



VISUAL GENERAL EFFECT DELINEATION

		UNSATISFACTORY	POOR	BELOW AVERAGE	AVERAGE	ABOVE AVERAGE	EXCELLENT	SUPERIOR	
		0	41	51	61	71	81	91	100
		0-40	41-50	51-60	61-70	71-80	81-90	91-100	
REPERTOIRE		Box 1 - Unsatisfactory Repertoire is in the early learning stages and creates little to no effect.	Box 2 - Poor Repertoire has some basic understanding of design but is incomplete and or infrequently achieves effect.	Box 3 - Know Repertoire has a stronger basic understanding and achieves basic effects on an inconsistent basis.	Box 4 - Growing Repertoire understands the creation of moderate effects and achieves it on a more consistent basis.	Box 5 - Understand Repertoire has a strong understanding of creating effects and achieves moderate and some advanced effects.	Box 6 - Apply Repertoire rarely fails to achieve effect and explores concepts at the highest level.	Box 7 - Elevate Repertoire creates the highest levels of effect on a consistent basis.	
ACHIEVEMENT		Box 1- Unsatisfactory Band is in the early learning stages and creates little to no effect	Box 2 - Poor Band has some basic understanding of design but is inconsistent and or infrequently achieves effect.	Box 3 - Know Band has a stronger basic understanding and achieves basic effects on an inconsistent basis.	Box 4 - Growing Band understands the creating of moderate effects and achieves them on a more consistent basis.	Box 5 - Understand Band has a strong understanding of creating effects and achieves moderate and some advanced effects.	Box 6 - Apply Band rarely fails to achieve effect and displays concepts at the highest level.	Box 7 - Elevate Band displays the highest levels of effect on a consistent basis.	