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# WFNBTA RULES

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## 1. COMPETITION CATEGORIES

Official WFBTA competitions are divided into three main categories:

### 1.1 Individuals and Teams

These are events that prioritise excellence of twirling skills and technique and, in some cases, musical interpretation in individual, duet and team disciplines.

### 1.2 Corps/Groups

These events are to build dependency between twirlers on the larger scale utilizing a greater number of athletes performing together.

### 1.3 Associated Events

These are events that involve teams in categories that are considered as “spectacular” events. For example - Pompons.

## 2. CLASSIFICATIONS

Official WFBTA competitions consist of the following:

### 2.1 Solos and Teams

- 2.1.1 Solo 1 Baton
- 2.1.2 Solo 2 Baton
- 2.1.3 Solo 3 Baton
- 2.1.4 Rhythmic Twirl
- 2.1.5 Super X-Strut
- 2.1.6 Duet
- 2.1.7 Twirl Team
- 2.1.8 Rhythmic Team

**2.2 Corps/Groups**

- 2.2.1 Twirling Corps
- 2.2.2 Show Corps
- 2.2.3 Parade Corps

**2.3 Associated Events**

- 2.3.1 Pompons

**2.4 Majorettes**

**3. AGE CATEGORIES**

**3.1 Age Calculation**

The NBTA contest year commences on the 1st of January and finishes on the 31st December of the competition year.

Minimum age for all events is 8 years at 31December of the competing year.

**3.2 Minimum Number of Competitors in Individual Events**

For less than 6 entrants, divisions may be combined with an adjacent age division.

**3.3 Solo Events: 1, 2 Baton, Rhythmic Twirl, and Super X-Strut**

**3.3.1 Females:**

Juvenile	8 to 9 years
Preteen	10 to 11 years
Youth	12 to 14 years
Junior	15 to 17 years
Senior	18 to 21 years
Adult	22 and up

**3.3.2 Males**

Juvenile/Preteen Boy	8 to 11 years
Junior Boy	12 to 17 years
Senior Boy	18 years and up

**3.4 Solo 3-Baton**

Females:

Youth	12 to 14
Junior	15 to 17 years
Senior-Adult	18 years and up

Males:

Junior	12 to 17 years
Senior-Adult	18 years and up

**3.5 Duet**

Juvenile	combined ages of 16 to 18 years
Preteen	combined ages of 19 to 23 years
Junior	combined ages of 24 to 35 years
Senior	combined ages of 36 years and up

The age of a duet is determined by the addition of the respective ages of the two athletes.

A duet athlete cannot enter in two different duets, even if the age category is different.

Male and female athletes are allowed.

**3.6 Twirl Team and Rhythmic Team (formerly Dance Twirl Team)**

Junior	average age less than 17 years
Senior	average age 17 years and up

No props are permitted

Male and female athletes are allowed

The salute may be performed by one, or more members of the team

To determine the age category of a team, the average age of all the official members (without Reserves) should be calculated.

**NOTE:** It's the responsibility of the country to verify that the average age using the reserves does not change the age category.

**3.7 Corps and Pompon**

Any age / Open

To determine the age category of a team, the average age of all the official members (without Reserves) should be calculated.

*Note:* It's responsibility of the country to verify that the average age using the reserves does not change.

#### 4. DISCIPLINE TIME LIMITS

Discipline	Time	Start	Stop
Solo 1 Baton	2.00 max	Salute	Salute
Solo 2 Baton	1.45 max	Salute	Salute
Solo 3 Baton	1.45 max	Salute	Salute
Rhythmic Twirl	2.00 - 2.30 min	1st note	Last note
Super X- Strut	2.00 max	1st move	Salute
Duet	2.00 max	Salute	Salute
Twirl Team	2.30 - 3.00 min	Salute	Salute
Rhythmic Team	2.30 - 3.30 min	1st note	Last note
Twirling Corps	4.00 - 5:00 min	1st note	Last note
Show Corps	4:00 - 5:00 min	1 <sup>st</sup> note	Last note
Parade Corps	3:00 - 4:00 min	1 <sup>st</sup> note	Last note
Pompon	2:30 - 3.30 min	1st note	Last note

#### PLEASE NOTE:

#### WFBTA SALUTE

When required, a salute is to be given at the beginning and the end of the routine. The baton to be held in the right hand up to the left shoulder with ball up. Elbow shoulder height. Knuckles touching shoulder cavity or clavicle. Body must be in standing position with both feet on ground – position of foot is optional - facing the judge (with the exception of x-strut which can be on the diagonal) Holding salute for two counts.

For the duet and twirling teams one or more athletes must salute.

#### MUSIC

For all events with own choice of music, a back-up copy of the music is required in case of mishap (CD, iPod, or memory stick, etc. Only one music must be reproduced on the support). Countries are requested to send music to the host country prior to the competition, to pre-load ready for the music test. This should avoid any problems with music during actual performances. No music for entry and exit.

Please note, the music should be respectful and suitable for the age range of the audience. Bad Inappropriate or offensive language, violence, political views etc. are not permitted.

#### 5. OTHER RULES

##### 5.1 Personal Incident

In the case of a personal incident during a competitor’s routine such as a costume breaking, a baton snapping etc. The technical and judge’s directors, after reviewing the incident, will decide whether the competitor can restart their routine. This does not apply

for independent reasons outside of their control, such as the music stopping or the electricity going off.

Note: Athletes appearing out of order will receive a Rule Violation penalty.

**5.2 Interference From a Different Competitor**

If a baton or athlete from another lane causes a competitor to drop their baton, it will not be counted as a penalty.

**5.3 The Use of Resin on the Competition Floor is Forbidden**

**5.4 Definition of a Baton:**

A baton is defined by a chrome shaft with white ends. Tape on baton is permitted; however, only 1/2 of the baton shaft can be covered with one color only (choice of grey, white or black). Acceptable to mark the center of the baton with an additional color (choice of grey, white or black). If the baton has a colored shaft and/or colored tips, it will be considered as an accessory.

**5.5 Definition of a Prop**

A prop is part of theme development (cape, hat, glasses, scarf, etc.). If removed and used, a onetime 2.0 will be assessed regardless number of members using props. Props are only to be used/manipulated in the Show Corps Accessory events.

Limited props may be used in Parade Corps competition (Pompon, Flags, Banners)

**5.6 Teams, Twirl Corps and Pompon**

Male and female athletes are allowed

No props are permitted

Costumes can be in line with the theme of the music.

No athletes may leave the floor during the performance.

In the event of a drop the competitors must retrieve their baton as quickly as possible

Costuming may not be manipulated or used as an accessory or prop in any way.

**6. DISQUALIFICATION**

Disqualification will be enforced for:

**6.1 Unsportsmanlike Conduct**

Profanity, acts of aggression either verbally or physically, discriminatory language etc.

Anything that goes against the sportsmanship and fair play ethics of our sport

Bad language violence, speaking badly or causing injury to a person (judge, clerk, organizer).

Unsportsmanlike Conduct for example - A show of temper at the placing after the announcement of the results on the part of the competitor

**6.2 Interference**

Interfering with a competitor or equipment during a performance.

**6.3 Falsification**

Falsification of a name or age

**6.4 Acrobatics**

Acrobatics performed during any routine (body aerials, walkovers, cartwheels, butterflies, headstands). Mounts and body tosses are disallowed. Mounts are defined as a body toss or form that is two stories or more. A story (as in 10-story building) is defined as a person's height. 1/2 story is defined as a person kneeling/sitting or lunging. Stacking one person on top of another to achieve a pyramid shape or similar form is not permitted. A move will be considered acrobatic in a baton twirling program when the intent of the movement is for both feet to leave the floor, travel over the head and land on the floor on the opposite side. The feet can leave the floor or land on the floor either at the same time or one at a time.

This applies when the move is executed on:

- 1) the hand/s (e.g. a cartwheel done on the hand/s)
- 2) the arm/s (e.g. a cartwheel done on the forearm/s)
- 3) in the air without support of the body (e.g. side aerial)
- 4) in the air with the support of another person's body (e.g. a cartwheel done while supporting the body on the leg/s of another person) .

Typical examples are: Front or back walkovers, cartwheels, side aerials etc.

## 7. SOLO 1 BATON

### Definition

The primary focus of the solo discipline is the representation of the 3 twirl modes, integrated and executed in various planes, patterns and directions with ambidexterity, varied body work enhancements, and an emphasis on continuity, consistency and flow. Difficulty/demand is created through speed, follow through, intricacy, timing and inherent depth of each of the 3 modes represented.

### **Solo 1 Baton Content**

*The solo event is a baton dominant event comprised of a balanced representation of the 3 twirling modes: aerials, rolls, and contact/full hand materials, all enhanced with body skills and simultaneous blending. The choreography needs to use the 3 modes of twirling to demonstrate continuity and flow. The athlete should utilize performance qualities appropriate to solo.*

*Aerial Mode: Vertical and Horizontal tosses with a variety of releases and catches to include: Stationary Complex, Multiple spins, Interrupted spins, Reverse direction spins, Reorientation factor.*

*Roll Mode: Continuation/ongoing connection, Combination rolls, Seclusion rolls, Open/Closed rolls, traps, ariel rolls.*

*Contact/full hand material: Twirls that are executed in the hand or close to the body, including full hand, finger twirls, wraps, swings, loops and flips. A full hand/contact material series can be developed in any pattern or plane.*

#### 7.1 Performance Area

Within the allocated space in front of the judge(s)

#### 7.2 Music

Standard WFNBT Music

#### 7.3 Salute

A salute is to be given at the beginning and the end of the routine.

#### 7.4 Time

2.00 minutes max

#### 7.5 Acrobatics

Acrobatics are not permitted

#### 7.6 Content Score Sheet Caption Values

Complete Variety	20 points
Difficulty	20 points
Speed & Control	20 points
Smoothness / Gracefulness	20 points
Showmanship / Presentation	20 points

#### 7.7 Penalties

Drop	0.5 point
Fall	0.5 point



## WFNBTA Competition Rules

September 27, 2021

Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Time over/under per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Rule violation	2.0 points
Acrobatics	Disqualification

## 8. SOLO 2 BATON

### Definition

The two baton discipline is the representation of the 3 twirl modes (2-baton aerials, 2-baton rolls, 2-baton contact material), integrated and executed in various planes, patterns and directions with ambidexterity, varied body work enhancements, and an emphasis on continuity, consistency and flow. Difficulty/demand is created through the interrelationship and intricacy of the two batons. Multi-patterns, planes, and oppositional direction of the three modes are woven into a “textured” routine where both batons are of equal priority.

### 2 Baton Content

*An athlete performs with two batons. The choreography needs to incorporate showers, high-low tricks, juggles, double toss tricks, high-high, and complex materials, keeping in mind that both batons need to be in a continuous motion at all time.*

*Two baton twirling is the continued and simultaneous manipulation of two batons by one person. It encompasses the balanced representation of the three modes: 2 baton aerials, 2 baton rolls, and 2 baton contact materials. Unique to multiple baton events is the interrelationship and intricacy created through the use of timing and coordination, multi-patterns/planes and opposition. The finished product should reflect the continuous movement and flow of both batons. The athlete should utilize performance skills appropriate for the 2baton event*

#### 8.1 Performance area

Within the allocated space in front of the judge(s)

#### 8.2 Music

Standard NBTA Music

#### 8.3 Salute

A salute is to be given at the beginning and the end of the routine.

Multiple baton event Athletes must salute with one baton in the traditional salute positions with the remaining baton in the opposite hand.

#### 8.4 Time

1:45 minutes max

#### 8.5 Acrobatics

Acrobatics are not permitted

#### 8.6 Scoresheet Caption Values

Complete Variety	20 points
Difficulty	20 points
Technique	20 points
Smoothness / Gracefulness	20 points
Showmanship / Presentation	20 points

#### 8.7 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Time under/over per second	0.1 point

## **WFNBTA Competition Rules**

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Failure to salute	1.0 point
Incorrect salute	0.5 point
Rule violation	2.0 points
Acrobatics	Disqualification

## 9. SOLO 3 BATON

### Definition

An athlete performs with three batons. The choreography needs to incorporate showers, high-low tricks, juggles, multiple toss tricks, high-high, and complex materials, keeping in mind that all batons need to be in a continuous motion at all time.

### 3-Baton Content

*Three batons twirling is the continued and simultaneous manipulation of three batons by one person. It encompasses the balanced representation of the three modes: 3 baton aerials, 3 baton rolls, and 3 baton contact materials. Unique to multiple baton events is the interrelationship and intricacy created through the use of timing and coordination, multi-patterns/planes and opposition. The finished product should reflect the continuous movement and flow of all batons. The athlete should utilize performance skills appropriate for the 3 baton event.*

#### 9.1 Performance area

Within the allocated space in front of the judge(s)

#### 9.2 Music

Standard NBTA Music

#### 9.3 Salute

A salute is to be given at the beginning and the end of the routine.

Athletes must salute with one baton in the traditional salute positions with the remaining batons held in the opposite hand.

#### 9.4 Time

1:45 minutes max

#### 9.5 Acrobatics

Acrobatics are not permitted

#### 9.6 Score Sheet Caption Values

Complete Variety	20 points
Difficulty	20 points
Technique	20 points
Smoothness / Gracefulness	20 points
Showmanship / Presentation	20 points

#### 9.7 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Time under/over per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Rule violation	2.0 points
Acrobatics	Disqualification

## 10. RHYTHMIC TWIRL

### Definition

The ultimate simultaneous blend of all one baton twirling skills and body/dance disciplines combined in a full floor, logical design with conveyance of musical selection.

### Rhythmic Content

*Rhythmic Twirl is a choreographed routine combining baton with dance which displays musical phrasing, tempo, rhythm and style. All baton and dance must be executed with correct technique. Judged on ability within the chosen style. Choreography should include utilizing the nuances of the chosen music.*

*Baton and body choreography must be coordinated for effective flow of the routine. Traveling sequences, contact materials, rolls and aerials to be blended with twirling and movement. Movements can include fast and dynamic body movements and sequences or slow, soft lyrical and continuous body movements and sequences. All dance styles may be included as this event is judged on the ability shown within the selected style not the style itself. ballet, jazz, contemporary, etc. Choreography and combinations must be performed with correct body alignment, turn-out, posture, leg lines, toe point, balance and control. Credit not given for choreography performed without proper technique. Choreographed routine must be presented with enthusiasm, excitement, energy and confidence. Music should be appropriate to the age and ability of the athlete.*

### 10.1 Performance Area

Total floor area

### 10.2 Music

Personal choice

### 10.3 Salute

Salute is not required

### 10.4 Time

2.00 - 2.30 minutes

### 10.5 Acrobatics

Acrobatics are not allowed.

### 10.6 Score Sheet Caption Values

Choreography	20 points
Twirl Content	20 points
Twirl Technique	20 points
Dance Technique	20 points
Showmanship / Presentation	20 points

### 10.7 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point

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Break	0.1 point
Off pattern	0.1 point
Under/over time per second	0.1 point
Rule violation	2.0 points
Acrobatics	Disqualification

## 11. X STRUT

### Definition

The X Strut is a body and restricted baton event performed in a specified X pattern in a rhythmical presentation which includes compulsory basic marches. Emphasis is on timing, balance and the simultaneous blending of an equal degree of excellence of both baton and body skills.

### X-Strut Content

*The Athlete performs a choreographed series of required basic steps, leaps, lunges, spins, poses, leg lifts, etc., in a smooth and graceful manner with baton movements that complement the body.*

*One baton only.*

*One penalty of out of step will be given on each series of 4 marches, if the athlete is out of step for one or more marches, or for a series of 8 beats out of rhythm.*

*The Athlete must follow the pattern of the "X".*

*The start is at the top left-hand corner of the judges. The athlete's opening section of the strut program before the opening salute should remain in the same general area without excessive movement away from their starting position.*

*1st leg - diagonal to the bottom right of the judges*

*2nd leg - across in front of the judges*

*3rd leg - diagonal to top right corner of judges*

*4th leg - across to the center facing the judge*

*5th leg - forward towards the judge with the 4 required basic steps and finishing anywhere within the "X". A movement may take a Athlete slightly off the main X strut line of travel; however, as long as they continue in the directional pattern and are near or back on the path again this does not incur a penalty. The continuity of the routine is more important than the strictness of the line of path.*

*Oblique moves are not permitted during the first four legs, but back stepping is allowed. Retracing is permitted.*

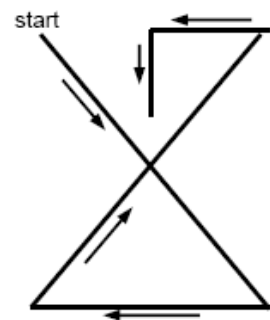
*A minimum of four consecutive basic steps are required at four set times within the strut*

- start of the 1st leg (after the salute)
- start of the 2nd leg
- start of the 3rd leg
- start of the 5th leg

*These four steps must be the first four moves of the specified legs.*

*From the first movement of the presentation until the final salute, twirling is not permitted. Loops, swings & slides are permitted. No more than two revolutions from the center of the baton in the same hand. The baton must remain in the full of one hand or the other throughout the whole performance. Retracing is permitted. No parts of the body other than the feet should touch the floor throughout the routine Note: A movement may take a Athlete slightly off the main X strut line of travel; however, as long as they continue in the directional pattern and are near or back on the path again this does not incur a penalty. The continuity of the routine is more important than the strictness of the line of path. Clarification of Omitting a Basic Strut penalty:*

- Any foot movement prior to the salute is not considered a penalty.
- No forward movement allowed in the new direction prior to the required march steps on legs 2, 3 and 5.



*The Super X Strutting is a unique discipline incorporating dance forms and military-style marching and maneuvering, etc. Proper dance technique is used and in addition there are required basic marching steps and a required ("X") floor pattern. Athlete shall demonstrate good posture, pointed toes and lifted knees during basic strut sections. All styles of basic strut are accepted. The goal is mastery of movements, combined with showmanship, timing and musicality.*

*Baton movements incorporated are to be blended and synchronized with the body movements and with the music. (Certain restrictions apply.) Primarily forward motion within required pattern is expected, although retracing is allowed.*

*Elements and combinations must be performed with correct body alignment, turn-out, posture, leg lines, toe point, balance and control. Credit not given for elements performed without proper technique.*

*Timing with the music must be maintained through basic strut as well as freestyle portions of the routine.*

**11.1 Performance Area**

Maximum performance area is approximately 9m x 6m (30'x 20')

**11.2 Music**

Standard WFNBT Music

**11.3 Time**

2.00 minute maximum

**11.4 Salute**

A salute is to be given at the beginning after the presentation and end of the routine. The beginning salute must be facing the first diagonal and the ending salute must be facing the judges. Baton or body elements are not permitted after final salute.

**11.5 Costume**

No bare midriff permitted.

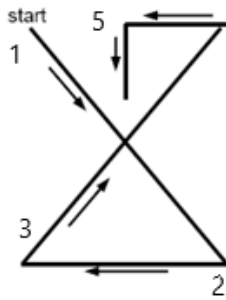
**11.6 Acrobatics**

Acrobatics are not permitted

**11.7 Construction**



Contestants shall perform individually within the prescribed “X” floor pattern once only. Starting point shall be at upper corner to judges left. Direction of pattern shall be as in the diagram. The numbers designate the location of the mandatory 4 marching steps that begin four of the five segments.



The athlete’s opening presentation of the strut program, before the opening salute, should remain in the same general area without excessive movement away from their starting position.

**Note:** A movement may take a contestant slightly off the main X strut direction; however, as long as the athlete remains in close proximity to the line of the X pattern, a penalty is not assessed.

Retracing is permitted.

No parts of the body other than the feet should touch the floor throughout the routine

**11.8 Additional Clarification**

- Timing begins with first movement and ends with final salute.
- No forward movement allowed in the new direction prior to the required march steps on legs 1, 2, 3 and 5.
- One out-of-step penalty is given for 1 or more steps executed out-of-step within each series of required marching steps.
- Note: Free movement (all movement other than the required march steps), when left foot does not hit the accented beat of the music, are not considered out of step.
- After the 4 required marching steps in leg 5, there is no pattern restriction; although movement shall not extend beyond the borders set by leg 1. The athlete may conclude the performance at any point within designated area.
- From the first movement of the presentation until the final salute, twirling is not permitted. Loops, swings & slides are permitted.
- No more than two revolutions from the centre of the baton in the same hand. The baton must remain in the grip of one hand or the other throughout the whole performance. When holding the baton at the end (the ball/tip, not the shaft) for swings and loops there is no limitation to the number of revolutions. However, when held by the shaft, a maximum of two consecutive revolutions is allowed.
- Baton floor contact is allowed, however when the weight is put on the baton due to unintentionally falling off balance, the athlete has lost control, resulting in a penalty.

**11.9 Score Sheet Caption Values**

Routine Content	20 points
Choreography	20 points
Technique	20 points
Overall Timing	20 points
Presentation	20 points

**11.10 Penalties**

Drop	0.5 point
Out of step	0.5 point

## **WFNBTA Competition Rules**

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Twirling (per violation)	0.5 point
Omitted basic strut per leg	0.5 point
Floor contact	0.5 point
Performing after final salute	0.5 point
Break /slip	0.1 point
Under/over time per second	0.1 point
Incorrect floor pattern	1.0 point
Failure to salute	1.0 point
Improper salute	0.5 point
Rule violation	2.0 points

## 12. DUET

### Definition

The Duet discipline is the simultaneous twirling of two athletes utilizing the 3 twirl modes with the addition of exchanges, multiple baton, interrelated choreography and an interdependent approach, all performed to standard music. One baton per performer. One member of the duet may use both batons for short two baton sequences.

### Duet Content

*The goal of a Duet is to have strong unison while incorporating exchanges, partner interaction, 3 twirling modes (rolls, contact/full hand, releases and receptions of aerals) and paired work. A well-balanced, choreographed program consists of synchronic twirling blended together with body movement, exchanges. Considerations include: Good blending of baton and body with correct technique. Creativity and innovation could be an important consideration in design of the program. Visual/aural agreement Staying within the skill level of both members is encouraged.*

#### 12.1 Performance area

The allocated space in front of the judge(s)

#### 12.2 Music

Standard NBTA music

#### 12.3 Salute

A salute is to be given at the beginning and the end of the routine.  
One member, or more, must execute a traditional salute.

#### 12.4 Time

2.00 minutes max

#### 12.5 Acrobatics

Acrobatics are not permitted

#### 12.6 Score Sheet Caption Values

Variety	20 points
Difficulty	20 points
Speed & Control	20 points
Smoothness / Gracefulness	20 points
Showmanship / Presentation	20 points

#### 12.7 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Time under/over per second	0.1 point
Incorrect salute	0.5 point
Failure to salute	1.0 point
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

## 13. TWIRL TEAM

### Definition

The Twirling Team discipline is a group of athletes performing a unified, rhythmic and timing-based program showcasing the three twirl modes and exchanges to a prescribed standard musical selection (presently "Gloria").

One baton per performer.

### **Twirl Team Content**

*A well-balanced program consists of synchronic twirling blended together with body movement, exchanges, choreographed using both stationary and travel complex . Considerations include: Good blending of baton and body with correct technique. Creativity and innovation could be an important consideration in design of the program. Visual/aural agreement Staying within the skill level is encouraged. The entire team must be involved. The perfect technique of the leader does not guarantee the skill of the other members.*

### 13.1 Performance Area

Total floor area.

### 13.2 Music

Standard NBTA Music

### 13.3 Salute

A salute is to be given at the beginning and the end of the routine.

The salute must be performed by one or more of the team members.

### 13.4 Time

2.30 - 3.00 minutes

### 13.5 Acrobatics

Acrobatics & Mounts are not permitted

### 13.6 Score Sheet Caption Values

Twirling	20 points
Teamwork	20 points
Production	20 points
Technique & Quality of Performance	20 points
Appearance/Showmanship/Presentation	20 points

### 13.7 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Time under/over per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point

Incorrect entry / exit	2.0 points
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

**13.8 Number in Team**

6 to 8 members

**13.9 Age Group**

Junior and Senior

**13.10 Entrance and Exit**

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music. There should be no twirling/ presentation between the opening salute and the start of the music

## 14. RHYTHMIC TEAM (FORMERLY DANCE TWIRL TEAM)

### Definition

Rhythmic Team is a balance of baton, body/dance simultaneously blended together and choreographed to the music using intricacies and floor design that is performed by a group of athletes set to music of choice.

### *Rhythmic Content*

*Rhythmic Twirl is a choreographed routine combining baton with dance which displays musical phrasing, tempo, rhythm and style. All baton and dance must be executed with correct technique. Judged on ability within the chosen style. Choreography should include utilizing the nuances of the chosen music.*

*Baton and body choreography must be coordinated for effective flow of the routine, traveling sequences, contact materials, rolls and aerials to be blended with twirling and movement. Movements can include fast and dynamic body movements and sequences or slow, soft lyrical and continuous body movements and sequences. All dance styles may be included as this event is judged on the ability shown within the selected style not the style itself. ballet, jazz, contemporary, etc. Choreography and combinations must be performed with correct body alignment, turn-out, posture, leg lines, toe point, balance and control. Credit not given for choreography performed without proper technique. Choreographed routine must be presented with enthusiasm, excitement, energy and confidence. Music should be appropriate to the age and ability of the athlete.*

#### 14.1 Performance Area

Total floor area

#### 14.2 Music

Personal choice

#### 14.3 Salute

Salute is not required

#### 14.4 Time

2.30 - 3.30 minutes

#### 14.5 Acrobatics

Acrobatics and Mounts are not permitted

#### 14.6 Rhythmic Team Content

A well-balanced program consists of synchronic twirling blended together with dance, exchanges, choreographed using both stationary and travel complex according to the demands of the music. Considerations include:

1. Musicality (visual/aural agreement)
2. Good blending of baton and body with correct technique.
3. Chosen music should reflect the skill and ability level of the team.
4. Creativity and innovation could be an important consideration in design of the program.
5. Staying within the skill level is expected.

6. The skill level of the individual athletes is only as important as the proficiency of the team as a whole.
7. Program is judged on the ability within the style chosen.

**14.7 Score Sheet Caption Values**

Twirling Content	20 points
Dance	20 points
Production	20 points
Technique & Quality of Performance	20 points
Appearance/Showmanship/Presentation	20 points

**14.8 Penalties**

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Out of step	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Time under/over per second	0.1 point
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

**14.9 Number in Team**

6 to 8 members

**14.10 Age Group**

Junior and Senior

**14.11 Entrance and Exit**

Entrance must be from the left of the judges and exit to the right. Should be simple, quick and without music.

## 15. TWIRL CORPS

### Definition:

A twirl corps routine will incorporate unison twirling, movement, exchanges, maneuvers and teamwork to create musical interpretation and visual effects, performed with proper twirling technique by all members to music of personal choice.

### Twirl Corps Content

*The goal of a Twirl Corps is to have a balance of baton and body blended together simultaneously and choreographed to the music using of intricacies and floor design that is performed by a group of athletes set to music of choice.*

*A well-balanced program consists of synchronic twirling blended together with dance, exchanges, choreographed using both stationary and travel complex according to the demands of the music. Considerations include:*

- 1. Musicality (visual/aural agreement)*
- 2. Good blending of baton and body with correct technique.*
- 3. Chosen music should reflect the skill and ability level of the corp.*
- 4. Creativity and innovation could be an important consideration in design of the program.*
- 5. Staying within the skill level is expected.*
- 6. The proficiency level of the individual athletes is only as important as the proficiency level of the groups as a whole. The group is judged on the ability within the style chosen.*
- 7. In the event of a drop the competitors must retrieve their baton as quickly as possible.*

### 15.1 Performance Area

Total floor area

Temporary marking of corners is permitted.

During the performance no member may leave the competition area.

### 15.2 Batons

The number of batons shall be the same as the number of performers.

### 15.3 Music

Personal choice.

Timing commences at the first note of the music and stops on the last note.

### 15.4 Salute

Salute is not required

### 15.5 Time

4.00 - 5.00 minutes

### 15.6 Acrobatics

Acrobatics and Mounts are not permitted

### 15.7 Score Sheet Caption Values

Variety & Diff of Twirling Content	20 points
Variety & Diff of Twirling Teamwork	20 points
Execution	20 points
Movement	20 points
General Effect & Production	20 points



**15.8 Penalties**

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Out of step	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Drop of equipment	0.1 point
Time under / over per second	0.1 point
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

**15.9 Number in Corps**

Minimum of 12 members

**15.10 Age Group**

Open

**15.11 Entrance and Exit**

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

## 16. SHOW CORPS

### Definition:

Show Production/Twirling Corps with Props will include the various elements of twirling corps (minimum of 12 members) plus small props (see Prop Rules below) are used to enhance the overall program effectiveness.

#### 16.1 Performance Area

Total floor area

Temporary marking of corners is permitted.

During the performance no member may leave the competition area.

#### 16.2 Music

Personal choice

#### 16.3 Salute

Salute is not required

#### 16.4 Time

4.00 - 5.00 minutes

Timing commences at the first note of the music and stops on the last note. In the event of a drop the competitors must retrieve their baton as quickly as possible.

#### 16.5 Batons

There are no restrictions regarding the number of batons per member.

#### 16.6 Acrobatics

Acrobatics and Mounts are not permitted.

**NOTE:** A minimum of 12 members twirling at the same time is required to receive scores in the twirling caption. Twirling by fewer members is considered in the General Effect and Production caption.

#### 16.7 Props Rules

- At beginning of show, maximum height of prop is 36 inches (91.5 cm)
- During the performance, props over 36 inches (91.5 cm) must be held, touched, or manipulated (by hand, foot, or body part) while being used.
- Upon completion of usage, prop must immediately be returned to a maximum of 36 inches (91.5 cm).
- All props except the container must be hand manipulated.
- Any props not being manipulated must be placed flat on the floor.
- Containers may be used as long as total height of the contents and holder is a maximum of 36 inches (91.5 cm).
- Any props may be placed in position by only corps members prior to their performance.
- No additional set up time will be allowed.

#### 16.8 Score Sheet Caption Values

Variety & Diff of Twirling Content	20 points
Variety & Diff of Twirling Teamwork	20 points
Execution	20 points

Movement	20 points
General Effect & Production	20 points

**16.9 Penalties**

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Out of step	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Drop of equipment	0.1 point
Time under / over per second	0.1 point
Rule Violation	2.0 points
Prop Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

**16.10 Number in Corps**

Minimum of 12 members

**16.11 Age Group**

Open

**16.12 Entrance and Exit**

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

## 17. PARADE CORPS

### Definition

A Parade Corps is a group of 10 or more members performing in unison. A parade corps routine should be suitable for a street parade and display continuous foot motion.

All members, with exception of those carrying limited props, must use one baton. Limited Props: Props that are hand-carried e.g. Pompons, flags, hoops, banners, streamers, sabers, etc./ any equipment that can be carried in a parade, during the entire street pattern.

### Parade Corps Content

*No grounding of batons or limited props is allowed during the entire production*

*Continuous foot motion is mandatory during the entire street pattern routine (maximum of 16 counts without marching for presentation/beginning of the street parade)*

*Continuous foot motion is defined as the placement on the floor of the whole foot (not just toe or heel lift – entire foot must leave the floor) either stepping, tapping, jumping, or hopping at least every second count. Marching half steps, step kicks, etc. may be used as long as continuous foot motion is attained. Allowable:*

*On beat – foot hitting every count of music*

*Half time – foot hitting every 2nd count*

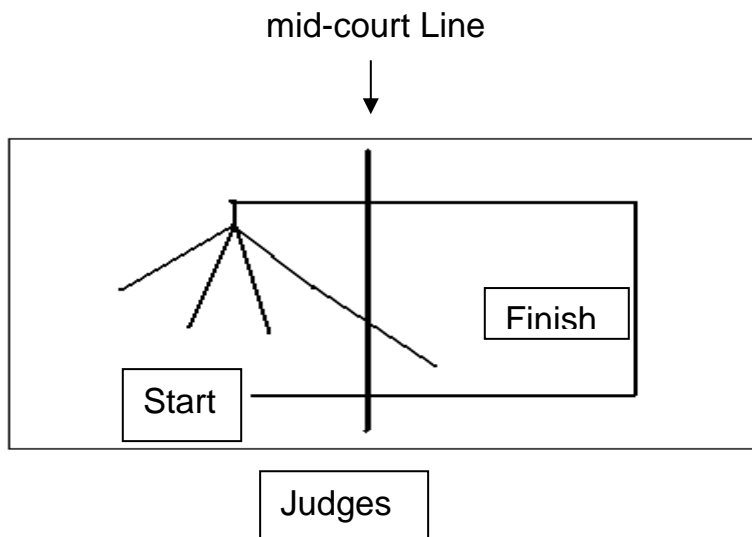
*Double time – foot hitting twice every beat*

*All members must start continuous foot motion within 16 counts after timing begins.*

*Kneeling is not permitted during continuous foot motion.*

*Maximum of two spins permitted.*

*One illusion is permitted. For illusion: only clear full single illusion under aerial without any other body movements combined is permitted; spin(s) before or after the illusion is not permitted.*



*Exchanges with baton are permitted.*

**Street pattern:** Corps is required to begin performance to the judges left of mid court line. Corps must stay within the approximate 25 ft/ 7m alley through three left turns to the reviewing stand section. The 3rd left corner may not be executed until after the front line of the corps passes the mid court line. Once a member turns the 3rd corner, that individual can move anywhere on the floor for the reviewing stand section.

*After completing the third corner the drill can move to anywhere on the competition floor. As a guideline it is advised that the Reviewing Stand Section not exceed 90 seconds in length. All members must cross the mid court line to the judges right for the end of the performance.*

*Timing starts with 1<sup>st</sup> note of music and ends with last note of music.*

**17.1 Performance Area**

Total floor area

**17.2 Music**

Personal choice.

**17.3 Salute**

Salute is not required

**17.4 Time**

3.00 to 4.00 minutes

**17.5 Costume**

A traditional majorette style is recommended and may reflect the music theme.

**17.6 Acrobatics**

Acrobatics and Mounts are not permitted

**17.7 Score Sheet Caption Values**

Variety and Diff of Twirling Content	20 points
Marching and Maneuvering	20 points
Execution and Special Effects	20 points
General Effect & Production	20 points
Entertainment Value	20 points

**17.8 Penalties**

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Out of Step	0.5 point
Off pattern	0.1 point
Unison	0.1 point
Break	0.1 point
Over/Undertime	0.1 point per second
Crossing incorrect Finish Line	2.0 points
Incorrect Street pattern	2.0 points
Exceeding 2 spins	2.0 points
Kneeling	2.0 points
Continuous Foot Motion violation	2.0 points unit
Continuous Foot Motion violation	0.1 point individual
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

**17.9 Number in Corps**

Minimum of 10 members.

At least 10 members of the group must have a baton

**17.10 Age Category**

Open Age Group

**17.11 Entrance and Exit**

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

## 18. POMPONS

### Definition

The goal of the Pompons is to have a balance of pompon and body blended together as a work of art, choreographed to the music using effects, maneuvers and floor designs that is performed by a group of athletes and set to the music of choice.

### **POMPONS Content**

*Pompon corps should specifically make use of the pompons and include special effects, dance series, manoeuvres, and teamwork in line with the theme of the music.*

*Exchanges are not permitted. Tossing of pompons to another team member or to oneself is not permitted. Each member must hold at least one pompon at all the times apart from during lifts, where another member may hold their pompons.*

*Only Passes of pompons from one member to another are permitted  
All forms of dance are acceptable*

*Grounding is permitted. Grounding is defined as holding the pompon while touching the ground. Placing pompon on the ground without touching pompon is not permitted.*

### **18.1 Performance Area**

Total floor area

### **18.2 Music**

Personal choice

### **18.3 Salute**

Salute is not required

### **18.4 Time**

2:30-3:30 minutes

### **18.5 Acrobatics**

Acrobatics and Mounts are not permitted

### **18.6 Score Sheet Caption Values**

Routine content	20 points
Teamwork	20 points
Production	20 points
Technique & Quality of Performance	20 points
Appearance/Showmanship/Presentation	20 points

### **18.7 Penalties**

Drop	0.5 point
Fall	0.5 point
Out of step	0.5 point
Unison	0.1 point
Over / under time per second	0.1 point
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

**18.8 Number in Team**

Minimum of 12 members

**18.9 Age Category**

Open

**18.10 Entrance and Exit**

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

**19. Majorettes rules will be added at a later date.**



## 20. DESCRIPTION OF THE PROCEDURES

### 20.1 The Competition Coordinator

The Competition Coordinator of the host country is to liaise with the delegations. They will inform delegations of any last-minute changes affecting the competition.

### 20.2 The Competition Staff

The staff of the competition responsible for enforcing the rules is composed of the Technical and Judges Directors, the judges, and the tabulators.

### 20.3 The Technical and Judge's Directors or appointee will be responsible for:

- The current rules being applied as written and should not intervene in the marking or decisions of the judges
- The distribution and collection of the score sheets
- Organizing the calculation of the average penalty score for teams and corps and advise all the judges
- Appointing the appropriate number of penalty judges
- Arranging the pickup of the score sheets after the performance of each competitor
- The initial check of the score sheets (scores, penalties, signatures etc)
- The score sheets are taken to the tabulators.
- The preparation of score sheets for all finals and in the correct order of performance
- They will study any variations in judging with the designated officials and where necessary will contact the judges concerned at the end of the day.
- The directors will chair all the judges' meetings
- They will decide if a meeting of the conflict commission is necessary.
- They will delegate to a member of the technical board to substitute for them if necessary
- The decision of the WFNBTAs Judges and/or Technical Director on all technical and/or judging matters throughout the competition is final.

### 20.4 Judges

Judges must not judge their own students or any members of their family.

### 20.5 Tabulators

The tabulators are responsible for totaling the points from the score sheets (not the judges). Overall final results are determined by placement after highest and lowest scores are eliminated. Penalties for teams and groups are averaged with highest and lowest eliminated. Average penalty is shared with judges for final tabulation.

### 20.6 NBTA Tabulation Official/Head Judge

An official of NBTA will be responsible to highlight any irregularities in judges scoring in the technical direction of NBTA and report them to the Technical and Judge's directors.

### 20.7 Floor Coordinators

The Floor Coordinators (members of the technical commission) responsibilities include: checking costumes, batons, props, etc. for rule violations before entering the floor. Ensure the floor is ready for the next competitors. All issues that occur on the floor during the performance.

**20.8 At the end of the competition**

The members or those accompanying the competitors are not to approach the judges concerning the results.

**20.9 Scoresheets**

After the announcement of the results, the score sheets for the Athletes are available.

**20.10 Ties**

If ties occur, ties will be broken by the tabulation room using the Tie Break Procedures document.

**20.11 Finals**

For Finals, the organization will follow the Finals Procedures document. Finalists will be announced after tabulation verifications.

The number of finalists will be determined as follow:

- **Individuals events:**
  - 6 finalists for events with 10 or less competitors
  - 8 finalists with 11-24 competitors
  - 10 finalists with 25-44 competitors
  - 15 finalists if 45 or more competitors
- **Duet:** 6 finalists
- **Team:**
  - 4 finalists for teams with 12 or less entries
  - 6 finalists for more than 12 entries

**20.12 Complaints**

Complaints must initially be lodged to Technical Director of the country filing complaint. Technical Director of respective country will then forward official complaint to WFNBTBTA.

**20.13 Coaches, Teachers, Technical Trainers and Choreographers**

All teachers, coaches technical trainers and choreographers are invited expected to respect the ethical and moral code both for athletes, for parents and for the public or spectators.

All the technicians mentioned above are directed to remember that this is a sporting event and the use of inappropriate language themes or costuming is not permitted. (eg politics, violence, discrimination, substance abuse etc). Respect for the sport and everyone involved in the competition is of the highest priority.

## 21. COMPETITORS

- **Participation Requirements:**  
To participate in any official WFNBT A twirling competition each soloist or group member must indicate to the organization their forename, surname and date of birth
- **Participants Day of the Competition Requirements**  
On the day of the competition all the twirlers must present at least one item of identification for verification of entries
- **Acceptance of Current Rules**  
The entry into an official NBT A competition implies acceptance of the current rules by the competitors, their teams or groups and their supporters.
- **NBT A Country Membership**  
Country membership is mandatory for the WFNBT A Championships
- **Registration**  
All entrants are not registered until after acceptance by the WFNBT A Committee Director
- **Entry Fee**  
There is an entry fee for solo events, duets and groups.
- **Passport**  
Athletes must hold a passport for the country she/he is representing or prove permanent residency for minimum of 3 years.

## 22. ORDER OF PERFORMANCE

- For all events (individuals, as well as duet, team and corps)  
The order of performance will be drawn: the order of performance will be determined by Random Computer draw.
- For all finals, the order of performance will be drawn.
- It is not permitted to change the order of performance

## 23. SELECTION FOR THE WFNBT A CHAMPIONSHIPS

- |                        |   |
|------------------------|---|
| ▪ Solo 1 Baton         | 3 Athletes from each country in each age category |
| ▪ Solo 2 Baton         | 3 Athletes from each country in each age category |
| ▪ Solo 3 Baton         | 3 Athletes from each country in each age category |
| ▪ Rhythmic Twirl       | 3 Athletes from each country in each age category |
| ▪ Super X Strutting    | 3 Athletes from each country in each age category |
| ▪ Duet                 | 1 Duet from each country in each age category     |
| ▪ Twirl Team           | 1 Team from each country in each age category     |
| ▪ Rhythmic Team        | 1 Team from each country in each age category     |
| ▪ Baton Twirling Corps | 1 Group per country                               |
| ▪ Parade Corps         | 1 Group per country                               |
| ▪ Pompon               | 1 Group per country                               |