

## WBTF AERIALS GRADE OF EXECUTION

2/1/2022

NEGATIVE BULLETS		POSITIVE BULLETS		
	EXECUTION	Worth*	ADDED FEATURES	Worth*
<b>BODY</b>	1. Posture problem	1-2	1. 1 or 2 arms above shoulder level or behind the back during multiple spins	1
	2. No body alignment/ out of pattern	1-2	2. Not stepping for more than 5 spins	1
	3. No control of the legs/feet/arms (one penalty each)	1	3. Change direction	1
	4. Loss of balance	1-2	4. Extra amplitude	1
	5. Crossover to spin	1-2	5. Fluidity/effortless	1
	6. Stepping during the spins	1-2	6. Minor movements which increase the value of the combination	1
	7. No relevé	1	7. New**	2-3
	8. Hand touching the floor (illusion)	1	8. Not touching the floor with the free leg for more than 2 illusion	1
	9. Amplitude < 180° when requested	1-2		
	10. Incomplete rotation <360° (spin, illusion)	1-2		
<b>BATON</b>	20. Steps out to/adjustment of the body to catch	1-2	20. From center of baton for aerial of value >6	1
	21. Releasing from the end of the baton	1	21. Perfect timing/soft catch	1
	22. Timing problems	1	22. Release and catch in different planes	1
	23. Jump assisted toss	1		
	24. Out of pattern	1-2		
	25. Lack of revolution	1-2		
	26. 2 hands catch	2		
27. Errors in the catch	1-2			

Drop 50% of the BV	<b>Positive bullet is given for something which raises the level of the series</b>
Fall 50% of the BV	
Element not recognized = 0	
If the negative GOE mark is equal or higher than 3.0 points no positive GOE mark can be granted	

Light mistake: 1.0 bullet
Severe error: 2 bullets

\* Counted number of bullets

New\*\* The confirmation of "new Bullet will be done by technical and judges chair

Penalties are given for each single body movement

To give the worth to the bullets we make reference to the scheme here below:

-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
More than 8 negative bullets	7-8 Negative bullets	5-6 Negative bulletes	3-4 Negative bulltes	2-1 Negative bullets	Correct	1-2 Positive bullets	3-4 Positive bullets	5-6 Positive bulletes	7-8 Positive bullets	More than 8 Positive bullets

## AERIALS GLOSSARY

2/1/2022

### POSITIVE BULLETS

<b>BODY</b>	1. 1 or 2 arms above shoulder level or behind the back during multiple spins	
	2. Not stepping for more than 5 spins	6 or more spins on one foot
	3. Change direction	In spins/illusion/walkovers
	4. Extra amplitude	More than 180°
	5. Fluidity/effortless	The body moves are fluid, not effort shown
	6. Minor movements which increase the value of the combination	Eg. 3 spins, movement of the arms, spins
	7. New**	This bullet can be awarded when the athlete shows a new aerials that is INNOVATIVE and is the first time it has been demonstrated
	8. Not touching the floor with the free leg for more than 2 illusion	3 or more illusion executed without touching the floor with the free leg feet
<b>BATON</b>	20. From center of baton for aerial of value >6	
	21. Perfect timing/soft catch	
	22. Release and catch in different planes	

### NEGATIVE BULLETS

<b>BODY</b>	1. Posture problem	
	2. No body alignment/out of pattern	Misalignment compared to the prescribed technique of the body move
	3. No control of the legs/feet/arms (one penalty each)	Bent legs, toes not extended, arms not in a defined position
	4. Loss of balance	
	5. Crossover to spin	
	6. Stepping during the spins	
	7. No relevé	
	8. Hand touching the floor (illusion)	
	9. Amplitude < 180° when requested	For example in illusion, walkover, etc.
	10. Incomplete rotation <360° (spin, illusion)	
<b>BATON</b>	20. Steps out to/adjustment of the body to catch	Incorrect aerials that require two or more steps to catch the baton
	21. Releasing from the end of the baton	
	22. Timing problems	Aerials too high or too low
	23. Jump assisted toss	Jumping while tossing
	24. Off pattern	Not perfectly vertical or horizontal
	25. Lack of revolution	
	26. 2 hand catch	
27. Errors in the catch	Not correct position of the hand during the catch/not clear catch	

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NEGATIVE BULLETS		POSITIVE BULLETS		
EXECUTION	Worth*	ADDED FEATURES	Worth*	
<b>BODY</b>	1. <a href="#">Posture problem</a>	1-2	1. <a href="#">1 or 2 Arms above shoulder level or behind the back dur</a>	1
	2. <a href="#">No body alignment/out of pattern</a>	1-2	2. <a href="#">Not stepping for more than 5 spins</a>	1
	3. <a href="#">No control of the legs/feet/arms (one penalty each)</a>	1	3. <a href="#">Change direction</a>	1
	4. <a href="#">Loss of balance</a>	1-2	4. <a href="#">Extra amplitude</a>	1
	5. <a href="#">Crossover to spin</a>	1-2	5. <a href="#">Fluidity/effortless</a>	1
	6. <a href="#">Stepping during the spins</a>	1-2	6. <a href="#">Minor movements which increase the value of the com</a>	1
	7. <a href="#">No relevé</a>	1	7. <a href="#">New**</a>	2-3
	8. <a href="#">Hand touching the floor (illusion)</a>	1	8. <a href="#">Not touching the floor with the free leg for more than 2</a>	1
	9. <a href="#">Amplitude &lt; 180° when requested</a>	1-2		
	10. <a href="#">Incomplete rotation &lt;360° (spin, illusion)</a>	1-2		
<b>BATON</b>	20. <a href="#">Steps out to/adjustment of the body to catch</a>	1-2	20. From center of baton for aerial of value >6	1
	21. <a href="#">Releasing from the end of the baton</a>	1	21. <a href="#">Perfect timing/soft catch</a>	1
	22. <a href="#">Timing problems</a>	1	22. <a href="#">Release and catch in different Planes</a>	1
	23. <a href="#">Jump assisted toss</a>	1		
	24. <a href="#">Out of pattern</a>	1-2		
	25. <a href="#">Lack of</a> revolution	1-2		
	26. <a href="#">2 hands catch</a>	2		
	27. <a href="#">Errors in the catch</a>	1-2		
Drop 50% of the BV		<b>Positive bullet is given for something which raises the level</b>		
Fall 50% of the BV		<b>of the series</b>		
Element not recognized = 0		If the negative GOE mark is equal or higher than 3.0 points no positive GOE mark can be granted		
Light mistake: 1.0 bullet				
Severe error: 2 bullets				
* Counted number of bullets				
New** The confirmation of "new Bullet will be done by technical and judges chair				

Penalties are given for each single body movement														
To give the worth to the bullets we make reference to the scheme here below:														
	<b>-5</b>	<b>-4</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>0</b>	<b>+1</b>	<b>+2</b>	<b>+3</b>	<b>+4</b>	<b>+5</b>			
	More than 8 negative bullets	7-8 Negative bullets	5-6 Negative bulletes	3-4 Negative bulletes	2-1 Negative bullets	Correct	1-2 Positive bullets	3-4 Positive bullets	5-6 Positive bulletes	7-8 Positive bullets	More than 8 Positive bullets			

## WBTF ROLLS GRADE OF EXECUTION

2/1/2022

NEGATIVE BULLETS		POSITIVE BULLETS	
EXECUTION	Worth*	ADDED FEATURES	Worth*
1. Loss of control (baton)/Baton slips	2	1. Smooth and/or Effortless	2
2. Poor quality in Entry and/or Exit	1	2. Detailing with Leg OR Arm/Leg AND Arm during combo series	1-2
3. Poor quality in Body Detailing/Posture/Pose	1-2	3. Compact Rolls	1
4. Tapping/Pushing	1-2	4. Combination with change of pattern	1
5. Grabbing/adjusting that breaks flow of series	2	5. New**	2-3
6. Struggling/Labored	1-2		
7. Error in hand/elbow position during the roll	1		
8. Inconsistent Pattern	1-2		
9. Inconsistent speed	1		
10. Unintentional stop/interruption	2		

Drop on the entrance, the athlete completes the rolls section: -1.0 point	<b>Positive bullet is given for something which raises the level of the series</b>
Drop on the exit: -1.0 point	If the negative GOE mark is equal or higher than 3.0 points no positive GOE mark can be granted
Drop within nucleus 50% of the Base Value	

Light mistake: 1.0 bullet
Severe error: 2 bullets
<b>In case 1 declared roll is missing, the base value is lowered by 2.0 points</b>

\* Counted number of bullets

\*\* The confirmation of "New" Bullet will be done by technical and judges chairs

To give the worth to the bullets we make reference to the scheme here below

-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
More than 8 negative bullets	7-8 Negative bullets	5-6 Negative bulletes	3-4 Negative bulltes	2-1 Negative bullets	Correct	1-2 Positive bullets	3-4 Positive bullets	5-6 Positive bulletes	7-8 Positive bullets	More than 8 Positive bullets

## ROLLS GLOSSARY

2/1/2022

### POSITIVE BULLETS

#### Bullets given for Qualities that RAISE the level of the Series

1. Smooth and/or Effortless	Executed with Clarity, Fluid with no technical deficiencies.
2. Detailing with Leg or Arm or Leg AND Arm	The athletes use of Major or Minor body moves during the combination while the baton continues to roll. If the baton does not roll, no bonus is given.
3. Combination with change of pattern	The athlete demonstrates Vertical and Horizontal Rolls combined. Eg: A change of pattern without interruption within the combination
4. Compact Rolls	A complex variety of rolls connected without repetition which results in density of the roll series.
5. New (has to be reviewed by the Technical/Judges Chair)	This bullet can be awarded when the athletes shows a new type of roll that is INNOVATIVE and is the first time it has been demonstrated.

### NEGATIVE BULLETS

#### Light Error: Instant Error during the performance

#### Severe Error: is a Tecnical Deficiency

1. Loss of control (baton)/Baton slips	If the athlete loses the control and the baton slips from the correct position during the rolls.
2. Poor quality in Entry and or /Exit	If the athlete needs to take two or more steps to initiate the entrance or exit the roll. If the combination has an interruption due to error by the Entrance or Exit.
3. Poor quality in Body Detailing/Posture/Pose	Light or Severe error in body alignment due to errors of balance or posture. Eg: Body position is lacking clarity, roll becomes labored
4. Tapping/Pushing	During the combination, one or MULTIPLE Taps or pushes are used to complete the roll,
5. Grabbing/Adjusting that breaks flow of series	When an athlete uses hand to touch the baton that results in a break in flow and/or a stop of the roll.
6. Struggling/Laborated	Unintentional loss of speed; Roll becomes forced by the body in order to be executed.
7. Error in hand/elbow position during the roll	
8. Inconsistent Pattern	Light or Severe error in pattern of baton
9. Inconsistent Speed	If the speed changes for reasons NOT RELATED to the CORRECT execution of the roll
10. Unintentional stop/interruption	Break. An interruption due to error.

**Rolls executed with the hands for lack of ability are NOT recognized.**

<b>DROP</b>	
1. Drop ON the entrance	Drop occurs at the Entrance of the combination, and the athlete recovers and complete the series.
2. Drop(s) IN the middle 50% of the total value	Drop occurs in the NUCLEUS of the combination.
3. Drop on Exit -1 point to the total score	Drop occurs on the Exit.
<b>DEFINITION OF:</b>	
<b>Major Body Move</b>	
A move that requires significant control, flexibility, strenght, amplitude and extension. This classification includes any body move desired and includes moves such as: illusions, walkovers, leaps or jumps (of any type), arabesque, attitude, grand battement, sauté, basque, tour jeté, cabriole. Minor body moves can become major body moves when xecuted with a high degree of amplitude or extension.	
<b>Minor body move</b>	
A move that does not require significant control, flexibility, strenght, amplitude or extension. Additionally, will not require horizontal or vertical re-orientation to the baton (no body rotations, turns or maneuvering the body upside down (illusions, bows, etc.)	
These moves will be approximately two counts in duration. This classification includes moves: hop, skip, chassé, piqué, step-step, sauté, coupé.	
A minor body move will often, be preparations or follow through movements.	

## WBTF GRADE OF EXECUTION - ROLLS - VIDEO

2/1/2022

NEGATIVE BULLETS		POSITIVE BULLETS	
EXECUTION	Worth*	ADDED FEATURES	Worth*
<a href="#">1. Loss of control (baton)/ Baton slips</a>	2	<a href="#">1. Smooth and/or Effortless</a>	2
<a href="#">2. Poor Entry/Exit</a>	1	<a href="#">2. Detailing with Leg OR Arm/Leg AND Arm during combo series</a>	1-2
<a href="#">3. Poor quality in Body Detailing/Posture/Pose</a>	1-2	<a href="#">3. Combination with change of pattern</a>	1
<a href="#">4. Tapping/Pushing</a>	1-2	<a href="#">4. Compact Rolls</a>	1
<a href="#">5. Grabbing/adjusting that breaks flow of series</a>	2	<a href="#">5. New**</a>	2-3
<a href="#">6. Struggling/Laborated</a>	1-2		
<a href="#">7. Error in hand/elbow position during the roll</a>	1		
<a href="#">8. Inconsistent Pattern</a>	1-2		
<a href="#">9. Inconsistent speed</a>	1		
<a href="#">10. Unintentional stop/interruption</a>	2		

Drop at the entrance, the athlete completes the rolls section: -1.0 point	<b>Positive bullet is given for something which raises the level of the series</b>
Drop at the end: -1.0 point	If the total of negative bullets is 3.0 points or more no positive bullets can be assigned
Drop within nucleus 50% of the Base Value	

Light mistake: - 1.0 point
Severe error: - 2 points
In case 1 declared roll is missing , the base value is lowered of 2.0 points

\* Counted number of bullets

\*\* The confirmation of "New" Bullet will be done by technical and judges chairs

To give the worth to the bullets we make reference to the scheme here below

-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
More than 8 negative bullets	7-8 Negative bullets	5-6 Negative bulletes	3-4 Negative bulletes	2-1 Negative bullets	Correct	1-2 Positive bullets	3-4 Positive bullets	5-6 Positive bulletes	7-8 Positive bullets	More than 8 Positive bullets

<b>GOE Mark</b>	<b>-5</b>	<b>-4</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>Base Value</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
GOE Value Formula	-BV*0.5	-BV*0.4	-BV*0.3	-BV*0.2	-BV*0.1	<b>BV</b>	+BV*0.1	+BV*0.2	+BV*0.3	+BV*0.4	+BV*0.5
GOE Values	-0.5	-0.4	-0.3	-0.2	-0.1	<b>1</b>	0.1	0.2	0.3	0.4	0.5
	-1	-0.8	-0.6	-0.4	-0.2	<b>2</b>	0.2	0.4	0.6	0.8	1
	-1.5	-1.2	-0.9	-0.6	-0.3	<b>3</b>	0.3	0.6	0.9	1.2	1.5
	-2	-1.6	-1.2	-0.8	-0.4	<b>4</b>	0.4	0.8	1.2	1.6	2
	-2.5	-2	-1.5	-1	-0.5	<b>5</b>	0.5	1	1.5	2	2.5
	-3	-2.4	-1.8	-1.2	-0.6	<b>6</b>	0.6	1.2	1.8	2.4	3
	-3.5	-2.8	-2.1	-1.4	-0.7	<b>7</b>	0.7	1.4	2.1	2.8	3.5
	-4	-3.2	-2.4	-1.6	-0.8	<b>8</b>	0.8	1.6	2.4	3.2	4
	-4.5	-3.6	-2.7	-1.8	-0.9	<b>9</b>	0.9	1.8	2.7	3.6	4.5
-5	-4	-3	-2	-1	<b>10</b>	1	2	3	4	5	

**Example for decimal base values**

<b>GOE Mark</b>	<b>-5</b>	<b>-4</b>	<b>-3</b>	<b>-2</b>	<b>-1</b>	<b>Base Value</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
GOE Value Formula	-BV*0.5	-BV*0.4	-BV*0.3	-BV*0.2	-BV*0.1	<b>BV</b>	+BV*0.1	+BV*0.2	+BV*0.3	+BV*0.4	+BV*0.5
GOE Values	-0.5	-0.4	-0.3	-0.2	-0.1	<b>1</b>	0.1	0.2	0.3	0.4	0.5
	-0.55	-0.44	-0.33	-0.22	-0.11	<b>1.1</b>	0.11	0.22	0.33	0.44	0.55
	-0.6	-0.48	-0.36	-0.24	-0.12	<b>1.2</b>	0.12	0.24	0.36	0.48	0.6
	-0.65	-0.52	-0.39	-0.26	-0.13	<b>1.3</b>	0.13	0.26	0.39	0.52	0.65
	-0.7	-0.56	-0.42	-0.28	-0.14	<b>1.4</b>	0.14	0.28	0.42	0.56	0.7
	-0.75	-0.6	-0.45	-0.3	-0.15	<b>1.5</b>	0.15	0.3	0.45	0.6	0.75
	-0.8	-0.64	-0.48	-0.32	-0.16	<b>1.6</b>	0.16	0.32	0.48	0.64	0.8
	-0.85	-0.68	-0.51	-0.34	-0.17	<b>1.7</b>	0.17	0.34	0.51	0.68	0.85
	-0.9	-0.72	-0.54	-0.36	-0.18	<b>1.8</b>	0.18	0.36	0.54	0.72	0.9
	-0.95	-0.76	-0.57	-0.38	-0.19	<b>1.9</b>	0.19	0.38	0.57	0.76	0.95