

## **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:**

	<b>Solo 1-Baton Euro Freestyle</b>	<b>2 &amp; 3 Baton</b>
<b>Penalty Assessed</b>	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
<b>Spins</b>	<b>1-2 Spins</b> <b>Baton</b> Releases No Restrictions Reception No Restrictions <b>Body</b> Releases No Restrictions Reception No Restrictions <b>3 Spins</b> <b>Baton</b> Standard Release Standard Reception <b>Body</b> No Restrictions	<b>1-2-3 Spins</b> <b>Baton</b> Releases No Restrictions Reception No Restrictions <b>Body</b> Releases No Restrictions Reception No Restrictions <b>4 Spins</b> <b>Baton</b> Standard Release Standard Reception <b>Body</b> No Restrictions	<ul style="list-style-type: none"> <li>• No Restrictions</li> </ul>
<b>Aerial Gymnastic</b>	Not Allowed with or without the toss.	Aerial cartwheels ONLY (1) under the toss <b>Baton</b> Releases No Restrictions Reception No Restrictions <b>Body</b> <ul style="list-style-type: none"> <li>• Minor body moves on release only are allowed</li> <li>• Reception No Restrictions</li> <li>• Aerial Cartwheels cannot be used in combination with any other body move</li> <li>• No other aerial gymnastic moves allowed</li> </ul>	<ul style="list-style-type: none"> <li>• No Restrictions</li> </ul>
<b>Stationary Complex &amp; Traveling Complex</b>	Single major body move under the toss <b>Baton</b> Standard Release Standard Reception <b>Body</b> No Restrictions	Single major body move with 2 spins under toss <b>Baton</b> Standard Release Standard Reception <b>Body</b> No Restrictions Double major body move is allowed under the toss, either traveling or stationary <b>Baton</b> Standard Release Standard Reception <b>Body</b> No Restrictions <b>Double Major Tricks are allowed, either Stationary or Travelling. No limited number</b>	<ul style="list-style-type: none"> <li>• No Restrictions</li> </ul>
<b>Double Element Tricks</b>	<ul style="list-style-type: none"> <li>• Not Allowed under the toss</li> </ul>	Double major body moves are allowed under the toss, either traveling or stationary <b>No limited number</b>  <b>Baton</b> Standard Release Standard Reception <b>Body</b> No Restrictions	<ul style="list-style-type: none"> <li>• No Restrictions</li> </ul>
<b>Rolls</b>	<ul style="list-style-type: none"> <li>• No continuous front neck rolls (with or without hands)</li> <li>• No front neck figure 8's</li> <li>• No monster rolls (partial or complete)</li> </ul>	<ul style="list-style-type: none"> <li>• No Restrictions</li> </ul>	<ul style="list-style-type: none"> <li>• No Restrictions</li> </ul>
<b>Contact Material</b>	<ul style="list-style-type: none"> <li>• No Restriction</li> </ul>	<ul style="list-style-type: none"> <li>• No Restrictions</li> </ul>	<ul style="list-style-type: none"> <li>• No Restrictions</li> </ul>
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# CONTENT RESTRICTION CHART

## 2 Baton Content Restrictions

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

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# CONTENT RESTRICTION CHART

## 3 Baton Content Restrictions

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

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## 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.

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**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)**

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**CONTENT RESTRICTIONS CHART FOR ARTISTIC GROUP**

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