
WORLD BATON TWIRLING FEDERATION

EUROPEAN CUP RULES & REGULATIONS

SECTION 11A



2022

NOTE: This update corrects an incorrect penalty on Majorette Entertainment Corps

Table of Contents

1.0	GENERAL INFORMATION	3
2.0	EVENTS, AGE DIVISIONS & LEVELS	4
3.0	COSTUME, FOOTWEAR & BATON GUIDELINES	11
4.0	PRACTICE AND WARM-UP AREAS	11
5.0	MUSIC	12
6.0	EUROPEAN CONTENT RULES.....	14
7.0	CONTENT RESTRICTIONS.....	14
8.0	EUROPEAN CUP ARTISTIC GROUP	19
9.0	COMPETITION PROCEDURES.....	21
10.0	COMPETITION & ANNOUNCING PROCEDURES	24
11.0	NUMBER OF ROUNDS – EUROPEAN CUP	25
12.0	SCORING PROCEDURES	26
13.0	TABULATION PROCEDURES AND PENALTIES	28
14.0	POSTING OF RESULTS (Clarification September 2017).....	30
15.0	ENTRIES	31
16.0	WBTF BADGES & CERTIFICATES	32
17.0	CEREMONIES & AWARDS FOR THE EUROPEAN CUP	33
18.0	PROTOCOL FOR AWARD PRESENTATIONS:.....	35
19.0	STAGING OF WBTF CLOSING CEREMONIES	38
20.0	PROTESTS / APPEALS	39
21.0	RULES OF ENGAGEMENT REGARDING A REVIEW OF ASSESSED PENALTIES:	41
22.0	DISCIPLINE COMMITTEE:.....	43
23.0	LIABILITY INSURANCE.....	43
24.0	HOST COUNTRY RESPONSIBILITIES	44
25.0	STAY TO PLAY POLICY	44
26.0	SCORE SHEETS, MASTERS AND PROFICIENCY SCALES.....	47
27.0	EURO CUP MAJORETTE CORPS APPENDICES	64

WBTF EUROPEAN CUP

1.0 GENERAL INFORMATION

Gold Text indicates – Updates March 2021

Red Text indicates – Updates July 2021

Blue Text indicates – Updates September 2021

1. The WBTF European Cup shall be open to athletes who are members of the organization whose Association/Federation is a member of the World Baton Twirling Federation. All athletes must hold a valid passport or a valid National Identity Card in their own name from the nation he/she represents as proof of their citizenship. (See Section 5 – Competition Entry Registration for specific details)
2. The European Cup and European Championships shall be held on alternating years – European Cup on even-numbered years (2016, 2018, 2022, etc.) and the European Championships on the odd-numbered years (2017, 2019, 2021, etc.)
3. Certified WBTF Judges will judge European Cup events.

WBTF'S PHILOSOPHY STATEMENT FOR AN EQUITABLE COMPETITION AMONG EUROPEAN CUP ATHLETES

It is the responsibility of the coach and athlete to enter the appropriate level in the European Cup based on the athlete's true proficiency of skills and experience. The WBTF expects that all member countries will respect and honor these levels in order to uphold the integrity of International competition and promote an honest competitive environment.

By reviewing the content restrictions that are in place, athletes should enter the appropriate level based on their proficiency and competitive achievement. Athletes who compete at higher levels throughout the year in their respective countries, SHOULD NOT have routines "watered-down" in order to meet the content restriction requirement to compete at a lower level.

2.0 EVENTS, AGE DIVISIONS & LEVELS

The Events and Levels offered at the European Cup shall be as follows:

❖ Women's Divisions for Solo, Two-Baton

Level B – Juvenile 9-11, Youth 12-14, Junior 15-17, Senior 18-21, Adult 22+

Level A – Juvenile 9-11, Youth 12-14, Junior 15-17, Senior 18-21, Adult 22+

Level Elite – Juvenile 9-11, Youth 12-14, Junior 15-17, Senior 18-21, Adult 22+

❖ Men's Divisions for Solo, Two-Baton

Level B – Junior 12-17, Senior 18+

Level A – Junior 12-17, Senior 18+

Level Elite – Junior 12-17, Senior 18+

❖ Three-Baton – Women

One Level – Youth 12-14, Junior 15-17, Senior 18-21, Adult 22+

Must follow Level A content restrictions or lower

❖ Three-Baton – Men

One Level – Junior 12-17, Senior 18+

Must follow Level A content restrictions or lower

❖ European Cup Freestyle – Women and Men's Divisions

Level B – Youth 12-14, Junior 2 15-17, Senior 18+

Level A – Youth 12-14, Junior 2 15-17, Senior 18+

Level Elite – Youth 12-14, Junior 2 15-17, Senior 18+

❖ European Cup Freestyle Pair

Junior 12-17

Senior 18+

❖ Team

Junior 8 – 17.9 (average age)

Senior 18+ (average age)

❖ Artistic Group

Junior 8 – 17.9 (average age)

Senior 18+ (average age)

❖ All Majorette Corps

Juvenile 0-11.9 (average age)

Junior 12-15.9 (average age)

Senior 16 + (average age)

NUMBER OF COMPETITORS ALLOWED PER COUNTRY:

- ❖ SOLO = 3 athletes in each level and age division
- ❖ 2 BATON = 3 athletes in each level and age division
- ❖ 3 BATON = 3 athletes in each level and age division
- ❖ FREESTYLE =
 - 3 female athletes in each level and age division.
 - 3 male athletes in each level and age division.

- ❖ PAIR = 1 pair in each age division
- ❖ TEAM = 2 teams in each age division
- ❖ ARTISTIC GROUP = 2 groups in each age division
- ❖ MAJORETTE CORPS = 2 in each age division per discipline

ALTERNATES

SOLO, 2-BATON & 3-BATON

No alternates are permitted for these disciplines

FREESTYLE SOLO

No alternates are permitted for this discipline

FREESTYLE PAIR

- ❖ All European Cup Freestyle Pairs may have an alternate member.
- ❖ A mixed Pair (female/male) may have 2 alternate members (1 female, 1 male – but only one may be used).
- ❖ The alternate(s) for a Pair must be from the age division of the Pair, or younger
- ❖ If the younger division alternate is used, the Pair will still compete in the division as entered. They will not be moved down to the younger age division.

Example:

Junior	=	Junior + Junior
Senior	=	Junior + Senior; Senior + Senior

TEAM, ARTISTIC GROUP, & MAJORETTE CORPS

Each country may have two alternates maximum.

Each coach/country has the freedom to use 2 alternates during the different rounds of the artistic group competition. The number of competing athletes in a group must not change.

NOTE: ALL OTHER MAJORETTE CORPS RULES ARE CONTAINED IN THE APPENDICES.

ELIGIBILITY RULES SPECIFIC TO EUROPEAN CUP FREESTYLE SOLO, PAIRS, TEAMS & ARTISTIC GROUPS

- a. Number of athletes per Team: from 5 to 9 members
- b. Number of athletes per Artistic Group: 10+ members
- c. Alternates are considered as part of a country's European Cup Contingent.
- d. A Pair, Team or Artistic Group may only be comprised of members who are residents of the same nation.
- e. European Cup competition participating athletes may only compete for one club. (Exception: Artistic Group)
- f. An athlete may be a member of a Pair, Team or Artistic Group at the same competition, as long as they are not a member of another Pair, Team or Artistic Group that competes in the same category. (e.g. athlete could be in a Junior Team and a Senior Group). However, an athlete shall not be permitted to be a member of two different Teams or two different Groups OR two different Pairs (e.g.: athlete could not be in a junior Team and a senior Team).
- g. Freestyle Soloists/Pairs/Teams/Artistic Groups who are selected for the upcoming World Championships, are not allowed to enter the European Cup in the same discipline.

Exceptions to this rule are:

- If a freestyle/pair participated in the finals for the previous European or World Championships in the junior category and is now a senior competitor, they may participate in the European Cup in the senior category.
 - If a pair participated in the finals of the previous European or World Championships and one of the pair members has changed, the pair may participate in the European Cup.
- h. If a team participated in the finals of the previous European or World Championships (or have been selected for the next World Championships) a minimum of 50% of the team members must have changed in order for that team to participate in the European Cup in the same event.
 - i. **An Artistic Group can compete in the European Cup if they change 25% of the members from the previous European Championships.**
 - j. If a team/artistic group participated in the finals of the previous European or World Championship and change category (from artistic group to team or from team to artistic group), they may participate at the European Cup.

Any individual/pair/team/group breaking these rules will be disqualified.

ELIGIBILITY RULES SPECIFIC TO EURO CUP FREESTYLE:

Note: Levels B and A in the Euro Freestyle Solo - same content restrictions apply as for the solo discipline.

Euro Cup Freestyle Solo – Women Division:

- If an athlete competes at European or World Championships, the athlete may compete in level A at Euro Cup if they were not in the finals.
- EXCEPTION: Athletes selected to represent their country in Freestyle at the World Championships in the same year as the European Cup may not compete at the European Cup for Freestyle.
- If an athlete is a finalist in the Euro Championships, the athlete must compete in the Elite level at the European Cup.
- Athletes who change age groups are not required to move up to the next level of freestyle but may not move down to a lower level.
- B level athletes who were in the finals of the Euro Cup must move to the A level in the following Euro Cup. – Effective 2024 (after Euro Cup 2022)
- The top 5 A level finalists must move to the Elite level in the following Euro Cup. Effective 2024 (after Euro Cup 2022)

Euro Cup Freestyle Solo – Men Division:

- If an athlete competes at European or World Championships, the athlete may compete in level A at Euro Cup if they were not in the finals.
- EXCEPTION: If an athlete is selected to represent their country in Freestyle at the World Championships in the same year as the European Cup, they cannot compete at the European Cup for Freestyle.
- If an athlete is a finalist in the Euro Championships, the athlete must compete in the Elite level at the European Cup.
- Athletes who change age groups are not required to move up to the next level of Freestyle but may not move down to a lower level.
- 1st place will move to the next level in the following European Cup (eg. 1st place B level must move to A level in next Euro Cup, 1st place A level must move to Elite.) Effective 2024 (after Euro Cup 2022)

ELIGIBILITY RULES SPECIFIC TO SOLO, 2-BATON & 3-BATON:

Athletes who compete in Solo must compete in all other disciplines at the same level or in the level just below his/her level in Solo

Example: Level Elite Solo athlete must compete in the other disciplines in Elite or level A. No possibility in level B

If the athlete does not compete in the Solo event, he/she may choose his/her level for the other disciplines of 2-Baton & 3-Baton and Euro Freestyle.

Euro Cup – Women’s Division – Effective for European Cup 2024

- Level B athletes who reach the finals of the European Cup must move up to Level A at the next European Cup in the same discipline.
- Level A athletes who place in the top 5 positions of the finals in the European Cup must move up to the Elite Level at the next European Cup in the same discipline.
- **Athletes who change age groups must still move to the next level.**

Euro Cup – Men’s Division – Effective for European Cup 2024

- 1st place must move to the next level in the following European Cup, eg 1st place B level must move to A level in next Euro Cup, 1st place A level must move to Elite (in the same discipline.)
- **Athletes who change age groups must still move to the next level.**

RULES SPECIFIC TO TEAM AND ARTISTIC GROUP

- a. Alternates are considered as part of a country’s European Cup Contingent.
- b. A Team or Artistic Group may only be comprised of members who are residents of the same nation.
An athlete may NOT be a member of more than one:
 - 1) Team; or
 - 2) Artistic Groupand may not compete against themselves. As an example, an athlete could be in a Level A Team and a Artistic Group. However, an athlete shall not be permitted to be a member of two different Teams or two different Artistic Groups (e.g.: athlete could not be in a Level B Team and a Level A Team). (updated January 2016)
- c. The use of props shall not be allowed for Team or Artistic Group.
- d. Teams and Artistic Groups shall enter from the Judge’s left and exit to the Judges’ right.

EUROPEAN CUP AGE DIVISIONS FOR ALL DISCIPLINES:

Where age divisions apply, “age” shall be determined as the age an athlete is on December 31st of the competition year - [2022](#). Clarification: 31st December is included in the calculation of the age. The minimum age to compete is 12, except for the team, group and majorette corps members where the minimum age is 8.

WOMEN’S INDIVIDUAL COMPETITION (SOLO , 2-BATON, & 3-BATON)

- Juvenile = 9–11 (athletes who will be 9 years of age to 11 years of age during the year of the European Cup, on December 31, [2022](#))
**Exception: No Juvenile 3-Baton*
- Youth = 12–14 (athletes who will be 12 years of age to 14 years of age during the year of the European Cup, on December 31, [2022](#))
- Junior = 15–17 (athletes who will be 15 years of age to 17 years of age during the year of the European Cup, on December 31, [2022](#))
- Senior = 18–21 (athletes who will be 18 years of age to 21 years of age during the year of the European Cup, on December 31, [2022](#))
- Adult = 22 & over (athletes who will be 22 years of age or older during the year of the European Cup, on December 31, [2022](#))

MEN’S INDIVIDUAL COMPETITION (SOLO 1-BATON, 2-BATON, & 3-BATON)

- Junior = 12-17 (athletes who will be 12 years of age to 17 years of age during the year of the European Cup, on December 31, [2022](#))
- Senior = 18 + (athletes who will be 18 years of age or older during the year of the European Cup, on December 31, [2022](#))

WOMEN’S EUROPEAN CUP FREESTYLE

- Youth = 12–14 (athletes who will be 12 years of age to 14 years of age during the year of the European Cup, on December 31, [2022](#))
- Junior = 15–17 (athletes who will be 15 years of age to 17 years of age during the year of the European Cup, on December 31, [2022](#))
- Senior = 18 + (athletes who will be 18 years of age or older during the year of the European Cup, on December 31, [2022](#))

MEN’S EUROPEAN CUP FREESTYLE

- Junior = 12-17 (athletes who will be 12 years of age to 17 years of age during the year of the European Cup, on December 31, [2022](#))
- Senior = 18 + (athletes who will be 18 years of age or older during the year of the European Cup, on December 31, [2022](#))

PAIR COMPETITION:

A pair must enter the age division that corresponds with the oldest athlete of the pair.

Junior Pair Athletes who will be 12-17 years of age during the year of the European Cup, on December 31, 2022. Both athletes must be Junior age

Senior Pair Athletes who will be 18 years or age or older during the year of the European Cup, on December 31, 2022.
If the pair consists of 1 Junior and 1 Senior, they compete as Senior.

A pair may consist of 2 female athletes, 1 male and 1 female or 2 male athletes.

EUROPEAN CUP TEAM , ARTISTIC GROUP COMPETITION:

There is no maximum age limit. The minimum age is 8.

Both Team & Artistic Group may consist of members of both sexes, if so desired.

The average age of the athletes of the team/artistic group [as of December 31, 2022](#) determines the division in which they compete, taking no account of reserves. The introduction of the alternate cannot change the age division.

Junior 8 – 17.9 years
Senior 18 and older

EUROPEAN CUP MAJORETTE CORPS COMPETITION:

There is no maximum age limit. The minimum age is 8.

Majorette Corps may consist of members of both sexes, if so desired.

The average age of the athletes of the Majorette Corps [as of December 31, 2022](#) determines the division in which they compete, taking no account of reserves. The introduction of the alternate cannot change the age division.

Juvenile 0-11.9 years
Junior 12-15.9 years
Senior 16 years and older.

SIZE: Min of 12 members, no max / Alternates (Reserves) - max 2

NOTE:

The inclusion of one or two reserves may not alter the division of the team, artistic group OR majorette corps' original entry. Reserves should be compatible in age. If a member of a team/artistic group/majorette corps (for whatever reason) cannot compete and if the team/artistic group/majorette corps has no reserves, and this withdrawal changes the average age (therefore division) this team/artistic group/majorette corps must compete in the original division in which they were entered.

ALL OTHER MAJORETTE CORPS RULES ARE IN THE APPENDICES

3.0 COSTUME, FOOTWEAR & BATON GUIDELINES

There shall be no restrictions on costume choice for any of the events bearing in mind that this is a sport

Footwear must meet the requirements of the facility.

Batons must conform to the definition of "baton". Tape is allowed on the baton. Shafts may be of any color. Tape, of choice, (no penalty) may be used bearing in mind that this is a sport.

COSTUME / FOOTWEAR / EQUIPMENT FAILURE - ALL EVENTS

Note: The Chief Judge, the Technical Chair or the Judges' Chair may stop the competition for one of the following reasons:

- If costume failure becomes hazardous, indecent or embarrassing
- If a shoelace becomes untied causing footwork to be dangerous
- Loss of footwear causing danger to the athlete slipping and falling
- Loss of ball or tip from the baton shaft
- Baton shaft breaking

The Technical Chair must be contacted to handle the situation.

The Technical Chair will contact the Host country and competition staff. The Technical Chair may order a restart. Judging to commence at the beginning.

CLARIFICATION: January 2014

4.0 PRACTICE AND WARM-UP AREAS

PRACTICE AREA

An area designated for practice.

There should preferably be an area large enough to accommodate a reasonable amount of athletes in a safe environment.

A practice area must be provided. The host country will organize free practice sessions each day before the competition begins and during the lunch break for any athlete who is competing on that day.

WARM UP AREA

An area designated for the preparation of athletes immediately before they compete.

There must be a designated warm up area for the European Cup athletes that is large enough for 6 athletes or 2 Artistic Groups to prepare for competition in a 5 minutes time minute period.

WARM UP PERIODS

Official warm up periods on the main competition floor are not permitted once the competition day begins.

PRACTICE PERIODS

There will be two practice periods ONLY per day on the competition floor. MORNING PRACTICE PERIOD and LUNCH TIME PRACTICE PERIOD.

The venue will be open for practice 2 hours prior to the beginning of the competition each day and for one hour only during the lunch break. “An organized morning practice schedule and an organized lunch time practice schedule will be distributed once the competition schedule has been set.

All athletes and coaches must follow the instructions of the Practice Floor Monitor.”

5.0 MUSIC

There shall be no music tests or costume inspections.

Music files will be sent digitally. (See instructions on entry form.)

MUSIC & TIME LIMITS FOR SOLO, 2-BATON, 3-BATON DISCIPLINES (All Levels):

Athletes shall perform to the WBTF prescribed music selection for these events that are timed to the following time limits:

Solo 1-Baton	=	1:44 minutes
2 & 3 Baton	=	1:29 minutes

EURO FREESTYLE SOLO & PAIRS

Athletes shall perform to music own choice to the following time limits:

EURO FREESTYLE SOLO COMPETITION

Youth & Junior:	1:30 minutes minimum to 2:00 minutes maximum
Senior:	2:00 minutes minimum to 2:30 (2 ½) minutes maximum

EURO FREESTYLE PAIRS COMPETITION

Junior:	1:30 minutes minimum to 2:00 minutes maximum
Senior:	2:00 minutes minimum to 2:30 (2 ½) minutes maximum

The athlete(s) performance shall begin with the first sound or note of the music (whichever comes first) and must end with the last sound or note of the music.

A ten (10) second leeway in the timing is granted due to the difference in tape players, the electronic current within the various buildings, etc. The “leeway” allows legal time to be ten (10) seconds before or after the official timing.

There is no minimum time limit therefore athletes may complete their routines prior to the completion of the music but must remain in place on the competition floor to receive his/her scores.

No credit is to be given for anything executed after the sound or music has stopped. Judges are required to look down and begin scoring.

This means that if an element is not finished with the music it will not be judged. All of the WBTF music is available to all countries on the WBTF website.

MUSIC & TIME LIMITS FOR TEAM AND ARTISTIC GROUP

Team/Artistic Group must submit their music file using the WBTF Share File System by the entry deadline. (Further explanation on the entry form.)

Time Limits (Team and Artistic Group):

3:00 minutes minimum to 3:30 minutes maximum (***2:50 – 3:40*) with 10 second leeway.

Timing shall begin with the first sound or note of the music (whichever comes first) and ends with the last sound or note of the music.

No credit is to be given for anything executed after the sound or music has stopped. Judges are required to look down and begin scoring.

This means that if an element is not finished with the music it will not be judged. See SCORING PROCEDURES for time limit penalties.

Order of Events:

The WBTF shall determine the actual Order of Events following the established European Cup competition format.

Order of Rounds:

- ❖ All Preliminary Rounds
- ❖ All Final Rounds

Order of Appearance:

- ❖ Preliminary, – random draw
- ❖ Final Round – reverse order

Published time schedules are tentative. The competition will move ahead of any published schedule if time permits. This should be written prominently on the program schedule.

6.0 EUROPEAN CUP CONTENT RULES

Each country or coach has the authority to determine the level of his or her athletes in Solo 1-Baton, Euro Freestyle, 2-Baton, 3-Baton, and Artistic Group, but must adhere to all Eligibility Rules. Athletes may be Level A in one individual discipline and Level B in another individual, or Artistic Group event dependent upon his/her skill level in each particular discipline.

A coach must reference the following Content Restrictions to determine the individual or Artistic Group's Level:

No restrictions on Elite level material presented.

7.0 CONTENT RESTRICTIONS

All disciplines will be tabulated as per the International Cup rules state, including the discipline of Euro Cup freestyle.

CONTENT RESTRICTION PENALTIES:

The following penalties deducted for including material that is more than the written restrictions shall be assessed for each illegal element:

Content Penalties for Levels B & A:

	Solo 1-Baton Euro Freestyle	2 & 3 Baton
Penalty Assessed	1 point per penalty per judge	1 point per penalty per judge

The following apply to ALL Content Restriction Charts:

- Walkovers can be front or back DEFINITION OF TERMS: **Standard Reception** – (refers to type of catch) Vertical or Horizontal RH or LH catch or RH or LH grab. **Standard Release** – Vertical RH or LH thumb toss. Vertical RH or LH backhand toss or Horizontal, RH or LH forward or reverse. **Major Body Moves:** A move that requires significant control, flexibility, strength, amplitude and extension. This classification includes any body move desired and includes moves such as: Illusions, walkovers, leaps, or jumps (of any type), sauté arabesque, attitude, grand battement, sauté de basque, tour jeté, cabriole, forward or reverse. These moves will be approximately 3 or more counts in duration. **Minor Body Moves:** A move that does not require significant control, flexibility, strength, amplitude, or extension and additionally does not require horizontal or vertical reorientation to the baton (no body rotations <turns>) or maneuvering the body upside down (illusions, bows, etc). These moves will be approximately 2 counts in duration. This classification includes moves such as: hop, skip, chassé, piqué, step-step, and coupé, sauté. This category will often be used as preparation or follow through movements. *Refer to the definition of terms not defined in this chart*
- **ATTENTION:** The chaine' turn is in the same classification as spin. Ex. Single chaine turn = 1 spin;
double chaine turn = 2 spins
- **EXECUTION OF ANY DISALLOWED MOVES WILL RESULT IN A PENALTY TO BE ASSESSED FOR EACH VIOLATION OF CONTENT RESTRICTIONS.**
- **ONE PENALTY FOR THE SAME VIOLATION**

CONTENT RESTRICTION CHART

Solo 1-Baton and Euro Freestyle Solo Content Restrictions

CATEGORY	Level B	Level A	Elite
Spins	1-2 Spins Baton Releases No Restrictions Reception No Restrictions Body Releases No Restrictions Reception No Restrictions 3 Spins Baton Standard Release Standard Reception Body No Restrictions	1-2-3 Spins Baton Releases No Restrictions Reception No Restrictions Body Releases No Restrictions Reception No Restrictions 4 Spins Baton Standard Release Standard Reception Body No Restrictions	<ul style="list-style-type: none"> • No Restrictions
Aerial Gymnastic	Not Allowed with or without the toss.	Aerial cartwheels ONLY (1) under the toss Baton Releases No Restrictions Reception No Restrictions Body <ul style="list-style-type: none"> • Minor body moves on release only are allowed • Reception No Restrictions • Aerial Cartwheels cannot be used in combination with any other body move • No other aerial gymnastic moves allowed 	<ul style="list-style-type: none"> • No Restrictions
Stationary Complex & Traveling Complex	Single major body move under the toss Baton Standard Release Standard Reception Body No Restrictions	Single major body move with 2 spins under toss Baton Standard Release Standard Reception Body No Restrictions Double major body move is allowed under the toss, either traveling or stationary Baton Standard Release Standard Reception Body No Restrictions Double Major Tricks are allowed, either Stationary or Travelling. No limited number	<ul style="list-style-type: none"> • No Restrictions
Double Element Tricks	<ul style="list-style-type: none"> • Not Allowed under the toss 	Double major body moves are allowed under the toss, either traveling or stationary No limited number Baton Standard Release Standard Reception Body No Restrictions	<ul style="list-style-type: none"> • No Restrictions
Rolls	<ul style="list-style-type: none"> • No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete) 	<ul style="list-style-type: none"> • No Restrictions 	<ul style="list-style-type: none"> • No Restrictions
Contact Material	<ul style="list-style-type: none"> • No Restriction 	<ul style="list-style-type: none"> • No Restrictions 	<ul style="list-style-type: none"> • No Restrictions
Revision 5 – January 2014			

CONTENT RESTRICTION CHART

2 Baton Content Restrictions

Category	Level B	Level A	
Spins	1 spin Baton Releases No Restrictions Reception No Restrictions Body Releases No Restrictions Reception No Restrictions	2 spins Baton Releases No Restrictions Reception No Restrictions Body Releases No Restrictions Reception No Restrictions	
Stationary & Traveling Complex	Single major body under the toss(s) Baton Releases No Restrictions Reception No Restrictions Body Releases No Restrictions Reception No Restrictions Note – open hand releases are considered “Standard”	Single Major Body move with one spin under toss(s) (this is not considered a double element trick) Baton Releases No Restrictions Reception No Restrictions Body Releases No Restrictions Reception No Restrictions One double element trick allowed with double major body move under toss(s) Baton Releases No Restrictions Reception No Restrictions Body Releases No Restrictions Reception No Restrictions No aerial gymnastics allowed	
Rolls	No continuous front neck rolls (with or without hands) No front neck figure 8’s No monster rolls (partial or complete)	Partial monster roll is allowed, making 360 degree rotation around one arm	
Contact Material	<ul style="list-style-type: none"> • No Restrictions 	<ul style="list-style-type: none"> • No Restrictions 	
<p>Note - spins may be executed under 1 or 2 batons. This includes both single and double releases, from one or both hands.....high/low, high/high, dual plane, dual pattern, opposition</p> <p>Note - Body Move may be executed under 1 or 2 batons. This includes both single and double releases, from one or both hands.....high/low, high/high, dual plane, dual pattern, opposition.</p>			

Revision 5 – January 2014

CONTENT RESTRICTION CHART

3 Baton Content Restrictions

Category	Level B	Level A	Elite
Spins	1 spin Baton <i>Releases No Restrictions</i> <i>Reception No Restrictions</i> Body <i>Releases No Restrictions</i> <i>Reception No Restrictions</i>	2 spins Baton <i>Releases No Restrictions</i> <i>Reception No Restrictions</i> Body <i>Releases No Restrictions</i> <i>Reception No Restrictions</i>	<ul style="list-style-type: none"> • No Restrictions
Stationary & Traveling Complex	Single major body under the toss(s) Baton <i>Releases No Restrictions</i> <i>Reception No Restrictions</i> Body <i>Releases No Restrictions</i> <i>Reception No Restrictions</i> Note – open hand releases are considered "Standard" One triple toss is allowed	Single Major Body move with one spin under toss(s) (this is not considered a double element trick) Baton <i>Releases No Restrictions</i> <i>Reception No Restrictions</i> Body <i>Releases No Restrictions</i> <i>Reception No Restrictions</i> Two Triple tosses are allowed Double Element Tricks are not allowed Aerial Gymnastics are not allowed	<ul style="list-style-type: none"> • No Restrictions
Rolls	<ul style="list-style-type: none"> • No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete) 	Partial monster roll is allowed, making 360 degree rotation around one arm	<ul style="list-style-type: none"> • No Restrictions
Contact Material	<ul style="list-style-type: none"> • No Restrictions 	<ul style="list-style-type: none"> • No Restrictions 	<ul style="list-style-type: none"> • No Restrictions

NOTE: Definition of triple toss - Triple Tosses - all 3 batons are released sequentially, one at a time, before the first one is caught, OR, all 3 batons are released at the same time. For both types of triple tosses, catches can be in any order. (Clarification from Summer Meeting 2018)

Revision 5 – January 2014

8.0 EUROPEAN CUP ARTISTIC GROUP

The following changes for the WBTF Cup Artistic Group event:

- Content restriction will follow the current B level restrictions for Artistic Groups
- Number of members: min of 10 and no upper limit.
- The Artistic Group may consist of members of both sexes, if so desired.
- The Artistic Group may consist of members of both sexes, if so desired.
- Same time limit as WBTF Team
- The Total Score of all captions is flashed for the WBTF Artistic Group event plus the drop penalties and content restrictions penalties are displayed by the penalty judges (in different colors)

Clarification: The content restriction will support the philosophy of the new Artistic Group concept and allow coaches and judges to focus on general effect, choreography and precision.

WBTF ARTISTIC GROUP CONCEPT SUMMARY: (EFFECTIVE September 2015)

The Artistic Group and Team events must be DIFFERENT and must be JUDGED DIFFERENTLY. The priorities for ARTISTIC GROUP need to be different than they are for TEAM or the two events will fuse together in the judging and produce perpetuated confusion.

In ARTISTIC GROUP the ultimate EFFECT of PERFECTION and CLARITY is paramount. This is achieved by utilizing COMMON, MASTERED skills among ALL athletes within a program that is an architectural composition highlighting FORMS, PICTURES, PATTERNS and TRANSITIONAL MOVEMENT. These priorities produce a visual EFFECT that is reflective of the soundtrack and MAY (but not required) even encompass a theme, character or storyline.

In ARTISTIC GROUP, it is not expected that all modes of twirling will be equally demonstrated as they are in TEAM. In ARTISTIC GROUP, the skill set should be TOTALLY consistent and mastered among ALL members. This will encourage MORE participation of athletes with limited achieved skills and give the coach/choreographer the freedom of working toward this concept WITHOUT the pressure of HAVING to include criteria that is expected in the TEAM event. The DEPTH of material and skills is NOT the emphasis as it is in TEAM. The use of the baton within the various modes will only serve to compliment and enhance the production without interfering with the ultimate goal of pristine perfection and clarity. RISK, as we know it, is NOT a factor for success in the ARTISTIC GROUP event. An impressive sense of UNITY must be emphasized that produces a CLEAN and VISUAL APPEAL. To all viewers, a sense of ENTERTAINMENT should be conveyed.

CONTENT RESTRICTION PENALTIES (FOR WBTF ARTISTIC GROUP ONLY):

The following penalties deducted for including material that is more than the written restrictions above shall be assessed for each illegal element:

ARTISTIC GROUP will receive a 10-point penalty (for each infraction)

CONTENT RESTRICTIONS CHART FOR ARTISTIC GROUP

CATEGORY	One Level Only
Spins	<ul style="list-style-type: none">• 1 spin Baton Releases No Restrictions Reception No Restrictions Body Releases No Restrictions Reception No Restrictions• 2 Spins Baton Standard Release Standard Reception Body No Restrictions
Aerial Gymnastic	<ul style="list-style-type: none">• Not allowed with or without toss
Stationary Complex & Traveling Complex	<ul style="list-style-type: none">• Single major body move under the toss Baton Standard Release Standard Reception Body No Restrictions
Double Element Tricks	<ul style="list-style-type: none">• Not Allowed under the toss
Rolls	<ul style="list-style-type: none">• No continuous front neck rolls (with or without hands)• No front neck figure 8's• No monster rolls (partial or complete)
Contact Material	<ul style="list-style-type: none">• No Restrictions

9.0 COMPETITION PROCEDURES

Number of Judges

- ❖ Solo, 2-Baton, 3-Baton, & Euro Freestyle - 3 Judges + CR/Drop Penalty Judges (may be 1 judge doing both or 2 judges splitting the duties).
- ❖ Team - 3 judges + 3 penalty judges per lane (if available). There shall be 2 panels of judges. 2 Timing/Penalty judges to record the time of the music, drop penalties and 1 Content Restriction judge for all competitors. NOTE: Two judges must be used to count drops for teams and if available a third judge should be used for content restrictions.
- ❖ All Majorette Corps - 3 judges + 2 penalty judges per lane (if available). There shall be 2 panels of judges. 2 Timing/Penalty judges to record the time of the music and drop penalties for all competitors. NOTE: Two judges must be used to count drops if available.
- ❖ Artistic Group – 6 Judges + 3 penalty judges per lane (if available). (Total 9 judges; 2 judges for each caption) Timing/Penalty judges to record the time of the music, content restrictions, drop penalties and any other penalties for all competitors. NOTE: Two judges must be used to count drops for groups and if available a third judge should be used for content restrictions.

Note: if there are not enough judges available 1 judge may be used per caption plus one penalty judge

Content restriction judge may be one of the penalty judges if there are not enough judges available
- ❖ Judges who judge the Preliminary Rounds will also be selected to judge the same divisions in the Final Rounds, when it is possible (considering any organizational set up problems which could occur.)
- ❖ Explanation of Team and Artistic Group Judging:
All panels of Judges will be seated in the stands. The Competition Director shall determine the most efficient way to set the Order of Appearance.
Example: All teams judged by Panel #1 alternate with all teams judged by Panel #2.

Competition Floor Size - All Events:

Approved Winter Meeting 2019

Floor boundaries (15 m x 28 m minimum; 49.21 ft x 91.68 ft minimum). (full basketball floor depending on location of competition)

Area	NBA		FIBA	
	Imperial	Metric	Imperial	Metric
Court length	94 ft	28.65 m	91.86 ft	28 m
Court width	50 ft	15.24 m	49.21 ft	15 m

It is recommended to provide floor markings with bright colored tape as shown in the diagram. Suggest carpeting around the perimeter of the competition floor.

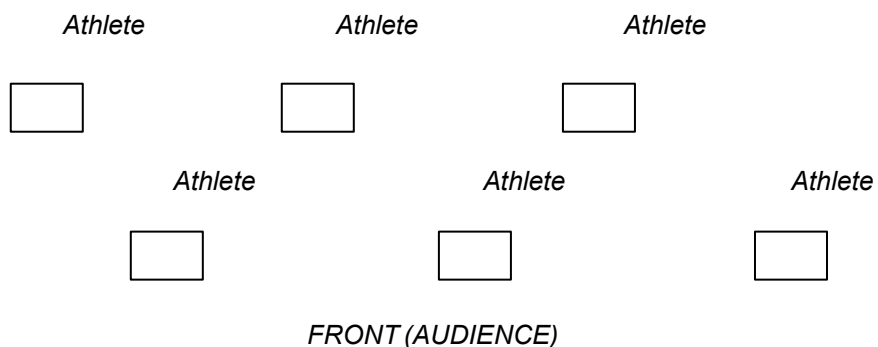
- ❖ If the floor is not marked, it should be marked front/back and left/right centers on the floor using vertical and horizontal lines – in case a basketball court is not used.
- ❖ The boundaries will not be strictly interpreted as boundaries per se, but as the size of the floor that is available to the athletes. Should an athlete step on or across the lines, the judges will each determine, individually, whether or not this is cause for lowering the score, based on the athlete's floor pattern and use of the space.
- ❖ The composition of the floor shall be of wood, concrete or any other substance that is smooth, level and free from any obstruction or hazard that may in any way hinder the contestants' performances. It is important that the floor not be too slippery and/or sticky.
- ❖ For the individual events of Solo, Two Baton & Three Baton, a lane shall be approximately 15 feet (4.5 meters) across and 15-20 feet (4.5-6 meters) deep. The number of lanes and the actual size of each lane will be dependent on the available size of the competition floor.

Floor Set Up – Solo, 2-Baton, and 3-Baton Events:

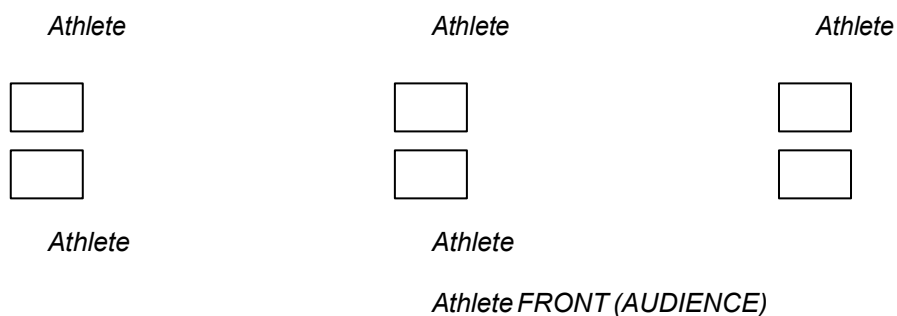
- ❖ Judges' tables shall be referred to as "lanes". See below for floor plan.
- ❖ The recommendation is to run 6 to 8 lanes for these events (based on available size of the competition floor).
- ❖ The Music Coordinator and Announcer shall be seated in an area off the competition floor with an unobstructed view of all lanes.
- ❖ Tables shall be skirted as well as marked with Lane Number (on front of table and on the back of one judge's chair).
- ❖ The Set Number shall be displayed prominently near the competition floor.

THE FOLLOWING ARE FOUR WAYS TO SET UP THE FLOOR FOR SOLO, 2-BATON & 3-BATON:

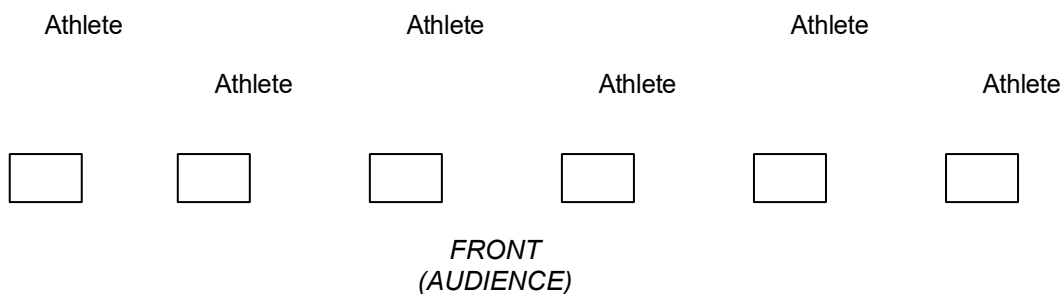
FLOOR PLAN "A"



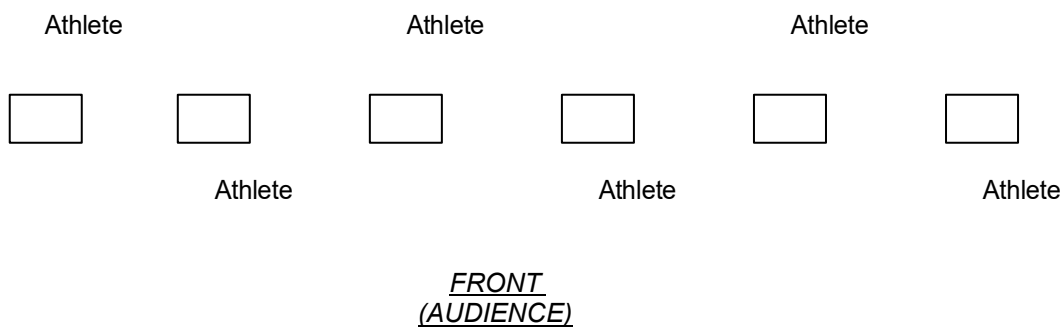
FLOOR PLAN "B"



FLOOR PLAN "C"



FLOOR PLAN "D"



Floor Set Up –Team & Artistic Group:

- ❖ Competition floor shall be clear and empty.
 - ❖ Judges shall be seated in the stands.
 - ❖ The Music Coordinator and Announcer shall be seated in an area off the competition floor with an unobstructed view of the floor.
 - ❖ During competition, a marker approved by the facility (e.g. tape, pylon) shall be used to designate the floor boundaries in each corner and the center of competition floor shall be marked.
-

10.0 COMPETITION SCORING & ANNOUNCING PROCEDURES

- ❖ A printed “Set System” Program shall be developed to indicate the Order of Events and the order in which the competitors shall perform.
- ❖ The official “Set System” Program will be final following the close of registration on the day before the competition. It is the responsibility of the host country to distribute the final set system to all countries participating in the competition. (Clarifications)

Solo 1-Baton, 2-Baton, 3-Baton, Euro Freestyle Solo, Freestyle Pair, Team and Artistic Group Competition:

The Set System shall list the names of each athlete, pair, team or group (and his/her country) in each lane (indicating the discipline and division). For Set #1, the Announcer shall call the set number, then the name of the athlete, pair, team or group (and his/her country name) on each lane that correspond to that set number. The athletes shall acknowledge to the judge (e.g.: ‘releve’ with arms raised in a “V”). After all athletes for that set have been introduced, the Announcer will then ask “Are the judges ready?”, say “Music” and each athlete will begin their routine when the music starts.

Upon completion of the music, the Announcer will announce the next set number and introduce the athletes (and their country name) on each of the lanes.

For the all Levels of competition the Announcer will say “Judges marks for penalties” and the penalty judges will display their marks for any penalties.

Those athletes will leave the floor, the next will take their position in front of the judges, and the Announcer will ask “Are the judges ready” and then say “Music”. This procedure will continue until all sets are completed.

11.0 NUMBER OF ROUNDS – EUROPEAN CUP

For Solo, 2-Baton, 3-Baton, Euro Freestyle, & Euro Freestyle Pair:

1. All disciplines and all divisions will have two rounds of competition. They begin with a Preliminary Round and end with a Final Round.
2. The Final Round consists of 10 athletes or less for all divisions, regardless of their starting size.

For Team Events:

(Effective January 2014)

All categories and divisions will have two rounds of competition. They begin with a Preliminary Round and end with a Final Round.

1. For divisions of 20 or fewer, the top 6 teams move to the Finals.
2. For divisions of 21 or more, the top 10 teams move to the Finals.

For Artistic Group:

(Effective January 2018)

Artistic Group will have two rounds of competition. They begin with a Preliminary Round and end with a Final Round. The top 10 Artistic Groups move to the Finals.

Exception: (Clarification January 2014)

- The number of rounds of competition for each division will be determined based on the set system prepared and distributed to each country with their event registration package.
- Athlete additions after the close of the entry deadline are not allowed
- Scratches that occur after the completed set system has gone to print do not alter the scheduling of any Preliminary or Final Rounds.

Regarding Ties:

1. All athletes tied for 10th in the Preliminary rounds will move to Finals

12.0 SCORING PROCEDURES

ALL DISCIPLINES & LEVELS: Judges will be provided with two Master Sheets listing the names of the athletes/teams/Artistic Groups in each event and division they are assigned to judge. Judges shall use one Master for their own notations. The second is used to record the official score of each competitor and is sent to Tabulation. No score sheets will be issued; however, each athlete/team/Artistic Group shall receive a copy of the Tabulation Master for each event and round they competed in at the conclusion of the Awards Ceremony.

SCORING SCALE OF PROFICIENCY:

- ❖ **For Solo 1-Baton, 2-Baton and 3-Baton:** Judges will determine their score using the WBTF Cup Scoring Scale of Proficiency
- ❖ **For Euro Freestyle Solo:** Judges will determine their score using the WBTF Freestyle Scoring Scale of Proficiency utilizing 100ths. (example: 6.75)
- ❖ **For Euro Freestyle Pair & Team:** Judges will determine their score using the WBTF Pair Scoring Scale of Proficiency utilizing 100-point scale. (example: 60.0)
- ❖ **For Artistic Group:** Judges will determine their score via caption scoring utilizing 100-point scale.
- ❖ **For All Majorette Corps:** Judges will determine their score via caption scoring utilizing 100-point scale.
- ❖ **Display of Scores:**
Scores are not flashed following the athlete's performance.
Scores will be posted following the end of the division.

DETERMINATION OF PLACEMENT

❖ SOLO, 2-BATON, 3-BATON, EURO FREESTYLE, FREESTYLE PAIR & TEAM EVENTS

The Place Points (not the scores) received by each athlete shall be added together to determine the placements. Then the following steps will be utilized:

Step #1 – Any majority of firsts will determine the first place winner only. If there is not a majority of firsts, revert to the lowest total PLACE POINTS (adding up the places each athlete received). Place points determine all other placements only (lowest to highest).

Example: If an athlete receives 1st place from one judge and 2nd place from the two other judges, that athlete's place points would total 5. She/he would place higher than any athlete who did not receive 2 firsts and who received a total of 6 place points or more.

Step #2 – When there is not a majority of firsts and there is a TIE in the place points, revert back to the total numerical score from all judges. The highest total score breaks the tie and determines the higher placement.

Step #3 – If you have followed Step #1 and Step #2 and a tie still remains, use the following procedure:

- a) in preliminary round, all athletes tied in the last advancing position advance to the next round
- b) in final rounds, ties for any position other than first remain unbroken.
Ties below first place will remain tied and one placement will be skipped.
Example: a second place tie, the next place is fourth.
- c) in final rounds, all athletes tied for first place must re-twirl for a panel of five judges to determine first and second place.

DETERMINATION OF PLACEMENT

❖ THE WBTF ARTISTIC GROUP EVENT*

*Artistic Group is first scored by separate judging panels in 4 captions to determine an average score for each caption and then shall receive one total score out of a possible ONE HUNDRED by combining the average score of each caption less any penalties incurred.

EXAMPLE TABULATION LAYOUT:

NEW GROUP TABULATION SYSTEM																			
International Cup:	#ofjudges:	2judges		#ofjudges:	2judges		#ofjudges:	2judges		#ofjudges:	2judges								
National or Continental	#ofjudges:	1judge		#ofjudges:	1judge		#ofjudges:	1judge		#ofjudges:	1judge								
NAME OF GROUP	GENERAL EFFECT			CHOREOGRAPHY & DESIGN			BATON			BODY			TOTAL	LESS PENALTIES			FINAL		
	JUDGE A	JUDGE B	AVERAGE	JUDGE C	JUDGE D	AVERAGE	JUDGE E	JUDGE F	AVERAGE	JUDGE E	JUDGE F	AVERAGE	NUMERICAL	TIMING	CONTENT RESTRICTIONS	TOTAL	NET	FINAL	
	40PTS.	40PTS.	SCORE	30PTS.	30PTS.	SCORE	15PTS.	15PTS.	SCORE	15PTS.	15PTS.	SCORE	SCORE	5PTS.	10PTS.	PENALTIES	SCORE	PLACE	
GROUP1	40.0	38.0	39.0	24.0	22.0	23.0	12.0	10.0	11.0	14.0	12.0	13.0	86.0	-5.0	0.0	-5.0	81.0	2	
GROUP2	38.0	35.0	36.5	26.0	27.0	26.5	13.0	13.0	13.0	13.0	11.0	11.5	87.5	0.0	0.0	0.0	87.5	1	
GROUP3	36.0	36.0	36.0	28.0	25.0	26.5	14.0	12.0	13.0	14.0	13.0	13.5	89.0	0.0	-10.0	-10.0	79.0	3	
GROUP4	34.0	32.0	33.0	23.0	21.0	22.0	10.0	9.0	9.5	15.0	10.0	12.5	77.0	0.0	0.0	0.0	77.0	4	
NOTES:																			
JUDGE E & F JUDGE BOTH THE BATON & BODY CAPTIONS																			
6 JUDGES + 2 PENALTIES JUDGE X JUNIOR																			
6 JUDGES + 2 PENALTIES JUDGE X SENIOR																			
IF THERE ARE TWO JUDGES USED FOR DROPS THE AVERAGE DROP PENALTY IS RECORDED																			
IF THERE ARE NOT ENOUGH JUDGES AVAILABLE 1 JUDGE MAY BE USED PER CAPTION																			
3 JUDGES = 1 PENALTY JUDGE																			
CONTENT RESTRICTION JUDGE MAY BE ONE OF THE PENALTY JUDGES IF THERE ARE NOT ENOUGH JUDGES AVAILABLE																			
SW - Sept 2015																			

REGARDING TIES IN THE NEW ARTISTIC GROUP EVENT:

If there is a tie in the Total Net Score, use the following procedure:

- in preliminary round, all Artistic Groups tied in the last advancing position advance to the next round
- in final rounds, ties for any position other than first remain unbroken. Ties below first place will remain tied and one placement will be skipped.
Example: a second place tie, the next place is fourth.
- in final rounds, all Artistic Groups tied for first place must re-compete for a panel of five judges to determine first and second place.

13.0 TABULATION PROCEDURES AND PENALTIES

All events, including Euro Freestyle & Freestyle Pairs, shall be tabulated as per the WBTF Cup rules. Tabulation shall use the WBTF International Cup Computer Tabulation Programs.

Solo 1-Baton, 2-Baton, 3-Baton, and Euro Freestyle Solo

- ❖ Shall receive one score out of a possible TEN.
- ❖ A 1 point deduction per infraction per judge will be assessed including material that is more than the written constrictions.
- ❖ A 1% penalty which equals a one tenth (.1) point penalty per drop will be deducted from each judges score. Drops will be recorded by each Judge on the Timing/Penalty Sheet.
- ❖ Breaks, slips, non-2/3-baton material shall not be deducted from the score but the effect on the outcome will be considered in the judge's final mark.
- ❖ The WBTF Timing & Penalty Sheet will be used to indicate content restriction penalties, drops and any other penalties that might occur. (e.g.: under time, over time, leaving floor early, etc).
- ❖ Penalties are flashed separately by the penalty judge and are not reflected in the scores that are displayed by the judges immediately after the performance.

Pair, Team & Artistic Group

- ❖ Shall receive one score out of a possible ONE HUNDRED
- ❖ **Euro Freestyle Pair** – the following penalty for including material that is more than the written restrictions above shall be assessed for each illegal element:
 - **10 points deduction per infraction from the judge' total average score.**
- ❖ **Artistic Group**– the following penalty for including material that is more than the written restrictions above shall be assessed for each illegal element:
 - **10 points deduction per infraction from the judge' total average score**
- ❖ **Euro Freestyle Pair & Team** - A 1% penalty which equals a one point (1.0) point penalty per drop will be deducted from each judge's score. Drops will be recorded by the Timing/Penalty Judge on the Timing/Penalty Sheet.
- ❖ **Artistic Group** - A 1% penalty which equals a one point (1.0) point penalty per drop will be deducted from judges' total average score. Drops will be recorded by the Timing/Penalty Judge on the Timing/Penalty Sheet.

NOTE: Two judges must be used to count drops for Team & Artistic Group. If the number of drops assessed differs between the two judges the average number is taken and will be rounded up to the next whole number. For example:
Penalty Judge # 1 assesses 4 drops Penalty Judge # 2 assesses 3 drops
The average of 3.5 is rounded up to 4 drops

-
- ❖ Breaks, slips, out of unison) shall not be deducted from the score but the effect on the routine will be considered in the judge's final mark.
 - ❖ The WBTF Timing & Penalty Sheet will be used to indicate, time of the routine, content restriction penalties, and any other penalties that might occur.(e.g. under time, over time, leaving floor early, etc).
 - ❖ Penalties are flashed separately for Teams by the penalty judge and are not reflected in the scores that are displayed by the judges immediately after the performance.
 - ❖ Note: Scores and Penalties for Artistic Groups will be displayed. The results will be announced and posted by tabulation.

- ❖ **TIMING PENALTY FOR ARTISTIC GROUPS AND TEAMS:**

Team: 3:00 min to 3:30 min with 10 sec. Leeway (2:50 to 3:40)
Undertime/Overtime Penalty = 5 pts. (deducted from each Judge's Score)

Artistic Group: 3:00 min to 3:30 min with 10 sec. Leeway (2:50 to 3:40)
Undertime/Overtime Penalty = 5 pts. (deducted from Final Score)

- ❖ **OTHER PENALTY FOR TEAM AND ARTISTIC GROUPS:**

Any athlete(s) leaving the floor, before or after the minimum time has been reached (for reasons other than illness, first aid, music and costume problems*) i.e. due to an unsportsmanlike attitude of disgust, anger, disappointment, unprofessionalism, etc. The assessment of the judges panel as to which type of departure is taken should be their decision.

Team: *Leaving Floor Penalty = 5 pts. (Deducted from each Judges Score)*

Artistic Group: *Leaving Floor Penalty = 5 pts. (Deducted from Final Score)*

***The Chief Judge, the Technical Chair or the Judges' Chair may stop the competition for reasons listed under the header COSTUME / FOOTWEAR / EQUIPMENT FAILURE
- ALL EVENTS.**

14.0 POSTING OF RESULTS (Clarification September 2017)

It is very important to print the Full Recaps in PDF Format for the Announcer and the Awards Ceremony Director showing the Placement order **from last place to first place**. Both the Announcer and Awards Director must receive the Recaps as they are completed without delay so that he/she can prepare and organize their file in preparation for the awards ceremonies.

It is also very important to post the completed Full Tabulation Sheets in PDF Format showing all scores, all penalties, and all placements and final placement as quickly as possible.

The Full Tabulation Sheets with the results displaying all scores, all penalties, & all placements of each round must be given to the WBTF President, Technical Advisor and Judges Chair

- 1) The Full Tabulation Sheets must be posted in PDF format (both in print and in electronic format) within two hours of the completion of the round. (Printed copies should be posted where they are visible to all coaches and athletes. Electronic copies should be posted on website and emailed to all technical advisors and country representatives.)
The Order of Appearance Sheet for the next round of competition should also be posted within two hours of the completion of the round.
- 2) Copies of the Excel tabulation files with the results must be given to the WBTF Website Administrator for website posting within 2 hours of completion of the round.

DISTRIBUTION OF COMPLETE EXCEL TABULATION FILES:

The following officials are approved to receive the Excel Tabulation Files upon completion:

- 1) WBTF President
- 2) WBTF Technical Advisor
- 3) WBTF Judges Chair
- 4) WBTF Website Administrator
- 5) Host Country Tabulation Department

The Excel tabulation files, themselves, should not be distributed elsewhere. They are the actual tabulation system which is intellectual property of the WBTF.

15.0 ENTRIES

Entries are to be collected by each WBTF member federation and submitted to the WBTF ShareFile System for processing. No medical certificate is required. Each federation must send in one full entry package to WBTF, containing all forms, etc. for all of their participants.

Please review all requirements for entry in Section 05 – COMPETITION ENTRY REGISTRATION PROCESS.

Please see the mandatory entry deadline policy in Section 05 - COMPETITION ENTRY REGISTRATION PROCESS

HOTEL ACCOMMODATIONS:

ALL participants and delegation members must stay at the sponsoring host hotels, no exceptions, if the host country has declared the Stay to Play Policy is in effect for the event. The hotel options must be published at least one year in advance to give federations the time to plan and organize their arrangements. A rooming list must be given to the host country.

ENTRY FEES

European Cup Disciplines

Solo	\$ 30.00 (US) per athlete
2- Baton	\$ 30.00 (US) per athlete
3- Baton	\$ 30.00 (US) per athlete
Euro Cup Freestyle Solo	\$ 35.00 (US) per athlete
Euro Cup Freestyle Pair	\$ 25.00 (US) per athlete, includes alternates
Team & Artistic Group	\$ 25.00 (US) per athlete, includes 2 alternates
Majorette Corps	\$125.00 (US) per Corps

The Rebate to the WBTF and Host Country will be 50/50. (net of any associated bank or service charge fees)

These entry fees will remain in effect for [2022](#).

ENTRY DEADLINE

The deadline for WBTF Competitions for the entry form, passport, badge & program photos will be:

- 8 (eight) weeks before the Cup Events Opening Ceremony = Tuesday, May 12, [2022](#)

Payment for entry fees must take place within 10 (ten) business days of receiving the WBTF Entry invoice. Entries will be denied if payment is not received in time.

No refunds are given for withdrawals.

Draw for the Order of Appearance will be completed 4 (weeks) before a Cup Competition.

PENALTY FOR MISSING DEADLINE

Penalty for missing the entry deadline will result in a US\$100 per day fine to a maximum of 10 (ten) days. After that time the entry is denied.

All other required documents and supporting information must be in place by the draw. Failure to comply results in disqualification.

WBTF will collect all penalty fees which will be paid to the host country, Penalty fees must be paid by the draw for order of appearance or entry will be denied.

16.0 WBTF BADGES & CERTIFICATES

WBTF PARTICIPANT BADGE:

The WBTF is responsible for providing each athlete and their coach with an athlete's participant badge. Badge to indicate: WBTF European Cup; city and country where championships held; year European Cup held.

WBTF CERTIFICATE OF PARTICIPATION:

All athletes will receive an official WBTF Certificate of Participation. The WBTF will be responsible for supplying the template to the host country to print the WBTF certificates. Host country will be responsible for completing certificates. Certificate to display athletes' name and country.

- *Certificate to be signed by the President of the WBTF or his/her designate.*
- *All Participant Badges & Participation Certificates will be inserted in the "country" package that includes all tabulated results, etc., which is given to each country at the conclusion of the European Cup.*
- *It is the responsibility of the country to ensure the participation certificates are given to their athletes.*

17.0 CEREMONIES & AWARDS FOR THE EUROPEAN CUP

ATHLETES' PROTOCOL FOR DRESS: (January 2014)

Opening Ceremony - Country Track Suits or Warm-

Ups Awards Ceremony – Costumes

Closing Ceremony – Country Track Suits or Warm-Ups

Team/Artistic Group athletes who were in the finals are to wear team/Artistic Group costumes under their track suits or warm-ups, and the awards are then presented in costume.


STAGING OF WBTF OPENING CEREMONIES & CLOSING CEREMONIES

OPENING CEREMONIES: (Starting time at 18:30 <6:30 pm> on the evening prior to the start of the competition)

PARADE OF NATIONS:

- 1) Countries will enter the floor in alphabetical order.
The host country will enter last and take the center floor position.
- 2) Board Members
- 3) WBTF Member Country Technical Advisors
- 4) WBTF Member Country Judges' Representatives and the Official Judges

Following introduction, all VIP's and Officials will be seated in front of the floor.

Countries will enter the floor in alphabetical order. The host country will enter last and take the center floor position. The staging may be done in either 1) block formation by rows 2)  formation by rows 3) Arc formation by rows

The staging will be determined by the number of countries and size of each country's contingency.

The Flag Bearer and Country Sign of each country will be at the front. It is protocol to acknowledge the flag bearer/carriers name.

All National Flags must be of the same size and carried on the same size flagpole. All National Flags have the same seniority.

The protocol of the Opening Ceremony procession is as follows:

While the National Anthem of each country is being played the National Flag of this country should be lifted and then dipped straight ahead. Once the anthem has finished the flag should be lowered and the flag bearer/carrier will take the flag to the holding unit that will be in use for the duration of the competition and place the flag in the required spot.

The Flag bearer/carrier should then return to stand with his/her country's team.

The host countries flag should be placed in the center of any display unit during the competition with all the other National Flags being placed in alphabetical order of the host countries language starting on the left of the host countries flag and the next flag placed on the right of the host country and alternating until all flags are in place.

Once all the national anthems have been played each flag bearer/carrier will take the flag to the holding unit that will be in use for the duration of the competition and placed in the required spot.

Flag bearer/carriers are to have a designated area to stand with the National Flags. No flag should be placed on the floor but the pole may rest on the floor.

The host country will provide a shortened version of every country's National anthem to be played at Opening Ceremonies.

Welcome Speeches and Introductions:

- 1) Host country's Representative and/or Country's President
- 2) Introduction of European Cup Competition Director & Announcer(s)
- 3) Any visiting dignitary (i.e. City official, Sponsor, etc.)
- 4) Designated Athlete will read the "Athlete's Creed"
- 5) Designated Judges will read the "Judges' Oath"
- 6) WBTF President Speech if present or European Commission Chair
(will declare the opening of the competition.)

Entertainment may be provided at the Opening Ceremonies, but it is not necessary and should be no longer than 30 minutes. The Opening Ceremonies should conclude by 20:00 <8:00 pm> Maximum.

STAGING OF WBTF MEDAL CEREMONIES

The Awards Podium Steps are to be centered on the competition floor, approximately 10-12 steps in front of the center point. (The steps are not to be positioned at the very edge of the floor OR in front of the floor.)

PROTOCOL FOR AWARD PRESENTATIONS:

Introduction and seating of all VIP's and Officials

AWARDS (WBTF awards will not to exceed price set by the WBTF Board of Directors).

- ❖ The top three finalists in each European Cup division, level and event shall receive the following:
 - 1st place Gold Medallion with blue neck ribbon
 - 2nd place Silver Medallion with red neck ribbon
 - 3rd place Bronze Medallion with white neck ribbon
- ❖ 1st -10th place finalists Placement certificates
- ❖ All 1st, 2nd and 3rd place team and Artistic Group members shall all receive a medallion.
- ❖ Medallions shall be a 2" cloisonné with the emblem of the WBTF on each medallion. The medallion shall also include a background outline of gold, silver or bronze.

The WBTF will be responsible for supplying the template to the host country to print the Finalist certificates. Host country will be responsible for completing certificates. Certificate to display athletes' name, country, and placement in the final.

The World Baton Twirling Federation will provide the medallions, to the host country.

AWARDS CEREMONIES

- ❖ The top three finalists in each European Cup division, level and event will receive their medallion and finalist certificate on the awards podium by the designated WBTF official.
- ❖ The remaining finalists (4th through 10th) in each European Cup division, level and event will receive their finalist certificate on the floor to the left side of the awards podium by the designated WBTF official.

18.0 PROTOCOL FOR AWARD PRESENTATIONS:

ALL age groups in each level of a particular discipline should be brought to the end of the floor at one time by the Floor Monitors (to the audience left side). e.g. Solo B – Juvenile, Junior, Senior, Adult in the first line to the side, followed by Solo A – Juvenile, Junior, Senior, Adult in the second line to the side, followed by Solo Elite – Juvenile, Junior, Senior, Adult in the third line to the side (Women then Men). The announcer states: "Please welcome the finalist for Junior Solo Level B". They line up behind podium. They are announced and come forward.

AWARDS TO BE PRESENTED IN THE FOLLOWING ORDER:

Level B – Juvenile, Youth, Junior, Senior, Adult Divisions

- 1) Solo One-Baton 2) Two- Baton 3) Three-Baton {no Juvenile}
 - a. Finalists All finalists receive certificates
 - b. 3rd place Bronze Medallion with white neck ribbon
 - c. 2nd place Silver Medallion with red neck ribbon
 - d. 1st place Gold Medallion with blue neck ribbon

Level A – Juvenile, Youth, Junior, Senior, Adult Divisions

- 1) Solo One-Baton 2) Two Baton 3) Three Baton (no Juvenile)
 - a. Finalists All finalists receive certificates
 - b. 3rd place Bronze Medallion with white neck ribbon
 - c. 2nd place Silver Medallion with red neck ribbon
 - d. 1st place Gold Medallion with blue neck ribbon

Level Elite – Juvenile, Youth, Junior, Senior, Adult Divisions

- 1) Solo One-Baton 2) Two Baton 3) Three Baton (no Juvenile)
 - a. Finalists All finalists receive certificates
 - b. 3rd place Bronze Medallion with white neck ribbon
 - c. 2nd place Silver Medallion with red neck ribbon
 - d. 1st place Gold Medallion with blue neck ribbon

Euro Cup Freestyle – Youth, Junior, Senior – Level B, Level A and Elite

- a. Finalists All finalists receive certificates
- b. 3rd place Bronze Medallion with white neck ribbon
- c. 2nd place Silver Medallion with red neck ribbon
- d. 1st place Gold Medallion with blue neck ribbon

Euro Cup Freestyle Pair – Junior, Senior

- a. Finalists All finalists receive certificates
- b. 3rd place Bronze Medallion with white neck ribbon
- c. 2nd place Silver Medallion with red neck ribbon
- d. 1st place Gold Medallion with blue neck ribbon

Team – Junior, Senior

- e. Finalists All finalists receive certificates
- f. 3rd place Bronze Medallion with white neck ribbon
- g. 2nd place Silver Medallion with red neck ribbon
- h. 1st place Gold Medallion with blue neck ribbon

Artistic Group – Junior, Senior

- i. Finalists All finalists receive certificates
- j. 3rd place Bronze Medallion with white neck ribbon
- k. 2nd place Silver Medallion with red neck ribbon
- l. 1st place Gold Medallion with blue neck ribbon

Majorette Corps – Juvenile, Junior, Senior

- | | |
|--------------------------|------------------------------------|
| a. Finalists | All finalists receive certificates |
| b. 3 rd place | Award Plaque or Trophy |
| c. 2 nd place | Award Plaque or Trophy |
| d. 1 st place | Award Plaque or Trophy |

WBTF President or his/her official representative will provide list of awards presenters, based upon attending country's official representatives/presidents and special dignitaries in attendance.

Awards are to be presented in assembly fashion.

EUROPEAN CUP MEDAL and FINALIST CERTIFICATES PRESENTATION:

1. Medals and Finalist Certificates will be presented by designated officials lined up on the edge of floor in front of awards podium
2. Medal Presentation Bearers carrying the medals or certificates & any other gifts/awards on pillows or trays should stand directly beside the designated Presenter to their right side.
3. Athletes Names are to be read in order of reverse placement
4. Presenters then step forward and present the medals & any other gift/awards to the finalists at the same time and then exit the floor.

WBTF CERTIFICATES: EUROPEAN ATHLETE RECOGNITION CERTIFICATE

Approved December 2009

1. A WBTF "Athlete Recognition Certificate" will be presented to athletes who have competed at the European Championships or European Cup for 5 or more years. The five (5) years do not have to be consecutive.
2. A framed WBTF "Athlete Recognition Certificate" will be presented to athletes who have competed at the European Championships or European Cup for 5 or more years (the five (5) years do not have to be consecutive) and have won 3 or more gold medals. The gold medals could be won in any WBTF events, e.g. Junior Pair, Team.

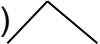
19.0 STAGING OF WBTF CLOSING CEREMONIES

CLOSING CEREMONIES

PARADE OF NATIONS:

- 1) Countries will enter the floor in alphabetical order.
The host country will enter last and take the center floor position.
- 2) Board Members
- 3) WBTF Member Country's Presidents or Representative
- 4) WBTF Member Country Technical Advisors
- 5) WBTF Member Country Judges' Representatives and the Official Judges

Following introduction, all VIP's and Officials will be seated in front of the floor.

The staging may be done in either 1) block formation by rows 2)  formation by rows Arc formation by rows

The staging will be determined by the number of countries and size of each country's contingency.

The Flag Bearer and Country Sign of each country will be at the front.

At the closing ceremony the flags should be placed back in the holding unit when the announcer calls for the flags to be retired to the display unit and only removed once the audience has left the arena. This again, would be as a mark of respect for the National Flags

CLOSING SPEECHES & PRESENTATIONS:

- 1) Special Athlete's Certificates Presentation
- 2) Speeches by dignitaries
- 3) Host country's Representative and/or Country's President
- 4) Introduction of European Cup Competition Staff
- 5) Any visiting dignitary (i.e. City official, Sponsor, etc.)
- 6) Tossing of the "Friendship" Baton. Host country designates athlete from their country to toss the Friendship baton to the designated athlete from the next host country.
- 7) Lowering of WBTF Flag
- 8) Presentation of WBTF Flag to European Commission Chair who in turn awards the WBTF flag to the next hosting country of the European Cup
- 9) WBTF President Speech if present, or European Commission Chair will declare the closing of the competition. The closing ceremonies should be conducted in an efficient and limited amount of time.

20.0 PROTESTS / APPEALS

POLICY/PROTOCOL FOR CORRECTING MISTAKES MADE IN ANNOUNCING AND AWARDING OF WRONG ATHLETE: (How to correct and award the correct athlete, how to stage re-presentation, how to correct award picture.)

(This policy is effect for the World Championships, International Cup, along with all Continental Level Cups and Championships.) Summer Meeting December 2016

1. Judges decisions are considered final and their scores cannot be appealed.

The exception is penalties.

Penalties incorrectly assessed for drops and/or content restrictions may be challenged ONLY if the appeal is submitted to the technical director within the 30 minutes following the announcement that the results have been posted and before the next round of competition is to take place or before the final placements are announced at awards ceremonies.

An appeal must be submitted by an official delegate of the Federation (for example: Technical Advisor, Judges Representative, or President).

Appeal of an incorrectly assessed drop penalty or content restriction involves the technical director and judge's chair ability to review an officially sanctioned video which clearly displays the error.

Protests MAY NOT be submitted by a competitor (or the competitor's coach and/or technical advisor against another competitor.

It should be noted that two judges are to be used to assess drop penalties for Team and Artistic Group. If the number of drops assessed differs between the two judges the average number is taken and will be rounded up to the next whole number.

For example: Penalty Judge # 1 assesses 4 drops
Penalty Judge # 2 assesses 3 drops
The average of 3.5 is rounded up to 4 drops

In an effort to help correct penalties incorrectly assessed in error in a timely manner, the penalty judges will display the penalties immediately following the performance. Drop penalties will be displayed in Red and Content Restrictions will be displayed in Yellow.

It should also be noted that incorrectly assessed penalties "missed" may be appealed (not just penalties taken in error.)

All tabulated results are considered final 48 hours after the close of the competition.

Errors in tabulation or score calculation identified within the immediate timeframe of the competition are to be reported to the competition organizers, who will investigate and correct immediately as necessary.

In this case, to officially correct an error, the following procedure should be implemented:

- Have all competitors in the category/age division who placed report to the competition director with their medallions
- Explain the error to the competitors, award ceremony coordinator, and announcer
- Schedule, as quickly as possible, a public corrected awards presentation of the division
- An official picture of the corrected final placement is taken for historical documentation.
- In the event all competitors cannot be contacted and/or present for a publicly corrected awards presentation for the division, the process stated below will take place:
 - The corrected placements will be announced
 - The official photographer will need to “photoshop” the official picture with the athletes standing in their proper final placement

APPEALS COMMITTEE REGARDING TABULATION:

1. The Appeals Committee shall be chaired by the President of the Federation.
2. The President shall appoint two (2) members of the elected Executive of the Federation, one of which may be the Vice President.

Summer Meeting - December 2016

21.0 RULES OF ENGAGEMENT REGARDING A REVIEW OF ASSESSED PENALTIES:

- 1) IF the Penalty Judge is certain about the penalties, he/she will flash the penalty amount after the routine is done
- 2) IF the Penalty Judge is initially uncertain but becomes certain after reviewing the video on their iPad, he/she will flash the penalty amount after the routine is done (basically, the same as 1 but with a brief delay, which is essentially the same time the other judges need to determine their score).
- 3) IF the Penalty Judge is initially uncertain and cannot reach a decision in the time available before the next set, he/she will flash a RED card instead of a penalty amount. This tells the athlete & coach & audience that a decision is pending and will require a review once the division has finished

With the above... the 30-minute window begins. Coaches know that a review is pending.

If a review was required (for Item 3 or because a coach files an appeal):
Following completion of the review the Technical Chair will inform the coach of the result, either in person if the coach is available or by email.

Once all reviews are complete and all coaches are notified, and after the 30-minute window closes, the results will be posted.

By the time the results are posted, no more reviews can be received.

PROCESS FOR FILING AN APPEAL

EFFECTIVE WINTER MEETING 2020:

In order to appeal a penalty, a representative from the country must do so by completing the appeal form (available from the floor monitor) with 30 minutes of the results being sent out. The completed forms must be given to the European Technical Chair or European Judges Chair who will review a recording of the performance or appoint an appropriately qualified substitute. A fee of \$100.00 USD in cash (or equivalent value) must be submitted with the form which will be reimbursed should the appeal result in a reversal of the penalty and change in the score. Otherwise, the fee is retained by WBTF.



REQUEST FOR REVIEW

Form may submitted via email at appeals@wbtf.org within the time frame of the rules

WBTF CONTENT RESTRICTION AND/OR DROP PENALTY CHALLENGE	
DATE:	TIME:
ATHLETE/PAIR/TEAM NAME:	CATEGORY:
	AGE DIVISION:
	SET NUMBER:
COUNTRY:	LANE NUMBER:
PRIMARY COACH NAME:	
REASON FOR APPEAL:	
SIGNATURE OF TECHNICAL ADVISOR OR COUNTRY REPRESENTATIVE:	
FOR OFFICIAL USE ONLY RESOLUTION:	
PAYMENT RECEIVED:	
PAYMENT RETAINED:	
PAYMENT RETURNED:	
WBTF OFFICIAL SIGNATURE:	
DATE:	

22.0 DISCIPLINE COMMITTEE:

The Discipline Committee shall be chaired by the Vice President, Executive Committee of the World Baton Twirling Federation, and other appointed WBTF Disciplinary Commission Members, as needed.

23.0 LIABILITY INSURANCE

Host Country is responsible for the following insurance coverage for all activities prior to and during the European Cup:

- 1) Accident Insurance (per person) - Death, Invalid
- 2) General Liability Insurance

24.0 HOST COUNTRY RESPONSIBILITIES

- 1) Host Country is responsible for:
- 2) Entire cost for all of the meeting rooms required by the WBTF.
- 3) Equipment requirements by WBTF Committees' during meetings and during the championships, e.g. – AV Equipment, flip charts, etc. (see chart of room requirements)
- 4) European Cup Competition and European Clinic is a combined 5-day Format. The host country is responsible for providing a suitable facility for the European Cup & Clinic.

Effective Immediately: January 2014

25.0 STAY TO PLAY POLICY

For all WBTF events, all countries official delegation members (athletes, coaches and judges) are required to stay in the designated lodging options provided by the host country when the host country stipulates it is a condition of event sponsorship.

Penalty

Participants who do not comply with the policy shall be denied badge holder rights. The WBTF has the right to deny entry.

However, should there be circumstances where a participant is unable to stay in a host hotel, having made every effort to comply, then it shall apply to the WBTF for an exemption from this penalty which exemption shall not be unreasonably denied.

Reasons for Exemption

Will be addressed and considered by the Host Country and the WBTF Executive Board.

Scoring

The **PROFICIENCY SCORING SCALE** to be used during the individual disciplines of solo, two baton, three baton, artistic twirl, and artistic pairs. During the judging process, the judge will evaluate the athlete's performance by considering the following:

- **Technical proficiency of body and baton**
- **Composition and design qualities**
- **Demand** (difficulty and risk frequency of body and baton)
- **Percentage of successful execution**
- **Performance qualities**

There are five ranges within each of the five levels.

		Low	Mid	High	
Fair		0.00-0.19	0.20-0.39	0.40-0.59	Range 1
		0.60-0.79	0.80-0.99	1.00-1.19	Range 2
		1.20-1.39	1.40-1.59	1.60-1.79	Range 3
		1.80-1.99	2.00-2.19	2.20-2.39	Range 4
		2.40-2.59	2.60-2.79	2.80-2.99	Range 5
Average		3.00-3.13	3.14-3.26	3.27-3.39	Range 1
		3.40-3.53	3.54-3.66	3.67-3.79	Range 2
		3.80-3.93	3.94-4.06	4.07-4.19	Range 3
		4.20-4.33	4.34-4.46	4.47-4.59	Range 4
		4.60-4.73	4.74-4.86	4.87-4.99	Range 5
Good		5.00-5.13	5.14-5.26	5.27-5.39	Range 1
		5.40-5.53	5.54-5.66	5.67-5.79	Range 2
		5.80-5.93	5.94-6.06	6.07-6.19	Range 3
		6.20-6.33	6.34-6.46	6.47-6.59	Range 4
		6.60-6.73	6.74-6.86	6.87-6.99	Range 5
Excellent		7.00-7.13	7.14-7.26	7.27-7.39	Range 1
		7.40-7.53	7.54-7.66	7.67-7.79	Range 2
		7.80-7.93	7.94-8.06	8.07-8.19	Range 3
		8.20-8.33	8.34-8.46	8.47-8.59	Range 4
		8.60-8.73	8.74-8.86	8.87-8.99	Range 5
Superior		9.00-9.06	9.07-9.13	9.14-9.20	Range 1
		9.21-9.27	9.28-9.34	9.35-9.41	Range 2
		9.42-9.48	9.49-9.55	9.56-9.62	Range 3
		9.63-9.69	9.70-9.76	9.77-9.83	Range 4
		9.84-9.90	9.91-9.95	9.96-10.00	Range 5

Proficiency Scale

WBTF Role Models - 2013

Solo	
Mid-Fair	Young Japanese (Red/White)
Mid-Average	Japanese Royal Blue
High-Average	Canadian Red
Mid-Good	French Junior Male French Girl in Skirt
Mid-Excellent	Japanese Girl in Black USA Girl Sarah Lovelace
Mid-Superior	Tina Escamia Seishi Inagaki
2-Baton	
Mid-Average	Makenzie Snyder
Mid-Good	Amber Carlson
Excellent	Lizette Perez
Superior	Amanda Book
3-Baton	
Mid-Average	Heidi Stratemeyer
Mid-Good	Rebecca Miller
Mid-Excellent	Amy Mockbee
Mid-Superior	Corrie Jordan
Artistic Twirl	
Mid-Fair	Black with Gold Fringe
Mid-Average	Double-Blue (Blue with teal)
Mid-Good	Aqua and Silver
Mid-Excellent	Red
Mid-Superior	Red/Black
Artistic Twirl Pairs	
Mid-Fair	Green pants (Brazil)
Mid-Average	Red with Black Lace Overlay
Mid-Good	Black, Red and Gold (USA)
Mid-Excellent	Blue and Black (Canada)
Mid-Superior	Red and Black (France)

	Low	Mid	High	Range	Concept
Fair	0.00 - 0.19	0.20 - 0.39	0.40 - 0.59	1	Participation
	0.60 - 0.79	0.80 - 0.99	1.00 - 1.19	2	Growth
	1.20 - 1.39	1.40 - 1.59	1.60 - 1.79	3	Special Ach.
	1.80 - 1.99	2.00 - 2.19	2.20 - 2.39	4	Outstanding Ach.
	2.40 - 2.59	2.60 - 2.79	2.80 - 2.99	5	Mastery
Average	3.00 - 3.13	3.14 - 3.26	3.27 - 3.39	1	Participation
	3.40 - 3.53	3.54 - 3.66	3.67 - 3.79	2	Growth
	3.80 - 3.93	3.94 - 4.06	4.07 - 4.19	3	Special Ach.
	4.20 - 4.33	4.34 - 4.46	4.47 - 4.59	4	Outstanding Ach.
	4.60 - 4.73	4.74 - 4.86	4.87 - 4.99	5	Mastery
Good	5.00 - 5.13	5.14 - 5.26	5.27 - 5.39	1	Participation
	5.40 - 5.53	5.54 - 5.66	5.67 - 5.79	2	Growth
	5.80 - 5.93	5.94 - 6.06	6.07 - 6.19	3	Special Ach.
	6.20 - 6.33	6.34 - 6.46	6.47 - 6.59	4	Outstanding Ach.
	6.60 - 6.73	6.74 - 6.86	6.87 - 6.99	5	Mastery
Excellent	7.00 - 7.13	7.14 - 7.26	7.27 - 7.39	1	Participation
	7.40 - 7.53	7.54 - 7.66	7.67 - 7.79	2	Growth
	7.80 - 7.93	7.94 - 8.06	8.07 - 8.19	3	Special Ach.
	8.20 - 8.33	8.34 - 8.46	8.47 - 8.59	4	Outstanding Ach.
	8.60 - 8.73	8.74 - 8.86	8.87 - 8.99	5	Mastery
Superior	9.00 - 9.06	9.07 - 9.13	9.14 - 9.20	1	Participation
	9.21 - 9.27	9.28 - 9.34	9.35 - 9.41	2	Growth
	9.42 - 9.48	9.49 - 9.55	9.56 - 9.62	3	Special Ach.
	9.63 - 9.69	9.70 - 9.76	9.77 - 9.83	4	Outstanding Ach.
	9.84 - 9.90	9.91 - 9.95	9.96 - 10.0	5	Mastery

WBTF EUROPEAN CUP TIMING & PENALTY SHEET

Enter Location - Enter Dates

Athlete #: _____ **Judge:** _____
Name of Athlete / Artistic Pair: _____ **Country:** _____
Event: (Solo, 2-Baton, 3-Baton, Euro Cup Freestyle, Pair)
Age Division: _____
Level: _____
Round: _____

Timing:

INDIVIDUAL EVENTS: Standard Performance Time
 Solo = 1:44 minutes
 Two Baton & Three Baton = 1:29 minutes

B & A Level Content Restrictions [execution of any disallowed moves]

Individual 1.0 point per infraction deducted from each Judge's Score
 Check Box:

1.0	2.0	3.0	4.0	5.0	6.0
-----	-----	-----	-----	-----	-----

Specify Moves: _____ **TOTAL PENALTY** _____

Judge's Signature

Drops:

INDIVIDUAL & PAIRS: 0.1 point per infraction deducted from each Judge's Score

Judge: *(Check box for each drop)*

0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0
2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0

TOTAL - TIMING PENALTY **TOTAL - OTHER PENALTY** **TOTAL - DROP PENALTY**

Judge #1 Signature

Other:

Individuals or Pairs: Individual or Pair Athlete(s) leaving the floor, before the completion of the music has been reached (for reasons other than illness, first aid, music and costume problems*)
**Costume problems - costume becomes hazardous, indecent or embarrassing. The chief judge may stop the competition and order a restart with judging to begin at the point of interruption.*

Leaving Floor Penalty = .2 pts. (deducted from each Judges Score)

DISQUALIFICATION: Any athlete(s) leaving the floor, before or after the end of the music has been reached due to an unsportsmanlike attitude of disgust, anger, disappointment, unprofessionalism, etc. is cause for DISQUALIFICATION (NO score). The assessment of the judges panel as to which type of departure is taken should be their decision.

For Euro Freestyle: 1-point penalty will be deducted for under/over time as per Content Restrictions penalty.

Judge's Signature

WBTF European Cup Judges Master Judge's Scoring Master

Solo, 2-Baton, 3-Baton, Euro Freestyle, Pair

Enter Location
Enter Dates

Set	Athlete	Country	Notations	Gross Score	Penalty	Net Score	Place

**WBTF European Cup Judges Master
Judge's Tabulation Scoring Master**

Round

Lane

Solo, 2-Baton, 3-Baton, Euro Freestyle OR Pair

Age Group

Judge

Enter Location

Enter Dates

Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				
Set	Athlete	Country	Circle Score	Gross Score	Penalty	Net Score	Place
			1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0 1 2 3 4 5 6 7 8 9 0				

WBTF European Cup
Judge's Content Restrictions Penalty Master
 Enter Location - Enter Dates

Lane: #
 Solo, 2-Baton, 3-Baton OR Euro Freestyle
 Age Group

T/P Judge:

B & A Level Content Restrictions [execution of any disallowed moves]

Individual Events 1.0 point per infraction deducted from each Judge's Score

Set	Athlete	Country	Check Box for each infraction						Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	
			1.0	2.0	3.0	4.0	5.0	6.0	
Specify Moves:									
			1.0	2.0	3.0	4.0	5.0	6.0	
Specify Moves:									
			1.0	2.0	3.0	4.0	5.0	6.0	
Specify Moves:									
			1.0	2.0	3.0	4.0	5.0	6.0	
Specify Moves:									
			1.0	2.0	3.0	4.0	5.0	6.0	
Specify Moves:									
			1.0	2.0	3.0	4.0	5.0	6.0	
Specify Moves:									
			1.0	2.0	3.0	4.0	5.0	6.0	
Specify Moves:									
			1.0	2.0	3.0	4.0	5.0	6.0	
Specify Moves:									

**WBTF European Cup Judge's
Drop Penalty Master Enter
Location - Enter Dates**

Lane: #
Solo, 2-Baton, 3-Baton, Euro Freestyle OR Pair
Age Group

T/P Judge:

Set	Athlete	Country											Penalty
			0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
			0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
			1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	
			2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0	
			0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
			1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	
			2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0	
			0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
			1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	
			2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0	
			0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
			1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	
			2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0	
			0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
			1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	
			2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0	
			0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
			1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	
			2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0	
			0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
			1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	
			2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0	
			0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
			1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	
			2.1	2.2	2.3	2.4	2.5	2.6	2.7	2.8	2.9	3.0	

OFFICIAL WBTF TEAM SCORE SHEET

**Location: Enter
Location Date:
Enter Dates**

S
et: Name
of Team:
Country:
Team Level: Junior OR
Senior
Category: Team

- CONTENT - 30 PTS.**
- * Variety of baton & body moves together
 - * Difficulty of baton & body moves together
 - * Aerials, Rolls, Contact Material
 - * Exchanges
 - * Baton handling with movement
 - * Ambidexterity

- PRECISION & UNISON - 30 PTS.**
- * Smoothness & flow
 - * Speed in relation to the music
 - * Uniformity of baton & body positions
 - * Correct technique of baton, body/dance moves
 - * Accuracy
 - * Pairwork / Teamwork

- GENERAL EFFECT - 40 PTS.**
- * Music interpretation/Visual Musicality
 - * Utilization of time & space
 - * Staging
 - * Continuity of form development
 - * Entertainment Value
 - * Design Quality
 - * Innovation
 - * Stage Presence/Audience Rapport
 - * Professionalism
 - * Appearance & Grooming

Gross Score: _____

Drop Penalty: _____
1.0 pt per penalty per judge **TOTAL =** _____

Content Restriction Penalty: _____
(if applicable)
10.0 pts each penalty per judge **TOTAL =** _____

Time: 2:50 - 3:40 min.
TIMING - Routine (1st Note to Last Note of music) _____; _____ Time of Performance s
Performance Overtime/Undertime Penalty - 5.0 pt per judge

Timing Penalty: _____
(if applicable)

Other Penalty: _____
(if applicable)

TOTAL NET SCORE: _____

Judge's Signature

WBTF EUROPEAN CUP TEAM TIMING & PENALTY SHEET

Enter Location - Enter Dates

Team #:	Judge:
Name of Team:	Country:
Event: Team	
Age Division:	
Level: Junior OR Senior	
Round:	

Timing:

TEAM : **Total Performance Time** _____:_____

Time: Team: 3:00 min to 3:30 min with 10 sec. Leeway (2:50 to 3:40)
 Undertime/Overtime Penalty = 5 pts. (deducted from each Judge's Score)

Judge's Signature

B & A Level Content Restrictions (execution of any disallowed moves)

TEAM: **10.0 points per infraction deducted from each Judge's score**

Check Box	10.0	20.0	30.0	40.0	50.0	60.0
-----------	------	------	------	------	------	------

Specify Moves:

TOTAL PENALTY

Judge's Signature

Drops:

TEAM: **1.0 point per infraction deducted from each Judge's Score**

Judge #1

1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0
11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0
21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0

TOTAL - TIMING PENALTY

TOTAL - OTHER PENALTY

TOTAL - DROP PENALTY

Judge #1 Signature

NOTE: Two judges must be used to count drops for Teams.

Judge #2 - Team only

(Check box for each drop)

1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0
11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0
21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0

TOTAL - TIMING PENALTY

TOTAL - OTHER PENALTY

TOTAL - DROP PENALTY

Judge #2 Signature

TEAM: **Individual or Pair Athlete(s) leaving the floor, before the minimum time has been reached (for reasons other than of illness, first aid, music and costume problems*)**

*Costume problems - costume becomes hazardous, indecent or embarrassing. The chief judge may stop the competition and order a restart with judging to begin at the point of interruption.

Time occurring during the performance _____:_____

Leaving Floor Penalty = 5 pts. (deducted from each Judges Score)

Judge's Signature

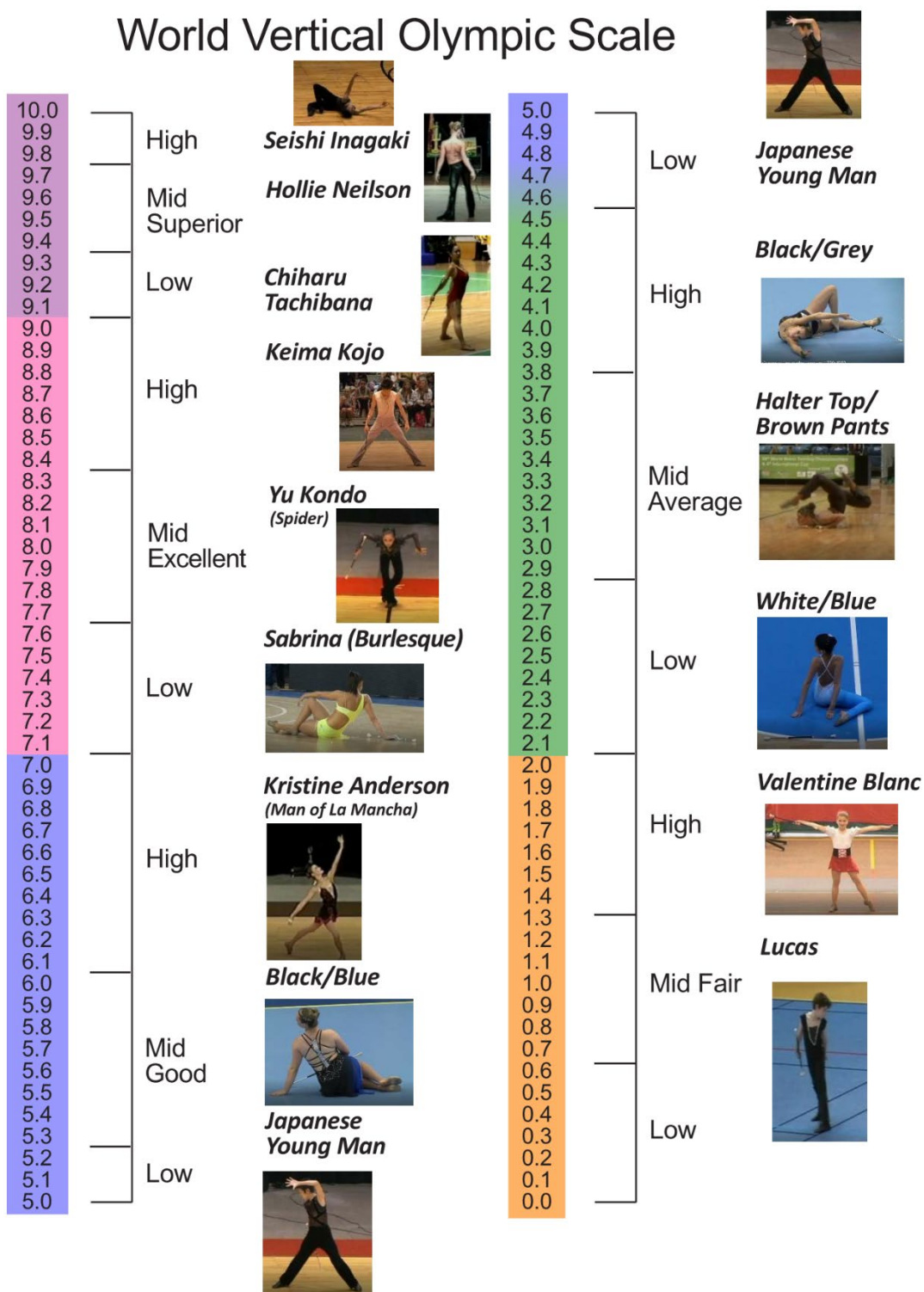
WBTF European Cup
Judge's Drop Penalty Master
 Enter Location - Enter Dates

Team – Junior OR Senior

T/P Judge:

Set	Team Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Team Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Team Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Team Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Team Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Team Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Team Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Team Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	

World Vertical Olympic Scale



KM
Sept 2019

WBTF JUDGES' TEAM MASTER															
Enter Competition				Enter Location				Enter Dates							
Team – Junior OR Senior															
Preliminary Round				Judge:				Judges' Signature:				_____			
<i>OVERALL DEGREE OF EXCELLENCE SCALE</i>	FAIR			AVERAGE			GOOD			EXCELLENT			SUPERIOR		
	LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH
	0.0- 9.9	10.0- 19.9	20.0- 29.9	30.0- 36.6	36.7- 43.2	43.3- 49.9	50.0- 56.6	56.7- 63.2	63.3- 69.9	70.0- 76.6	76.7- 83.2	83.3- 89.9	90.0- 93.2	93.3- 96.6	96.7- 100.0
SET	TEAM NAME:	COUNTRY	COMMENTS:				GROSS SCORE	CR PENALTY	TIMING PENALTY	OTHER PENALTY	NET SCORE	PLACE	TIES		

WBTF INTERNATIONAL CUP TIMING & PENALTY SHEET

Enter Location - Enter Dates

Artistic Group #:
Name of Artistic Group:
Event: Artistic Group

Judge:
Country:

Round:

Timing:

ARTISTIC GROUP: **Total Performance Time** ____:____
 Time: Artistic Group: 3:00 min to 3:30 min with 10 sec. Leeway (2:50 to 3:40)
 Undertime/Overtime Penalty = 5 pts. (deducted from the Total Score)

Judge's Signature

B Level Content Restrictions (execution of any disallowed moves)

ARTISTIC GROUP: **10.0 points per infraction deducted from the Total Score**

Check Box

10.0	20.0	30.0	40.0	50.0	60.0
------	------	------	------	------	------

Specify Moves:

TOTAL PENALTY

Judge's Signature

Drops:

ARTISTIC GROUP: **1.0 point per infraction deducted from the Total Score**

Judge #1 *(Check box for each drop)*

1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0
11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0
21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0

TOTAL - TIMING PENALTY

TOTAL - OTHER PENALTY

TOTAL - DROP PENALTY

Judge #1 Signature

NOTE: Two judges must be used to count drops for Artistic Group.

Judge #2 *(Check box for each drop)*

1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0
11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0
21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0

TOTAL - TIMING PENALTY

TOTAL - OTHER PENALTY

TOTAL - DROP PENALTY

Judge #2 Signature

Other:

ARTISTIC GROUP: leaving the floor, before the minimum time
 has been reached (for reasons other than illness first aid, music and costume problems*)

**Costume problems - costume becomes hazardous, indecent or embarrassing. The chief judge may stop the competition and order a restart with judging to begin at the point of interruption.*

Time occurring during the performance ____:____
 Leaving Floor Penalty = 5 pts. (deducted from the Total Score)

Judge's Signature

Judge's Content Restrictions Penalty Master

Enter Location - Enter Dates

Artistic Group

T/P Judge:

B Level Content Restrictions for Teams [execution of any disallowed moves]

Artistic Group 10.0 points per infraction deducted from the Gross Total Score

Set	Artistic Group	Country	Check Box for each infraction						Penalty
			10.0	20.0	30.0	40.0	50.0	60.0	
Specify Moves:									
Set	Artistic Group	Country	Check Box for each infraction						Penalty
			10.0	20.0	30.0	40.0	50.0	60.0	
Specify Moves:									
Set	Artistic Group	Country	Check Box for each infraction						Penalty
			10.0	20.0	30.0	40.0	50.0	60.0	
Specify Moves:									
Set	Artistic Group	Country	Check Box for each infraction						Penalty
			10.0	20.0	30.0	40.0	50.0	60.0	
Specify Moves:									
Set	Artistic Group	Country	Check Box for each infraction						Penalty
			10.0	20.0	30.0	40.0	50.0	60.0	
Specify Moves:									
Set	Artistic Group	Country	Check Box for each infraction						Penalty
			10.0	20.0	30.0	40.0	50.0	60.0	
Specify Moves:									
Set	Artistic Group	Country	Check Box for each infraction						Penalty
			10.0	20.0	30.0	40.0	50.0	60.0	
Specify Moves:									
Set	Artistic Group	Country	Check Box for each infraction						Penalty
			10.0	20.0	30.0	40.0	50.0	60.0	
Specify Moves:									

WBTF European Cup
Judge's Drop Penalty Master
Enter Location - Enter Dates

Artistic Group

T/P Judge:

Set	Artistic Group Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Artistic Group Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Artistic Group Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Artistic Group Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Artistic Group Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Artistic Group Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Artistic Group Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	
Set	Artistic Group Name	Country											Penalty
			1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	
			11.0	12.0	13.0	14.0	15.0	16.0	17.0	18.0	19.0	20.0	
			21.0	22.0	23.0	24.0	25.0	26.0	27.0	28.0	29.0	30.0	

WBTF ARTISTIC GROUP EVALUATION FORM

Judge:
Round:

Caption:
Category: Group

ARTISTIC GROUP #

NAME:

COUNTRY:

CAPTION A	GENERAL EFFECT SCALE	FAIR (BOX 1)			AVERAGE (BOX 2)			GOOD (BOX 3)			EXCELLENT (BOX 4)			SUPERIOR (BOX 5)			GENERAL EFFECT
		LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	
		0.0- 3.9	4.0- 7.9	8.0- 11.9	12.0- 14.6	14.7- 17.2	17.3- 19.9	20.0- 22.6	22.7- 25.2	25.3- 27.9	28.0- 30.6	30.7- 33.2	33.3- 35.9	36.0- 37.2	37.3- 38.6	38.7- 40.0	
GENERAL EFFECT = Maximum of 40 points																SCORE	
CLARITY/UNISON																	
RANGE AND VARIETY OF PLANNED EFFECTS																	
EFFECTIVE USE OF MUSIC																	
CHARACTERIZATION																	
CAPTION B	CHOREOGRAPHY DESIGN & COMPOSITION SCALE	FAIR			AVERAGE			GOOD			EXCELLENT			SUPERIOR			CHOREOGRAPHY DESIGN & COMPOSITION
		LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	
		0.0- 2.9	3.0- 5.9	6.0- 8.9	9.0- 10.9	11.0- 12.9	13.0- 14.9	15.0- 16.9	17.0- 18.9	19.0- 20.9	21.0- 22.9	23.0- 24.9	25.0- 26.9	27.0- 27.9	28.0- 28.9	29.0- 30.0	
CHOREOGRAPHY / DESIGN & COMPOSITION = Maximum of 30 points																SCORE	
CLARITY OF DESIGN																	
DESIGN OF BATON, BODY, MOVEMENT AND STAGING																	
SEAMLESS EVOLUTION OF FORMS/TRANSITIONS																	
VISUAL MUSICALITY																	
CAPTION C	BATON & BODY COMPOSITION & PERFORMANCE SCALE	FAIR			AVERAGE			GOOD			EXCELLENT			SUPERIOR			BATON & BODY COMPOSITION & PERFORMANCE
		LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	LOW	MID	HIGH	
		0.0- 0.9	1.0- 1.9	2.0- 2.9	3.0- 3.9	4.0- 4.9	5.0- 5.9	6.0- 6.9	7.0- 7.9	8.0- 8.9	9.0- 9.9	10.0- 10.9	11.0- 11.9	12.0- 12.9	13.0- 13.9	14.0- 15.0	
BATON = Maximum of 15 points																BATON SCORE	
VARIETY OF BATON SKILLS																	
EXCELLENCE AND CLARITY OF BATON SKILLS																	
QUALITY OF BATON SKILLS THAT COMPLIMENTS CHOREOGRAPHY																	
BODY = Maximum of 15 points																BODY SCORE	
VARIETY OF BODY SKILLS																	
EXCELLENCE AND CLARITY OF FORMS AND FORM MOVEMENT																	
QUALITY OF BODY WORK THAT COMPLIMENTS CHOREOGRAPHY																	

RANGE SUMMARY: _____ Fair (Low, Mid, High) _____ Average (Low, Mid, High) _____ Good (Low, Mid, High) _____ Excellent (Low, Mid, High) _____ Superior (Low, Mid, High)

SE FINAL PLACEMENT: _____

JUDGE'S SIGNATURE: _____

WBTF JUDGES MASTER FOR ARTISTIC GROUP

Enter Competition

Artistic Group
Preliminary Round

Enter Location
Enter Dates

O R D E R	ARTISTIC GROUP NAME	COUNTRY	Caption A			Caption B			Caption C						Total Score	Caption D					Final Net Score
			GENERAL EFFECT			CHOREOGRAPHY & DESIGN			BATON			BODY				Less Penalties					
			Judge Name	Judge Name	Average Score	Judge Name	Judge Name	Average Score	Judge Name	Judge Name	Average Score	Judge Name	Judge Name	Average Score		Judge Name	Judge Name	Judge Name	Total Penalties		
			Judge A	Judge B		Judge C	Judge D		Judge E	Judge F		Judge E	Judge F			# of Drops Count	Drop Penalt -1 pt	Timing -5 pts	Content Restrictio -10 pts		
1																0.0	0.0	0.0	0.0		
2																0.0	0.0	0.0	0.0		
3																0.0	0.0	0.0	0.0		
4																0.0	0.0	0.0	0.0		
5																0.0	0.0	0.0	0.0		
6																0.0	0.0	0.0	0.0		
7																0.0	0.0	0.0	0.0		
8																0.0	0.0	0.0	0.0		
9																0.0	0.0	0.0	0.0		
10																0.0	0.0	0.0	0.0		
11																0.0	0.0	0.0	0.0		
12																0.0	0.0	0.0	0.0		
13																0.0	0.0	0.0	0.0		
14																0.0	0.0	0.0	0.0		
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23																0.0	0.0	0.0	0.0		
24																0.0	0.0	0.0	0.0		

SIGNATURES:

JUDGE A - NAME: _____ JUDGE E - NAME: _____
 JUDGE B - NAME: _____ JUDGE F - NAME: _____
 JUDGE C - NAME: _____ PENALTY JUDGE 1 - NAME: _____
 JUDGE D - NAME: _____ PENALTY JUDGE 2 - NAME: _____



WBTF EURO CUP MAJORETTE CORPS COMPETITION DISCIPLINES

Rules Appendix

OCTOBER 2019

SIZE FOR CORPS

Majorette Corps = Minimum of 10 members
Alternates/Reserves = Maximum 2

AGE DIVISIONS (for the 2022 Euro Cup Majorette Competition)

The competing age division of all Majorette Corps is determined by the average age of each and all of the members as of December 31st of the competition year, **2022**, Clarification: The 31st of December is included in the calculation of the age.

Juvenile – Average Age = 0-11.9

Junior - Average Age = 12-15.9

Senior - Average Age = 16 +.

Both female and male are allowed.

The introduction of the alternate cannot change the age division.

NUMBER OF MAJORETTE CORPS ALLOWED:

WBTF members are eligible to enter 6 disciplines:

Military Drill Corps, Traditional Drill Corps, Exhibition Freestyle Corps, Parade Corps, Entertainment Show Corps, and Open Corps

Per Federation:

2 majorette groups per federation per discipline are allowed in each age division

GENERAL RULES FOR ALL MAJORETTE DISCIPLINES

Timing of the music starts with the first note of the music and ends with the last note of the music. All music must be submitted with entry via digital music file (.mp3 or .wav) to the entry site. (See Euro Cup rules)

A salute at the beginning or end is optional

ACROBATIC CONTENT RESTRICTIONS

Definition of an Aerial Acrobatic Move

A stunt in which the athlete turns completely over in the air without touching hands on the floor.

NOTE: A horizontal butterfly (where the feet do not go over your head) is not considered an acrobatic move.

A move will be considered to be acrobatic in a baton twirling program when the intent of the movement is for both feet to leave the floor, travel over the head and land on the floor on the opposite side. The feet can leave the floor or land on the floor either at the same time or one at a time. This applies when the move is executed on:

- 1) the hand(s) (i.e. a cartwheel done on the hand(s))**
- 2) the arm(s) (i.e. a cartwheel done on the forearm(s))**
- 3) in the air without support of the body (i.e. side aerial)**
- 4) in the air with the support of another person's body (i.e. a cartwheel done while supporting the body on the leg(s) of another person)**

Typical examples are front or back walkovers, cartwheels, side aerials etc

Acrobatics performed during any routine (body aerials, walkovers, cartwheels, butterflies), mounts and body tosses are disallowed in the following categories:

1. Military Drill Corps
2. Traditional Drill Corps
3. Exhibition Freestyle Corps
4. Parade Corps

Mounts are defined as any type of body toss or form that is two stories or more. A story (as in 10 story building) is defined as a person's height. 1/2 story is defined as a person kneeling/sitting or lunging. Stacking one person on top of another to achieve a pyramid shape or similar form is not permitted.

Only sport footwear is allowed or footwear with protection on the sole & the heel. Same for equipment; it is only allowed if the part of the equipment in contact with the floor is protected.

All Majorette Corps are allowed 2 minutes entry time and 1 minute exit time, on and off of the competition floor.

MAJORETTE DISCIPLINES OFFERED:

1. MILITARY DRILL CORPS

The emphasis for this event is military bearing in marching and maneuvering using a variance of marching styles in combination with arm swings and Military style baton work, e.g. military drill, lobs, dead sticks, loops, salutes.) No dance footwork allowed. Every member of the group must use a baton. The team may use a drum major or leader, there will be no separate score for this member.

The routine should be created to include original choreography, a variety of maneuvers, balanced formations with seamless transitions fully covering the entire floor space. Movement should not be a separate entity but combined throughout. Position changes should flow logically and be mostly continuous throughout the routine.

The majority of transitions should be created with relationship to all members, e.g. not using members as markers. The expectation is the majority of the routine will be non-static and should be adapted to ensure formations remain balanced/logical, for missing members.

Precision, Unison and Perfection are key to the event, with weighting of the overall score based on the drill design and variety in marching styles.

Baton work is optional, and if included should be of a basic level, performed with correct technique. Inclusion of more complex twirls are not allowed.

No exchanges, No release/catch/aerials, spins, or rolls are allowed in military routines.

Continuity of style: Be mindful when selecting music choices and corresponding march styles and bodywork interpretation, to ensure regularity of style is maintained. Consideration of age appropriateness is important.

RULES SPECIFIC TO MILITARY DRILL CORPS

COSTUME

Military style uniform or traditional country uniform/costume (skirt, trousers, jacket, dress. Hats are optional. Must follow footwear rule. Costume should be appropriate to the age/style/music.

TIMING

2-3 minutes

PENALTIES WHICH APPLIES TO MILITARY DRILL CORPS

PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
Drop										
Out of Step										
Acrobatics										
Exceeding Material										
PENALTY BOX	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
Unison										
*Over/Under Time										

*Over/Undertime = 0.1 per second

Exceeding the allowed Entry / exit time = 2.0

2. TRADITIONAL (DRILL) CORPS

The emphasis for this event is a non-military style type of marching and maneuvering using any chosen style. The corps must start center to the floor and should include a wide variety of shapes and formations. Only basic dance steps executed in step may be included. Precision, Unison and Perfection are key to the event. The team may use a drum major or leader, there will be no separate score for this member. Every member of the group must use a baton.

Only basic baton handling and twirls are permitted (i.e. full hand material, finger-twirls, loops and swings, **NO** releasing/tossing of the baton is permitted, **NO release/catch** exchanges, **ONLY** hand to hand exchanges permitted.) Kneeling is not allowed.

RULES SPECIFIC TO TRADITIONAL CORPS

COSTUME

Style of Costume is optional (free choice.) Hats are optional. Must follow footwear rule. Costume should be appropriate to the age/style/music.

TIMING

2-3 minutes

PENALTIES WHICH APPLIES TO TRADITIONAL DRILL CORPS

PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
Drop										
Out of Step										
Acrobatics										
Kneeling										
Exceeding Material										
PENALTY BOX	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
Unison										
*Over/Under Time										

*Over/Undertime = 0.1 per second

Exceeding the allowed Entry / exit time = 2.0

3. EXHIBITION (FREESTYLE MARCHING) CORPS

The emphasis of this discipline is a corps performing a routine with marching and changing formations, with timing, perfection and precision. The routine may begin and end anywhere on the floor. The choreography should be a mix of various style of marching and dancing (50/50) with the emphasis being on the drill design, maneuvering, staging and creating pictures and patterns. All modes of twirling, exchange work and dance footwork are permitted. The choreography should display good quality of twirling skills and concepts. Continual changing of formations and precision and unison are the key elements during the entire routine.

RULES SPECIFIC TO EXHIBITION FREESTYLE MARCHING CORPS

- All members must use one baton.
- More than two-baton work is not allowed.
- Exchanges are permitted
- No floor movements are permitted with exceptions of opening and final position
- No props permitted
- No acrobatics allowed
- Maximum of 2 spins permitted
- Illusions not permitted
- Kneeling is ONLY allowed at the beginning and close poses

COSTUME

Style of Costume is optional (free choice.) Hats are optional. Must follow footwear rule. Costume should be appropriate to the age/style/music.

TIMING

2-3 minutes

No music for entry and exit

PENALTIES WHICH APPLY TO EXHIBITION FREESTYLE CORPS

PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
Drop										
Out of Step										
Acrobatics										
Exceeding Material										
Kneeling during Routine										
PENALTY BOX	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
Unison										
*Over/Under Time										

*Over/Undertime = 0.1 per second

Exceeding the allowed Entry / exit time = 2.0

4. PARADE CORPS

The concept of a Parade Corps routine should be suitable for a street parade, maintaining continuous foot movement throughout entire performance. Banners and flags are permitted but at least 10 members of the corps must use a baton. All modes of twirling and dance footwork are permitted. A maximum of 2 spins is permitted.

Continuous foot movement: defined as the placement on the floor of the whole foot by stepping, tapping, jumping, or hopping at least every second count. Parade corps must incorporate continuous foot movement throughout the entire performance, but is NOT required to always be moving forward.

Allowable:

- Marking time with On beat-foot hitting every count of music.
- Half-time foot hitting every 2nd count.
- Double time-foot hitting twice every beat.
- Twirling: while twirling, individual must maintain continuous foot movement.
- Marching: half steps, step kicks, etc., may be used as long as unit keeps moving continuously.
- All members must start continuous foot movement within 16 counts after timing begins

Required Structure of Routine:

1. Parade Corps must enter from the judges' left and exit to the judges' right.
2. Parade Corps may present a 16-count introduction with the music before stepping off into the forward movement section of the routine.

Explanation:

Forward: meaning ahead, front, up front

Movement: meaning action, transit, change, motion.

This requirement applies to all members, including auxiliary units.

Types of moves which can be executed during forward continuous foot movement:

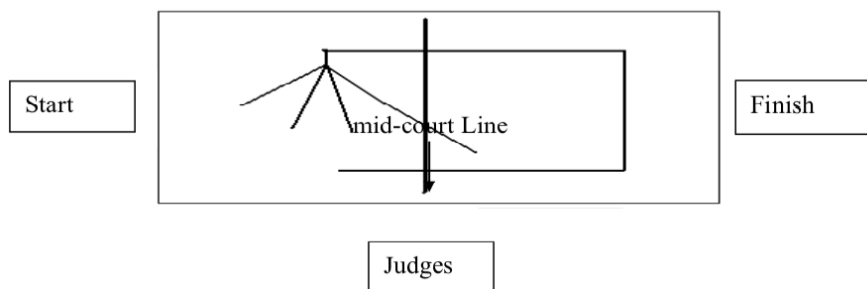
Any type of footwork or dance work combination that allows the group to continue moving in unison. It is possible to utilize half steps, step ball changes, pas de bourrée steps, step kicks, etc. It is also possible to turn around and march or step backwards and still continue moving.

When standard marching procedure is utilized, it is proper procedure to step on the left foot on the odd counts of the beat and the right foot on the even counts of the beat.

Drill design work should be constructed in a manner which allows all members of the group to continuously advance.

Exchange work may be choreographed provided it does not inhibit movement.

STREET PATTERN: Corps must stay within the approximate 25' alley through three left turns to the reviewing stand section. The 3rd left corner may not be executed until after the front line of the of the corps passes the mid court line. Once a member turns the 3rd corner, that individual can move anywhere on the floor.



AFTER COMPLETING THE STREET PATTERN – the corps may use the entire gym floor provided the corps maintains drill movement within their program.

Parade corps may only execute a 2-Spin and single element stationary or traveling complex moves. Immediately upon completion of the spin or complex move, the parade corps must step off on the correct count and resume continuous foot movement in step to the beat of the music.

COSTUME

Free choice. Must follow footwear rule
 Costume should be appropriate to the age/style/music.

TIMING

3-4 minutes

PENALTIES WHICH APPLY TO PARADE CORPS

PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
Drop										
Out of Step										
Acrobatics										
Kneeling										
Exceeding Material										
Incorrect Street Pattern										
PENALTY BOX	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
Unison										
*Over/Under Time										

*Over/Undertime = 0.1 per second
 Exceeding the allowed Entry / exit time = 2.0

5. ENTERTAINMENT (SHOW) CORPS

The emphasis of this event is on entertainment and balance between the use of baton and chosen props. Members must use the baton but props/equipment must be included to compliment the chosen theme of the program to create musical interpretation and visual effectiveness. Any number of props/equipment can be included. Backdrops and scenery can be included but are not mandatory. All modes of twirling and bodywork are permitted, including acrobatics. Athletes are permitted to do floor moves in this event.

Members' responsibilities include:

All members should twirl together during a part of the routine.

Synchronic twirling

Exchange work

Teamwork

Staging (utilization of floor, design patterns, creating pictures to music with all props including batons)

Seamless transitions between equipment

Precision and unison of all members with all props including batons

Creative handling of all equipment chosen to be used as props

Musical interpretations with all equipment chosen as props

Skills developed include correct baton and body technique, continuity and form development, choreography with baton, uniformity of body position, speed in relation to music, teamwork, musical interpretation and visual musicality, utilization of time and space, mental and physical stamina, exchange execution, ambidexterity and recovery from error.

Emphasis is to be placed on precision and unison by all throughout the entire program.

The corps has 2 min to enter the floor and 1 ½ min to exit the floor. This time includes the introduction and removal of all equipment, props/equipment, scenery and backdrops.

COSTUME

Free choice. Costume should be appropriate to the age/style/music.

TIMING

3-4 min

PENALTIES WHICH APPLY TO ENTERTAINMENT SHOW CORPS

PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
Drop										
Out of Step										
Acrobatics										
Exceeding Material										
PENALTY BOX	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
Unison										
*Over/Under Time										

*Over/Undertime = 0.1 per second

Exceeding the allowed Entry / exit time = 2.0

6. OPEN CORPS

Open Corps is a rating competition ONLY. Open Corps are competing for a Gold, Silver, or Bronze rating. Open Corps are NOT competing against any other group in the category. Open Corps are simply judged on their own performance.

Open Corps may utilize any type of equipment but a minimum of 10 corps members must work with a baton for a time period of one minute during the program.

The emphasis of this event is the General Effect of the routine using any chosen style of music.

The corps will be judged on General Effect, (i.e. how they perform the content, the spirit of the corps, how the quality is of the content in relation to the achieved effect.)

RULES SPECIFIC TO OPEN CORPS DISCIPLINE:

Twirling, Equipment, Dance & Bodywork, Acrobatics are free choice

COSTUME

Free choice. Costume should be appropriate to the age/style/music.

TIMING

Maximum of 3 minutes

PENALTIES WHICH APPLY TO OPEN CORPS

PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0
Drop										
Out of Step										
Exceeding Material										
PENALTY BOX	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0
Unison										
*Over/Under Time										

*Over/Undertime = 0.1 per second

Exceeding the allowed Entry / exit time = 2.0

RATINGS AWARDED:

Gold Rating = 75 Total Score or above
Silver Rating = 50-74 Total Score
Bronze Rating = 25-49 Total Score
Participant = 24 or below Score

NUMBER OF ROUNDS FOR MAJORETTE CORPS:

All categories and divisions will have two rounds of competition. They begin with a Preliminary Round and end with a Final Round.

1. For divisions of 20 or fewer, the top 6 corps move to the Finals.
2. For divisions of 21 or more, the top 10 corps move to the Finals.

ENTRY FEES

European Cup Disciplines

Majorette Corps \$125.00 (US) per Corps

The Rebate to the WBTF and Host Country will be 50/50. (net of any associated bank or service charge fees)

ENTRY DEADLINE

The deadline for WBTF Competitions for the entry form, passport, badge & program photos will be:

- 8 (eight) weeks before the Cup Events Opening Ceremony = Tuesday, May 12, [2022](#)

Payment for entry fees must take place within 10 (ten) business days of receiving the WBTF Entry invoice. Entries will be denied if payment is not received in time.

No refunds are given for withdrawals.

Draw for the Order of Appearance will be completed 4 (weeks) before a Cup Competition.

PENALTY FOR MISSING DEADLINE

Penalty for missing the entry deadline will result in a US\$100 per day fine to a maximum of 10 (ten) days. After that time the entry is denied.

All other required documents and supporting information must be in place by the draw. Failure to comply results in disqualification.

WBTF will collect all penalty fees which will be paid to the host country, Penalty fees must be paid by the draw for order of appearance or entry will be denied.

SCORE SHEETS ON FOLLOWING PAGES



MILITARY DRILL CORPS

Max. Score & Caption	Code :	Checked = Very Good	Encircled = Unsatisfactory or Needs More																																																																																									
CONTENT																																																																																												
Variety and difficulty of Formations and Transitions	Full team/Split team Balanced formations Logical formation changes Non repetitive formations Pictures & Patterns created Effective use of time and space		Transitions Floor Coverage Originality & Creativity Definitive Floor Patterns Change of Pace																																																																																									
20 pts																																																																																												
CONTENT																																																																																												
Variety and difficulty of Movements	Rhythm & Timing Baton, Body and footwork in situ Baton, Body and footwork in transitions		Group Sequences Full team /Split team Sequential movements Changes in Tempo																																																																																									
20 pts																																																																																												
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20 pts																																																																																												
TIMING TECHNIQUE Body & Baton	Posture / Military Bearing Extensions Arms Leg lines Feet / Toes March technique		Ability within style Poise of Execution Ability within age Timing and rhythm Military style batonwork																																																																																									
20 pts																																																																																												
OVERALL EFFECT Originality	Overall Production Continuity of style Response to signals Musicality Professionalism Impact Audience Appeal		Espirit de Corps Attitude Enthusiasm Stamina Awareness Confidence Projection																																																																																									
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TRADITIONAL DRILL CORPS

Max. Score & Caption	Code :	Checked = Very Good	Encircled = Unsatisfactory or Needs More																																																																																																					
Marching & Manoeuvring 20 pts	Effective use of time and space for worthwhile drill patterns Change of Pace Floor Coverage Definition of Floor Patterns		Changing of floor patterns Floor patterns - variety - difficulty Originality & Creativity																																																																																																					
Teamwork 20 pts	Variety Difficulty Rhythm & Timing Unison Creativity Entertainment Value		Partner Sequences Group Sequences																																																																																																					
Execution & Special Effects 20 pts	Technique Skill of Execution Precision / timing Perfection Unison Professionalism		Baton Control General Handling Visual Effects - contribution to the show																																																																																																					
General Effect & Production 20 pts	Choreography Build-up Climax Staging of Effect Effectiveness Poise of Execution		Utilization of music - change of pace interpretation Uniqueness of Presentation - creativity																																																																																																					
Entertainment Value 20 pts	Overall Production General Appearance - Neatness/ age appropriate Audience Appeal		Showmanship Expression Confidence Enthusiasm Esprit de Corps																																																																																																					
PENALTIES TIME	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: left;">PENALTY BOX</td> <td>0.5</td><td>1.0</td><td>1.5</td><td>2.0</td><td>2.5</td><td>3.0</td><td>3.5</td><td>4.0</td><td>4.5</td><td>5.0</td> </tr> <tr> <td>Drop</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Out of Step</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Acrobatics</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Kneeling</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>Exceeding Material</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td style="text-align: left;">PENALTYBOX</td> <td>0.1</td><td>0.2</td><td>0.3</td><td>0.4</td><td>0.5</td><td>0.6</td><td>0.7</td><td>0.8</td><td>0.9</td><td>1.0</td> </tr> <tr> <td>Uniosn</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> <tr> <td>*Over/Under Time</td> <td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> </tr> </table>	PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Drop											Out of Step											Acrobatics											Kneeling											Exceeding Material											PENALTYBOX	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	Uniosn											*Over/Under Time													Score	
		PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0																																																																																												
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				TOTAL SCORE																																																																																																				
Clerk's Initials :		Judge :																																																																																																						



EXHIBITION FREESTYLE MARCHING CORPS

Max. Score & Caption	Code :	Checked = Very Good	Encircled = Unsatisfactory or Needs More
Marching 20 pts	Variety		Effective use of time and space
	Difficulty		For worthwhile drill patterns
	Combinations of marching / baton		Perfection within style of Marching
Body Movements 20 pts	Variety and difficulty of movement		
	Turns, lunges, kicks, leaps, footwork, arms		
	Combinations of marching / baton		
Twirling max. 20 pts	Body Lines		Poise of execution
	Leg Lines		Posture
	Footwork		Rhythm, timing, phrasing
General Effect 20 pts	Variety		Combinations of baton and body
	Difficulty		Partner sequence
	General handling		Group sequence
Showmanship Presentation 20 pts	Smoothness		
	Gracefulness		
	Choreography		
PENALTIES	Build-up Climax		Utilization of Music
	Floor coverage		Change of pace
	Staging of Effect		Interpretation
TIME	Personality Projection		Creativity
	Costume		Sparkle
	Personal Grooming		Eye contact
2:00 - 3:00 Minutes	Hair, Make-up		Confidence
	Footwear		Enthusiasm
	Facial Expressions		Attitude
2:00 - 3:00 Minutes	Personality Projection		Professionalism
	PENALTY BOX	0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0	Score
	Drop		
Out of Step			
2:00 - 3:00 Minutes	Acrobatics		less Penalties
	Exceeding Material		
	Kneeling during routine		
2:00 - 3:00 Minutes	PENALTYBOX	0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0	TOTAL SCORE
	Uniosn		
	*Over/Under Time		
2:00 - 3:00 Minutes	*Over/Undertime = 0.1 per second		
	Exceeding allowed time for Entrance / Exit = 2.0		
Clerk's Initials :	Judge :		



PARADE CORPS

Max. Score & Caption	Code :	Checked = Very Good	Encircled = Unsatisfactory or Needs More										
Variety & Difficulty of Twirling Content 20 pts	Variety Balance	Full hand Fingertwirl Horizontals Verticals Releases / Receptions Connections	Aerials Rolls	Teamwork Exchanges Partner Group									
				Speed / Smoothness Control									
Marching & Manoeuvring 20 pts	Effective use of time and space for worthwhile drill Patterns			Perfection within style of Movement									
	Floor Coverage Continuity of form development Definition of Floor patterns			Originality Creativity									
Execution & Special Effects 20 pts	Technique Skill of execution			Choreography Visual Effects									
		Precision/timing Perfection Unison Professionalism		Utilisation of auxiliary units and/or musical effects									
General Effect & Production 20 pts	Coordination of Show	Entrance/Exit Following Street Pattern Staging		Utilization of Music Change of Pace Interpretation Uniqueness of Presentation									
	Poise of Execution			Creativity									
Entertainment Value 20 pts	Overall Production			Showmanship Expression Confidence Enthusiasm									
	General Appearance Audience Appeal	Neatness/Age appropriate		Esprit de Corps									
PENALTIES TIME 3.00 - 4.00 mins	PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Score	
	Drop Out of Step Acrobatics Kneeling Exceeding Material												
	Incorrect Street Pattern PENALTYBOX	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	TOTAL SCORE	
	Unison *Over/Under Time												
	*Over/Undertime = 0.1 per second Exceeding allowed time for Entrance / Exit = 2.0												
Clerk's Initials :		Judge :											



ENTERTAINMENT SHOW CORPS

Max. Score & Caption	Code :	Checked = Very Good	Encircled = Unsatisfactory or Needs More											
Routine & Design & Maneuvering 20 pts	Musical Interpretation			Change of pace										
	Floor Coverage			Special effects										
	Continuity			Development of Theme										
	Staging													
	Combinations of body / baton / props													
Twirl & Use of Props 20 pts	Variety			Combinations of baton and body										
	Difficulty			Combinations of props and body										
	Smoothness													
	Gracefulness			Partner Segments										
	General Handling			Group Sequence										
	Transitions			Exchanges										
Body Movements 20 pts	Variety and Difficulty of movement													
	turns, lunges, kicks, leaps, footwork, arms													
	Combinations of body / baton / props													
	Rhythm, Timing, Phrasing													
Technique & Execution Quality 20 pts	Execution			Perfection										
	Body Lines			Precision										
	Posture			Upper body										
	Quality of reproduced music			Lower body										
				Leg lines										
				Footwork										
Showmanship & Presentation 20 pts	Perfection													
	Entertainment value													
	Appearance													
	Grooming													
	Costume													
	Audience appeal													
PENALTIES	PENALTY BOX	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0		Score	
	Drop													less Penalties
	Out of Step													
	Exceeding Material													
<u>3.00 - 4.00 mins</u>	PENALTYBOX	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		TOTAL SCORE	
	Uniosn													
	*Over/Under Time													
	*Over/Undertime = 0.1 per second													
	Exceeding allowed time for Entrance / Exit = 2.0													
Clerk's Initials :	Judge :													



OPEN CORPS

Max. Score & Caption	Code :	Checked = Very Good	Encircled = Unsatisfactory or Needs More
General Effect, Production & Entertainment Value			Utilisation of Music
			Change of Pace
			Interpretation
			Musical effects
			Co-ordination of Show Entrance & Exit
			Staging
			Uniqueness of Presentation
			Quality of Performance
			Creativity
			Poise of Execution
100 points			Quality of content related to achieved effect
			Overall Production
			General Appearance
			Neatness / Age appropriate
			Audience Appeal
			Showmanship
			Espirit de Corps
			Expression
			Confidence
			Enthusiasm
PENALTIES	PENALTY BOX	0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0	Score
	Drop Out of Step		
TIME	PENALTYBOX	0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0	Less penalties
Max. 3.00 mins	Uniosn *Over/Under Time		TOTAL SCORE
	*Over/Undertime = 0.1 per second Exceeding allowed time for Entrance / Exit = 2.0		
Gold Rating =	75 Total Score or above		RATING =
Silver Rating =	50-74 Total Score		
Bronze Rating =	25-49 Total Score		
Participant =	24 or below Score		
Clerk's Initials :	Judge :		