



# **WFNBTA Rules April 2017 Edition**

## Amendments – April 2017

Index	Bannieres removed
1.3	Bannieres removed
2.1c	Bannieres removed
5	Bannieres removed
5	Detail added re: submitting individual music prior to the competition.
8.2	Words “cassette or CD” removed
8.7	Captions amended to match scoresheet
9.1	Performance area added
9.7	Diagram added
9.8	Smoothness & Gracefulness replaced by Technique
9.7	“Boys are not permitted” - removed Slides added
11	Para re: Boys and girls are permitted - removed
11.11	Caption headings corrected to match scoresheet
12.4	Words “cassette or CD” removed
12.6	Costume wording added
12.10	Caption headings corrected to match scoresheet
13.4	Words “cassette or CD” removed
13.6	Reference to twirling time removed
14.6	Reference to twirling time removed
14.11	Caption headings amended to match scoresheet
14.4	Words “cassette or CD” removed
15.4	Words “cassette or CD” removed
16.10	Caption headings amended to match scoresheet
16.4	Words “cassette or CD” removed
17	Rules for Bannieres removed
18 +	Events renumbered
18.10	Penalties amended to match scoresheet
20.4	Words “cassette or CD” removed
26	Page heading amended & Bannieres removed

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The purpose of the WFNBTA 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 WFNBTA 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/>Team Twirl<br/>Dance Twirl</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. Age is determined as at 1st September of two years preceding the contest. i.e. for World contest in 2018 the date of reference is 1st September 2016.

**4.2 Solos**

**4.2.1 Female:**

Juvenile	9 years and under
Preteen	10 - 12 years
Junior	13 - 15 years
Senior	16 +

**4.2.2 Males**

Junior	15 years and under
Senior	16 years +

**4.3 Duos**

Juvenile	combined ages of up to 18 years
Preteen	combined ages of 19 to 24 years
Junior	combined ages of 25 to 30 years
Senior	combined ages of 31 years +

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 15 years
Senior	average age 15 years +

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>
1 Baton Solo	2.20 - 2.30 mins	Salute	Salute
2 Baton Solo	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
Pompon	2:30 - 3.30 mins	1st note	Last note
Parade Corps	3:00 - 4:00 mins	1 <sup>st</sup> note	Last note
Exhibition Corps	3:00 - 5:00 mins	1 <sup>st</sup> note	Last note
Accessories Corps	4:00 - 6:00 mins	1 <sup>st</sup> note	Last note
Traditional Majorettes Corps	3:00 - 4:00 mins	1 <sup>st</sup> 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, facing the judge, holding the pose for a minimum of two counts. Body must be in standing position with both feet on ground – position of foot is optional

**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
Incorrect 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 end of the routine. The baton to be held in the right hand, up to the left shoulder, facing the judge holding the pose for a minimum of two counts. Body must be in standing position with both feet on ground – position of foot is optional.

**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
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

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Failure to salute  
Incorrect salute  
Rule violation  
Acrobatics

1.0 point  
0.5 point  
2.0 points  
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. All baton and dance must be executed with correct technique. 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 30' x 20' / 9mtrs x 6mtrs

**9.2 Music**

Standard WFBTA Music

**9.3 Salute**

A salute is to be given at the beginning and end of the routine. The baton is to be held in the right hand up to the left shoulder. The beginning salute, facing the first diagonal, and the ending salute, facing the judge, holding the pose for a minimum of two counts.

Body must be in standing position with both feet on ground – position of foot is optional.

**9.4 Time**

1.30 - 2.00 minutes

**9.5 Costume**

No bare midriff permitted

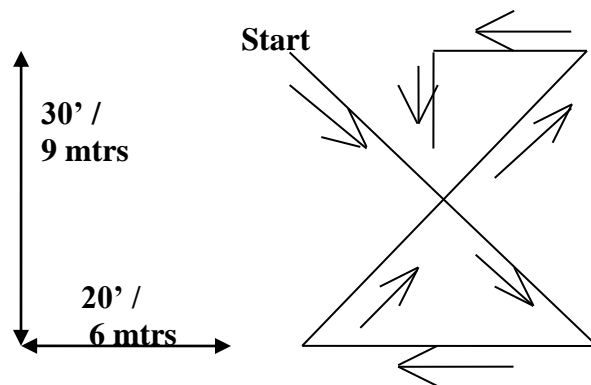
**9.6 Acrobatics**

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:-

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

**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

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Under/over time per second	0.1 point
Incorrect floor pattern	1.0 point
Failure to salute	1.0 point
Incorrect 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 WFBTA music

**10.3 Salute**

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, facing the judge, holding the pose for a minimum of two counts. Body must be in standing position with both feet on ground – position of foot is optional. One or both members must execute a traditional salute.

**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
Incorrect 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**

Salute 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, facing the judge, holding the pose for a minimum of two counts. Body must be in standing position with both feet on ground – position of foot is optional. At least one member must execute a traditional salute.

**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
Incorrect salute	0.5 point
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

**12. DANCE TWIRL 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 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

**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

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

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.

**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

**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  
Timing starts at 1<sup>st</sup> note of music and ends on last note  
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

**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)

**14.11 Marking over 100 points**  
Variety & Diff of Twirling Content 20 points  
Variety & Diff of Twirling Teamwork 20 points

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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

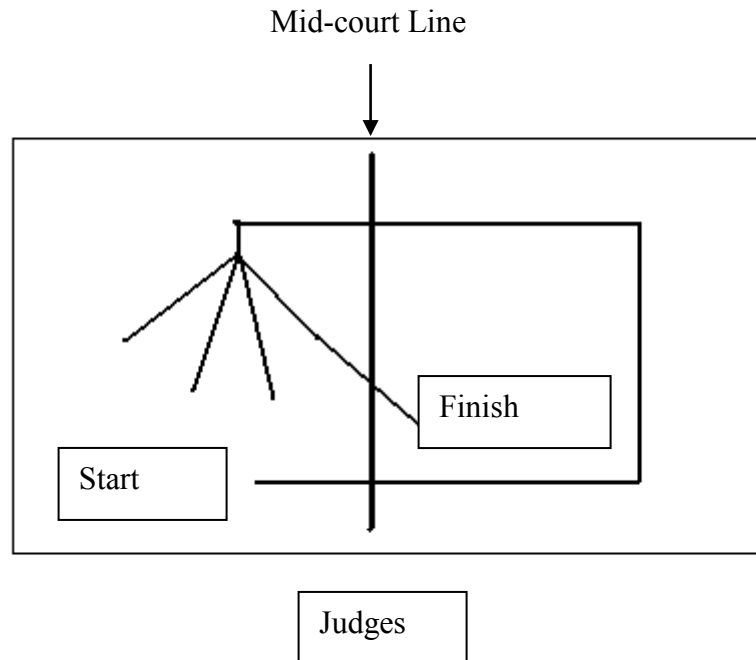
Kneeling is not permitted during continuous foot motion

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

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.

All forms of dance are acceptable.

During the performance no member should leave the floor.

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.

**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. EXHIBITION CORPS**

**17.1 Age category**

Junior and Senior

**17.2 Number in corps**

Minimum of 10 twirling members

**17.3 Performance Area**

Total floor area

**17.4 Music**

Personal choice. No music for entry and exit

**17.5 Time**

3.00-5.00 minutes

Marching time is taken only if the whole group march

**17.6 Costume**

No bare midriff permitted.

**17.7 Acrobatics**

Acrobatics and mounts are not permitted

**17.8 Production**

A corps performing a routine with marching and dancing combined with twirling and choreographed to the music. Exhibition Corps choreography should display foundations of twirling and excellence of basic twirling concepts.

All members have to use one baton

Changing of formations is encouraged

It is necessary to have approx 50% of marching and 50% of dance.

Exchanges are permitted

No floor movements are permitted with exceptions of opening and final position

No props permitted

Maximum of two spins permitted

Illusions are not permitted

**17.9 Marking over 100 points**

Marching 20 points

Body Movements 20 points

Twirling 20 points

General Effect 20 points

Showmanship, Presentation 20 points

**17.10 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
Rules Violation	2.0 points
Acrobatics & Mounts	Disqualification

**18. ACCESSORIES CORPS**

**18.1 Age Category**

Junior and Senior

**18.2 Number in Corps**

Minimum of 10 members

**18.3 Performance Area**

Total floor area

**18.4 Music**

Personal choice. No music for entry and exit

**18.5 Time**

4.0 - 6.00 minutes

**18.6 Costume**

No bare midriff permitted

**18.7 Acrobatics**

Acrobatics and Mounts are not permitted

**18.8 Production**

A corps performing a routine to music of choice using baton and accessories. Choreography should display solid foundations of twirling and excellence of basic twirling concepts.

The main focus is the baton and dance combinations. The accessories are to be used to complement the routine and to show the theme.

Baton plus a minimum of two accessories is obligatory.

Accessories have to be used, held, touched or manipulated at sometime during the show.

Every competitor has to use an accessory during the whole time of the routine. Exception: Member(s) can be without authorized equipment for a short while (maximum period of approximately 10 seconds) when changing from one piece of equipment to another

The competitors must start and finish touching an accessory or baton with a part of the body

During the performance no member should leave the floor

Accessories should be picked up and removed by the competitors at the end of the performance.

A maximum of 2' 00 min. is given to the groups to install and remove the accessories.

Scenery, backdrops are not allowed

Accessories shall not be higher than 3 metres as they enter and leave the floor.

Maximum of 3 spins permitted

Only tricks with a single (one) illusion are allowed.



<b>18.9</b>	<b>Marking over 100 points</b>	
	Routine Design	20 points
	Twirl & use of accessories	20 points
	Body movements	20 points
	Technique & Execution Quality	20 points
	Showmanship, Presentation	20 points
<b>18.10</b>	<b>Penalties</b>	
	Drop	0.2 point
	Fall	0.2 point
	2-hand catch	0.2 point
	Break	0.1 point
	Off pattern	0.1 point
	Unison	0.1 point
	Under / over time per second	0.1 point
	Costume	2.0 points
	Props exceeding height limit	2.0 points
	Exceeding 3 spin limit	2.0 points
	Exceeding illusion limit	2.0 points
	Rule Violation	2.0 points
	Gymnastic & Mounts	Disqualification

**19 TRADITIONAL MAJORETTES CORPS**

**19.1 Age Category**

Junior and Senior

**19.2 Number in Corps**

Minimum of 10 members.

**19.3 Performance Area**

Whole floor

**19.4 Music**

Personal choice - music must invite to march.

**19.5 Time**

3.00 - 4.00 minutes

**19.6 Costume**

Typical costume and footwear for majorettes (skirt, trousers, jacket or dress. Shoes or boots, depending of the competition floor)

No bare midriff permitted.

**19.7 Acrobatics**

Acrobatics and Mounts are not permitted.

**19.8 Production**

All members should have one baton during the whole routine.

Mace can be used by the leader.

One member must execute traditional salute with baton or mace at the beginning and end of the routine.

Marching must be included in the performance. Simple dance series may accompany the marching. Variety of choreography and maneuvering is required.

No grounding or kneeling.

Simple dead-stick and full hand moves are permitted, but aeriels and exchanges are not.

No intentional grounding of the baton is permitted.

In the event of a drop, competitors must retrieve their baton / mace as quickly as possible.

Event will be judged on precision of marching & manoeuvres, floor coverage, teamwork and effects.

**19.9 Entrance and Exit**

These should be simple, quick and without music.

**19.10 Marking over 100 points**

Marching and maneuvering	20 points
Teamwork	20 points
Execution and Special Effects	20 points
General Effect & Production	20 points
Entertainment Value	20 points

**19.11 Penalties**

Drop	0.2 point
Fall	0.2 point
Out of step	0.2 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
Unauthorized twirling	2.0 points
Kneeling / grounding	2.0 points
Incorrect costume	2.0 points
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

**20. COSTUME**

- 20.1 Each twirler can adopt the costume of their choice
- 20.2 The outfit must not show bare midriff
- 20.3 No part of the costume should be placed on the floor with exception of Show Production Corps and Accessory Corps categories
- 20.4 The following are forbidden:-
  - Indecent costumes
  - Every day wear

**21. ORDER OF PERFORMANCE**

- 21.1 For the solos, it will be in alphabetical order of surname commencing with the letters forming the name of the location of the championships e.g. 2000 was Birmingham
  - Solo - B
  - 2 Baton - I
  - X Strut - R
  - Dance – M
  - Dance Finals – I
  - Solo Finals - N
- 21.2 For duets, teams and corps, the order will be drawn
- 21.3 It is not permitted to change the order of performance. Scratches that occur do not alter the scheduling of the prearranged order of performance or contestants set number.'

**22. OTHER RULES**

- 22.1 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.
- 22.2 If the baton from another arena causes a competitor to drop their baton it will not be counted as a penalty

**22.3** The use of resin on the competition floor is forbidden

**22.4.** Tape on baton is permitted.

**22.5** Definition of a Prop

A prop is part of theme development (cape, hat, glasses, scarf, etc.). If removed and used, a one-time 2.0 will be assessed regardless number of members using props.

Props may be used in show production corps. Limited props may be used in Parade Corps and Accessory Corps competition.

## **23. DESCRIPTION OF THE PROCEDURES**

**23.1** The jury/adjudicating staff of the competition is composed of the Technical Director, of the contest the judges, the clerks and the tabulators.

**23.2** 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

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

**23.4** Overall final results are determined by placement (after highest and lowest scores are eliminated, if applicable). Penalties for teams and groups are averaged with highest and lowest eliminated. Average penalty is shared with judges for final tabulation

**23.5** An official of WFNBTA will be responsible to highlight any irregularities in judges scoring in the technical direction of WFNBTA.

**23.6** 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.

- 23.7** 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
- 23.8** At the end of the competition, the competitors, or those accompanying the competitors, are not to approach the judges concerning the results.
- 23.9** After the announcement of the results, the score sheets for the contestants are available.
- 23.10** During the World Championships ties will be broken by adding together the final scores from each judge. The highest final combined score will determine winner of tie.
- 23.11** Complaint must initially be lodged via Technical director of the country filing the complaint. Technical director of respective country will then forward official complaint to WFNBTA.

**24. DISQUALIFICATION**

Will be enforced for:-

- 24.1** Speaking badly or causing injury to a person (judge, clerk, organiser)
- 24.2** Interfering with a competitor or equipment during a performance
- 24.3** Falsification of a name or age
- 24.4** A show of temper at the placings after the announcement of the results on the part of the competitor
- 24.5** 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

**25. COMPETITORS**

- 25.1** 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
- 25.2** 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).
- 25.3** The entry into an official NBTA competition implies acceptance of the current rules by the competitors, their teams or groups and their supporters.
- 25.4** The NBTA license is mandatory for World Championships.
- 25.5** All entrants are not registered until after acceptance by the NBTA Committee Director
- 25.6** There is an entry fee for solo events, duets and groups, which will be determined at the previous WFNBTA AGM.
- 25.7** Contestants must hold a passport for the country she/he is representing or prove permanent residency for minimum of 3 years.

**26. SELECTION FOR WFNBT WORLD TWIRLING CHAMPIONSHIPS**

- 26.1** Solo 1 baton: 3 entrants from each country in each age category
- 26.2** Solo 2 batons: 3 entrants from each country in each age category
- 26.3** Rhythmic Twirl: 3 entrants from each country in each age category
- 26.4** Strutting: 3 entrants from each country in each age category
- 26.5** Duo: 1 duet from each country in each age category
- 26.6** Teams: 1 Junior & 1 Senior Twirl Team per country  
1 Junior & 1 Senior Dance Team per country
- 26.7** Twirling Corps: 1 group per country
- 26.8** Pompons: 1 group per country
- 26.9** Show Production Corps: 1 group per country
- 26.10** Parade Corps: 1 group per country