



# WBTF NEW JUDGING SYSTEM - CODE OF POINTS

## RELEASES V1.0

Cell ref		E	F	G	H	I	J	K	L	M	N	O	P	Cell ref			
Cell ref	FAMILY			<b>Standard</b>	<b>Group A</b>		<b>Group B</b>		<b>Group C</b>		<b>Group D</b>		<b>Group E</b>				
		<b>VALUE</b>		0	0.2		0.4		0.6		0.8		1		<b>VALUE</b>		
		<b>CODE</b>		0	1	2	1	2	1	2	1	2	3	1	2	<b>CODE</b>	
		8	Plain	1	RH thumb flip	LH thumb flip										1	Plain
		9	Reverse/Direction change	2		LH/RH Back hand		RH/LH reverse loop								2	Reverse/Direction change
		10	Off body	3	RH roll open hand	Left elbow pop		Chiicken wing			Slap catch - immediate release	Shoulder roll/arm circle release				3	Off body
		11	Inside element	4				Open hand under kick	RH thumb flip under R/L leg fan kick		LH thumb flip under L or R leg fan kick			Inside walkover/cartwheel	Inside illusion	4	Inside element
		12	Inside elevation	5		Release while jumping bent legs				With major body move	Under front leg of grand jete			Release in grand jeté seconde	Inside side aerial	5	Inside elevation
13	No Vision	6							From end of baton behind back					6	No Vision		
13																	
Cell ref	FAMILY			<b>Standard</b>	<b>Group A</b>		<b>Group B</b>		<b>Group C</b>		<b>Group D</b>		<b>Group E</b>				
		<b>VALUE</b>		0	0.2		0.4		0.6		0.8		1		<b>VALUE</b>		
		<b>CODE</b>		0	1	2	1	2	1	2	1	2	3	1	2	<b>CODE</b>	
		14	Plain	1		LH open		RH open								1	Plain
		15	Reverse/Direction change	2				Reverse direction		Vertical to horizontal						2	Reverse/Direction change
		16	Off body	3				From back of the RH, LH holding ball behind back		Release, catch same hand, immediate release			Horizontal toss, kick with foot			3	Off body
17	Inside element	4							Under leg (bent or straight)					4	Inside element		
18	Inside elevation	5							With major body move			During back handspring		5	Inside elevation		
18																	

**'Cell ref'** :This is taken from Excel and used to refer to the *location on the sheet* of a particular element, e.g 'F9'. It is not used as part of the fiche.

**'Code'**: This is used to create the *code of points on the fiche* for each release. It is created by using: *family.y axis number.group.x axis number*, e.g V.2.A.1

**'Value'**: This refers to the base value for that element, e.g 0.2



## WBTF NEW JUDGING SYSTEM - CODE OF POINTS

### BODY ELEMENTS V1.0

Cell ref	Cell ref	E	F	G	H	I	J	K	L	M	N	O	P	Q	Cell ref											
FAMILY	FAMILY	Foundation	Group A			Group B			Group C				Group D			VALUE										
		VALUE	0	1	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	VALUE										
		CODE	0	1	2	1	2	3	1	2	3	4	1	2	3	CODE										
SPINS (S)	SPINS (S)	1		1 spin											1	SPINS (S)	8									
		2			Air tour - single													2	SPINS (S)	9						
		3				Attitude turn in/out												3			SPINS (S)	10				
		4				Arabesque turn in/out												4					SPINS (S)	11		
		5			1 spin piqué in/out													5							SPINS (S)	12
		6																6								
STATIONARY DANCE (SD)	STATIONARY DANCE (SD)	1			Battement front/side	Pied tête	Battement hold front/side								1	STATIONARY DANCE (SD)	15									
		2			Attitude	Fan Kick												2	STATIONARY DANCE (SD)	16						
		3			Arabesque													3			STATIONARY DANCE (SD)	17				
STATIONARY GYMNASTICS (SG)	STATIONARY GYMNASTICS (SG)	1			Split side	Front split front	Onde/wave from up/from down	Charlotte Forearm Stand	Cambré					Windmill to chest stand	1	STATIONARY GYMNASTICS (SG)	19									
		2					Illusion forward or reverse											2	STATIONARY GYMNASTICS (SG)	20						
		3																3			STATIONARY GYMNASTICS (SG)	21				
TRAVELLING COMPLEX (TC)	BASIC TRAVELLING	1	Chassé	Tour chaîné											1	TRAVELLING COMPLEX (TC)	23									
		2	Glissade															2	TRAVELLING COMPLEX (TC)	24						
		3	Pas de Bourrée	Pas de chat														3			TRAVELLING COMPLEX (TC)	25				
	FLOOR	6		1 turn on the floor	Glissade bassin relevé													6					TRAVELLING COMPLEX (TC)	26		
		7			Eventail fan			Fish Flop			Rolling tinisca		Rolling tinisca with split leg to standing					7							TRAVELLING COMPLEX (TC)	27
		8			Somersault* (all variants)													8								

29	TRAVELLING COMPLEX (TC) (Continued)	JUMPS	9		Saut de Basque (1/2 spin)				Saut de basque ( 1 and 1/2 turn)							9	TRAVELLING COMPLEX (TC) (Continued)	29		
30			10		Jete jazz bent legs	Stag leap	Italian pas de chat		Tour jeté (hip level with legs)							10		30		
31			11				Grand jeté		Switch Leap to R/L							11		31		
32			12						Grand jeté (à la seconde)		Switch Leap (to second)					12		32		
33		13						Calypso/ Baryshnikov							13	33				
34		ACROBATICS	14				Cartwheel* (all variants)		Butterfly	Side aerial						14		34		
35			15				Round off	Front walkover* (all variants)	Switch front walkover		Front aerial					15		35		
36			16						Flip to sit			Front aerial flip to sit				16		36		
37	17								Back walkover* (all variants)	Switch back walkover		Standing back tuck	Onodi	Back layout step out	17	37				
38	18								Valdez			Back handspring			18	38				
40	MIXED COMPLEX: (MC) TRAVELLING - STATIONARY		1	Sissonne en déplacement	Saut de biche											1	MIXED COMPLEX: (MC) TRAVELLING - STATIONARY	40		
41			2		Saut jazz pied tête		Russian Sit Jump											2	41	
42			3			Cabriole front/side/ back				Cabriole back with a beat (2 total beats)									3	42
43			4							Cabriole front with a beat (2 total beats)									4	43
44			5					Garrison/ floor leap/ waterfall											5	44
Cell ref	FAMILY		CODE	0	1	2	1	2	3	1	2	3	4	1	2	3	CODE	FAMILY	Cell ref	
			VALUE	0	1	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	5.5	6.0	6.5	VALUE			
				Foundation	Group A			Group B			Group C				Group D					
Cell ref		E	F	G	H	I	J	K	L	M	N	O	P	Q		Cell ref				

'Cell ref': This is taken from Excel and used to refer to the location on the sheet of a particular element, e.g 'H10'. It is not used as part of the fiche.

'Code': This is used to create the code of points on the fiche for each body element. It is created by using: family.y axis number.group.x axis number, e.g S.3.B.1

'Value': This refers to the base value for that element, e.g 2.0

**\*Cartwheel, front walkover, back walkover and somersault:**  
Includes all variations of these body moves, for example  
- 1 hand, 2 hand, over single shoulder etc.



# WBTF NEW JUDGING SYSTEM - CODE OF POINTS

## CATCHES V1.0

Cell ref		D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	Cell ref											
		Standard		Group A		Group B		Group C								Group D		Group E															
Vertical Value		0		0.2		0.4		0.6								0.8		1				Vertical Value											
Horizontal Value		0		0.4		0.6		0.8								1		1.2				Horizontal Value											
CODE		0		1		2		1		2		1		2		3		4		1		2		3		4		CODE					
9	Plain	1	Right Hand	Left Hand	RH back hand		LH back hand																1	Plain	9								
10	Back hand/Slap	2			LH head catch		RH head catch											Slap catch					2	Back hand/Slap	10								
11	Off body	3								Elbow pop (followed by RH catch)								1/2 long arm roll - slap catch	Long arm roll				3	Off body	11								
12	Inside element	4			RH/LH under leg		RH or LH under R/L leg	RH back hand - illusion	Back hand under leg	Back hand under kick	Back hand in R leg fan kick	LH inside illusion	Inside forward illusion	Inside non vertical illusion	Inside backbend onto floor (Moua)	Backhand inside illusion	Inside walkover	Back hand inside walkover	LH inside switch waskover	Inside walkover on elbows	Inside back walkover	4	Inside element	12									
13	Inside elevation	5							LH inside jump (bent legs)							Backhand inside jump (bent legs)		Inside aerial				5	Inside elevation	13									
14	No vision	6			LH back catch		RH back catch											LH blind facing forward (Travers)				6	No vision	14									
CODE		0		1		2		1		2		3		4		5		6		7		8		1		2		3		4		CODE	
Horizontal Value		0		0.4		0.6		0.8								1		1.2				Horizontal Value											
Vertical Value		0		0.2		0.4		0.6								0.8		1				Vertical Value											
		Standard		Group A		Group B		Group C								Group D		Group E															
Cell ref		D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V	W	Cell ref											

**'Cell ref'** :This is taken from Excel and used to refer to the location on the sheet of a particular element, e.g 'j13'. It is not used as part of the fiche.

**'Code'**: This is used to create the code of points on the fiche for each catch. It is created by using: *.y axis code.group.x axis number*, e.g 5.C.1

**'Value'**: This refers to the base value for that element, e.g 0.2



**WBTF NEW JUDGING SYSTEM - CODE OF POINTS**  
**INDEXV1.0**

Chart	Family	Group	Cell Ref	Code	Value	Element & Video Link
Releases	Vertical - Plain	Standard	E8	V.1.0.0	0	RH thumb flip
Releases	Vertical - Off body	Standard	E10	V.3.0.0	0	RH roll open hand
Releases	Vertical - Plain	A	F8	V.1.A.1	0.2	LH thumb flip
Releases	Vertical - Reverse/ Direction change	A	F9	V.2.A.1	0.2	LH/RH Back hand
Releases	Vertical - Off body	A	F10	V.3.A.1	0.2	Left elbow pop
Releases	Vertical - Inside elevation	A	F12	V.5.A.1	0.2	Release while jumping bent legs
Releases	Vertical - Reverse/ Direction change	B	H9	V.2.B.1	0.4	RH/LH reverse loop
Releases	Vertical - Off body	B	H10	V.3.B.1	0.4	Chiicken wing
Releases	Vertical - Inside element	B	H11	V.4.B.1	0.4	Open hand under kick
Releases	Vertical - Inside element	B	I11	V.4.B.2	0.4	RH thumb flip under R/L leg fan kick
Releases	Vertical - Inside elevation	C	J12	V.5.C.1	0.6	With major body move
Releases	Vertical - Off body	D	L10	V.3.D.1	0.8	Slap catch - immediate release
Releases	Vertical - Inside element	D	L11	V.4.D.1	0.8	LH thumb flip under L or R leg fan kick
Releases	Vertical - Inside elevation	D	L12	V.5.D.1	0.8	Under front leg of grand jete
Releases	Vertical - No Vision	D	L13	V.6.D.1	0.8	From end of baton behind back
Releases	Vertical - Off body	D	M10	V.3.D.2	0.8	Shoulder roll/arm circle release
Releases	Vertical - Inside element	E	O11	V.4.E.1	1	Inside walkover/cartwheel
Releases	Vertical - Inside elevation	E	O12	V.5.E.1	1	Release in grand jeté seconde
Releases	Vertical - Inside element	E	P11	V.4.E.2	1	Inside illusion
Releases	Vertical - Inside elevation	E	P12	V.5.E.2	1	Inside side aerial
Releases	Horizontal - Plain	A	F15	H.1.A.1	0.2	LH open
Releases	Horizontal - Plain	B	H15	H.1.B.1	0.4	RH open
Releases	Horizontal - Reverse/ Direction change	B	H16	H.2.B.1	0.4	Reverse direction
Releases	Horizontal - Off body	B	H17	H.3.B.1	0.4	From back of the RH, LH holding ball behind back
Releases	Horizontal - Reverse/ Direction change	C	J16	H.2.C.1	0.6	Vertical to horizontal
Releases	Horizontal - Off body	C	J17	H.3.C.1	0.6	Release catch same hand, immediate release
Releases	Horizontal - Off body	D	L17	H.3.D.1	0.8	Horizontal toss, kick with foot
Releases	Horizontal - Inside element	D	L18	H.4.D.1	0.8	Under leg (bent or straight)
Releases	Horizontal - Inside elevation	D	L19	H.5.D.1	0.8	With major body move
Releases	Horizontal - Inside elevation	E	O19	H.5.E.1	1	During back handspring

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**'Value'**: This refers to the base value for that element, e.g 0.2



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**INDEXV1.0**

Chart	Family	Group	Cell Ref	Code	Value	Element & Video Link
Body	Travelling Complex - Basic Travelling	Foundation	E23	TC.1.0.0	0	Chassé
Body	Travelling Complex - Basic Travelling	Foundation	E24	TC.2.0.0	0	Glissade
Body	Travelling Complex - Basic Travelling	Foundation	E25	TC.3.0.0	0	Pas de Bourrée
Body	Spins	A	F8	S.1.A.1	1	1 spin
Body	Spins	A	G9	S.2.A.2	1.5	Air tour - single
Body	Spins	A	G12	S.5.A.2	1.5	1 spin piqué in/out
Body	Stationary Dance	A	G15	SD.1.A.2	1.5	Battement front/side
Body	Stationary Dance	A	G16	SD.2.A.2	1.5	Attitude
Body	Stationary Dance	A	G17	SD.3.A.2	1.5	Arabesque
Body	Stationary Gymnastics	A	G19	SG.1.A.2	1.5	Split side
Body	Travelling Complex - Basic Travelling	A	F23	TC.1.A.1	1	Tour chaîné
Body	Travelling Complex - Basic Travelling	A	F25	TC.3.A.1	1	Pas de chat
Body	Travelling Complex - Floor	A	F26	TC.6.A.1	1	1 turn on the floor
Body	Travelling Complex - Floor	A	G26	TC.6.A.2	1.5	Glissade bassinrelevé
Body	Travelling Complex - Floor	A	G27	TC.7.A.2	1.5	Eventail fan
Body	Travelling Complex - Floor	A	G28	TC.8.A.2	1.5	Somersault* (all variants)
Body	Travelling Complex - Jumps	A	G29	TC.9.A.2	1.5	Saut de Basque (1/2 spin)
Body	Travelling Complex - Jumps	A	G30	TC.10.A.2	1.5	Jete jazz bent legs
Body	Mixed Complex	A	F40	MC.1.A.1	1	Sissonne en déplacement
Body	Mixed Complex	A	G40	MC.1.A.2	1.5	Saut de biche
Body	Mixed Complex	A	G41	MC.2.A.2	1.5	Saut jazz pied tête
Body	Mixed Complex	A	G42	MC.3.A.2	1.5	Cabriole front/side/ back
Body	Spins	B	H10	S.3.B.1	2	Attitude turn in/out
Body	Spins	B	H11	S.4.B.1	2	Arabesque turnin/out
Body	Stationary Dance	B	H15	SD.1.B.1	2	Pied tête
Body	Stationary Dance	B	H16	SD.2.B.1	2	Fan Kick
Body	Stationary Dance	B	I15	SD.2.B.2	2.5	Battement hold front/side
Body	Stationary Gymnastics	B	H19	SG.1.B.1	2	Front split front
Body	Stationary Gymnastics	B	I19	SG.1.B.2	2.5	Onde/wave from up/from down
Body	Stationary Gymnastics	B	I20	SG.2.B.2	2.5	Illusion forward or reverse
Body	Stationary Gymnastics	B	J19	SG.1.B.3	3	Charlotte Forearm Stand
Body	Travel Complex - Floor	B	J27	TC.7.B.3	3	Fish Flop
Body	Travel Complex - Jump	B	H30	TC.10.B.1	2	Stag leap
Body	Travel Complex - Jump	B	I30	TC.10.B.2	2.5	Italian pas de chat
Body	Travel Complex - Jump	B	I31	TC.11.B.2	2.5	Grand jeté
Body	Travel Complex - Acrobatics	B	I34	TC.14.B.2	2.5	Cartwheel* (all variants)
Body	Travel Complex - Acrobatics	B	I35	TC.15.B.2	2.5	Round off
Body	Travel Complex - Acrobatics	B	J35	TC.15.B.3	3	Front walkover* (all variants)
Body	Mixed Complex	B	I41	MC.2.B.2	2.5	Russian Sit Jump
Body	Mixed Complex	B	J44	MC.5.B.3	3	Garrison/ floor leap/waterfall



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Body	Spins	C	K10	S.3.C.1	3.5	Battement hold 1 spin
Body	Spins	C	K13	S.6.C.1	3.5	Axel 1.5 spin
Body	Stationary Gymnastics	C	K19	SG.1.C.1	3.5	Cambré
Body	Travel Complex - Floor	C	M27	TC.7.C.3	4.5	Rolling tinisca
Body	Travel Complex - Jump	C	K29	TC.9.C.1	3.5	Saut de basque (1 and 1/2 turn)
Body	Travel Complex - Jump	C	K30	TC.10.C.1	3.5	Tour jeté (hip level with legs)
Body	Travel Complex - Jump	C	K31	TC.11.C.1	3.5	Switch Leap to R/L
Body	Travel Complex - Jump	C	K32	TC.12.C.1	3.5	Grand jeté (à la seconde)
Body	Travel Complex - Jump	C	K33	TC.13.C.1	3.5	Calypso/Baryshnikov
Body	Travel Complex - Acrobatics	C	K34	TC.14.C.1	3.5	Butterfly
Body	Travel Complex - Acrobatics	C	K35	TC.15.C.1	3.5	Switch front walkover
Body	Travel Complex - Acrobatics	C	K36	TC.16.C.1	3.5	Flip to sit
Body	Travel Complex - Acrobatics	C	L34	TC.14.C.2	4	Side aerial
Body	Travel Complex - Acrobatics	C	L37	TC.17.C.2	4	Back walkover* (all variants)
Body	Travel Complex - Acrobatics	C	L38	TC.18.C.2	4	Valdez
Body	Travel Complex - Jump	C	M32	TC.12.C.3	4.5	Switch Leap (to second)
Body	Travel Complex - Acrobatics	C	M35	TC.15.C.3	4.5	Front aerial
Body	Travel Complex - Acrobatics	C	M37	TC.17.C.3	4.5	Switch back walkover
Body	Travel Complex - Acrobatics	C	N36	TC.16.C.4	5	Front aerial flip to sit
Body	Mixed Complex	C	K42	MC.3.C.1	3.5	Cabriole back with a beat (2 total beats)
Body	Mixed Complex	C	K43	MC.4.C.1	3.5	Cabriole front with a beat (2 total beats)
Body	Stationary Gymnastics	D	P19	SG.1.D.2	6	Windmill to chest stand
Body	Travel Complex - Floor	D	O27	TC.7.D.1	5.5	Rolling tinisca with split leg to standing
Body	Travel Complex - Acrobatics	D	O37	TC.17.D.1	5.5	Standing back tuck
Body	Travel Complex - Acrobatics	D	O38	TC.18.D.1	5.5	Back handspring
Body	Travel Complex - Acrobatics	D	P37	TC.17.D.2	6	Onodi
Body	Travel Complex - Acrobatics	D	Q37	TC.17.D.3	6.5	Back layout step out

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**'Value'**: This refers to the base value for that element, e.g 2.0

**\*Cartwheel, front walkover, back walkover and somersault:**

Includes all variations of these body moves, for example  
- 1 hand, 2 hand, over single shoulder etc.



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Chart	Family	Group	Cell Ref	Code	Value	Element & Video Link
Catches	Plain	Standard	D9	1.0.0	0	Right Hand
Catches	Plain	Standard	E9	1.0.-L	0	Left Hand
Catches	Plain	A	F9	1.A.1	0.2/0.4	RH back hand
Catches	Back hand/Slap	A	F10	2.A.1	0.2/0.4	LH head catch
Catches	Inside element	A	F12	4.A.1	0.2/0.4	RH/LH under leg
Catches	No vision	A	F14	6.A.1	0.2/0.4	LH back catch
Catches	No vision	A	G14	6.A.2	0.2/0.4	RH back catch
Catches	Plain	B	H9	1.B.1	0.4/0.6	LH back hand
Catches	Back hand/Slap	B	H10	2.B.1	0.4/0.6	RH head catch
Catches	Inside element	B	H12	4.B.1	0.4/0.6	RH or LH under R/L leg (kick)
Catches	Inside element	B	I12	4.B.2	0.4/0.6	RH back hand - illusion or walkover
Catches	Inside element	C	J12	4.C.1	0.6/0.8	Back hand under leg
Catches	Inside elevation	C	J13	5.C.1	0.6/0.8	LH inside jump (bent legs)
Catches	No vision	C	J14	6.C.1	0.6/0.8	RH/LH blind
Catches	Off body	C	K11	3.C.2	0.6/0.8	Elbow pop (followed by RH catch)
Catches	Inside element	C	K12	4.C.2	0.6/0.8	Back hand under kick
Catches	Inside element	C	L12	4.C.3	0.6/0.8	Back hand in R leg fan kick
Catches	Inside element	C	M12	4.C.4	0.6/0.8	LH inside illusion
Catches	Inside element	C	N12	4.C.5	0.6/0.8	Inside forward illusion
Catches	Inside element	C	O12	4.C.6	0.6/0.8	Inside cartwheel/ cartwheel to floor
Catches	Inside element	C	P12	4.C.7	0.6/0.8	Inside non vertical illusion to floor
Catches	Inside element	C	Q12	4.C.8	0.6/0.8	Inside backbend onto floor (Moua)
Catches	Back hand/Slap	D	R10	2.D.1	0.8/1.0	Slap catch
Catches	Off body	D	R11	3.D.1	0.8/1.0	1/2 long arm roll - slap catch
Catches	Inside element	D	R12	4.D.1	0.8/1.0	Backhand inside illusion
Catches	Inside elevation	D	R13	5.D.1	0.8/1.0	Backhand inside jump (bent legs)
Catches	No vision	D	R14	6.D.1	0.8/1.0	LH blind facing forward (Travers)
Catches	Off body	D	S11	3.D.2	0.8/1.0	Long arm roll
Catches	Inside element	D	S12	4.D.2	0.8/1.0	Inside walkover
Catches	Inside element	E	T12	4.E.1	1.0/1.2	Back hand inside walkover
Catches	Inside elevation	E	T13	5.E.2	1.0/1.2	Inside aerial
Catches	Inside element	E	U12	4.E.2	1.0/1.2	LH inside switch walkover
Catches	Inside element	E	V12	4.E.3	1.0/1.2	Inside walkover on elbows
Catches	Inside element	E	W12	4.E.4	1.0/1.2	Inside back walkover

**'Cell ref'** :This is taken from Excel and used to refer to the location on the sheet of a particular element, e.g 'j13'. It is not used as part of the fiche.

**'Code'**: This is used to create the code of points on the fiche for each catch. It is created by using *y axis code..group..x axis number*, e.g 5.C.1

**'Value'**: This refers to the base value for that element, e.g 0.2