		SOME/SOME MOST/MOST ALL/ALL/TO 5 SOME/SOME	SOME/SOME MOST/MOST ALL/ALL		
	REPERTOIRE EFFECT - AT AN INTERMEDIATE LEVEL, WHOSE REPERTOIRE CONTAINED THE GREATER:						
<ul> <li>Undeveloped, some thought and clarity.</li> <li>Some creativity with unsophisticated concepts.</li> <li>Minimal or growing PV.</li> <li>Incomplete program limits scoring potential.</li> </ul>		<ul> <li>Clear, moderately developed, with adequate creativity.</li> <li>Generally successful PV provides moderate enhancement.</li> <li>Program may still be a work in progress</li> </ul>	PROGRAM CONCEPT AND PRODUCTION VALUE	<ul> <li>Clear and identifiable with good imagination, creativity and greater depth.</li> <li>Impressive and effective PV provides frequent enhancement.</li> </ul>	<ul> <li>Clear, successful and fully developed blend of concepts.</li> <li>Successful and effective PV provides consistent enhancement.</li> <li>Some effective advanced intermediate approaches.</li> </ul>		
and under deve	Pacing is attempted, at times engaging.	Attempted and moderately engages the audience.	DRAMATIC CONTOUR AND PACING OF PLANNED EFFECTS	A sound understanding engages the audience successfully.	Well planned and engages the audience throughout.		
The program is unclear and under developed	<ul> <li>Some fundamentals, often weak, occasionally depict the concept and create effect.</li> <li>Coordination is attempted.</li> </ul>	Proper fundamentals of EQ/MV design, staging, and coordination yield some designed effects.	EFFECTIVE CRAFTSMANSHIP AND DESIGN OF EQ, MVT, AND STAGING	Good EQ/MV design, staging and coordination frequently yield successful designed effects.	EQ/MV design, staging, and coordination always yield successful designed effects and depict the concept with quality and range.		
• The p	Sometimes attempted, at times engaging.	Moderately developed, with adequate creativity.	RANGE AND VARIETY OF EFFECTS: AESTHETIC/ EMOTIONAL/ INTELLECTUAL	Clear and identifiable with good imagination, creativity and greater variety and depth.	Imaginative, successfully utilizing a variety of effects.		
	• Sporadic.	Yields some designed effect.	VISUAL MUSICALITY/ MOOD	More consistently sustained.	Fully sustained, effective and always enhancing.		
PERFORMANCE EFFECT - AT AN INTERMEDIATE LEVEL, WHOSE PERFORMERS BETTER:							
	Some general awareness.	Aware, with moderate achievement for longer periods of time.	DEMONSTRATED EXCELLENCE AS AN EFFECT	• Good for this level.	High achievement throughout.		
• Lacks performer involvement or excellence for engagement, emotion or effect.	<ul> <li>Occasional or inconsistent.</li> <li>Incomplete program limits the opportunity to demonstrate skills.</li> </ul>	<ul> <li>Understood and moderately successful.</li> <li>Program may be a work in progress, but provides adequate opportunity.</li> </ul>	ENGAGED THE AUDIENCE THROUGH A RANGE AND VARIETY OF EFFECTS	Understood, with improved communication and engagement	Strong throughout, with added depth and ability to manipulate audience response.		
	Occasional understanding.	Aware, with moderate achievement for longer periods of time.	EMBODIED/ SUSTAINED CHARACTER/ ROLE/ID/STYLE	Confident and consistent.	Understood and communicated with greater depth.		
	Discovering but sporadic.	Developing, with some consistency from section to section and moment to moment.	DELIVERED/ SUSTAINED THE DRAMATIC CONTOUR AND PLANNED EFFECTS	More consistent from section to section and moment to moment.	Strong throughout, with added depth and ability to manipulate audience response.		
	Inconsistent and sporadic.	Developing, with some consistency from section to section and within the show.	ESTABLISHED/ SUSTAINED DESIGNED MOOD, ARTISTIC QUAL AND VIS MUSICALITY	More consistent from section to section and within the show.	Strong throughout, with added depth and ability to manipulate audience response.		