



AAU SOLO 2 or 3 Baton

Place _____



Code: √(Checked) = Very Good ○(Encircled) =Unsatisfactory or Needs More	Judge's Scale									
	0-55 CHAL/NOV	55-60 CH/NOV/BEG	60-65 BEG	65-70 BEG/INT	70-75 INT	75-80 INT/ADV	80-85 ADV	85-90 ADV/ELITE	90-100 ELITE	
ROUTINE CONTENT & DIFFICULTY	Contact Material (low/tight)					Complex Material (various interrelated parts)				
	Double Releases (at the same time)					Triple Releases(at the same time)				
TECHNIQUE	Showers (Release same hand/opposite hand catch and pass back)					Juggles (same hand continuous releases and receptions)				
	Combinations (mixture of planes, patterns, high and low)					Patterns (same characteristics, succeeding one another, unison)				
EXECUTION	Vertical Horizontal					High/Low Releases				
	Connections					Finger Twirls				
SHOWMANSHIP & APPEARANCE	Stacks					Multiple Body Spins (left/right)				
	Rolls					Specialties (Adv/Elite/Adult Div. ONLY)				
TECHNIQUE	Ambidexterity					Difficulty of Batons				
	Timing					Coordination of Body with Batons				
EXECUTION	Control (placement)					Speed of Batons				
	Continuous Motion of Batons					Rotation of batons				
SHOWMANSHIP & APPEARANCE	Coordination of Batons					Intricacy				
	Synchronization of Batons					Follow Through				
EXECUTION	Smoothness					Grace				
	Posture					Use of Head, Arms, Hands, Legs, Feet				
SHOWMANSHIP & APPEARANCE	General Handling					Poise & Grace				
	Batons					Body Lines				
SHOWMANSHIP & APPEARANCE	Precision					Grooming				
	Control					Hair				
SHOWMANSHIP & APPEARANCE	Salesmanship					Baton Clean				
	Professionalism					Shoes Clean				
SHOWMANSHIP & APPEARANCE	Enthusiasm					Attitude				
	Confidence					Smile				
SHOWMANSHIP & APPEARANCE	Eye Contact									
	Finesse/Charisma									

Time for Status Levels

2Baton

Challenger: 0:30 – 2:00

Novice: 0:30 – 2:00

Beginner: 1:00 – 2:00

Int. 1:30 – 2:10

Adv./Elite: 2:00 – 2:30

3Baton

Challenger: 0:30 – 2:00

Novice: 0:30 – 2:00

Beginner: 1:00 – 2:00

Adv./Elite: 1:00 – 2:00

Time: _____

PENALTIES	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5	5.0	Total	SCORE
Drop												
2 Hand catch												
Fall												
Improper Salute												FINAL SCORE
PENALTIES	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0	Total	
Breaks/Slips												Total Penalties
Off Pattern												
Out of Bounds												
PENALTIES	2.0	4.0	6.0									
Exceeding Skills												
Exceeding Gymnastics												
PENALTIES	1.0	2.0										
Failure to Salute/Courtesy Pose												
Overtime Under time	.1 Per Sec.											

Clerk's Initials

Judge's Signature