



OHIO STATE GAMES VIRTUAL ONLINE CHAMPIONSHIPS

Welcome to the **Online "Live"** Baton, Auxiliary & Dance Championships
Let's keep our wonderful sports going VIRTUALLY

Event Date: Saturday, July 31, 2021

Location: Wherever you are 😊

Deadline: July 23, 2021 (online entry only)

Time Frame: (Saturday 9 am to 4 pm)

First of all, LET'S HAVE SOME FUN! Father/Daughter Basic Event added.
Just think: No traveling, no hotel fees, no food cost, etc.

After you sign up, you will receive your assigned Zoom meeting invite & time(s) via email.

All event times are given in CENTRAL STANDARD TIME.

Please adjust for your time zone.

The judge will allow you to enter from the waiting room when it's your time to perform.



ONLINE FORMAT AND RULES

1. This is an official competition and ALL competitors are required to wear a costume and have appropriate shoes.
2. You can perform from your home, driveway, gym, studio, outside tennis/basketball court, etc but, you **must** be on a **FLAT** surface. (*Baking Soda, Corn Starch or Baby Powder should be used for baton solo on outside surface*)
3. The contestant **MUST** have a Zoom account in his/her name. If the account is not in your name (the contestant), the judge will not be able to let you into the competition area. Please sign up for a FREE Zoom account. Also, you can join the meeting via the web if you don't have the app.
Young children: If using parent's zoom account: You MUST enter the meeting under the contestant's name.
4. Awards: Gold, Silver and Bronze Official Ohio State Games Medals.
5. You will receive your scoresheet(s) via email after verification/tabulation (please allow 3 days/72 hours)
6. All placements will be posted on the Ohio State Games website within 3 days after the competition.
7. Entry fees pay for the judges, tabulators, awards and mailing costs.
8. Contestants may use their own music of choice to perform (except Strut – must have marching music)
9. In the spirit of sportsmanship & fairness and to keep our competitors performing live, these virtual wins will **NOT** count towards advancement this year.
10. **Disclaimer:** If you do not have Wi-Fi and you are trying to use Cell Service, you will probably "lag" inside a building. The judge will not be able to see your routine in real time. Outside locations work wonderful.
11. Suggestion: Please get on Zoom and test your equipment before the event date.

Age Divisions for **ALL** Events: 0-6, 7-8, 9-10, 11-12, 13-14, 15-17, 18+

RESIDENTS OF ANY STATE CAN ENTER.

All organizations welcome! Events will not be divided by organization(s).

8 Baton Events Available: →Solo (1 baton) →Strut (X,L,T,Straight) →Artistic Twirl →2 Baton →3 Baton,
→Basic Strut (box pattern) →Military Strut (box pattern) →Duet
Baton Solo & Strut Levels: Novice, Beginner, Intermediate, Advance/Elite, Collegiate

Auxiliary Events Available: Individual Flag (Field), Rifle, Sabre, Hoop Baton and Flag Baton

Individual Dance Event Available: Open Dance Category

Entries are online only.

TEAMS ARE WELCOME TO ENTER AS WELL

Please enter at:

Individual Athletes: <https://form.jotform.com/201137610514139>

Team Entries: <https://form.jotform.com/211686040003139>

This applies to Baton Solo ONLY... [How to determine your level for SOLO:](#)



NOVICE

- Limited to 2 spins with various catches
- Limited to One 3 spin
- Limited to Two single illusions
- Limited to Two gymnastic moves with no releases
- Limited to Four 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
- Limited to Two single gymnastic moves with release
- Limited to Eight 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 Ten continuous rolls, before changing to another continuous roll.

Individual Event Descriptions

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-CNBT)

Strut - Freestyle format. (Example USTA-CBTF)

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

Music: Must be some form of marching music

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

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

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 – 2:00 min max)

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 – 2:00 min 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) Combined Age: 0 – 18, 19 – 24 and 25+

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.* **Artistic Twirl is not divided by Level, only Age**

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

Music: Must be some form of marching music

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

Music: Must be some form of marching music

AUXILIARY SOLO (Time Limit: 3:00 minutes max)

Flag (field), Rifle, Sabre, Hoop Baton, Flag Baton, or a combination of equipment in a solo routine.

Salute or pose and gymnastics permitted.

Timing starts from first beat of music, until ending note.

OPEN DANCE (Time Limit: 2:30 minutes max)

Open Dance is the perfect category for a creative piece that is one genre or blends multiple genres of dance. No matter what the genre, the dancer should always demonstrate proper technique, musicality, style, personality and stage presence.

Timing starts from first beat of music, until ending note.

RESIDENTS OF ANY STATE CAN ENTER.

TEAMS / CORPS CHAMPIONSHIPS (Baton Twirling)

Teams **MUST** consist of 4 or more members! Only Florida residents can compete in team events. (The Contest Director reserves the right to combine team events to allow more competition.)

Novice (no more than two [2] 1st place wins)

Beginner (no more than four [4] 1st place wins)

Advance (5 or more 1st 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.

