

## **INDIVIDUAL COMPETITORS**

### **THIS APPLIES TO SOLO ONLY!**

#### **Routine Guideline for choosing your level:**

##### **NOVICE**

Limited to 2 spins with various catches

Limited to One 3 spin

Limited to 2 single illusions without release

Limited to 1 gymnastic move with or without release

Limited to 4 continuous rolls, before changing to another continuous roll

##### **BEGINNER**

Limited to 3 spins with various catches

Limited to One 4 spin

Limited to One double illusion with or without release

Limited to 2 gymnastic moves with or without release

Limited to 8 continuous rolls, before changing to another continuous roll

##### **INTERMEDIATE**

Limited to 4 spins with various catches

Limited to One 5 spin

Limited to double elements only

Limited to Two double gymnastic moves with release

Limited to 10 continuous rolls, before changing to another continuous roll

**In the spirit of good Sportsmanship, these guidelines should be followed to determine your level of competition.**

## RULES & EVENT DESCRIPTIONS FOR BATON TWIRLERS

Title and Open Events Age Divisions: 0-6, 7-8, 9-10, 11-12, 13-14, 15+

Competition Age: Actual age as of Date of Contest

### **SOLO** (1 baton)

Routine utilizing one baton, salute or pose accepted. Gymnastics permitted Penalties:

Drops, breaks and Under/Overtime at .1 per second

Solo Time Limit (00:30 – 2:30 minutes max)

### **STRUT** patterns accepted (1 baton):

Strut "X" - X Formation. (Example NBTA-CNBTA)

Strut - Freestyle format. (Example USTA-CBTF)

Strut - Straight up and down floor. (Example DMA-WTA)

Penalties: Drops, out of step w/ music and Under/Overtime at .1 per second

Strut Time Limit (00:30 – 2:30 minutes max)

### **DUET**

Routine performed by 2 persons with 1 baton each incorporating exchanges and teamwork. Salute or pose and gymnastics permitted. Perform to standard march music in a lane.

Time Limit: (00:30 – 2:00 min max)

Novice, Beginner, Intermediate, Advance/Elite, Collegiate

### **TRIO**

Routine performed by 3 persons with 1 baton each incorporating exchanges and teamwork. Salute or pose and gymnastics permitted. Perform to standard march music in a lane.

Time Limit (00:30 – 2:00 min max)

Novice, Beginner, Intermediate, Advance/Elite, Collegiate

### **TWO BATON**

Routine utilizing 2 batons with continuous movement of both batons at all times. Salute or pose and gymnastics permitted.

Time Limit (00:30 – 2:00min max)

Novice, Beginner, Intermediate, Advance/Elite, Collegiate

### **THREE BATON**

Routine utilizing 3 batons with continuous movement of all batons at all times. Salute or pose and gymnastics permitted.

Time Limit (00:30 – 2:0 min max)

Novice, Beginner, Intermediate, Advance/Elite, Collegiate

## **ARTISTIC TWIRL**

Perform to music of choice. A routine consisting of one or multiple batons that portrays a feeling or interprets a thematic or character style approach to the selected music of the competitor's choice. Gymnastics permitted. Time Limit (2:30 minutes max) – Timing starts when music starts. 1 or multiple batons only (Baton: a hollow metal rod with rubber tips. No attachment(s) of any kind.)

NO props or other twirling apparatus (*Disqualification if prop(s) utilized*) *Flag and Hoop baton is considered a prop.*

*Age Divisions will be 0-6, 7-9, 10-12, 13-15, 16+*

This category will offer age divisions ONLY. This category will not be divided by level.

**BEST APPEARING** - Model in costume, any pattern, with or without baton. Judged on score sheet. (Most contestants use Circle "T" pattern, but not required). Time limit is 1:30 maximum

**MILITARY** - Square pattern/box. Judged on score sheet, military beat or variation.

**BASIC** - Square pattern/box. Judged on score sheet. Basic arm swing.

### Title Events

(Title Winners receive medal, crown & banner)

### **State Games Miss Majorette**

Solo Level determines division to enter. 3 events make up this Title

- Novice and Beginner (perform model in costume/no baton/no interview) "T" pattern preferred Best Appearing, Basic Strut in Square and Solo with 1 baton
- Intermediate/Advance/Elite/Collegiate (perform model in costume/no baton/no interview) "T" pattern preferred. Best Appearing, Strut (X/L/Straight) and Solo with 1 baton. Collegiate participant must currently be enrolled in college/university

### **State Games Solo Champion**

(Perform solo only) Under/Overtime and drops will be only penalties (:30-2:30 min max)  
Novice, Beginner, Intermediate, Advance/Elite, Collegiate

### **State Games Strutting Champion**

(Perform strut only) Under/Overtime and drops will be only penalties (:30-2:30 min max)  
Novice, Beginner, Intermediate, Advance/Elite, Collegiate

Pattern allowed:

- X Pattern Strut
- Straight Line Strut
- L Pattern Strut

### **State Games Miss Strut Queen**

Strut Level determines division

Perform Best Appearing in costume, no interview, no baton

Perform Basic Strut in Square Pattern and Military Strut in Square Pattern, back to back in same lane

Novice, Beginner, Intermediate, Advance/Elite

## TEAMS / CORPS CHAMPIONSHIPS (Baton Twirling)

Teams MUST consist of 4 or more members!

- **Gymnastics/Props/Backdrops are allowed for Teams**

To determine level for your team:

- Novice (no more than three [3] 1<sup>st</sup> place wins)
- Beginner (no more than five [5] 1<sup>st</sup> place wins)
- Advance (Unlimited 1<sup>st</sup> place wins)

**DANCE TWIRL TEAM** (3:00 minutes max)

**Tiny Tot (0-5.99) Juvenile (6-8.99) Preteen (9-11.99) Junior (12-14.99) Senior (15+)**

A team routine with one or multiple batons or props per member choreographing baton and dance movements that are both stationary and traveling with creativity and originality. The routine should incorporate variety and difficulty of dance and baton with perfect unison while performing with emotional character, projection, and enthusiasm. Group and partner sequences, floor coverage, patterns, alignments, spacing, and dynamic effects should all be incorporated elements with proper technique. This choreography should be the artistic explanation of your music creating a theme. Style should be created throughout routine with baton, dance and costuming. Music should be appropriate for age.

**TWIRLING TEAM** (3:00 minutes max)

**Tiny Tot (0-5.99) Juvenile (6-8.99) Preteen (9-11.99) Junior (12-14.99) Senior (15+)**

A team routine with one baton per member incorporating variety and difficulty of baton movements with a balance of partner and group exchanges, floor coverage and patterns, dynamic effects with a creative style. Standard march music will be utilized and appearance/costuming should reflect choice. Projection, technique, and unison should be maintained throughout performance. NO PROPS.

**HALF-TIME SHOW TEAM** (7:00 minutes max)

**Kinder (0-7.99) Primary (8-10.99) Jr High (11-13.99) Sr High (14-17.99) Collegiate (18+)**

A team routine incorporating baton and/or small props to portray a feeling or act out a thematic or character style to chosen music. Group and partner sequences, floor coverage and patterns, alignment and spacing along with originality and creativity are part of the routine.

**POM PON** (3:00 minutes max)

**Tiny Tot (0-5.99) Juvenile (6-8.99) Preteen (9-11.99) Junior (12-14.99) Senior (15+)**

A team routine that is choreographed with dance movements that emphasize uniformity and utilization of pom poms for maximum visual effect. Music is usually a fast tempo to create energy and enthusiasm related to poms.

**DANCE LINE** (3:00 minutes max)

**Tiny Tot (0-5.99) Juvenile (6-8.99) Preteen (9-11.99) Junior (12-14.99) Senior (15+)**

A team routine choreographed to portray a themed or character style approach to the music piece. Jazz, Funk/Hip Hop, Lyrical, Modern, Tap, Ballet, etc. T

**SHOW/THEME CORPS**

10:00 min max - A group of 10 or more members utilizing batons, props and backdrops. Choreography of baton and props with dance movements and maneuvering that are both stationary and traveling with creativity and originality. This choreography should be the artistic explanation of your music creating a theme. Style should be created throughout routine with baton, props, dance and costuming.

**PARADE CORPS** (5:00 min max)

A group of 10 or more members performing a parade style routine. Any formation is acceptable.