

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-CNBTB)
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-FREESTYLE

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.
Novice, Beginner, Intermediate, Advance/Elite, Collegiate

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.

BATON TWIRLING TITLE EVENTS

State Games Miss Majorette

- Solo Level determines division to enter.
- 3 events make up this Title.
- Scores for each event will be combined to determine overall winner.

- **Novice** (perform model in costume/no baton/no interview) "T" pattern preferred
Best Appearing, Basic Strut in Square and Solo with 1 baton

- **Beginner** (perform model in costume/no baton/no interview) "T" pattern preferred
Best Appearing, Basic Strut in Square and Solo with 1 baton

- **Intermediate** (perform model in costume/no baton/no interview) "T" pattern preferred
Best Appearing, Strut (X/L/T/Fancy/Straight) and Solo with 1 baton

- **Advance/Elite/Collegiate** (perform model in costume/no baton/no interview) "T" pattern preferred -
Strut (X/L/T/Fancy/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 only penalties (:30-2:30 min max)
Novice, Beginner, Intermediate, Advance/Elite, Collegiate

State Games Strutting Champion

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

Pattern allowed:

- X Pattern Strut
- Straight Line Strut
- L Pattern Strut
- T 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, Collegiate

ROUTINE GUIDELINE FOR CHOOSING YOUR LEVEL
NOVICE, BEGINNER & INTERMEDIATE

This applies to SOLO only !

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.

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

AUXILIARY CHAMPIONSHIP EVENTS

AUXILIARY SOLO (2:00 minutes max)

Flag, Pom, Rifle, Sabre, or a combination of equipment in a solo routine.

Salute or pose, gymnastics permitted.

Age Divisions: 0-14, 15-20, 21+

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

AUXILIARY TEAM (SINGLE EQUIPMENT) Time Limit: 3:00 Minutes Max

Age Divisions: Jr High, Sr High and Collegiate

The entire team uses the same, one piece of equipment. For example, for a flag team, the entire team uses the same size flag throughout the program. There are absolutely no equipment changes in any part of the team's program.

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

AUXILIARY TEAM (MULTIPLE EQUIPMENT) Time Limit: 3:00 Minutes Max

Age Divisions: Jr High, Sr High and Collegiate

The team uses a combination of two or more pieces of equipment. Equipment changes may involve all or only selected members of the team. Equipment must be utilized for a minimum of 75% of the routine.

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

Penalties for Auxiliary Events:

Drops - .5 per event

Break - .1 per event

Overtime - .1 per second

(Two handed catch with equipment is not considered a penalty)

Equipment types permitted: Flags, Rifles, Sabres, Poms, Ribbons

TEAMS / CORPS CHAMPIONSHIPS (Baton Twirling)

Teams MUST consist of 4 or more members! **Gymnastics/Props/Backdrops are allowed for Teams**
(The Contest Director reserves the right to combine team events to allow more competition.)

Novice (no more than three [3] 1st place wins)

Beginner (no more than five [5] 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 pons 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.