



## **Baton Twirling Rules**

### Age Groups

6U

8U

10U

12U

14U

15+

### Competition Age

Actual age as on Date of Contest (June 13, 2020)

Levels for all event divisions for the State Games

Novice (no more than one [1] 1st place win)

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

Intermediate (no more than five [5] 1st place wins)

Advance/elite (unlimited wins)

Collegiate (unlimited wins)

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 (00:30-2:00 min max)

STRUT patterns accepted (1 baton)

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

Strut - Freestyle format. (Example USTA-CBTF)

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

Penalties: Drops, out of step with 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 standard march music in a lane.

Time Limit : (00:30-2:00 min max)

### 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)

### 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)

### ARTISTIC TWIRL

Perform to music of choice. A routine consisting of one or multiple batons that portrays 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.

### BEST APPEARING

Model in costume, any pattern, with or without baton. Judged in score sheet. (Most contestants use Circle "T" pattern, but not required).

Time limit is 1:30 maximum

### MILITARY

Square pattern/box. Judged on scoresheet, military beat or variation.

### BASIC

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

### TITLE EVENTS

*Alabama 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/Straight) and Solo with 1 baton

Advanced/Elite/Collegiate (perform model in costume/no baton/no interview) "T" pattern preferred

Strut, Best appearing, (X/L/Straight) and Solo with 1 baton

Collegiate participant must currently be enrolled in college/university

*Alabama State Games Solo Champion*

(perform solo only) Under/Overtime and drops only penalties (:30-2:30 min max)

*Alabama State Games Strutting Champion*

(perform strut only) Under/Overtime and drops only penalties (:30-2:30 min max)

Patterns Allowed:

X Pattern Strut

Straight Line Strut

L Pattern Strut

T Pattern Strut

*Alabama 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

ROUTINE GUIDELINE FOR CHOOSING YOUR LEVEL

NOVICE, BEGINNER, & INTERMEDIATE

(ONLY APPLIES TO SOLO)

IN THE SPIRIT OF GOOD SPORTSMANSHIP, THESE GUIDELINES SHOULD BE FOLLOWED TO DETERMINE YOUR LEVEL OF COMPETITION.

NOVICE

Limited to 2 spins with various catches

Limited to one 3 spin

Limited to 2 single illusions

Limited to 2 gymnastics moves with no releases

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

BEGINNER

Limited to 3 spins with various catches

Limited to one 4 spin

Limited to one double illusion

Limited to 2 single gymnastic moves with release

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

INTERMEDIATE

Limited to 4 spins with various catches

Limited to one 5 spin

Limited to double elements only

Limited to 2 double gymnastics moves with release

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

*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 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, dancing 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 union 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 (12-14.99) 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 effort. 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/HipHop, Lyrical, Modern, Tap, Ballet, etc.

SHOW/THEME CORPS (10 minutes 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 is the artistic explanation of your music crating a theme. Style should be created throughout the routine with baton, props, dance, and costuming.

PARADE CORPS (5:00 minutes max)

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