



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																																																																																																																																															
COMPLETE VARIETY 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																																																																																																																																															
SPEED CONTROL 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																																																																																																																																																
SMOOTHNESS GRACEFULNESS 20	FLOW OF BATON HANDLING RELEASES RECEPTIONS BODY MOVEMENTS BODY LINES BALANCE USE OF FREE HANDS, ARMS, LEGS, FEET																																																																																																																																																
PRESENTATION SHOWMANSHIP 20	POSTURE APPEARANCE ATTITUDE PERFORMANCE FINESSE	PROJECTION - EYE CONTACT ENTHUSIASM SALESMANSHIP																																																																																																																																															
TIME Novice 0'45 - 1'40 Beginner 1'30 - 1'50 Intermediate 1'50 - 2'20 Advance 2'20 - 2'30 Routine time _____ Clerk's Initials _____ Judge's Signature _____	PENALTIES TW1 <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>Breaks</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>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><td></td> </tr> <tr> <td>Out of area</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>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><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><td></td> </tr> </table> <input type="checkbox"/> Uvertime (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)		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													Out of area													Handling rolls													Floorcontact illusion													SCORE LESS PENALTIES TOTAL SCORE
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