



# **WFNBTA Rules for 2022 World Championships Only**

## **Amendments**

### **Agreed May 2021**

4. Age Categories - age determination date changed to be 1<sup>st</sup> September 2021

Adjusted age groups

### **Agreed October 2021**

22.5 Acrobatics wording amended to include 'the Head'

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The purpose of the WFBTA is to unite the world of Baton Twirling under one banner and one set of rules. Integrity, honesty and the safety of athletes must always be foremost in decision making and future development of the sport of Baton Twirling

## **1. COMPETITION CATEGORIES**

Official WFBTA competitions are divided into three main categories:

### **1.1 Solos and Teams**

The aim of these categories is to encourage good technique of twirling, as well as good sportsmanship. It is on these grounds that we field the best twirlers of all styles in solo, duet and teams.

### **1.2 Corps/Groups**

The aim of corps competition is to continue development, as well as conserving a number of important elements, such as improving presentation in a technical way.

### **1.3 Associated Categories**

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

## **2. CLASSIFICATION**

Official NBTA competitions consist of: -

### **2.1 Master Events**

- |                             |  |
|-----------------------------|--|
| <b>a. Solos and Teams -</b> | <b>Solo 1 baton<br/>Solo 2 baton<br/>Rhythmic Twirl<br/>X-Strut<br/>Duet<br/>Twirl Team<br/>Dance Team</b> |
| <b>b. Corps/Groups</b>      | <b>Twirling Corps, Show<br/>Production, Parade Corps</b>   |
| <b>c. Show Events</b>       | <b>Pompons</b>   |

### **2.2 Traditional Events**

- a. Exhibition Corps**
- b. Accessory Corps**
- c. Traditional Majorettes Corps**

## **3. STANDARDS**

All participants in the World contests should be of highest level of their respective countries.

#### 4. AGE CATEGORIES

4.1 The NBTA contest year commences on the 1st September and finishes on the 31st August of the next year. **For 2022 World Championships, the age to be determined as at 1st September 2021**

Disciplines	Divisions	Ages	No. of Athletes
Solo 1 Baton  Solo 2 Baton  Rhythmic Twirl	Preteen	10, 11 and 12yrs	1 member
	Youth	13, 14 and 15yrs	
	Junior	16, 17 and 18yrs	
	Senior	19yrs+	
	Junior Boys	10yrs - 18yrs	
	Senior Boys	19yrs +	
X Strut	Preteen	10, 11 and 12yrs	1 member
	Youth	13, 14 and 15yrs	
	Junior	16, 17 and 18yrs	
	Senior	19yrs+	
Duets	Preteen	combined ages of up to 24yrs	2 members
	Youth	combined ages of 25 – 30yrs	
	Junior	combined ages of 31 – 36yrs	
	Senior	combined ages of 37yrs +	
Twirl Team Dance Team	Junior	average age less than 19yrs	6 - 8members
	Senior	average age of 19yrs +	6 - 8 members
Twirling Corp / Show Corp	Open	Any Age	minimum 12 members
Parade Corp	Open	Any Age	minimum 10 members
Pompons	Open	Any Age	minimum 12 members

#### 4.2 Solos

##### 4.2.1 *Female:*

Preteen	10 - 12yrs
Youth	13 – 15yrs
Junior	16 - 18yrs
Senior	19yrs +

##### 4.2.2 *Males*

Junior	10 – 18yrs
Senior	19 years +

#### 4.3 Duos

Preteen	combined ages of up to 24yrs
Youth	combined ages of 25 to 30yrs
Junior	combined ages of 31 to 36yrs
Senior	combined ages of 37yrs +

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The age of a duo is determined by the addition of the respective ages of the two contestants.

A duet contestant cannot enter two different duets, even if the age category is different

### **4.4 Teams**

Junior	average age less than 19 years
Senior	average age 19yrs +

To determine the age category of a team, the average age of all the members should be calculated.

### **4.5 Corps, Show and Traditional Events**

Any age / Open

5. **ROUTINE TIMES**

<b>Discipline</b>	<b>Time</b>	<b>Start</b>	<b>Stop</b>
Solo 1 Baton	2.20 - 2.30 mins	Salute	Salute
Solo 2 Baton	1.30 - 2.00 mins	Salute	Salute
Rhythmic Twirl	2.00 - 2.30 mins	1st note	Last note
X Strut	1.30 - 2.00 mins	1st move	Salute
Duet	2.20 -2.30 mins	Salute	Salute
Twirl Team	2.00 -3.00 mins	Salute	Salute
Dance Team	2.00 -3.00 mins	1st note	Last note
Twirling Corps	5:00-7:00 mins	1st note	Last note
Show Production	6:00 – 8:00 mins	1 <sup>st</sup> note	Last note
Parade Corps	3:00 - 4:00 mins	1 <sup>st</sup> note	Last note
Pompon	2:30 - 3.30 mins	1st note	Last note

**PLEASE NOTE:**

For all events with own choice of music, a back-up copy of the music is required in case of mishap (CD, iPod, memory stick etc). 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.

**6. SOLO 1 BATON**

**6.1 Performance Area**

Square of 5m per side (15' x 15')

Combinations executed out of general defined area will incur a 0.1 penalty per trick with a maximum penalty of 2.0.

**6.2 Music**

Standard WFNBT Music

**6.3 Salute**

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. Ball up, thumb down pointing towards the tip. 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, holding the pose for a minimum of two counts.

**6.4 Time**

2.20 - 2.30 minutes

**6.5 Costume**

No bare midriff permitted

**6.6 Acrobatics**

Acrobatics are not permitted

**6.7 Production**

The twirling performance of one athlete using one baton, involving variety & difficulty, speed & control, smoothness & gracefulness presented with presentation and showmanship.

**6.8 Marking over 100 points**

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



**6.9 Penalties**

Drop	0.5 point
Fall	0.5 point
2-hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Out of area per trick (max 2.0 pts)	0.1 point
Time over/under per second	0.1 point
Failure to salute	1.0 point
Improper salute	0.5 point
Rule violation	2.0 points
Acrobatics	Disqualification

**7. SOLO 2 BATON**

**7.1 Performance Area**

Square of 5m per side (15' x 15')

Combinations executed out of general defined area will incur a 0.1 penalty per trick with a maximum penalty of 2.0.

**7.2 Music**

Standard WFNBT Music

**7.3 Salute**

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. Ball up, thumb down pointing towards the tip. 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, holding the pose for a minimum of two counts.

2-Baton contestants must salute with one baton in the traditional salute position, with the remaining baton in the opposite hand.

**7.4 Time**

1.30 - 2.00 minutes

**7.5 Costume**

No bare midriff permitted

**7.6 Acrobatics**

Acrobatics are not permitted

**7.7 Production**

A contestant performs with two batons. Both batons should maintain continuous and simultaneous movement at all times with as many varied combinations as possible. A two baton routine should demonstrate aerials with single & combination tricks, contact/full hand work, aerials combined with rolls, dual patterns – flat & vertical, as well as front & side or back & side, dual plane & same plane, opposite direction twirling and body work.

**7.8 Marking over 100 points**

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

**7.9 Penalties**

Drop	0.5 point
Fall	0.5 point
2-hand catch	0.5 point

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Break	0.1 point
Off pattern	0.1 point
Out of area per trick (max 2.0 pts)	0.1 point
Time under/over per second	0.1 point
Failure to salute	1.0 point
Improper salute	0.5 point
Rule violation	2.0 points
Acrobatics	Disqualification

**8. RHYTHMIC TWIRL**

**8.1 Performance Area**

Total floor area

**8.2 Music**

Personal choice

**8.3 Time**

2.00 - 2.30 minutes

**8.4 Costume**

No bare midriff permitted

**8.5 Acrobatics**

Acrobatics are not allowed

**8.6 Production**

Rhythmic Twirl is a choreographed routine combining baton with dance which displays musical phrasing, tempo, rhythm and style. Rhythmic Twirl is a choreographed routine combining baton with dance which displays musical phrasing, tempo, rhythm and style. Both baton and dance must be executed with correct technique. Choreography should include utilizing the nuances of the chosen music. Travelling sequences, contact material, rolls and aerials to be blended with twirling and movement. Music should be appropriate to the age and ability of the athlete. Judged on ability within the chosen style.

**8.7 Marking over 100 points –**

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

**8.8 Penalties**

Drop	0.5 point
Fall	0.5 point
2-hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Under/over time per second	0.1 point
Rule violation	2.0 points
Acrobatics	Disqualification

**9. X STRUT**

**9.1 Performance Area**

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

**9.2 Music**

Standard WFNBT Music

**9.3 Salute**

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. Ball up, thumb down pointing towards the tip. 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

The beginning salute, facing the first diagonal, and the ending salute, facing the judge, holding the pose for a minimum of two counts.

**9.4 Time**

1.30 - 2.00 minutes

**9.5 Costume**

No bare midriff permitted

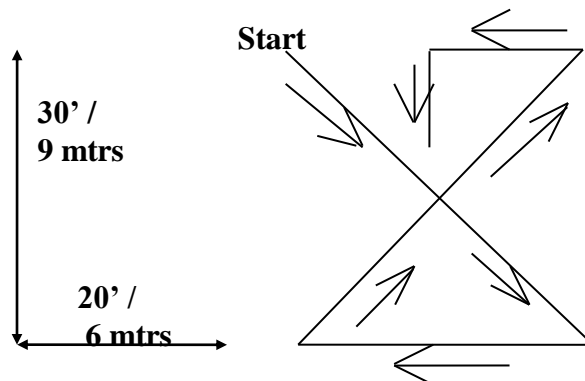
**9.6 Acrobatics**

Acrobatics are not permitted

**9.7 Production**

The contestant must follow the pattern of the “X”

Contestants shall perform individually within the prescribed “X” floor pattern once only. Starting point shall be at upper corner of arena to judges left. Direction of pattern shall be as diagram



The 5th leg shall not extend beyond the borders set by leg 1, although finish shall be at any point within designated area.

The contestant 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 out-of-step penalty will be given for 1) each series of required 4 marching steps executed out of step and 2) each series of 8 consecutive beats out of rhythm. Note: Freestyle moves when left foot does not hit the accented beat of the music are not considered out of step.

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 centre facing the judge

5th leg - forward towards the judge with the 4 required basic steps and finishing anywhere within the "X"

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

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 centre 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 contestant 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 included in the penalty.
- No forward movement allowed in the new direction prior to the required march steps on legs 2, 3 and 5.

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Baton floor contact is allowed, however when the weight is put on the baton due to unintentionally falling off balance, the contestant has lost control. This is a penalty.

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.

### 9.8 Marking over 100 points

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

### 9.9 Penalties

Drop	0.5 point
Out of step	0.5 point
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
Acrobatics	Disqualification

**10. DUET**

**10.1 Performance Area**

Square of 10m per side (30' x 30')

Combinations executed out of general defined area will incur a 0.1 penalty per trick with a maximum penalty of 2.0.

**10.2 Music**

Standard WFNBT A music

**10.3 Salute**

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. Ball up, thumb down pointing towards the tip. 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, holding the pose for a minimum of two counts

**10.4 Time**

2.20 -2.30 minutes

**10.5 Costume**

No bare midriff permitted

**10.6 Acrobatics**

Acrobatics are not permitted

**10.7 Production**

Two contestants, each with one baton, perform simultaneously, while displaying as many varied combinations as possible, including exchanges, co-dependent and unison combinations which are uniquely designed for duets. One member of the duet can use both batons for short two baton sequences.

No athlete can compete in more than one duet

**10.8 Marking over 100 points**

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



**10.9 Penalties**

Drop	0.5 point
Fall	0.5 point
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
Improper salute	0.5 point
Out of area per trick (max 2.0 pts)	0.1 point
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

**11. TWIRL TEAM**

**11.1 Age Group**

Junior and Senior

**11.2 Number in Team**

6 - 8 members

**11.3 Salute**

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. Ball up, thumb down pointing towards the tip. 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, holding the pose for a minimum of two counts

**11.4 Performance Area**

Total floor area.

**11.5 Music**

Standard WFNBT Music

**11.6 Time**

2.00 - 3.00 minutes

**11.7 Costume**

No bare midriff permitted

**11.8 Acrobatics**

Acrobatics & Mounts are not permitted

**11.9 Production**

Team twirl will be judged on technique and is affected by unison, exchanges and formations.

One baton per team member

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

No props are permitted

**11.10 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

**11.11 Marking over 100 points**

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

**11.12 Penalties**

Drop	0.5 point
Fall	0.5 point
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
Improper salute	0.5 point
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

**12. DANCE TEAM**

**12.1 Age Group**

Junior and Senior

**12.2 Number in Team**

6 - 8 members

**12.3 Performance Area**

Total floor area

**12.4 Music**

Personal choice

**12.5 Time**

2.00 - 3.00 minutes

**12.6 Costume**

No bare midriff permitted. Costumes can be in line with the theme of the music

**12.7 Acrobatics**

Acrobatics and Mounts are not permitted

**12.8 Production**

Dance team twirl will be judged on dance combined with twirling, and on the interpretation of the music.

One baton per performer

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

No props are permitted

**12.9 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.

**12.10 Marking over 100 points**

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

**12.11 Penalties**

Drop	0.5 point
Fall	0.5 point
Out of step	0.5 point

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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
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

**13. TWIRLING CORPS**

**13.1 Age Group**

Open

**13.2 Number in Corps**

Minimum of 12 members

**13.3 Performance Area**

Total floor area

Temporary marking of corners is permitted.

**13.4 Music**

Personal choice

**13.5 Time**

5.00 - 7.00 minutes

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

**13.6 Costume**

No bare midriff permitted

**13.7 Acrobatics**

Acrobatics and Mounts are not permitted

**13.8 Production**

Twirling corps will be judged on twirling technique, dance series, manoeuvres and teamwork.

One baton per performer

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

During the performance no member should leave the floor

No props are permitted.

**13.9 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.

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### 13.11 Marking over 100 points

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

### 13.12 Penalties

Drop	0.2 point
Fall	0.2 point
2-hand catch	0.2 point
Out of step	0.2 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Time under/ over per second	0.1 point
Rules Violation	2.0 points
Acrobatics & Mounts	Disqualification

**14. SHOW PRODUCTION CORPS**

**14.1 Age group**  
Open

**14.2 Number in Corps**  
Minimum of 12 members

**14.3 Performance Area**  
Total floor area

**14.4 Music**  
Personal choice

**14.5 Time**  
6 - 8 minutes  
Timing starts at 1<sup>st</sup> note of music and ends on last note

**14.6 Costume**  
No bare midriff permitted

**14.7 Acrobatics/Gymnastics**  
Acrobatics/gymnastics and Mounts are not permitted.

**14.8 Production**  
Show Corps is a routine where the corps uses batons and any other equipment to make a production where the contestants perform to the music while using props and twirling equipment. Props and twirling equipment are limited to that which can be hand carried in one trip by contestants(s) only.

Minimum of two props must be used

Props have to be used, held, touched or manipulated at some time during the show

While being used, props can exceed 24 inches/61cm. Once used, props to be placed on the floor again and must be less than 24 inches/61cm.

During the performance no member should leave the floor

Props should be picked up and removed at the end of the performance.

Decors (backdrops) are not allowed.

The use of pyrotechnics props is strictly prohibited along with any product or equipment that has the ability to set off fire alarms, or compromise the health and safety of anyone in attendance.

**14.9 Entrance and Exit**

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and with out music. Props to be placed on competition floor by corps members as they line up for their performance (no additional set-up time allowed for prop placement)



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### 14.11 Marking over 100 points

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

### 14.12 Penalties

Drop	0.2 point
Fall	0.2 point
2-hand catch	0.2 point
Out of Step	0.2 point
Drop of Equipment	0.2 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Time under/over per sec	0.1 point
Rules violation	2.0 points
Acrobatics & Mounts	Disqualification

**15. PARADE CORPS**

**15.1 Age Category**  
Open

**15.2 Number in Corps**  
Minimum of 10 members.

**15.3 Performance Area**  
Total floor area

**15.4 Music**  
Personal choice

**15.5 Time**  
3 - 4 minutes

**15.6 Costume**  
No bare midriff permitted

**15.7 Acrobatics**  
Acrobatics and Mounts are not permitted

**15.8 Production**  
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, sabres, etc./ equipment that can be carried in a parade. Exchanges with baton are permitted.

No grounding of batons.

Continuous foot motion is mandatory. 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 2<sup>nd</sup> count

Double time – foot hitting twice every beat

All members must start continuous foot motion within 10 seconds after timing begins

Kneeling is not permitted during continuous foot motion

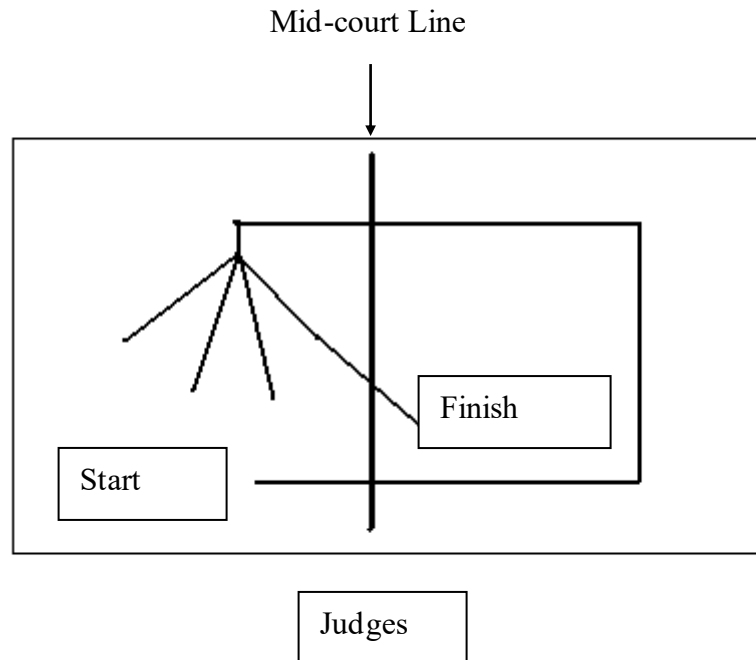
Maximum twirling turns of two turns permitted

Street pattern: Corps is required to begin performance to the judges left of mid court line. Corps must stay within the approximate 25' alley through three left turns to the reviewing stand section. The 3<sup>rd</sup> left corner may not

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be executed until after the front line of the corps passes the mid court line. Once a member turns the 3<sup>rd</sup> corner, that individual can move anywhere on the floor for the reviewing stand section.

After completing the third corner the drill can open up to anywhere on the competition floor. As a guideline it is advised that the Reviewing Stand Section not exceed approximately 1:30 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  
Illusions are not permitted

**15.9 Marking over 100 points**

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

**15.10 Penalties**

Drop	0.2 point
Fall	0.2 point
2 -hand Catch	0.2 point
Out of Step	0.2 point
Break	0.1 point
Off Pattern	0.1 point
Unison	0.1 point
Over/Undertime	0.1 point per sec
Continuous Foot Motion Violation	0.1 point individual
Continuous Foot Motion Violation	2.0 points unit
Crossing incorrect Finish Line	2.0 points
Incorrect Street Pattern	2.0 points
Exceeding Two Turns	2.0 points
Exceeding Limited Prop Violation	2.0 points
Kneeling	2.0 points
Rules Violation	2.0 points
Acrobatics & Mounts	Disqualification

**16. POMPONS**

**16.1 Age Category**

Open

**16.2 Number in Team**

Minimum of 12 members

**16.3 Performance Area**

Total floor area

**16.4 Music**

Personal choice

**16.5 Time**

2:30 - 3:30 minutes

**16.6 Costume**

No bare midriff. Costumes can be in line with the theme of the music.

**16.7 Acrobatics**

Acrobatics and Mounts are not permitted

**16.8 Production**

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.

No props are permitted.

Exchanges are not permitted. Tossing of poms to another team member or to oneself is not permitted. Only passes of poms from one member to another are permitted.

Each member must hold at least one pompon at all the times with the exception of during lifts, where another member may hold their pompons.

Grounding is permitted. Grounding is defined as holding the pom/s while touching the ground. Placing pom/s on ground without touching pom/s is not permitted.

All forms of dance are acceptable.

During the performance no member should leave the floor.

**16.9 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.

**16.10 Marking over 100 points**

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

**16.11 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

**17. COSTUME**

- 17.1 Each twirler can adopt the costume of their choice
- 17.2 The outfit must not show bare midriff
- 17.3 No part of the costume should be placed on the floor with exception of Show Production Corps and Accessory Corps categories
- 17.4 The following are forbidden:-
  - Indecent costumes
  - Everyday wear

**18. ORDER OF PERFORMANCE**

- 18.1 Order of order of performance will be determined by Random Computer draw.
- 18.2 It is not permitted to change the order of performance. Withdrawals that occur do not alter the scheduling of the prearranged order of performance or contestants set number. Any reserves/alternates will perform in the position of the original contestant.

**19. NUMBER OF FINALISTS**

**Individual**

10 finalists for events with 10 or more competitors

6 finalists for events with less than 10 competitors

**Duets**

6 finalists

**Teams**

5 finalists

**20. OTHER RULES**

- 20.1 In the case of a personal incident during a competitor's routine such as a costume breaking, a baton snapping etc. the Commission for Disputes 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. Contestant appearing out of order will receive a 2.0 penalty.
- 20.2 If the baton from another arena causes a competitor to drop their baton it will not be counted as a penalty
- 20.3 The use of resin on the competition floor is forbidden.

- 20.4** A baton is defined by a chrome shaft with white ends. Tape on baton is permitted; however, only 1/2 of the baton can be covered with one color only (choice of grey, white or black).
- 20.5** Definition of a Prop - a prop is part of theme development (cape, hat, glasses, scarf, etc.). If removed, used or manipulated, a 2.0 point rule violation penalty will be assessed, apart from during the following events: Show Production Corps, Parade Corps and Accessory Corps (see relevant rules for these).

## **21. DESCRIPTION OF THE PROCEDURES**

- 21.1** The Competition Co-ordinator is to liaise with the delegations and the organising country. They will inform delegations of any last-minute changes affecting the competition.
- 21.2** The jury/adjudicating staff of the competition is composed of the Technical Director, of the contest the judges, the clerks and the tabulators.
- 21.3** The Technical Director is responsible for the current rules being applied as laid down, but should not intervene in the marking or decisions of the judges  
To be responsible for the distribution and collection of the score sheets  
To organise the calculation of the average penalty score for teams and corps and advise all the judges  
To appoint one penalty judge  
To arrange the pick up of the score sheets after the performance of each competitor  
To charge the initial check of the score sheets (scores, penalties, signatures etc)  
To ensure that the score sheets are taken to the tabulators  
To arrange the preparation of score sheets for all finals and in the correct order of performance
- 21.4** Judges must not judge their own students or any members of their family.
- 21.5** The tabulators are responsible for totaling the points on score sheets when used (not the judges).
- 21.6** Placement (ranking) is determined from the lowest total points (1<sup>st</sup> place) to the highest total points (last place). The athlete with the lowest total of placement points wins.  
In all divisions where there are five or more judges, the high and low placements (placings) for each athlete will be removed and the remaining placings will be added together to determine the result.  
If an athlete has more than one lowest or highest placing the same, the net scores will be used to discard the true highest and/or true lowest.



If any athletes are tied in total placings, the judges net scores will be added together to split the tie. These net scores are those remaining after the highest and lowest placements have been discarded.

If a tie still remains after these two steps have been taken, all ties, except for the first place gold medal, will remain unbroken. Therefore if there is a tie for the last qualifying place to move onto the next round of competition, that tie will remain unbroken and all athletes tied for that final place will move on.

If a tie still remains for the first place in the final, that tie will be broken by a twirl off, which will be judged by the five original judges of that division where the tie occurred.

- 21.7** An official of WFNBTA will be responsible to highlight any irregularities in judges' scoring in the technical direction of WFNBTA.
- 21.8** The Technical Director of the competition will study any variations in judging with the designated officials and if necessary will contact the judges concerned at the end of the day.
  - They will chair all the judges' meetings
  - They will decide if a conflict commission meeting is necessary
  - They will delegate to a member of the technical board to substitute for them if necessary
  - The decision of the Technical Director/s of WFNBTA on all technical matters throughout the competition is final
- 21.9** At the end of the competition, the competitors, or those accompanying the competitors, are not to approach the judges concerning the results.
- 21.10** After the announcement of the results, score sheets for the contestants (when used) will be available.
- 21.11** Complaints must initially be lodged via the Technical Director of the country filing the complaint. Technical Director of respective country will then forward official complaint to WFNBTA.

## **22. DISQUALIFICATION**

Will be enforced for:-

- 22.1** Speaking badly or causing injury to a person (judge, clerk, organiser)
- 22.2** Interfering with a competitor or equipment during a performance
- 22.3** Falsification of a name or age
- 22.4** A show of temper at the placings after the announcement of the results on the part of the competitor

**22.5** Acrobatics performed during any routine (body aerials, walkovers, cartwheels, butterflies).

Mounts and body tosses are disallowed. Mounts are defined as any 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) the head (i.e. a headstand)
- 4) in the air without support of the body (e.g. side aerial)
- 5) 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.

**23. COMPETITORS**

- 23.1** To participate in any official NBTA twirling competition each soloist or group member must indicate to the organisation their forename, surname and date of birth
- 23.2** On the day of the competition all the twirlers must present at least one item of identification for verification of entries (passport or official ID card).
- 23.3** The entry into an official NBTA competition implies acceptance of the current rules by the competitors, their teams or groups and their supporters.
- 23.4** The NBTA license is mandatory for World Championships.
- 23.5** All entrants are not registered until after acceptance by the NBTA Committee Director
- 23.6** There is an entry fee for solo events, duets and groups, which will be determined at the previous WFNBTA AGM.
- 23.7** Contestants must hold a passport for the country she/he is representing, or prove permanent residency for minimum of 3 years.

**24. SELECTION FOR WFNBTA WORLD TWIRLING CHAMPIONSHIPS**

- 24.1** Solo 1 baton: 3 entrants from each country in each age category
- 24.2** Solo 2 batons: 3 entrants from each country in each age category
- 24.3** Rhythmic Twirl: 3 entrants from each country in each age category
- 24.4** Strutting: 3 entrants from each country in each age category
- 24.5** Duo: 1 duet from each country in each age category
- 24.6** Teams: 1 Junior & 1 Senior Twirl Team per country  
1 Junior & 1 Senior Dance Team per country
- 24.7** Twirling Corps: 1 group per country
- 24.8** Pompons: 1 group per country
- 24.9** Show Production Corps: 1 group per country
- 24.10** Parade Corps: 1 group per country