



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Solo Twirling  
1 baton**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE
<b>COMPLETE VARIETY</b> 20	VARIETY BALANCE CONNECTIONS AMBIDEXTERITY VERT.-HORIZ. BLEND SIDE-TO-SIDE FRONT-TO-BACK PATTERN BLEND	FULL HANDS, Including low flips AERIALS, higher than top of head RELEASES RECEPTIONS FINGER TWIRLS ROLLS HORIZONTAL SECTIONS NOVELTY MULTIPLE BODY SPINS LEFT                  RIGHT
	DIFFICULTY OF TRICKS DIFFICULTY ACHIEVED Through Follow-Through Intricacy & Timing ATTEMPTED Perfection Lacking POTENTIALLY DANGEROUS	FULL HANDS, Including low flips AERIALS, higher than top of head RELEASES RECEPTIONS FINGER TWIRLS ROLLS HORIZONTAL SECTIONS NOVELTY MULTIPLE BODY SPINS LEFT                  RIGHT
<b>SPEED CONTROL</b> 20	RATE OF BATON SPEED SPEED VARIATION CO-ORD. OF BATON SPEED & SPEED OF BODY MOVEMENTS (Rapidity)  GENERAL HANDLING — TECHNIQUE RELEASES                  RECEPTIONS BATON PATTERN — VERTICAL HORIZONTAL PATTERN CHANGES	
<b>SMOOTHNESS GRACEFULNESS</b> 20	FLOW OF BATON HANDLING RELEASES                  RECEPTIONS  BODY MOVEMENTS                  BODY LINES BALANCE USE OF FREE HANDS, ARMS, LEGS, FEET	
<b>SHOWMANSHIP PRESENTATION</b> 20	APPEARANCE ATTITUDE PERFORMANCE FINESSE POSTURE CARRIAGE	PROJECTION  EYE CONTACT  ENTHUSIASM  SALESMANSHIP
<b>TIME</b> Novice      0'45 - 1'30 Beginner    1'20 - 1'50 Intermediate 1'40 - 2'00 Advance     1'50 - 2'00	<b>PENALTIES</b> <sup>TW1</sup> Drops Fall 2 Hands catch  Breaks Off pattern Off centre Handling rolls Floorcontact illusion Cross over spins  <input type="checkbox"/> Undertime (0.1 per sec.) <input type="checkbox"/> Improper Salute (0.5) <input type="checkbox"/> Overtime (0.1 per sec.) <input type="checkbox"/> Failure to Salute (1.0) <input type="checkbox"/> Incorrect tenue (2.0) <input type="checkbox"/> Rules Violation (2.0)	<b>SCORE</b>   <b>LESS PENALTIES</b>   <b>TOTAL SCORE</b>
<b>Routine time</b> _____	<input type="checkbox"/> Acrobatic <b>DISKWALIFICATIE</b> Total Penalties    _____	
Clerk's Initials    _____		
Judge's Signature  _____		



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

## Solo Twirling 2 baton

Max. score & caption	CODE:    ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More	SCORE																																																																													
<b>COMPLETE VARIETY</b> <b>20</b>	VARIETY OF RELEASES                      FULL HANDS VARIETY OF RECEPTIONS                  HORIZONTALS DUAL VARIETIES                              FINGERS AMBIDEXTERITY                                ROLLS CONNECTIONS                                HIGH LOW COMBINATIONS FLIPS/TOSSES/AERIALS PATTERNS- VERTICAL/HORIZONTAL/DUAL -FRONT/BACK/SIDES/COMBINATIONS	                               																																																																													
<b>DIFFICULTY</b> <b>20</b>	DIFFICULTY OF RELEASES                  FULL HANDS DIFFICULTY OF RECEPTIONS                HORIZONTALS DIFFICULTY OF TRICKS                      FINGERS DIFFICULTY ACHIEVED                        ROLLS through intricacy,                              COMPLEX COMBINATIONS follow-through and                              COMPLEX HIGH TRICKS timing	                               																																																																													
<b>TECHNIQUE</b> <b>20</b>	CONTINUOUS & SIMULTANEOUS              PRECISION/SYNCHRONIZATION MOTION OF BATON                            GENERAL HANDLING RATE OF SPEED                                TIMING-UNINTERRUPTED FOLLOW SPEED VARIATION                              THROUGH RAPIDITY/REVOLUTION                        BATON PATTERNS RELEASES/RECEPTIONS                        VERTICAL/HORIZONTAL PLACEMENTS/CONTROL                        PATTERN CHANGES DIRECTIONAL CHANGES	                               																																																																													
<b>SMOOTHNESS</b> <b>20</b> <b>GRACEFULNESS</b>	FLOW OF BATONS                              RELEASES CONTINUITY OF BATONS                        RECEPTIONS CONTINUOUS MOTION RECEPTIONS BODY MOVEMENTS                              USE OF: HANDS ARMS LEGS FEET BODY LINES                                      GRACE OF EXECUTION POSTURE    BODY CONTROL	                               																																																																													
<b>SHOWMANSHIP</b> <b>20</b> <b>PRESENTATION</b>	PROJECTION                                    APPEARANCE/GROOMING PERFECTION                                    ATTITUDE CONFIDENCE                                    AUDIENCE APPEAL EYE CONTACT                                    ENTHUSIASM POSTURE CARRIAGE	                               																																																																													
<b>TIME</b> Novice        0'45 - 1'30 Beginner    1'00 - 1'30 Intermediate 1'20 - 1'45 Advance     1'30 - 1'45	<b>PENALTIES</b> <sup>TW2</sup> Drops    0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 Fall <table border="1" style="display:inline-table; border-collapse: collapse;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> 2 Hands catch <table border="1" style="display:inline-table; border-collapse: collapse;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> Breaks    0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0 Off pattern <table border="1" style="display:inline-table; border-collapse: collapse;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> Off centre <table border="1" style="display:inline-table; border-collapse: collapse;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> Handling rolls <table border="1" style="display:inline-table; border-collapse: collapse;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> Floorcontact illusion <table border="1" style="display:inline-table; border-collapse: collapse;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table> Cross over spins <table border="1" style="display:inline-table; border-collapse: collapse;"><tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr></table>																																																																														<b>SCORE</b>   <b>LESS PENALTIES</b>   <b>TOTAL SCORE</b>
<b>Routine time</b> _____	<input type="checkbox"/> Undertime (0.1 per sec.) <input type="checkbox"/> Improper Salute (0.5) <input type="checkbox"/> Overtime (0.1 per sec.) <input type="checkbox"/> Failure to Salute (1.0) <input type="checkbox"/> Incorrect tenue (2.0) <input type="checkbox"/> Rules Violation (2.0)																																																																														
Clerk's Initials _____	<input type="checkbox"/> Acrobatic <b>DISKVALIFICATIE</b> Total Penalties _____																																																																														
Judge's Signature _____																																																																															



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

## Solo Twirling 3 baton

Max. score & caption	CODE: ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More	SCORE
<b>COMPLETE VARIETY</b> 20	VARIETY OF RELEASES VARIETY OF RECEPTIONS DUAL VARIETIES AMBIDEXTERITY CONNECTIONS PATTERNS- VERTICAL/HORIZONTAL/DUAL -Front/Back/Sides/Combinations COMBINATIONS OF VARIOUS TIME RELEASES	FULL HAND/FLIPS/CONTACT MATERIAL HORIZONTALS ROLLS HIGH LOW COMBINATIONS TOSSES/AERIALS CASCADES/SHOWERS/PENDULUMS BOWLING PINS/JUGGLES
	DIFFICULTY OF RELEASES DIFFICULTY OF RECEPTIONS DIFFICULTY OF TRICKS DIFFICULTY ACHIEVED through intricacy, follow-through and timing	FULL HANDS HORIZONTALS ROLLS COMPLEX COMBINATIONS COMPLEX HIGH TRICKS VARIATION OF HEIGHTS
<b>TECHNIQUE</b> 20	CONTINUOUS & SIMULTANEOUS MOTION OF BATON RATE OF SPEED SPEED VARIATION RAPIDITY/REVOLUTION RELEASES/RECEPTIONS PLACEMENTS/CONTROL	PRECISION/SYNCHRONIZATION GENERAL HANDLING TIMING-UNINTERRUPTED FOLLOW THROUGH BATON PATTERNS VERTICAL/HORIZONTAL PATTERN CHANGES DIRECTIONAL CHANGES
<b>SMOOTHNESS GRACEFULNESS</b> 20	FLOW OF BATONS CONTINUITY OF BATONS CONTINUOUS MOTION      RECEPTIONS BODY MOVEMENTS BODY LINES POSTURE	RELEASES RECEPTIONS USE OF: HANDS ARMS LEGS FEET GRACE OF EXECUTION BODY CONTROL
<b>SHOWMANSHIP PRESENTATION</b> 20	PROJECTION PERFECTION CONFIDENCE EYE CONTACT POSTURE CARRIAGE	APPEARANCE/GROOMING ATTITUDE AUDIENCE APPEAL ENTHUSIASM
<b>TIME</b> Novice      0'45 - 1'30 Beginner    1'00 - 1'30 Intermediate 1'20 - 1'45 Advance     1'30 - 1'45	<b>PENALTIES</b> <sup>TW3</sup> Drops Fall 2 Hands catch Breaks Off pattern Off centre Handling rolls Floorcontact illusion Cross over spins <input type="checkbox"/> Undertime (0.1 per sec.) <input type="checkbox"/> Overtime (0.1 per sec.) <input type="checkbox"/> Incorrect tenue (2.0) <input type="checkbox"/> Improper Salute (0.5) <input type="checkbox"/> Failure to Salute (1.0) <input type="checkbox"/> Rules Violation (2.0)	<b>SCORE</b>
<b>Routine time</b> _____		<b>LESS PENALTIES</b>
Clerk's Initials _____		<b>TOTAL SCORE</b>
Judge's Signature _____		<b>Acrobatic</b> <b>DISKWALIFICATIE</b> Total Penalties _____



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Duo :

## Duo Twirling

Caption	Max. Points	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE
<b>VARIETY</b>	<b>20</b>	VARIETY BALANCE PARTNERSHIP SKILLS / PERFORMANCE Equal / Unequal AMBIDEXTERITY TRANSITIONS FLOOR PATTERN DESIGN FULL HANDS AERIALS Releases / Receptions EXCHANGES ROLLS, HORIZONTALS, FINGER TWIRLS SYNCHRONISED ELEMENTS AND INTERACTIVE ELEMENTS	
<b>DIFFICULTY</b>	<b>20</b>	DIFFICULTY OF TRICKS DIFFICULTY ACHIEVED Through Follow-Through Intricacy & Timing PARTNERSHIP SKILLS / PERFORMANCE Equal / Unequal FULL HANDS AERIALS Releases / Receptions EXCHANGES ROLLS, HORIZONTALS, FINGER TWIRLS	
<b>SPEED &amp; CONTROL</b>	<b>20</b>	RATE OF SPEED CONSISTENCY OF SPEED GENERAL HANDLING TECHNIQUE BATON PATTERN Vertical / Horizontal TIMING / UNISON	
<b>SMOOTHNESS GRACEFULNESS</b>	<b>20</b>	SMOOTHNESS Flow of Baton Handling Precision / Perfection GRACEFULNESS Body Movements / Body Lines Hands, Arms, Legs, Feet FLOW OF MOVEMENT UNIFORMITY OF MOVEMENT	
<b>SHOWMANSHIP PRESENTATION</b>	<b>20</b>	COSTUME PERSONAL GROOMING HAIR, MAKE-UP FOOTWEAR POSTURE CARIAGE PROJECTION EYE CONTACT CONFIDENCE ENTHUSIASM ATTITUDE PROFESSIONALISM	

### PENALTIES

<b>TWD</b> Drops Fall 2 Hands catch Breaks Off Pattern Off centre Handling rolls Floorcontact illusion Cross over spins Unison	0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 5.5 6.0 6.5 7.0 7.5		<b>SCORE</b>	
	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			<b>LESS PENALTIES</b>
			<b>TOTAL SCORE</b>	

TIME	
Novice	0'45 - 1'30
Beginner	1'20 - 1'50
Intermediate	1'40 - 2'00
Advance	1'50 - 2'00

<input type="checkbox"/> Undertime (0.1 per sec.)	<input type="checkbox"/> Improper Salute (0.5)	
<input type="checkbox"/> Overtime (0.1 per sec.)	<input type="checkbox"/> Failure to Salute (1.0)	
<input type="checkbox"/> Incorrect tenue (2.0)	<input type="checkbox"/> Rules Violation (2.0)	
Total penalties		

Acrobatic  DISKWALIFICATIE

### Routine time

\_\_\_\_\_ Clerk's Initials Judge's Signature \_\_\_\_\_

2021 v02



# National Baton Twirling Association (nl)

Onderdeel van:



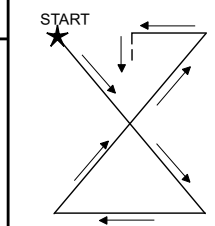
Lid van:



Name Contestant :

**Super - X - strut**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE																																																																																			
<b>ROUTINE CONTENT</b> 20	VARIETY & BALANCE LEAPS KICKS LUNGES BASIC STEPS	SPINS / TURNS POSES BATON MOVEMENTS TECHNIQUE																																																																																			
<b>CHOREOGRAPHY</b> 20	BLEND OF ELEMENTS TRANSITIONS COMBINATIONS INTEGRATION OF BODY & BATON MOVEMENTS	TECHNIQUE																																																																																			
<b>TECHNIQUE</b> 20	BASIC STEPS LEAPS KICKS LUNGES SPINS / TURNS POSES BATON MOVEMENT CONTROL / SMOOTHNESS / GRACEFULNESS DEGREE OF PERFECTION	BALANCE / OVERALL CONTROL POSTURE BODY LINES TURN OUT LEG LINES Extended Leg / Supporting Leg KNEES TOES, POINT IN OUT ARMS - HANDS																																																																																			
<b>OVERALL TIMING</b> 20	BASIC STRUT PORTION IN STEP FREE STYLE PORTION ON BEAT SYNCHRONIZATION OF BODY AND BATON	PHRASING HESITATIONS																																																																																			
<b>PRESENTATION</b> 20	PROJECTION / SHOWMANSHIP Confidence Eye Contact  ATTITUDE	CARRIAGE  APPEARANCE Attire Grooming																																																																																			
<b>PENALTIES</b> <small>SXS</small>		<b>SCORE</b>  <b>LESS PENALTIES</b>  <b>TOTAL SCORE</b>																																																																																			
<table style="width: 100%;"> <tr> <td style="width: 15%;"></td> <td style="text-align: center;">0.5   1.0   1.5   2.0   2.5   3.0   3.5</td> <td style="width: 15%;"></td> </tr> <tr> <td>Out of step</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr> <td>Releases &amp; Twirls</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr> <td>Drops</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr> <td>Floor contact</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr> <td>Fall</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr> <td>Omitted required Basic</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr> <td>Improper Salute</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> <tr> <td>Performing after final salute</td> <td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td><td><input type="checkbox"/></td></tr> </table>				0.5   1.0   1.5   2.0   2.5   3.0   3.5		Out of step	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Releases & Twirls	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Drops	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Floor contact	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Fall	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Omitted required Basic	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Improper Salute	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Performing after final salute	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Total penalties <input type="checkbox"/>		<input type="checkbox"/> Acrobatic <input type="checkbox"/> DISKVALIFICATIE																																																																																			



**TIME**

Novice	0'45 - 1'40	
Overige	1'30 - 2'00	

**Routine time**

\_\_\_\_\_

Clerk's Initials

\_\_\_\_\_

Judge's Signature \_\_\_\_\_



# National Baton Twirling Association (nl)

Onderdeel van:



Name Contestant :

Lid van:

## Kids Twirl



Caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More
<b>TECHNIQUE</b>	<b>POSTURE</b> > SHOULDERS BACK HIP
	<b>HEAD</b> > STRAIGHT FORWARD
	<b>SHOULDERS</b> > RELAXED DOWN STILL
	<b>BACK</b> > STRAIGHT
	<b>LEGS</b> > EXTENTION
	<b>KNEES</b> > 90° BOTH SAME HEIGHT PARALLELL STRAIGHT FORWARD
	<b>FEET</b> > PARALLELL ROLL UP / DOWN STRAIGHT FORWARD
	<b>TOES</b> > POINT
	<b>ARMS</b> > STRAIGHT NATURAL SWING SHOULDER HEIGHT
	<b>HANDS</b> > CLOSED IN LINE WITH ARM PLACEMENT FREE ARM
	<b>BATON</b> > GENERAL HANDLING PATTERN FLOW
	<b>CORNERS</b> > CONTINUITY 90°
	<b>LEAPS</b> > START FROM Plié ENDING IN Plié CENTER BODY
<b>TIMING</b>	<b>OUT OF STEP</b> > LANE 1 / LANE 2 / CORNERS / FREE STYLE PORTION
	<b>SENSE OF RYTHME</b> > MARCHING FREE STYLE PORTION
	<b>COORDINATION BODY / BATON</b> > SAME SPEED FLOW
<b>PRESENTATION</b>	<b>SHOWMANSHIP</b> > SMILE EYE CONTACT
	<b>APPEARANCE</b> > COSTUME FIT GROOMING

2x8 tellen marching

corner 90°

2x8 tellen marching

4 tellen voor keuzesprong  
 - sauté  
 - pas de chat  
 - echappé

Daarna 4x8 tellen vrije invulling

### SCORE

TOTAL SCORE


\_\_\_\_\_ Clerk's Initials

\_\_\_\_\_ Judge's Signature

2021 v02





# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Solo  
Dance Twirl**

Max. score & caption	CODE:    ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More	SCORE																																																																																																																																												
<b>CHOREOGRAPHY</b> <b>20</b>	TWIRL COMPOSITION WITH DANCE BALANCE OF CONTENT MUSICAL INTERPRETATION STAGING CORRELATION OF BODY, BATON AND MUSIC TRANSITIONS CHANGE OF PACE FLOOR COVERAGE ABILITY WITHIN STYLE	                                     																																																																																																																																												
<b>TWIRL CONTENT</b> <b>20</b>	DIFFICULTY CREATED THRU FOLLOW THROUGH, TIMING, CONTINUITY & INTRICACY DIFFICULTY OF TWIRL / DANCE COMBINATIONS VARIETY OF TWIRL / DANCE COMBINATIONS TWIRLS APPROPRIATE TO MUSICAL INTERPRETATION TRAVEL SEQUENCES / STATIONARY SEQUENCES	             																																																																																																																																												
<b>TWIRL TECHNIQUE</b> <b>20</b>	<table style="width:100%; border:none;"> <tr> <td style="width:50%; border:none;">RAPIDITY CONTROL PRECISION / PERFECTION SMOOTHNESS</td> <td style="width:50%; border:none;">GENERAL HANDLING BATON PATTERN FLOW OF BATON RELEASES, RECEPTIONS</td> </tr> </table>	RAPIDITY CONTROL PRECISION / PERFECTION SMOOTHNESS	GENERAL HANDLING BATON PATTERN FLOW OF BATON RELEASES, RECEPTIONS	             																																																																																																																																										
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2 Hands catch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																																																																																																																				
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Off centre	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																																																																																																																				
Handling rolls	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																																																																																																																				
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Cross over spins	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>																																																																																																																																				
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		<b>TOTAL SCORE</b>																																																																																																																																												

**TIME**

Novice	0'45 - 1'30
Beginner	1'20 - 2'10
Intermediate/advance	2'00 - 2'30

**Routine time**

\_\_\_\_\_

Clerk's Initials

\_\_\_\_\_

Judge's Signature \_\_\_\_\_

Acrobatic    DISKwalIFICATIE

2021 v02

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# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name of the Team :

**Small Team  
Twirling**

Caption	Max. Points	CODE:    ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More		SCORE				
<b>TWIRLING</b>	<b>20</b>	VARIETY / DIFFICULTY	TEAM UNIFORMITY					
		Vertical Full Hand    Aerials Finger Twirls        Rolls Horizontals         Novelties	Baton patterns Baton Aerials Baton Revolution Speed Control Definition in Baton Movements Releases    Receptions					
<b>TEAMWORK</b>	<b>20</b>	VARIETY / DIFFICULTY	TEAM MEMBER RESPONSIBILITIES					
		Partner Segments Group segments Exchanges Release        Receptions	Unison Alignment / Spacing Timing / Control Definition in Baton Definition in Bodywork					
<b>PRODUCTION</b>	<b>20</b>	ENTRANCE & EXIT	DYNAMIC EFFECTS					
		CHANGING OF FLOOR PATTERNS FLOOR COVERAGE CONTINUITY OF ROUTINE ORIGINALITY	AUDIENCE APPEAL					
<b>TECHNIQUE &amp; QUALITY OF PERFORMANCE</b>	<b>20</b>	BATON	MOVEMENT / DANCE					
		Uniformity of Style Skill of Execution Precision Perfection Performance Energy Performance Effectiveness Smoothness / Flow of Baton	Uniformity in Style Skill of Execution Uniformity; Body/Arms/Legs/Head/Feet Posture Poise & Grace Perfection Flow of Movement					
<b>APPEARANCE SHOWMANSHIP PRESENTATION</b>	<b>20</b>	COSTUME	PERFORMANCE EXPRESSION / EMOTION					
		Suitable for team twirling PERSONAL GROOMING HAIR, MAKE-UP FOOTWEAR	PROJECTION EYE CONTACT CONFIDENCE / ATTITUDE PROFESSIONALISM					
<b>PENALTIES</b> <sup>STT</sup> On penalties sheet				<b>SCORE</b>				
				<b>LESS PENALTIES</b>				
<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;"><b>TIME</b></td> <td>Beginner    2'00 - 3'00</td> <td>Intermediate 2'30 - 3'00</td> </tr> </table>				<b>TIME</b>	Beginner    2'00 - 3'00	Intermediate 2'30 - 3'00	<b>TOTAL</b>	
				<b>TIME</b>	Beginner    2'00 - 3'00	Intermediate 2'30 - 3'00		
<b>Routine time</b>		Judge's Signature	Clerk's Initials					





# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name of the Team :

**Small Team  
Twirling**

## PENALTIES

	0.2	0.4	0.6	0.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	2.8	3.0		
Drops																	
Fall																	
2 Hands catch																	
	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		
Breaks																	
Off pattern																	
Off centre																	
Handling rolls																	
Floorcontact illusion																	
Cross over spins																	
Unison																	

<input type="checkbox"/>	Undertime (0.1 per sec.)	<input type="checkbox"/>	Overtime (0.1 per sec.)	
<input type="checkbox"/>	Improper Salute (0.5)			
<input type="checkbox"/>	Failure to Salute (1.0)			
<input type="checkbox"/>	Rules Violation 2.0			
<input type="checkbox"/>	Incorrect Tenue 2.0			

Total penalties

Acrobatic  DISKWALIFICATIE

### TIME

Beginner 2'00 - 3'00  
Intermediate 2'30 - 3'00

### Routine time

\_\_\_\_\_ Clerk's Initials \_\_\_\_\_ Judge's Signature \_\_\_\_\_

2021 v02



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name of the Team :

**Small Team  
Dance Twirl**

Caption	Max. Points	CODE: ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More		SCORE													
<b>TWIRLING CONTENT</b>	<b>20</b>	VARIETY / DIFFICULTY Baton Baton Movement with Dance Stationary Travelling Partner, Group Segments Exchanges MUSICAL EXPRESSION THROUGH USE OF BATON CREATIVITY	TEAM UNIFORMITY Baton Patterns Baton Aerials Baton Revolution Definition in Baton Movements Release Receptions Series of Twirls Baton Unison														
<b>DANCING</b>	<b>20</b>	VARIETY / DIFFICULTY Combinations Dance Composition with Baton Stationary Travelling Use of Body, Arms, Legs & Feet Partner, Group Segments MUSICAL EXPRESSION THROUGH USE BODY MOVEMENTS CREATIVITY	TEAM MEMBER RESPONSIBILITIES Unison Alignment / Spacing Rhythm / Timing Definition in Dance Movements														
<b>PRODUCTION</b>	<b>20</b>	ENTRANCE & EXIT CHANGING OF FLOOR PATTERNS FLOOR COVERAGE CONTINUITY & FLOW OF ROUTINE DISPLAYS ARTISTIC EXPLANATION OF MUSIC CORRELATION OF BODY, FOOTWORK, & BATON TO MUSIC	MUSICAL INTERPRETATION Change of Pace Audience Appeal Dynamic Effects														
<b>TECHNIQUE &amp; QUALITY OF PERFORMANCE</b>	<b>20</b>	BATON Uniformity of Style Skill of Execution Precision / Control Perfection Performance Energy Performance Effectiveness	DANCE MOVEMENT Uniformity in Style Skill of Execution Uniformity of Body, Arms, Legs Head, Feet, Toes Extension / Posture Perfection Balance / Control														
<b>APPEARANCE SHOWMANSHIP PRESENTATION</b>	<b>20</b>	COSTUME Suitable for Theme/ Music Style Fit PERSONAL GROOMING HAIR, MAKE-UP FOOTWEAR	CHARACTER INTERPRETATION / EXPRESSION PERFORMANCE EMOTION PROJECTION EYE CONTACT CONFIDENCE ATTITUDE PROFESSIONALISM														
<b>PENALTIES</b> <sup>STD</sup> On penalties sheet				<b>SCORE</b>													
				<b>LESS PENALTIES</b>													
<b>Routine time</b>				<b>TOTAL</b>													
<table border="1"> <tr> <td><b>TIME</b></td> <td></td> <td></td> <td></td> </tr> <tr> <td>Beginner</td> <td>2'00</td> <td>-</td> <td>3'00</td> </tr> <tr> <td>Intermediate</td> <td>2'30</td> <td>-</td> <td>3'30</td> </tr> </table>		<b>TIME</b>				Beginner	2'00	-	3'00	Intermediate	2'30	-	3'30	Judge's Signature _____		Clerk's Initials _____	
<b>TIME</b>																	
Beginner	2'00	-	3'00														
Intermediate	2'30	-	3'30														



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name of the Team :

**Small Team  
Dance Twirl**

## PENALTIES

	0.2	0.4	0.6	0.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	2.8	3.0		
Drops																	
Fall																	
2 Hands catch																	

	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		
Breaks																	
Off pattern																	
Off centre																	
Handling rolls																	
Floorcontact illusion																	
Cross over spins																	
Unison																	

<input type="checkbox"/>	Undertime (0.1 per sec.)	<input type="checkbox"/>	Overtime (.1 per sec.)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Rules Violation 2.0				
<input type="checkbox"/>	Incorrect Tenue 2.0				

Total penalties

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Acrobatic    DISKWALIFICATIE

### TIME

Beginner    2'00 - 3'00  
Intermediate    2'30 - 3'30

### Routine time

\_\_\_\_\_ Clerk's Initials      \_\_\_\_\_ Judge's Signature      \_\_\_\_\_

2021 v02



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name of the Team :

**Large  
Team**

Caption	Max. Points	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE
<b>VARIETY &amp; DIFFICULTY OF TWIRLING CONTENT</b>	<b>20</b>	VARIETY BALANCE Full Hand - Aerials Finger Twirls - Rolls Horizontals Verticals CONNECTIONS MULTIPLE SPINS NOVELTY MULTIPLE BATONS INTRICACY AMBIDEXTERITY	
<b>VARIETY &amp; DIFFICULTY OF TWIRLING TEAMWORK</b>	<b>20</b>	VARIETY/DIFFICULTY PARTNER SEGMENTS GROUP SEGMENTS INTEGRATED WITH ALL MEMBERS EXCHANGES Duet, Trio, Group Release Variety Reception Variety Pattern Variety	
<b>EXECUTION</b>	<b>20</b>	SPEED SMOOTHNESS PRECISION TIMING PRESENTATION INTRICACY COORDINATION OF BATON TECHNIQUE GENERAL HANDLING BATON PATTERN Horizontal Vertical UNIFORMITY OF AERIAL HEIGHTS CONTROL UNISON	
<b>MOVEMENT</b>	<b>20</b>	VARIETY/DIFFICULTY INTRICACY OF FOOTWORK COORDINATION WITH MUSIC PERFECTION WITHIN STYLE CREATIVITY/NOVELTY RHYTHM AND TIMING EFFECTIVE PATTERNS BODY AND BATON COMBINATIONS UNIFORMITY OF MOVEMENTS	
<b>GENERAL EFFECT &amp; PRODUCTION</b>	<b>20</b>	COORDINATION OF SHOW UTILISATION OF MUSIC OVERALL PRESENTATION OF SHOW CHOREOGRAPHY GENERAL APPEARANCE AND GROOMING AUDIENCE APPEAL POISE OF EXECUTION MULTIPLE BATONS CHANGE OF PACE STAGING FLOOR COVERAGE ESPRIT DE CORP SHOWMANSHIP / EXPRESSION EFFECTIVENESS AND CONTRIBUTION OF SPECIALTIES ALIGNMENT AND SPACING	
<b>TIME</b>		<b>PENALTIES</b> <sup>LT</sup> On penalties sheet	<b>SCORE</b>
Beginner 2'00 - 4'10	Intermediate 4'00 - 5'00		<b>LESS PENALTIES</b>
<b>Routine time</b>	Clerk's Initials	Judge's Signature	<b>TOTAL SCORE</b>



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name of the Team :

**Large  
Team**

## PENALTIES

	0.2	0.4	0.6	0.8	1.0	1.2	1.4	1.6	1.8	2.0	2.2	2.4	2.6	2.8	3.0	3.2	3.4	3.6	3.8	4.0			
Drops																							
Fall																							
2 Hands catch																							
	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			
Breaks																							
Off pattern																							
Off centre																							
Handling rolls																							
Floorcontact illusion																							
Cross over spins																							
Unison																							

- Undertime (0.1 per sec.)
- Overtime (0.1 per sec.)
- Rules Violation (2.0)
- Incorrect Tenue (2.0)

Totaal penalties

Acrobatic **DISKWALIFICATIE**

### TIME

Beginner 2'00 - 4'10	Intermediate 4'00 - 5'00
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### Routine time

\_\_\_\_\_ Clerk's Initials \_\_\_\_\_ Judge's Signature \_\_\_\_\_

2021 v02



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name of the Team :

**Pompon  
Team**

Caption	Max. Points	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE
<b>ROUTINE CONTENT</b>	<b>20</b>	VARIETY DIFFICULTY CO-ORDINATION DANCE & POMPONS FLOW OF MOVEMENTS CONTROL UNISON USE OF POMPONS ENTERTAINMENT VALUE	
<b>TEAMWORK</b>	<b>20</b>	VARIETY DIFFICULTY RHYTHM & TIMING UNISON CREATIVITY ENTERTAINMENT VALUE PARTNER SEQUENCES GROUP SEQUENCES	
<b>PRODUCTION</b>	<b>20</b>	ENTRANCE & EXIT CHANGING OF FLOOR PATTERNS FLOOR COVERAGE CONTINUITY OF ROUTINE ORIGINALITY CHANGE OF PACE MUSICAL INTERPRETATION	
<b>TECHNIQUE &amp; QUALITY OF PERFORMANCE</b>	<b>20</b>	PERFECTION PRECISION POISE & GRACE OF EXECUTION AUDIENCE APPEAL ALIGNMENT & SPACING DYNAMIC EFFECTS TECHNICAL QUALITY OF REPRODUCED MUSIC UNIFORMITY Style Footwork, Arms, Hands, Body	
<b>APPEARANCE SHOWMANSHIP PRESENTATION</b>	<b>20</b>	COSTUME & ACCESSOIRES PERSONAL GROOMING HAIR, MAKE-UP FOOTWEAR FACIAL EXPRESSIONS PERSONALITY PROJECTION PERFORMANCE EXPRESSION / EMOTION EYE CONTACT CONFIDENCE ENTHUSIASM ATTITUDE PROFESSIONALISM	
<b>PENALTIES</b> <sup>PP</sup> On penalties sheet			<b>SCORE</b>
			<b>LESS PENALTIES</b>
<u>TIME</u> 2'30 - 3'30			<b>TOTAL SCORE</b>

**Routine time**

\_\_\_\_\_

\_\_\_\_\_ Clerk's Initials

\_\_\_\_\_ Judge's Signature

**2021** v02



# National Baton Twirling Association (nl)

Onderdeel van:



Name of the Team :

**Pompon  
Team**

Lid van:



## PENALTIES

	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5
Drops															
Fall															
	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
Unison															


Undertime (0.1 per sec.)

Rules Violation (2.0)

Incorrect Tenue (2.0)

Overtime (0.1 per sec.)


Total penalties



Acrobatic

DISKwalIFICATIE

TIME

2'30 - 3'30

**Routine time**

\_\_\_\_\_ Clerk's Initials

\_\_\_\_\_ Judge's Signature

**2021** v02



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Duo**  
**Dance Twirl**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE
<b>CHOREOGRAPHY</b> <b>20</b>	TWIRL COMPOSITION WITH DANCE BALANCE OF CONTENT MUSICAL INTERPRETATION STAGING CORRELATION OF BODY, BATON AND MUSIC TRANSITIONS CHANGE OF PACE FLOOR COVERAGE ABILITY WITHIN STYLE PARTNER SEQUENCES GROUP SEQUENCES CHANGING OF FLOOR COVERAGE ENTRANCE / EXIT LINES AND SPACING	
<b>TWIRL CONTENT</b> <b>20</b>	DIFFICULTY CREATED THRU FOLLOW THROUGH, TIMING, CONTINUITY & INTRICACY DIFFICULTY OF TWIRL / DANCE COMBINATIONS VARIETY OF TWIRL / DANCE COMBINATIONS TWIRLS APPROPRIATE TO MUSICAL INTERPRETATION TRAVEL SEQUENCES / STATIONARY SEQUENCES EXCHANGES: RELEASE / RECEPTIONS	
<b>TWIRL TECHNIQUE</b> <b>20</b>	RAPIDITY CONTROL PRECISION / PERFECTION SMOOTHNESS UNISON GENERAL HANDLING BATON PATTERN FLOW OF BATON RELEASES / RECEPTIONS UNIFORMITY - AERIALS - STYLE	
<b>DANCE TECHNIQUE</b> <b>20</b>	PERFECTION OF: LEG LINES / BODY LINES, POSTURE, FOOTWORK GRACEFULNESS BODY CONTROL BALANCE / STYLE UNISON RHYTHM / TIMING / USE OF MUSICAL PHRASING UNIFORMITY - STYLE - FOOTWORK, ARMS, HANDS,	
<b>SHOWMANSHIP PRESENTATION</b> <b>20</b>	POISE & CONFIDENCE PROFESSIONALISM PROJECTION ATTITUDE FACIAL EXPRESSION INTERPRETATION EYE CONTACT APPEARANCE / GROOMING TECHNICAL QUALITY OF MUSIC	

## PENALTIES <sup>DDT</sup>

	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	
Drops											
Fall											
2 Hands catch											
	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
Breaks											
Off pattern											
Off centre											
Handling rolls											
Floorcontact illusion											
Cross over spins											
Unison											
	<input type="checkbox"/>	<input type="checkbox"/> Undertime (0.1 per sec.)		<input type="checkbox"/> Overtime (0.1 per sec.)							
	<input type="checkbox"/>	<input type="checkbox"/> Rules violation (2.0)		<input type="checkbox"/> Incorrect tenue (2.0)							

SCORE

LESS PENALTIES

TOTAL SCORE

### TIME

Novice	0'45 - 1'30
Beginner	1'20 - 2'10
Intermediate / Advance	2'00 - 2'30

### Routine time

Clerk's Initials

Judge's Signature

Total penalties

Acrobatic DISKVALIFICATIE

2021 v02





# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Ensemble  
Dance Twirl**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE
<b>CHOREOGRAPHY</b> 20	TWIRL COMPOSITION WITH DANCE BALANCE OF CONTENT MUSICAL INTERPRETATION STAGING CORRELATION OF BODY, BATON AND MUSIC TRANSITIONS CHANGE OF PACE FLOOR COVERAGE ABILITY WITHIN STYLE PARTNER SEQUENCES GROUP SEQUENCES CHANGING OF FLOOR COVERAGE ENTRANCE / EXIT LINES AND SPACING	
<b>TWIRL CONTENT</b> 20	DIFFICULTY CREATED THRU FOLLOW THROUGH, TIMING, CONTINUITY & INTRICACY DIFFICULTY OF TWIRL / DANCE COMBINATIONS VARIETY OF TWIRL / DANCE COMBINATIONS TWIRLS APPROPRIATE TO MUSICAL INTERPRETATION TRAVEL SEQUENCES / STATIONARY SEQUENCES EXCHANGES: RELEASE / RECEPTIONS	
<b>TWIRL TECHNIQUE</b> 20	RAPIDITY CONTROL PRECISION / PERFECTION SMOOTHNESS UNISON GENERAL HANDLING BATON PATTERN FLOW OF BATON RELEASES / RECEPTIONS UNIFORMITY - AERIALS - STYLE	
<b>DANCE TECHNIQUE</b> 20	GRACEFULNESS PERFECTION OF: LEG LINES / BODY LINES, POSTURE, FOOTWORK BODY CONTROL BALANCE / STYLE UNISON RHYTHM / TIMING / USE OF MUSICAL PHRASING UNIFORMITY - STYLE - FOOTWORK, ARMS, HANDS,	
<b>SHOWMANSHIP PRESENTATION</b> 20	POISE & CONFIDENCE PROFESSIONALISM PROJECTION ATTITUDE FACIAL EXPRESSION INTERPRETATION EYE CONTACT APPEARANCE / GROOMING TECHNICAL QUALITY OF MUSIC	

## PENALTIES <sup>EDT</sup>

	0.2	0.4	0.6	0.8	1.0	1.2	1.4	1.6	1.8	2.0	
Drops											
Fall											
2 Hands catch											
	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	
Breaks											
Off pattern											
Off centre											
Handling rolls											
Floorcontact illusion											
Cross over spins											
Unison											

SCORE

LESS  
PENALTIES

TOTAL  
SCORE

<input type="checkbox"/> Undertime (0.1 per sec.)	<input type="checkbox"/> Overtime (0.1 per sec.)	
<input type="checkbox"/> Rules violation (2.0)		
<input type="checkbox"/> Incorrect tenue (2.0)		

Total penalties

### TIME

Beginner 1'30 - 2'10  
Intermediate 2'00 - 3'00

### Routine time

Clerk's Initials

Judge's Signature

Acrobatic DISKwalIFICATIE

2021 v02



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Solo  
Show Twirl**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE
<b>CHOREOGRAPHY</b>  <b>20</b>	MUSICAL INTERPRETATION CHANGE OF PACE SPECIAL EFFECT FLOOR COVERAGE USE OF MUSICAL PHRASING CONTINUITY DEVELOPMENT OF THEME STAGING CREATIVITY COMBINATIONS OF BODY / BATON(S) / PROPS	                   
<b>TWIRL CONTENT</b>  <b>20</b>	VARIETY COMBINATIONS OF BATON(S) AND BODY DIFFICULTY COMBINATIONS OF PROPS AND BODY GRACEFULNESS TWIRL APPROPRIATE FOR SHOW TWIRL TRANSITIONS	                   
<b>TWIRL TECHNIQUE</b>  <b>20</b>	CONTROL GENERAL HANDLING FLOW OF THE BATON SMOOTHNESS SPEED	                   
<b>DANCE TECHNIQUE</b>  <b>20</b>	EXECUTION PERFECTION BODY LINES UPPER BODY POSTURE LOWER BODY LEG LINES, FOOTWORK VARIETY AND DIFFICULTY OF MOVEMENT turns / lunges / kicks / leaps / footwork / arms RHYTHM, TIMING, PHRASING	                         
<b>SHOWMANSHIP</b>  <b>20</b>	PROJECTION QUALITY OF REPRODUCED MUSIC ENTERTAINMENT VALUE FACIAL EXPRESSION APPEARANCE EYE CONTACT GROOMING COSTUME AUDIENCE APPEAL	                   

PENALTIES <sup>SST</sup>	0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0										SCORE		
	Drops												
Fall													
2 Hands catch													
PENALTIES	0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0										LESS PENALTIES		
	Breaks												
	Off pattern												
	Off centre												
	Handling rolls												
Floorcontact illusion													
Cross over spins													
	<input type="checkbox"/> Undertime (0.1 per sec.)	<input type="checkbox"/> Overtime (0.1 per sec.)									TOTAL SCORE		
	<input type="checkbox"/> Rules violation (2.0)												
	<input type="checkbox"/> Incorrect tenue (2.0)												
	<input type="checkbox"/> Overtime install or remove accessories (0,1 per sec.)												
	_____ sec.		Total penalties										
<b>TIME</b>	Install or remove accessories Solo 0'45												
juvenile / pre-teen	1'45 - 2'00												
overig	2'00 - 2'30												
<b>Routine time</b>	_____												
Clerk's Initials	_____												
Judge's Signature	_____												
	<input type="checkbox"/> Acrobatic <b>DISKwalIFICATIE</b>												



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Duo  
Show Twirl**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE
<b>CHOREOGRAPHY</b> 20	MUSICAL INTERPRETATION FLOOR COVERAGE CONTINUITY STAGING COMBINATIONS OF BODY / BATONS / PROPS	CHANGE OF PACE SPECIAL EFFECT USE OF MUSICAL PHRASING DEVELOPMENT OF THEME CREATIVITY
<b>TWIRL CONTENT</b> 20	VARIETY DIFFICULTY GRACEFULNESS TRANSITIONS	COMBINATIONS OF BATON(S) AND BODY COMBINATIONS OF PROPS AND BODY TWIRL APPROPRIATE FOR SHOW TWIRL PARTNER SEQUENCE EXCHANGES
<b>TWIRL TECHNIQUE</b> 20	CONTROL GENERAL HANDLING FLOW OF THE BATON SMOOTHNESS SPEED	
<b>DANCE TECHNIQUE</b> 20	EXECUTION BODY LINES POSTURE VARIETY AND DIFFICULTY OF MOVEMENT turns / lunges / kicks / leaps / footwork / arms RHYTHM, TIMING, PHRASING	PERFECTION PRECISION UPPER BODY LOWER BODY LEG LINES, FOOTWORK
<b>SHOWMANSHIP</b> 20	PROJECTION ENTERTAINMENT VALUE APPEARANCE GROOMING COSTUME AUDIENCE APPEAL	QUALITY OF REPRODUCED MUSIC FACIAL EXPRESSION EYE CONTACT

PENALTIES <sup>DST</sup>	0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0										SCORE	
	Drops Fall 2 Hands catch	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
Breaks Off pattern Off centre Handling rolls Floorcontact illusion Cross over spins Unison	0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0										LESS PENALTIES	
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>		<input type="checkbox"/>
<b>TIME</b>	Install or remove accessories Duo 0'45											
juvenile / pre-teen	1'45 - 2'00											
jeugd / junior / senior	2'00 - 2'30											
<b>Routine time</b>	_____											
Clerk's Initials	_____											
Judge's Signature	_____											
	<input type="checkbox"/> Undertime (0.1 per sec.)	<input type="checkbox"/> Overtime (0.1 per sec.)										TOTAL SCORE
	<input type="checkbox"/> Rules violation (2.0)											
	<input type="checkbox"/> Incorrect tenue (2.0)											
_____ sec.	<input type="checkbox"/> Overtime install or remove accessories (0,1 per sec.)											
	Total penalties										<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/> Acrobatic DISKVALIFICATIE											



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Showtwirl  
Corps**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE
<b>CHOREOGRAPHY</b> 20	MUSICAL INTERPRETATION FLOOR COVERAGE CONTINUITY STAGING COMBINATIONS OF BODY / BATONS / PROPS CHANGE OF PACE SPECIAL EFFECT USE OF MUSICAL PHRASING DEVELOPMENT OF THEME CREATIVITY	
<b>TWIRL CONTENT</b> 20	VARIETY DIFFICULTY GRACEFULNESS TRANSITIONS EXCHANGES COMBINATIONS OF BATON(S) AND BODY COMBINATIONS OF PROPS AND BODY TWIRL APPROPRIATE FOR SHOW TWIRL PARTNER SEQUENCE GROUP SEQUENCES	
<b>TWIRL TECHNIQUE</b> 20	CONTROL GENERAL HANDLING FLOW OF THE BATON SMOOTHNESS SPEED	
<b>DANCE TECHNIQUE</b> 20	EXECUTION BODY LINES POSTURE VARIETY AND DIFFICULTY OF MOVEMENT turns / lunges / kicks / leaps / footwork / arms RHYTHM, TIMING, PHRASING PERFECTION PRECISION UPPER BODY LOWER BODY LEG LINES, FOOTWORK	
<b>SHOWMANSHIP</b> 20	PROJECTION ENTERTAINMENT VALUE APPEARANCE GROOMING COSTUME AUDIENCE APPEAL QUALITY OF REPRODUCED MUSIC FACIAL EXPRESSION EYE CONTACT	

<b>PENALTIES</b> <sup>STC</sup> Drops Fall 2 Hands catch Breaks Off pattern Off centre Handling rolls Floorcontact illusion Cross over spins Unison	0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0 <table border="1"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																							<b>SCORE</b>             
0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0 <table border="1"> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>																					<b>LESS PENALTIES</b>       			
_____ sec. <input type="checkbox"/> Undertime (0.1 per sec.) <input type="checkbox"/> Overtime (0.1 per sec.) <input type="checkbox"/> Rules violation (2.0) <input type="checkbox"/> Incorrect tenue (2.0) <input type="checkbox"/> Overtime install or remove accessories (0,1 per sec.)	<table border="1"> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> <tr><td></td><td></td></tr> </table>							<b>TOTAL SCORE</b>       																
Total penalties <table border="1"><tr><td></td><td></td></tr></table>																								

**TIME** Install or remove accessories  
Team 1'00

3'00 - 4'00

---

**Routine time**

\_\_\_\_\_

---

Clerk's Initials \_\_\_\_\_

---

Judge's Signature \_\_\_\_\_

Acrobatic **DISKwalIFICATIE**

**2021** v02  
gwh ✓ © NBTA NL - QB 2020 - 21



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name of the team :

**Parade Corps**

Max. score & caption	CODE: ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More	SCORE
<b>VARIETY &amp; DIFFICULTY OF TWIRLING CONTENT</b> 20	VARIETY BALANCE FULL HAND FINGERTWIRL HORIZONTALS VERTICALS RELEASES / RECEPTIONS CONNECTIONS AERIALS ROLLS TEAMWORK EXCHANGES Partner Group GENERAL HANDLING / TECHNIQUE SPEED / SMOOTHNESS CONTROL	
<b>MARCHING &amp; MANOEUVERING</b> 20	EFFECTIVE USE OF TIME AND SPACE FOR WORTHWHILE DRILL PATTERNS FLOOR COVERAGE CONTINUITY OF FORM DEVELOPMENT DEFINITION OF FLOOR PATTERNS PERFECTION WITHIN STYLE OF MOVEMENT ORIGINALITY CREATIVITY	
<b>EXECUTION &amp; SPECIAL EFFECTS</b> 20	BODY TECHNIQUE SKILL OF EXECUTION PRECISION / TIMING PERFECTION UNISON PROFESSIONALISM CHOREOGRAPHY VISUAL EFFECTS CONTRIBUTION TO SHOW	
<b>GENERAL EFFECT &amp; PRODUCTION</b> 20	COORDINATION OF SHOW Entrance/Exit Following Street Pattern Staging of Effect POISE OF EXECUTION UTILIZATION OF MUSIC Change of Pace Interpretation UNIQUENESS OF PRESENTATION Creativity	
<b>ENTERTAINMENT VALUE</b> 20	OVERALL PRODUCTION GENERAL APPEARANCE Neatness / Age appropriate AUDIENCE APPEAL SHOWMANSHIP EXPRESSION CONFIDENCE ENTHUSIASM ESPRIT DE CORPS	

<b>TIME</b> 3'00 - 4'00  <b>Routine time</b> _____	<b>PENALTIES</b> <sup>PC</sup> On penalties sheet	<b>SCORE</b>		
		<b>LESS PENALTIES</b>		
		<b>TOTAL SCORE</b>		

Clerk's Initials

Judge's Signature \_\_\_\_\_

Acrobatic **DISKwalIFICATIE**

GWH ✓



# National Baton Twirling Association (nl)

Onderdeel van:



Name of the team :

Lid van:

**Parade Corps**



## PENALTIES

	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	7.0	7.5		
Drop																	
Fall																	
2 Hands catch																	
	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		
Break																	
Off Pattern																	
Off centre																	
Handling rolls																	
Cross over spins																	
Unison																	

<input type="checkbox"/>	Undertime (0.1 per sec.)	<input type="checkbox"/>	Overtime (0.1 per sec.)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Incorrect street pattern (2.0)			<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Continious footmotion violation unit (2.0)			<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Rules Violation (2.0)			<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	Incorrect tenue (2.0)			<input type="checkbox"/>	<input type="checkbox"/>

Total penalties

Acrobatic **DISKWALIFICATIE**

TIME

3'00 - 4'00

**Routine time**

\_\_\_\_\_ Clerk's Initials \_\_\_\_\_ Judge's Signature \_\_\_\_\_

2021 v02



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name of the team :

**Exhibition Corps**

Max. score & caption	CODE: ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More	SCORE
<b>MARCHING</b> 20	VARIETY DIFFICULTY COMBINATIONS OF MARCHING / BATON	EFFECTIVE USE OF TIME AND SPACE FOR WORTHWHILE DRILL PATTERNS PERFECTION WITHIN STYLE OF MARCHING MARCHING SKILLS / TECHNIQUE
<b>FORMATION &amp; MANEUVERING</b> 20	EFFECTIVE USE OF TIME AND SPACE FOR WORTHWHILE DRILL PATTERNS FLOOR COVERAGE CONTINUITY OF FORM DEVELOPMENT DEFINITION OF FLOOR PATTERNS	PERFECTION WITHIN STYLE OF MOVEMENT GROUP SEQUENCE DUET SEQUENCE ORIGINALITY
<b>TWIRLING &amp; BODY MOVEMENTS</b> 20	VARIETY DIFFICULTY GENERAL HANDLING CONTROL SMOOTHNESS GRACEFULNESS	COMBINATIONS OF BATON AND BODY BATON TECHNIQUE BODY TECHNIQUE BODY LINES - POSTURE LEG LINES, FOOTWORK ARMS, FREE HAND
<b>GENERAL EFFECT</b> 20	CHOREOGRAPHY BUILD-UP CLIMAX FLOOR COVERAGE STAGING OF EFFECT	EFFECTIVENESS UTILIZATION OF MUSIC Change of pace Interpretation
<b>SHOWMANSHIP PRESENTATION</b> 20	COSTUME PERSONAL GROOMING HAIR, MAKE-UP FOOTWEAR FACIAL EXPRESSIONS PERSONALITY PROJECTION	SPARKLE EYE CONTACT CONFIDENCE ENTHUSIASM ATTITUDE

TIME 2'00 - 3'00	PENALTIES <sup>EC</sup>	0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0										SCORE		
		Routine time	Drops											
Fall														
Clerk's Initials	2 Hands catch													TOTAL SCORE
	Breaks													
Judge's Signature	Off pattern													Total penalties
	Off centre													
	Handling rolls													Acrobatic DISKVALIFICATIE
	Cross over spins													
	Unison													
	<input type="checkbox"/> Undertime (0.1 per sec.) <input type="checkbox"/> Overtime (0.1 per sec.) <input type="checkbox"/> Rules violation (2.0) <input type="checkbox"/> Incorrect tenue (2.0)													



# National Baton Twirling Association (nl)

Onderdeel van:



Name Contestant :

Lid van:

## Small Team Show Twirl



Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE																																																																																																
<b>CHOREOGRAPHY</b> 20	MUSICAL INTERPRETATION CHANGE OF PACE SPECIAL EFFECT FLOOR COVERAGE USE OF MUSICAL PHRASING CONTINUITY DEVELOPMENT OF THEME STAGING CREATIVITY COMBINATIONS OF BODY / BATONS / PROPS	             																																																																																																
<b>TWIRL CONTENT</b> 20	VARIETY COMBINATIONS OF BATON(S) AND BODY DIFFICULTY COMBINATIONS OF PROPS AND BODY GRACEFULNESS Partner sequence TRANSITIONS Group sequences EXCHANGES TWIRL APPROPRIATE FOR SHOW TWIRL	             																																																																																																
<b>TWIRL TECHNIQUE</b> 20	CONTROL GENERAL HANDLING FLOW OF THE BATON SMOOTHNESS SPEED	             																																																																																																
<b>DANCE TECHNIQUE</b> 20	EXECUTION PERFECTION PRECISION BODY LINES UPPER BODY POSTURE LOWER BODY LEG LINES, FOOTWORK VARIETY AND DIFFICULTY OF MOVEMENT turns / lunges / kicks / leaps / footwork / arms RHYTHM, TIMING, PHRASING	                         																																																																																																
<b>SHOWMANSHIP PRESENTATION</b> 20	PROJECTION ENTERTAINMENT VALUE QUALITY OF REPRODUCED MUSIC APPEARANCE FACIAL EXPRESSION GROOMING EYE CONTACT COSTUME AUDIENCE APPEAL	             																																																																																																
<b>PENALTIES</b> STST	<table border="1"> <tr><td></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><td></td></tr> <tr><td>Drops</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Fall</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>2 Hands catch</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>		0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0		Drops												Fall												2 Hands catch												SCORE	 																																															
		0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0																																																																																							
Drops																																																																																																		
Fall																																																																																																		
2 Hands catch																																																																																																		
<table border="1"> <tr><td></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><td></td></tr> <tr><td>Breaks</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Off pattern</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Off centre</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Handling rolls</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Floorcontact illusion</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Cross over spins</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>Unison</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></tr> </table>		0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0		Breaks												Off pattern												Off centre												Handling rolls												Floorcontact illusion												Cross over spins												Unison												LESS PENALTIES	 
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# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Artistic Solo**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE																																																																																																																																																									
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# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Artistic  
Duo**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE																																																																																																																																																																								
<b>ROUTINE DESIGN</b> 20	MUSICAL INTERPRETATION FLOOR COVERAGE CONTINUITY OF ROUTINE STAGING CHANGE OF PACE FLOOR PATTERN DESIGN SPECIAL EFFECTS DEVELOPMENT OF THEME CREATIVITY INTERACTIVE ELEMENTS SYNCHRONISED ELEMENTS	                         																																																																																																																																																																								
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# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Artistic  
Group**

Max. score & caption	CODE: ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More	SCORE
<b>GENERAL EFFECT</b> 40	CHARACTERIZATION VISUAL PERFECTION SURPRISE AND/ OR CLEVER MOMENTS EMOTION MUSICALITY	                   
<b>DESIGN / CHOREOGRAPHY</b> 30	MOVEMENT FLOOR COVERAGE USE OF BODY USE OF BATON	             
<b>BODY</b> 15	QUALITY OF EXECUTION TECHNIQUE DIFFICULTY VARIETY	             
<b>BATON</b> 15	TIMING CONSISTENCY UNIFORMITY OVERALL PERFECTION TECHNIQUE	                   

PENALTIES <sup>AG</sup>	SCORE											SCORE		
	0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0				
Drops														LESS PENALTIES
Fall														
2 Hands catch														
Breaks														TOTAL SCORE
Off pattern														
Off centre														
Handling rolls														
Floorcontact illusion														
Cross over spins														
Unison														

<input type="checkbox"/> Undertime (0.1 per sec.)	<input type="checkbox"/> Overtime (0.1 per sec.)	
<input type="checkbox"/> Rules violation (2.0)		
<input type="checkbox"/> Incorrect tenue (2.0)		

Total penalties

TIME

2'30 - 3'30

**Routine time**

\_\_\_\_\_

Clerk's Initials

\_\_\_\_\_

Judge's Signature \_\_\_\_\_



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Traditional  
Corps**

Max. score & caption	CODE:    ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More	SCORE																								
<b>MARCHING &amp; MANOEUVERING 20</b>	<table style="width:100%; border:none;"> <tr> <td style="width:50%;">EFFECTIVE USE OF TIME AND SPACE FOR WORTHWHILE DRILL PATTERNS</td> <td style="width:50%;">PERFECTION WITHIN STYLE OF MOVEMENT</td> </tr> <tr> <td>FLOOR COVERAGE</td> <td>TECHNIQUE - MARCHING</td> </tr> <tr> <td>CONTINUITY OF FORM DEVELOPMENT</td> <td>ORIGINALITY</td> </tr> <tr> <td>DEFINITION OF FLOOR PATTERNS</td> <td>CREATIVITY</td> </tr> </table>	EFFECTIVE USE OF TIME AND SPACE FOR WORTHWHILE DRILL PATTERNS	PERFECTION WITHIN STYLE OF MOVEMENT	FLOOR COVERAGE	TECHNIQUE - MARCHING	CONTINUITY OF FORM DEVELOPMENT	ORIGINALITY	DEFINITION OF FLOOR PATTERNS	CREATIVITY	             																
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<b>TIME</b>  2'00 - 3'00																										
<b>Routine time</b>  _____																										
Clerk's Initials  _____																										
Judge's Signature _____	<input type="checkbox"/> Acrobatic <b>DISKVALIFICATIE</b>																									



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Traditional  
Pompon**

Max. score & caption	CODE:    ✓ Checked = Very Good ○ Encircled = Unsatisfactory or Needs More	SCORE																								
<b>MARCHING &amp; MANOEUVERING 20</b>	EFFECTIVE USE OF TIME AND SPACE FOR WORTHWHILE DRILL      PERFECTION WITHIN STYLE OF MOVEMENT  CONTINITY OF FORM DEVELOPMENT  FORMATIONS / PATTERNS      TRANSITIONS DEFINITION OF FLOOR PATTERNS      ORIGINALITY FLOOR COVERAGE      CREATIVITY	                   																								
<b>TEAMWORK 20</b>	VARIETY      PARTNER SEQUENCES DIFFICULTY      GROUP SEQUENCES RHYTHM & TIMING UNISON CREATIVITY      UNIFORMITY FOR THE USE OF POMPONS ENTERTAINMENT VALUE	                   																								
<b>GENERAL EFFECT &amp; PRODUCTION 20</b>	CHOREOGRAPHY      UTILIZATION OF MUSIC BUILD-UP CLIMAX      CHANGE OF PACE STAGING OF EFFECT      INTERPRETATION EFFECTIVENESS      UNIQUENESS OF PRESENTATION POISE OF EXECUTION      CREATIVITY	                   																								
<b>EXECUTION &amp; SPECIAL EFFECTS 20</b>	TECHNIQUE      POMPON CONTROL SKILL OF EXECUTION      GENERAL HANDLING PRECISION/TIMING      COORDINATION POMPONS-MARCHING PERFECTION      VISUAL EFFECTS UNISON      CONTRIBUTION TO SHOW PROFESSIONALISM      UNIFORMITY OF THE SHOW	                   																								
<b>ENTERTAINMENT VALUE 20</b>	OVERALL PRODUCTION      SHOWMANSHIP AUDIENCE APPEAL      EXPRESSION GENERAL APPEARANCE      CONFIDENCE NEATNESS/ AGE APPROPRIATE      ENTHOUSIASM POMPONS (SIZE-TYPE)      ESPRIT DE CORPS	                   																								
<b>PENALTIES <sup>TP</sup></b>	<table style="width:100%; border-collapse: collapse;"> <tr> <td style="text-align:center;">Drop</td> <td style="text-align:center;">0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0</td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> <tr> <td style="text-align:center;">Fall</td> <td style="border: 1px solid black; width: 100%; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> <tr> <td style="text-align:center;">Unison</td> <td style="text-align:center;">0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0</td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> <tr> <td style="text-align:center;"><input type="checkbox"/> Undertime (0.1 per sec.)</td> <td style="text-align:center;"><input type="checkbox"/> Overtime (0.1 per sec.)</td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> <tr> <td style="text-align:center;"><input type="checkbox"/> Rules violation (2.0)</td> <td colspan="3"></td> </tr> <tr> <td colspan="2" style="text-align:right;">Total penalties</td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> <td style="border: 1px solid black; width: 20px; height: 20px;"></td> </tr> </table>	Drop	0.5 1.0 1.5 2.0 2.5 3.0 3.5 4.0 4.5 5.0			Fall				Unison	0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8 0.9 1.0			<input type="checkbox"/> Undertime (0.1 per sec.)	<input type="checkbox"/> Overtime (0.1 per sec.)			<input type="checkbox"/> Rules violation (2.0)				Total penalties				<b>SCORE</b>  <b>LESS PENALTIES</b>  <b>TOTAL SCORE</b>
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Clerk's Initials  _____																										
Judge's Signature _____																										

Acrobatic    DISKwalIFICATIE



# National Baton Twirling Association (nl)

Onderdeel van:



Lid van:



Name Contestant :

**Baton Flag Team**

Max. score & caption	CODE: <input checked="" type="checkbox"/> Checked = Very Good <input type="checkbox"/> Encircled = Unsatisfactory or Needs More	SCORE																																																																																																																								
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<b>TECHNIQUE &amp; QUALITY OF PERFORMANCE</b> 20	PERFECTION UNIFORMITY PRECISION CONTROL POISE & GRACE OF EXECUTION UNISON AUDIENCE APPEAL FOOTWORK, ARM, HANDS ALIGNMENT & SPACING BODY FLOW OF BATONFLAG TECHNICAL EXCELLENCE OF BATONFLAG STYLE TECHNICAL QUALITY OF REPRODUCED MUSIC MARCHING SKILLS																																																																																																																									
	COSTUME & BATONFLAG EXPRESSION PERSONAL GROOMING EYE CONTACT HAIR, MAKE UP CONFIDENCE FOOTWAAR ENTHOUSIASM PERFORMANCE ATTITUDE PERSONALITY PROJECTION PROFESSIONALISM BATONFLAG (SHAPE, LENGHT, SIZE, COLOUR)																																																																																																																									
<b>SHOWMANSHIP &amp; PRESENTATION</b> 20																																																																																																																										
<b>TIME</b> 2'30 - 3'00	<b>PENALTIES</b> BFT <table border="1"> <tr> <td></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> <td></td><td></td> </tr> <tr> <td>Drops</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td><td></td> </tr> <tr> <td>Fall</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td><td></td> </tr> <tr> <td>2 Hands catch</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td><td></td> </tr> <tr> <td></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> <td></td><td></td> </tr> <tr> <td>Break</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td><td></td> </tr> <tr> <td>Off pattern</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td><td></td> </tr> <tr> <td>Unison</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td> <td></td><td></td> </tr> <tr> <td><input type="checkbox"/> Undertime (0.1 per sec.)</td> <td><input type="checkbox"/> Overtime (0.1 per sec.)</td> <td></td><td></td> <td colspan="2">Total penalties</td> <td></td><td></td> </tr> <tr> <td><input type="checkbox"/> Rules violation (2.0)</td> <td></td> <td></td><td></td> <td colspan="2"></td> <td></td><td></td> </tr> </table>		0.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0			Drops													Fall													2 Hands catch														0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0			Break													Off pattern													Unison													<input type="checkbox"/> Undertime (0.1 per sec.)	<input type="checkbox"/> Overtime (0.1 per sec.)			Total penalties				<input type="checkbox"/> Rules violation (2.0)								<b>SCORE</b> 
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