

2015

Amateur Athletic Union



Baton Twirling Rulebook

Sports For All, Forever!

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AAU Baton Twirling Rulebook

PREAMBLE

The AAU Baton Twirling National Committee has been established in order to promote the benefits of participation in athletics and hereby adopts these rules & regulations for the advancement of that purpose.

The following will be in addition to the AAU Code Book, and will be the governing rulebook for the AAU program in Baton Twirling. Rules not specifically covered in this book shall be addressed by the National Committee, and in those cases the ruling of the AAU National Baton Twirling Committee will be final.

Knowledge of the rules and regulations addressed in this rulebook is the responsibility of the individual athlete, coach, parent, and contest director.

NATIONAL SPORT COMMITTEE GOVERNANCE AND ADMINISTRATION

I. National Committee Structure and Procedures

- A. **National Chair** – The President of the AAU appoints the Chair from the recommendations of the National Sport Committee after approval of a majority of the National Officers.
- B. **Executive Committee Composition**-The Executive Committee shall conduct the business of Baton Twirling in accordance with the rules and regulations of the AAU and the AAU Baton Twirling Program. It shall include the National Chair, Vice-Chair, additional committee members. A recommendation for National Chair will be given to the AAU President by the certified voting members at the annual committee meeting every four years. All other above mentioned positions shall be elected or appointed by the National Chair every four years.
- C. **National Sport Committee Composition** - The Committee will consist of the National Sports Chair, the elected or appointed officers or committee chairs as defined by the sport's operating rules, the elected or appointed Sport Director of each District, or a representative designated by the District Governor and one appointed representative from each affiliated member that registers members in the sport. The President may appoint up to five (5) members-at-large
- D. **National Sport Rules Committee**- The Committee will work with the Executive Committee to bring new ideas, improve current competition policies, and help make the competition experience at AAU Baton Twirling the best experience possible. It will consist of one (1) Baton Judge, (1) Baton Coach, and (1) Collegiate Twirler. They will submit ideas to the National Chair by July 1 of each year.

- E. **National Sport Recruiting Committee**-The appointed committee will work on recruiting individual athletes, teams, District Directors, and other AAU Baton Twirling supporters. The committee will work with the Executive Committee and report to the National Chair.
- F. **Voting** –Persons eligible to vote shall be the National Sport Chair, elected or appointed officers, chairs of Committees as defined by the sport’s operating rules, the elected or appointed District sports director or a representative from each Affiliated member that registers members in the sport, and any members-at-large. Only representatives, from Districts which registered a minimum of .5% (a half percent) of the total number of athletes in that sport, in the previous year shall be allowed to vote in the National Sport Committee meeting.

II. **SPORT COMMITTEE MEETINGS**

- A. **National Sport Committee Regular Meetings**-Regular Meetings of the National Sport Committee shall be in conjunction with the AAU Convention.
- B. **Non – Regular Sport Committee Meetings**-National Sport Committee may hold a Non-Regular National Sport Committee meeting in odd years subject to the following provisions:
 - 1. The Chair, following approval of the National Office, calls the meeting.
 - 2. The National Office has the right to coordinate the meeting and pick the site for the meeting.
- C. **National Sport Committee Special Meetings** Special meetings of a Committee are scheduled at the request of the Chair or upon written request of at least one half (1/2) of the Committee members. The purpose of the Special meeting must be stated in the Notice for the meeting.
- D. **National Sport Executive Committee Meetings** – The National Chair shall determine the date and location of Executive Committee Meetings.
- E. **Agenda Additions - Sport Committee Meeting Order (Agendas)** - The Regular National Sport Committee meetings, the Non-Regular National Sport Committee meetings, and National Sport Committee Special meetings shall follow meeting order (agenda format) as established by Code (Bylaw 9.5)

SPORT POLICIES AND PROCEDURES

I. **CONTEST DIRECTOR’S PAPERWORK**

- A. If you would like to host a qualifying competition, contact the AAU National Headquarters at (407) 934-7200 and ask for the AAU Baton Twirling Sports Manager or contact the National Chair listed on the AAU website at www.aausports.org for approval.
- B. A director’s packet will be sent or you can print it from the website.

- C. Following the completion of your contest the following items must be sent in for all District and Regional Championships
 - 1. A copy of your license
 - 2. An alphabetic listing of all athletes participating
 - 3. Required information listed in online paperwork.
 - 4. A copy of results sheets including the all final scores and placements for all events
 - 5. Any additional paperwork deemed necessary by the National Baton Twirling Committee
 - 6. The above items must be sent within seven (7) working days of the competition to the
 - a. National Chair (Candice Dowdy) and to
 - b. The AAU National Headquarters (Attn: Andrea Keane, Baton Twirling Sports Manager)
- D. Failure of contest director to submit paperwork will result in:
 - 1. A penalty fee of **\$100.00** will be assessed to the Contest Director
 - 2. If Contest Director does not comply, Licensing for future contests may be denied

II. **POLICIES**

- A. Each year the AAU Baton Twirling National Executive Committee evaluates the rules of competition in order to determine if changes to the rules would create a better competition experience for **ALL** of the AAU Baton Twirling Athletes. All events offered are considered.
- B. Technical Coaches with a registered Baton Twirling Club have the ability to suggest changes to the Baton Twirling National Executive Committee.
- C. All suggestions must be submitted to National Chair in writing or via email (candicedowdyaau@gmail.com) by July 1. The National Chair will then forward to the appropriate person over rules on the Executive Committee who will present to the entire board for voting.
- D. All suggestions will be considered and will be voted on by the Executive Committee
- E. Any rule change that is passed, by the AAU National Executive Committee, will then become part of the next year's competing rulebook.
- F. The AAU has the luxury to consider or reject any changes and will look at each suggestion independently.

III. **MEDICAL**

- A. An athlete rendered unconscious or apparently unconscious during a competition shall not resume participation that day without written authorization from a physician or athletic trainer.

IV. **PETITIONS**

- A. Petitions concerning participation, eligibility, and qualifying will be addressed on an individual basis
- B. Please send complete information to the National Baton Twirling Chair
- C. Petitions concerning the rules should be sent to the National Baton Twirling Chair (candicedowdyaau@gmail.com)
- D. The entire AAU Baton Twirling Executive Committee will address all petitions

V. GOOD CONDUCT

- A. While attending a competition all athletes, parents, spectators, and coaches are expected to conduct themselves as a gentleman or lady
- B. Good sportsmanship and dedication to the advancement of baton twirling as a sport should be evident
- C. Conduct unbecoming may result in disqualification or suspension
- D. Anyone who disrupts a contest/event may be asked to leave

VI. DISCIPLINARY ACTIONS

- A. Athletes and spectators must maintain the highest levels of sportsmanship. An athlete or spectator whose conduct is determined to not measure up to these standards shall be subject to disciplinary action by the Executive Committee.
- B. Officials must maintain the highest standards of professionalism. An official whose conduct is determined to not measure up to the high standards shall be subject to disciplinary action enforced by the Executive Committee.

VII. FLASH PHOTOGRAPHY/VIDEOTAPING

- A. The use of flash photography is **PROHIBITED** in the competition area and could result in an automatic disqualification
- B. Videotaping is allowed; however, limited to:
 - 1. Parents videotaping own child
 - 2. Teachers videotaping own students
 - 3. Group directors or designated personnel videotaping own team or corps
- C. No tripods, extension cords or artificial lights may be used
- D. No videotaping is permitted from the competition floor
- E. No videotaping is allowed directly behind or around judges' or contest officials tables
- F. No judging is permitted by video replay
- G. If caught videotaping other athlete's performances, you will be asked to delete the video(s) in front of the Baton Twirling Sports Manager and could result in disqualification of the athlete

VIII. MISCELLANEOUS

- A. No contest official, relative, coach, or parent may officiate on a division in which their child or student is an athlete in the division
- B. No parent, coach, or other judge may approach a judge who is actively judging
- C. Any questions, concerns, or complaints need to be given to the contest director by a registered coach
- D. It is the responsibility of the athletes and coaches to properly stretch and warm-up prior to practice or a competition
- E. Coaches or parents may NOT accompany their athlete to the starting area
- F. Coaches MUST wear an official Gray coach's polo to be allowed on the competition floor (practice and performance areas)
- G. Parents or spectators are NOT allowed to be in the practice area unless you are wearing an official Black polo.
- H. Those wearing official Black polo's are not permitted on the competition floor; however, only if you are accompanying an athlete in the Challenger divisions are you allowed
- I. Birth certificates, baptism records, adoption/foster care records, and/or a driver's license are all acceptable as "proof of age"

- J. If unable to produce one of the mentioned above, for the contest director/chief judge when questioned about age, a 2.0 penalty will be added to each event in question
- K. Any athlete, team, or corps violating any rule, part of a rule, or violating any tradition, custom, or breach of contest etiquette for which there is no specific rule provided shall be assessed a 2.0 penalty per violation or disqualification at the discretion of the chief judge
- L. All publicity spoken, printed, or on clothing must be accurate with the rightful name of the event, age division, status level and classification

GENERAL INFORMATION

ALL RULES APPLY TO BOYS AND GIRLS UNLESS OTHERWISE STATED IN INDIVIDUAL CATEGORIES

The AAU has the right to combine or separate the Boys and Girls for competition if necessary at the Local, District and Regional levels, along with the National/AAU Junior Olympic Games

I. COMPETITION AGE

- A. The age of the competitor as of December 31 shall determine the age of that competitor. The competitor must compete for the entire calendar year at the age they will be on December 31 of the year in which you are attending the AAU Junior Olympic Games. **Your age for 2015 AAU Junior Olympic Games will be your age as of December 31, 2015.**
- B. Athletes must compete in the AAU District or Regional Championship in the age division in which they will be in at the AAU National Championships.

II. AGE DIVISIONS

- A. Solo One Baton, Solo Two Baton, Solo Three Baton, Solo Multiple, Strut (X, Straight-line, etc.), Basic Strut, Military Strut, Parade Strut, Hoop and Flag: 0-6, 7-9, 10-12, 13-15, 16-18; 19-22 , and Adult 23+.
- B. Boys Solo will be separate from girls: 5-9, 10-14, 15+
- C. Solo Dance Twirl and Solo Freestyle ages: 5-9; 10-12; 13-15; 16-18; 19-22; Adult 23 +
- D. Teams are average ages: 0-6 (Tot), 7-9 (Juvenile), 10-13 (Junior), 14 -18 (Senior), 19-22 College (University/College), 23+ (Adult)
- E. Corps are average ages: 0-9 (Juvenile), 10-13 (Junior), 14-18 (Senior)
- F. Adult divisions are not offered at the Junior Olympic Games

III. AVERAGE COMPETITION AGE FOR TEAM AND CORPS

- A. The sum of all of the team or corps members competition age divided by the number of members on the team.
- B. To calculate whether your team is Beginner or Advanced, **OVER HALF** of the team's members must be whatever team status you have entered. Example: A team of five athletes with three (3) being Beginner and two (2) being Advanced would be a Beginner Team.

IV. ADULT DIVISION

- A. An adult division may be added to each twirling category including team and Corps.
- B. The adult divisions for individual events will follow the Elite timing and rules.
- C. Adult Divisions may NOT participate in the AAU Junior Olympic Games.
- D. The adult division is 23 years of age and no limit on age above.

V. TEAM SIZE

- A. Extra Small Team may have Two (2) to Three (3) athletes
- B. Small Teams may have Four (4) to Nine (9) athletes.
- C. Large Teams may have Ten (10) to Nineteen (19) athletes.
- D. Extra Large teams may have Twenty (20) or more athletes.

VI. CORPS SIZE

- A. Small Corps may have Ten to Fourteen (10-14) athletes.
- B. Large Corps may have Fifteen to Nineteen (15-19) athletes.
- C. Extra Large Corps may have Twenty (20 +) or more athletes.

VII. GYMNASTIC/TUMBLING SKILLS

- A. All gymnastic/tumbling skills must be properly trained as well as properly executed. Safety is paramount.
- B. Allowable skills include:
 - 1. Cartwheels/Round-Offs
 - 2. Front Walkovers
 - 3. Back Walkovers
 - 4. Forward Rolls
 - 5. Backward Rolls
 - 6. Backhand springs
- C. The allowable gymnastics skills above are allowed but not required
- D. Due to safety reasons no skills other than those listed above will be permitted
- E. Number of Gymnastic/Tumbling Skills allowed in Individual Events:
 - 1. Novice Status NOT ALLOWED
 - 2. Challenger Status limited to 1 Gymnastic/Tumbling Skill
 - 3. Beginner Status limited to 1 Gymnastic/Tumbling Skill
 - 4. Intermediate Status limited to 2 Gymnastic/Tumbling Skills
 - 5. Advanced Status limited to 3 Gymnastic/Tumbling Skills
 - 6. Elite Status limited to 3 Gymnastic/Tumbling Skills
 - 7. Solo Dance Twirl Division limited to 3 Gymnastic/Tumbling Skills
 - 8. Adult Status limited to 3 Gymnastic/Tumbling Skills
 - 9. Boys Status (when doing Solo One Baton) limited to 3 Gymnastic/Tumbling Skills
 - 10. Collegiate limited to 3 Gymnastic/Tumbling
- F. Number of Gymnastic/Tumbling Skills allowed in Team/Corp Events:
 - 1. Beginner Team limited to 1 Gymnastic/Tumbling Skill per routine
 - 2. Advanced/Adult limited to 3 Gymnastic/Tumbling Skills per routine
 - 3. Elementary Auxiliary Line or Juvenile Corp may NOT incorporate any Gymnastic/Tumbling Skills
 - 4. Junior High Auxiliary Line or Corp limited to 1 Gymnastic/Tumbling Skills per routine
 - 5. Senior High Auxiliary Line or Corp limited to 2 Gymnastic/Tumbling Skills per routine

- G. Gymnastic/tumbling skills will be judged as **SPECIALTIES** under the content and technical categories on score sheets and NOT as **DIFFICULTY** skills.
- H. The hands of the performer must be in full contact with the floor at all times without obstruction by costume or equipment
- I. No Gymnastic/Tumbling Skills maybe done on top of equipment/prop
- J. No Gymnastic/Tumbling Skills maybe used as a dismount from any equipment/prop

VIII. INDIVIDUAL STATUS

A. Novice:

1. An Athlete with 3 or fewer first place wins in this category.
2. Athletes in this status may do **no more** than two (2) spins. This allows for optional catches (example: blind catches, under leg, back catch, etc)
3. Athletes **cannot** do a high toss single illusion in this division.
4. Athletes can do no more than four (4) continuous elbows, (ex. left elbow, right elbow, left elbow, right elbow) with an optional catch.
5. No gymnastic/tumbling skills allowed

B. Beginner:

1. An Athlete with 5 or fewer first place wins in this category.
2. Athletes in this status may do **no more** than three (3) spins. This allows for optional catches (example: blind catches, under leg, back catch, etc).
3. Athletes can do no more than a toss single illusion with an optional catch.
4. Athletes can do no more than six (6) continuous elbows (ex. left elbow, right elbow, left elbow, right elbow, left elbow, right elbow) with an optional catch.
5. Athletes in this status level are limited to but not required to one (1) gymnastic/tumbling skill.

C. Intermediate:

1. An athlete with 8 or fewer wins in this category.
2. Athletes in this status can do no more than four (4) spins. This allows for optional catches (example: blind catches, under leg, back catch, etc).
3. Athletes can do no more than a toss double (2) illusion with an optional catch.
4. Athletes can do no more than eight (8) continuous elbows (ex. left elbow, right elbow, left elbow, right elbow left elbow, right elbow, left elbow, right elbow) with an optional catch.
5. Athletes in this status level are limited to but not required to two (2) gymnastic/tumbling skills.

D. Advanced:

1. An athlete with 12 or less wins in this category.
2. Athletes in this status level are unlimited to spins.
3. Athletes in this status level are unlimited to amount of illusions under a toss.
4. Athletes in this status level are unlimited to continuous rolls.
5. Athletes in this status level are limited to but not required to three (3) gymnastic/tumbling skills.
6. **Boys** solo status will follow the criteria above.
7. **Boys** solo is limited to 3 gymnastic/tumbling skills.

E. Elite:

1. An athlete with 13 or more wins in the Advanced category.
2. Athletes in this status level are unlimited to spins.
3. Athletes in this status level are unlimited to amount of illusions under a toss.
4. Athletes in this status level are unlimited to continuous rolls.
5. Athletes in this status level are limited to but not required to three (3) gymnastic/tumbling skills.

F. College:

1. An Athlete who is enrolled at a legitimate College, University, Jr. College, and Technical College etc.
2. Athlete cannot be over 22 years old.
3. Athletes in this status level are unlimited to spins.
4. Athletes in this status level are unlimited to amount of illusions under a toss.
5. Athletes in this status level are unlimited to continuous rolls.
6. Athletes in this status level are limited to but not required to three (3) gymnastic/tumbling skills.

G. Adult:

1. An athlete that is 23 years of age or older.
2. Athletes in this status level are unlimited to spins.
3. Athletes in this status level are unlimited to amount of illusions under a toss.
4. Athletes in this status level are unlimited to continuous rolls.
5. Athletes in this status level are limited to but not required to three (3) gymnastic/tumbling skills.

H. Challenger:

1. An athlete with special needs
2. Athletes in this status can do as many spins as they are able to do.
3. Athletes can do a high toss single illusion in this division if able but not required.
4. Athletes are unlimited on amount of continuous elbow rolls.
5. Athletes in this status level will be judged on what they are capable of doing without limitation.
6. Athletes in this status level are limited to but not required to one (1) gymnastic/tumbling skill.

IX. TEAM AND CORPS STATUS

NOTE: To calculate whether your team is Beginner or Advanced, **OVER HALF** of the team's members must be whatever **TEAM STATUS** (not individual status) you have entered. Example: A team of five athletes with 3(three) being Beginner Status and 2 (two) being Advanced Status would be a Beginner Team.

A. Levels:

1. Beginner:

- a. A team that has eleven (11) or fewer Beginner Team Wins.
- b. Beginner Teams are limited to **no more** than 3 (three) spins. This allows for optional catches (example: blind catches, under leg, back catch, etc).

- c. Beginner Teams are limited to no more than a toss single illusion with an optional catch.
- d. Beginner Teams are limited to no more than six (6) continuous elbows i.e. left elbow, right elbow, left elbow, right elbow, left elbow, right elbow.
- e. Beginner Teams are limited but NOT required to one (1) gymnastic/tumbling skill per routine.

2. Advanced:

- a. A team that has 12 (twelve) or more Advanced Team Wins.
- b. Athletes in this status level are unlimited to spins.
- c. Athletes in this status level are unlimited to amount of illusions under a toss.
- d. Athletes in this status level are unlimited to continuous rolls.
- e. Athletes in this status level are limited to but not required to three (3) gymnastic/tumbling skills per routine.

B. Auxiliary Team Levels:

1. Elementary:

- a. Athletes in Grades K-5
- b. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

2. Junior High:

- a. Athletes in Grades 6-8
- b. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

3. Senior High:

- a. Athletes in Grades 9-12
- b. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

4. College Majorette Line:

- a. These athletes are enrolled at a legitimate college, university, technical or Junior college etc. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

C. Adult Team:

- 1. Individual team members are age 23 or older. These teams may NOT compete at the AAU Junior Olympic Games; however, may compete at Local, District, Regional, and International Championships

X. CHALLENGER DIVISION

- A. This division is to give athletes with special needs the opportunity to compete in a division that is geared toward understanding their needs.
- B. The following special needs allow an athlete to compete in this division:
 - 1. Medical issues such as cancer, heart defects, muscular dystrophy, and cystic fibrosis Spinal-bifida, asthma and diabetes, cerebral palsy, dwarfism and obesity are medical issues as well.

2. Behavior issues such as ADHD, Fetal Alcohol Spectrum Disorder, Dysfunction of Sensory Integration, and Tourette Syndrome
 3. Developmental issues like autism, Down Syndrome, and intellectual disabilities.
 4. Learning issues, for instance, dyslexia and Central Auditory Processing Disorder.
 5. Mental Health issues like anxiety or depression, and attachment anxiety.
 6. Physical issues like missing limbs, confined to a wheelchair, etc.
- C. Athletes that compete in this status may also enter in the Novice or Beginner Status **for score sheet only.**
- D. Athletes with any of the above-mentioned issues have the right to compete in the non-challenger status levels.
- E. If you choose to enter the challenger division, **ALL** events entered must be in the Challenger division. You cannot enter Challenger Solo One Baton and Non-Challenger Solo Two Baton
- F. **If an athlete chooses to compete in the non-challenger status levels, remember that all non-challenger rules apply.**

XI. ADVANCEMENT

- A. Athletes will compete in each earned status levels (Novice, Beginner, Intermediate, Advanced, Elite, College, or Challenger).
- B. Athletes who choose to use self-advancement to proceed to the next status level may **NOT** revert to the lower status level at any time thereafter.
- C. One athlete or group will be considered an **Uncontested Division** and will count toward advancement toward the next status level. **Three (3) uncontested wins will count as 1 win.**
- D. An individual athlete, group, or corps must count three (3) **Uncontested** wins as a win toward advancement. Example: A Beginner Dance Twirl team has two (2) First place wins and five (5) uncontested wins. This would mean that the team has three (3) actual First place wins toward advancement.
- E. **Protection Rule** (*When an Athlete does not demonstrate first place ability*) may be used at the judge's discretion in the **Novice, Beginner, and Intermediate** individual status levels. The award for the place received will remain the same (example: if a protection rule is used for 1st place, the award will be a first place award).
- F. A first place win contested or uncontested is a win and must be counted toward your wins.
- G. **ALL** First Place wins count toward your advancement regardless of organization affiliation.
- H. Wins **NOT** recognized are: No entry fee, no placements, individual studio contests, or park and recreation tournaments.
- I. **The highest level achieved in any twirling organization must be maintained in AAU Baton Twirling regardless of number of wins.**
- J. When multi-status levels are not offered at a competition, the win will constitute as a win in the athletes' present status level.
- K. No win may change an athletes' status on the same day or any day of a successive multi-day event but will be in effect for the next competition.

Note: At the AAU Nationals/AAU Junior Olympic Games, an athlete must compete in the status level in which he/she qualified even if advancement occurs after qualifying.

XII. DOUBLE ENTERING

- A. Any athlete may compete in two individual status levels in **Open Events Only**.
- B. If at any of the contests the athlete places 1st (First) in the higher status level, then the athlete is required to stay and compete in the higher status level thereafter.
- C. At the National Championships/AAU Junior Olympic Games, an athlete may **NOT** double enter.
- D. Exception: Challenger Status Athletes may enter non-Challenger events for score sheet only but will actually compete in the Challenger division.

XIII. MUSIC

- A. At AAU National/AAU Junior Olympic Games events, all music must be turned into the National Chair one week prior to the first day of competition.
- B. A hard copy of music may be sent by a CD or a Flash Drive to AAU National Baton Chair Candice Dowdy: (email files at) candicedowdyaau@gmail.com; (mail files to) 522 Hallowell Circle, Orlando, FL 32828
 - 1. The CD should be labeled with the individual athlete's, team, or corps' name, age and event.
 - 2. Use a new CD (free of scratches)/Flash Drive with all of an individual athlete's, Team, or Corps music
- C. The contest director will provide music for all Solo events and March Music for the Twirl teams.
- D. Solo Freestyle, Solo Dance Twirl, Teams and Corps must have one routine per CD recorded on your own CD.
- E. The music should be age appropriate.
- F. The music should avoid profanities.
- G. As the Coach or Parent/Guardian, you should pay attention to the connotation in the songs as well.
- H. It is advised to have a back-up CD with you at the contest venue.
- I. If your music has a questionable ending, you will need a coach or assistant (wearing a coaches polo) to be standing by to cue the cut-off point.
- J. The volume of the music shall be at a comfortable level. The contest director should use common sense for the volume level.
- K. Excessive volume should be immediately called to the directors' attention.
- L. If you are using your own sound equipment and the volume level has been addressed and not adjusted to a comfortable level, an athlete, team, or corps may be assessed up to a maximum 2 (two) point penalty.
- M. **If your music is NOT turned in one week prior to the start of the Baton portion of the AAU Junior Olympic Games, a 2.0 penalty will be assessed on your score sheet.**

XIV. PERFORMANCE AREA FOR INDIVIDUAL EVENTS

- A. The performance area is the actual area designated for the twirlers to compete. The area is clearly marked by pipe and drapes
- B. Designated area for solo one baton, two baton, three baton, multiple baton, hoop, and flag is 15' by 15'.
- C. Designated area for struts depend on the category
 - 1. Straight-line strut is 4' (four) wide and the entire 84' length of the gym.
 - 2. Basic Strut, Military Strut, Parade Strut, X- Strut, etc.– Strut have a 30' by 30' area.
 - 3. College Downfield Strut has the entire floor (see rules)

4. Designated area for Solo Dance Twirl and Solo Freestyle will have at least a 42' by 50' (half court), but if able will get the entire 84' by 50' to perform.

XV. PERFORMANCE AREA FOR TEAMS AND CORPS

- A. The performance area is the actual area designated for the twirlers to compete. The area is clearly marked
- B. Designated area for Corps and Teams will be 84' by 50' when facility allows.
- C. Twirl Teams will get 42' by 50' (Half Court).

XVI. COMPETITION/PRACTICE AREA

- A. The competition area is from the point of entrance including the spectator seating, practice area, and performance area.
- B. Only athletes and coaches (wearing Gray or Black polo) are permitted to be in the practice area. All others will be asked to return to the spectator seating.
- C. Parents must be wearing the designated (Black) coach's polo in order to be in the practice area.
- D. Only coaches with proper credentials and/or the coach's (Gray) polo will be permitted to approach the head table.

XVII. PRELIMINARY ROUNDS AND FINAL ROUNDS

- A. There will be only a Finals Round at the Local and District Level for **ALL** events.
- B. At the AAU Nationals/AAU Junior Olympic Games, there will be a Preliminary/Finals Round for Intermediate, Advanced, Elite: Struts (Not Basic or Military), One Baton, and Two Batons.
- C. At the AAU Nationals/AAU Junior Olympic Games, there will be a Preliminary/Finals Round all Dance Twirls.
- D. At the AAU Nationals/AAU Junior Olympic Games, a Preliminary/Finals Round will be held for top six (6) Corps and top six (6) in **ALL** Team Events.
- E. At the AAU Nationals/AAU Junior Olympic Games, a Finals Round will be held for **All** Challenger, Novice, and Beginner Status Levels in all Struts ("X", Straight-line etc.), One Baton, Two Batons
- F. **ALL** twirling status levels of Three Baton, Multiple Batons, Hoop, Flag, along with of Basic and Military Struts will have a Finals Round Only.
- G. At the AAU Nationals/AAU Junior Olympic Games, there will only be a Finals Round for **ALL** Freestyles.
- H. At the AAU Nationals/AAU Junior Olympic Games, there is only a Finals Round for the **ALL** Around Twirling Champion and Collegiate Twirling Champion (all Challenger, Novice, Beginner Events, Intermediate, Advanced, Elite and College)
- I. **At the AAU Nationals/AAU Junior Olympic Games, if the number of athletes, teams or corps per event warrants, a FINALS ROUND ONLY MAY be implemented. The National Executive Committee has the right to implement this or not implement a Finals Only Round. Consideration for this to happen will be if only 1 (one) individual, team or corps entered in the category.**

INDIVIDUAL SOLO BATON EVENTS

I. SOLO ONE BATON

- A. This is the mainstay of all baton twirling and provides an athlete with the opportunity to perform an innovative routine in which is adjudicated for variety, difficulty, speed and control, smoothness and gracefulness, along with presentation and showmanship.
- B. The routine for this event shall include: vertical pattern twirls, horizontal pattern twirls, finger twirls, rolls, aerials (tosses higher than head), low flips, and novelty tricks accompanied by complimentary body work including movement of arms, hands, legs, feet, torso, and head.
- C. Gymnastics/Tumbling:
 - 1. Novice may NOT incorporate any Gymnastic/Tumbling Skills
 - 2. Challenger/Beginner may incorporate 1 Gymnastic/Tumbling Skill
 - 3. Intermediate may incorporate 2 Gymnastic/Tumbling Skills
 - 4. Advanced may incorporate 3 Gymnastic/Tumbling Skills
 - 5. Elite and Adult may incorporate 3 Gymnastic/Tumbling Skills
 - 6. Boys may incorporate 3 Gymnastic Skills
- D. Gymnastic skills are allowed, but NOT required.
- E. Athletes need to position themselves in front of the judge before the routine.
- F. Marching on or off the competition floor is NOT required.
- G. Timing will begin with the first movement following a salute or courtesy pose.
- H. Timing will stop with a closing salute or courtesy pose
- I. Time Limits:
 - 1. Challenger athletes have 0:30 – 2:00 minutes.
 - 2. Boy athletes have 1:00 -2:30
 - 3. Novice athletes have 0:30 -2:00 minutes.
 - 4. Beginner athletes have 1:00 – 2:00 minutes.
 - 5. Intermediate athletes have 1:30 – 2:10 minutes.
 - 6. Advanced, Elite and Adult athletes have 2:00 – 2:30 minutes.
- J. Placement:
 - 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

II. SOLO TWO BATON

- A. This is when an athlete uses two batons for the entire routine, in which judging consists of variety, difficulty, baton control, technique, along with presentation and showmanship.
- B. Both batons must be moving at all times either in like patterns (having the same characteristics), alternating patterns (Succeeding each other; to take turns), or in concert (in unison) with one another.
- C. The routine for this event shall include variety of releases, variety of receptions, dual variety, double releases, showers/juggles/stacks, high/low releases, contact material, horizontals, finger twirls, rolls, connections, and combinations front/back/sides.
- D. Gymnastics/Tumbling:
 - 1. Novice may NOT incorporate any Gymnastic/Tumbling Skills
 - 2. Challenger/Beginner may incorporate 1 Gymnastic/Tumbling Skill
 - 3. Intermediate may incorporate 2 Gymnastic/Tumbling Skills

- 4. Advanced may incorporate 3 Gymnastic/Tumbling Skills
- 5. Elite and Adult may incorporate 3 Gymnastic/Tumbling Skills
- E. Gymnastic skills are allowed, but NOT required.
- F. Athletes need to position themselves in front of the judge before the routine.
- G. Marching on or off the competition floor is NOT required.
- H. Timing will begin with the first movement following a salute or courtesy pose.
- I. Timing will stop with a closing salute or courtesy pose
- J. Time Limits:
 - 1. Challenger athletes have 0:30 – 2:00 minutes.
 - 2. Novice athletes have 0:30 -2:00 minutes.
 - 3. Beginner athletes have 1:00 – 2:00 minutes.
 - 4. Intermediate athletes have 1:30 – 2:10 minutes.
 - 5. Advanced, Elite, and Adult athletes have 2:00 – 2:30 minutes.
- K. Placement:
 - 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

III. SOLO THREE BATON

- A. An athlete will perform using three (3) batons only for the entire routine, in which judging consists of variety, difficulty, baton control, technique, along with presentation and showmanship.
- B. Juggling skills will be utilized.
- C. The routine for this event shall include: variety of releases, variety of receptions, dual variety, double releases, showers/juggles/stacks, high/low releases, contact material, horizontals, finger twirls, rolls, connections, and combinations front/back/sides.
- D. Gymnastic/Tumbling:
 - 1. Novice may NOT incorporate any Gymnastic/Tumbling Skills
 - 2. Challenger/Beginner may incorporate 1 Gymnastic/Tumbling Skill
 - 3. Advanced may incorporate 3 Gymnastic/Tumbling Skills
 - 4. Adult athletes may incorporate 3 Gymnastic/Tumbling Skills
- E. Gymnastic skills are allowed, but NOT required.
- F. Athletes need to position themselves in front of the judge before the routine.
- G. Marching in or off the competition floor is NOT required.
- H. Timing will begin with the first movement following a salute or courtesy pose.
- I. Timing will stop with a closing salute or courtesy pose
- J. Time Limits:
 - 1. Challenger athletes have 0:30 – 2:00 minutes.
 - 2. Novice athletes have 0:30 – 2:00 minutes.
 - 3. Beginners athletes have 1:00 – 2:00 minutes.
 - 4. Advanced and Adult athletes have 1:00 – 2:00 minutes.
- K. Placement:
 - 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

IV. SOLO MULTIPLE BATON

- A. Status level will be determined by the athlete's TWO Baton status level.
- B. An athlete performs his/her skills with one baton for a minimum of 30 seconds and a maximum of 45 seconds.
- C. After the athlete does the minimum/maximum one baton, then two and or three batons must be added.
- D. The Advanced/Adult athletes may add four or more batons.
- E. The Challenger/Novice/ Beginner athlete is not required to twirl three, four or more batons.
- F. An athlete must show skills with every individual baton.
- G. The athlete must show the ability to perform with more than one baton.
- H. Gymnastic/Tumbling:
 - 1. Novice may NOT incorporate any Gymnastic/Tumbling Skills
 - 2. Challenger/Beginner may incorporate 1 Gymnastic/Tumbling Skill
 - 3. Advanced may incorporate 3 Gymnastic/Tumbling Skills
 - 4. Adult athletes may incorporate 3 Gymnastic/Tumbling Skills
- I. Gymnastic skills are allowed, but NOT required.
- J. When twirling two batons, the requirements under two batons apply.
- K. If twirling three or more batons, the requirements under three batons apply.
- L. Choreography of routine is minimum/maximum one baton then addition of other batons may be in any order. Example: One Baton, three batons, then ends with two batons.
- M. An Opening pose is required.
- N. Timing begins with the first movement after the opening pose.
- O. Timing ends with a closing pose.
- P. Ending pose may be done with one or any combination of other batons used.
- Q. A two (2) point penalty will be assessed if the athlete executes a Two Baton or a Three Baton routine and does not show the ability to add batons.
- R. Time Limits:
 - 1. Novice athletes have 1:30- 3:00 minutes.
 - 2. Challenger and Beginner athletes have 1:30 -3:00 minutes.
 - 3. Advanced and Adult athletes have 1:30 – 3:00 minutes
- S. Placement:
 - 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

V. SOLO DANCE TWIRL

- A. An athlete performs a one baton routine to a musical selection of his/her choice
- B. No other twirling equipment or props allowed.
- C. Athletes may only incorporate 3 Gymnastic/Tumbling Skills.
- D. Gymnastic skills are allowed, but NOT required.
- E. No backdrops or scenery allowed.
- F. The routine should interpret the music so the audience can see what they hear.
- G. The routine will be judged on twirling content, dance content, choreography/production, technique and quality of performance, along with appearance/presentation/showmanship
- H. Routine content should include: variety and difficulty of baton with dance, twirls with traveling, ambidexterity, rhythm, timing, facial and artistic impression.

- I. The routine should tell a story with a beginning, middle and end.
- J. Timing will begin with the first movement following an opening pose.
- K. Timing will stop with a closing pose.
- L. Time limit 1:30 – 3:00.
- M. Boys will have their own division at the AAU Junior Olympic Games.
- N. Age Divisions:
 - 1. Girls Age Divisions are 5-9; 10-12; 13-15; 16-18; 19-22; and Adult 23+
 - 2. Boys Age Divisions are 5-9; 10-12; 13-15; 16-18; 19-22; and Adult 23+
- O. Placement:
 - 1. Ten female athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 2. Ten male athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 3. Top 6 Athletes in each age division will medal at the AAU Nationals/AAU Junior Olympic Games.

VI. SOLO FREESTYLE

- A. An athlete must perform with a minimum of one and two batons, and may also perform with three and/or four batons.
- B. A variety of twirling equipment may also be used (i.e. ribbons, hoop, etc.)
- C. All props must be twirled at some point during the routine. Example: If you use a stool, it must be twirled and not just moved from one spot to another for sitting. This will be considered scenery if not twirled and a 2.0 penalty will be assessed.
- D. Challenger/Beginner may incorporate 1 Gymnastic/Tumbling Skill
- E. Advanced may incorporate 3 Gymnastic/Tumbling Skills
- F. These skills are allowed but NOT required.
- G. No scenery or backdrops allowed. If a prop is carried out and placed on the performance floor, it must be twirled at some point during the routine or it will be considered as scenery.
- H. Complete theme orientation with attention paid to costuming, style, and presentation of character.
- I. The routine should incorporate twirling content, movement, choreography/production, technique and quality of performance, and appearance/showmanship/presentation.
- J. Routine content should include: creativity, staging, musical interpretation, continuity of routine, change of pace, audience appeal, dynamic effects, correlation of body/footwork/baton to music, worthwhile utilization of time and space and an ending pose.
- K. This category will be Challenger, Beginner, and Advanced status and by age divisions.
- L. Age Divisions are 5-9; 10-12; 13-15; 16-18; 19-22; 23+
- M. Timing will begin with the first movement after the opening pose.
- N. Time limit is 1:30 – 3:00.
- O. Placement:
 - 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

VII. COLLEGIATE HALF-TIME ROUTINE

- A. A college athlete performs a routine incorporating one, two, three and or more batons.
- B. The athlete must use marching band music and include a college's fight song.
- C. The routine should include creativity, floor coverage, musical interpretation, change of pace, audience appeal, dynamic effects, correlation of body/footwork/baton to music.
- D. This routine should resemble a routine that you would perform at one of your college games or special events.
- E. Incorporation of 3 Gymnastic/Tumbling Skills allowed but NOT required
- F. The timing for this event will be 3:00 to 4:00 minutes.
- G. Timing will begin with the first movement following the opening pose.
- H. Timing will end with the final pose with the last beat of the music.
- I. Placement:
 - 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 2. Top 6 Athletes will medal at the AAU Nationals/AAU Junior Olympic Games.

VIII. SOLO HOOP BATON

- A. This is done with a hoop baton.
- B. This category is judged on variety, difficulty, baton control, smoothness and technique, along with presentation and showmanship.
- C. The routine should consist of combinations, creativity, consistent hoop movement, balance of material, connections, ambidexterity, full hand, high aerials, low flips, difficulty of tricks, vertical and horizontals, multiple body spins left and right.
- D. Gymnastics:
 - 1. Novice may NOT incorporate any Gymnastic/Tumbling Skills
 - 2. Challenger/Beginner may incorporate 1 Gymnastic/Tumbling Skill
 - 3. Advanced may incorporate 3 Gymnastic/Tumbling Skills
 - 4. Adult athletes may incorporate 3 Gymnastic/Tumbling Skills Gymnastic skills are allowed, but NOT required.
- E. Intentional floor rolls do not count as a drop.
- F. Hoop twirling will highlight dexterity and coordination due to limited twirls that can be executed. Creativity is encouraged.
- G. Timing begins with the athlete's first movement after the courtesy pose.
- H. Timing ends with the final courtesy pose.
- I. Time Limits:
 - 1. Challenger athletes have 0:30 – 1:30 minutes.
 - 2. Novice athletes have 0:30 – 1:30 minutes.
 - 3. Beginner athletes have 1:00 – 2:00 minutes.
 - 4. Advanced and Adult athletes have 1:00 – 2:00 minutes.
- J. Placement:
 - 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

IX. SOLO FLAG BATON

- A. This is done with a single flag on a baton.
- B. Double flags are not permitted.

- C. This category is judged on variety, difficulty, baton control, smoothness and technique, along with presentation and showmanship.
- D. The routine should consist of combinations, creativity, consistent flag movement, balance of material, connections, ambidexterity, full hand, high aerials, low flips, difficulty of tricks, vertical and horizontals, multiple body spins left and right.
- E. The flag should not stay wrapped or tangled on the shaft while twirling.
- F. The flag may be released and caught from either end of the baton.
- G. Releasing or catching the flag itself is NOT permitted.
- H. Gymnastics:
 1. Novice may NOT incorporate any Gymnastic/Tumbling Skills
 2. Challenger/Beginner may incorporate 1 Gymnastic/Tumbling Skill
 3. Advanced may incorporate 3 Gymnastic/Tumbling Skills
 4. Adult athletes may incorporate 3 Gymnastic/Tumbling Skills
- I. Gymnastic skills are allowed, but NOT required.
- J. Timing begins with the athlete's first movement after the courtesy pose.
- K. Timing ends with the final courtesy pose.
- L. Time Limits:
 1. Challenger athletes have 0:30 – 1:30 minutes.
 2. Novice athletes have 0:30 – 1:30 minutes.
 3. Beginner have 1:00 – 2:00 minutes.
 4. Advanced and Adult athletes have 1:00 – 2:00 minutes.
- M. Placement:
 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

INDIVIDUAL SOLO STRUT EVENTS

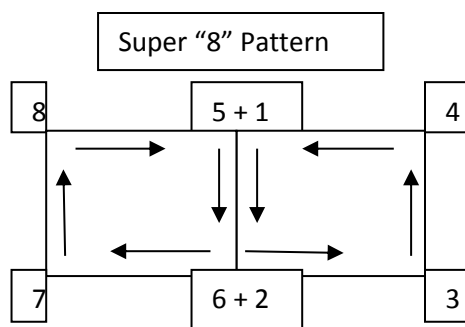
- I. **SOLO STRUT GENERAL INFORMATION:**
 - A. Any male or female athlete may compete in any of the following strut categories.
 - B. All will be done to Music with 128 to 132 beats per minute.
 - C. All Struts will begin **MARCHING** on the **LEFT** foot.
 - D. Each Strut has specific criteria for the category
 - E. Struts will compete in their specific categories and age/status divisions apply.
 - F. An athlete may compete in more than one strut category.
 - G. There will be a Challenger, Novice, Beginner, and Advanced Divisions for Basic, Military, Parade Strut
 - H. X-Strut and Straight Light Strut will have Challenger, Novice, Beginner, Intermediate, Advanced, Elite, and Adult Divisions
 - I. No gymnastic/tumbling skills allowed in Basic, Military, Parade or "X" strut
 - J. Straight Line Strut and Collegiate Downfield May incorporate Gymnastic/Tumbling Skills
 - K. Gymnastics/Tumbling:
 1. Novice may NOT incorporate any Gymnastic/Tumbling Skills
 2. Challenger/Beginner may incorporate 1 Gymnastic/Tumbling Skill
 3. Intermediate may incorporate 2 Gymnastic/Tumbling Skills

4. Advanced/Collegiate may incorporate 3 Gymnastic/Tumbling Skills
5. Elite and Adult athletes may incorporate 3 Gymnastic/Tumbling Skills
- L. Gymnastic skills are allowed, but NOT required.
- M. Placement:
 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

II. BASIC STRUT:

A. Challenger, Novice, and Beginner Division

1. Will use the 8 x 8 x 8 x 8 Square **TWICE** around.
2. Athlete will Begin at **PARADE REST** (4 counts) and come to **ATTENTION** (4 counts) with baton in a traditional or cradled position.
3. Starting with the Left foot all Challenger, Novice, and Beginner athletes will march eight (8) steps and Pivot or flank left or right and continue to march eight (8) steps and repeat in a square formation two times.



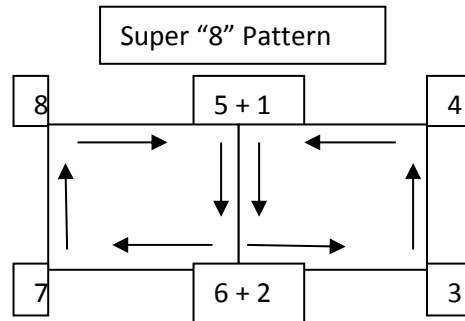
B. Advanced Division

1. Will be done in a Super "8" Pattern.
 2. Athlete will begin at **PARADE REST** (4 counts) and come to **ATTENTION** (4 counts) with baton in a traditional or cradled position at center of the designated area.
 3. Starting with the left foot, the athlete will march forward eight (8) steps; flank or pivot left and march eight (8); flank or pivot left and march 8 (eight); flank or pivot left and march eight (8). This should put athlete back where they began.
 4. Once back at the starting point, the athlete must Flank or pivot left and continue the rest of the pattern.
 5. Athlete will now march eight (8) straight forward; Flank or pivot right and march eight (8); Flank or pivot right and march eight (8); Flank or pivot right and march eight (8). This should put the athlete back at the starting position.
 6. Once at the starting position, athlete will Flank or pivot right and end at Attention.
- C. Athletes will be judged on leg lines, leg height, toe point, and posture.
- D. Keeping on beat with the music throughout the entire pattern is essential.
- E. Placement:
1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

III. MILITARY STRUT

A. Challenger, Novice, and Beginner Division

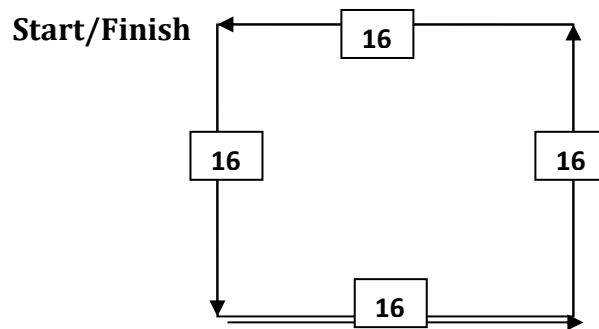
1. Will use the 8 x 8 x 8 x 8 Square **TWICE** around.
2. Athlete must follow the high-low military beat throughout the entire Square or Super "8" Pattern.
3. Athlete will Begin at **PARADE REST** (4 counts) and come to **ATTENTION** (4 counts) with baton in a cradled position and on the final beat position baton at your nose while standing at the starting point of the designated area.
4. Starting with the LEFT foot, a Novice and Beginner Athletes will march eight (8) steps and Pivot or flank left or right and continue to march eight (8) steps and repeat in a square formation twice.



B. Advanced Division

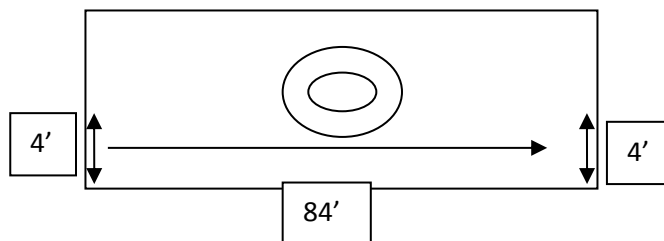
1. Will be done in a Super "8" Pattern.
 2. Advanced Athletes will begin at Parade Rest/At Ease (4 counts) and come to Attention (3 counts) with baton in a cradled position and on the final beat position baton at your nose while standing at the starting point of the designated area.
 3. Athlete will march straight forward eight (8) steps; flank or pivot left and march eight (8); flank or pivot left and march eight (8); flank or pivot left and march eight (8). This should put athlete back where they began.
 4. Once back at the starting point, the athlete may Flank or pivot left and stop for 8 counts only before continuing on the rest of the pattern. More experienced athletes may choose to Flank or pivot left and continue the rest of the pattern.
 5. Athlete will now march eight (8) straight forward; Flank or pivot right and march eight (8); Flank or pivot right and march eight (8); Flank or pivot right and march eight (8). This should put the athlete back at the starting position.
 6. Once at the starting position, athlete will Flank or pivot right and end at Attention.
- C. Athletes will be judged on leg lines, leg height, toe point, and posture.
- D. Keeping on beat with the music throughout the entire pattern is essential.
- E. Placement:
1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 2. TOP 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

IV. PARADE STRUT (MALE AND FEMALE ATHLETES)



- A. A marching routine combined with twirling skill suitable for a parade.
- B. No gymnastic/tumbling are allowed.
- C. The floor pattern for the Challenger/Novice/Beginner Division is 16x16x16x16 Square
- D. Advanced is a Super "8". See Diagram Basic Strut Super "8" pattern.
- E. There may be an 8 count Presentation/Introduction
- F. Routine begins with a courtesy pose or salute.
- G. The routine may have back steps, step ball changes, leaps, and kicks
- H. All forms of marching may be incorporated (i.e. half steps, double time, etc.).
- I. Movement Forward must begin with LEFT foot.
- J. Continuous foot motion must be maintained throughout.
- K. No leg holds allowed.
- L. No Floor lunges allowed.
- M. Tosses, finger twirls, and rolls are acceptable.
- N. Routine ends with a courtesy pose or salute.
- O. Judging will be based on timing and audience appeal.
- P. Placement:
 - 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 - 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

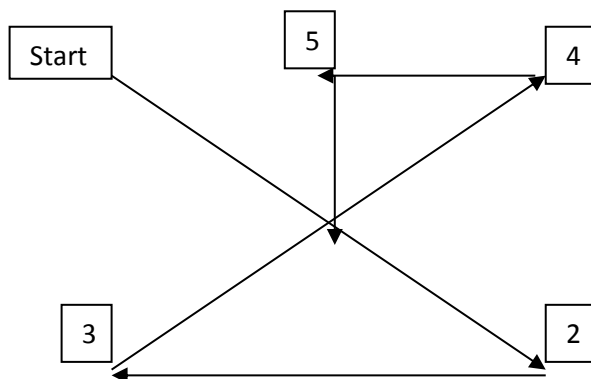
V. STRAIGHT-LINE STRUT(MALE AND FEMALE ATHLETES)



- A. This is executed down the length of the gym.
- B. A salute or courtesy pose required.
- C. There may be a short introduction prior to the salute or courtesy pose.
- D. There should be eight (8) counts of marching done (Starting on the Left foot) straight forward immediately after the salute or courtesy pose with **NO** release of baton.
- E. Then another eight (8) counts should be done as you continue down the floor. Marching may be done consecutively or split up.

- F. Once you reach the middle (midcourt) you must execute another 16 (sixteen) counts of marching done consecutively or split up with twirling before the final salute or courtesy pose.
- G. Oblique moves are allowed past the middle.
- H. All twirling patterns may be displayed (i.e. Tosses, spins, rolls, finger twirls, flash, swing)
- I. Gymnastics/Tumbling:
 1. Novice may NOT incorporate any Gymnastic/Tumbling Skills
 2. Challenger/Beginner may incorporate 1 Gymnastic/Tumbling Skill
 3. Intermediate may incorporate 2 Gymnastic/Tumbling Skills
 4. Advanced/Collegiate may incorporate 3 Gymnastic/Tumbling Skills
 5. Elite and Adult athletes may incorporate 3 Gymnastic/Tumbling Skills
- J. Gymnastics skills are allowed, but NOT required
- K. Routine must end with a salute or courtesy pose.
- L. There is a 2:00 minute maximum.
- M. Time begins with the first movement.
- N. Time ends with final salute or courtesy pose.
- O. Placement:
 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 2. TOP 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

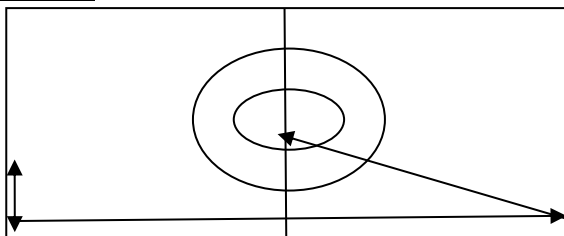
VI. X-STRUT (MALE AND FEMALE ATLETES)



- A. This is done in an “X” formation.
- B. No tosses or gymnastic/tumbling are allowed.
- C. Baton must stay in a full hand grip at all times.
- D. No more than two (2) revolutions/loops of the baton at one time while holding the center of shaft can be executed.
- E. You may do back steps and retracing.
- F. You begin at judges left at the back of the designated lane.
- G. An opening presentation ending in a salute is required.
- H. First four (4) steps are Basic March with baton movement starting on the LEFT foot.
- I. Move diagonally to the judges’ right ending at the edge of the designated lane and turning right.
- J. First four (4) steps are Basic March with baton movement starting on the LEFT foot.
- K. Proceed straight across to the opposite edge of the lane and turn right again.
- L. First four (4) steps are Basic March with baton movement starting on the LEFT foot.
- M. Move diagonally to the upper corner of the lane and turn left.

- N. This is freestyle and marches are not required. Only go to the center of the lane and turn left once again.
- O. First four (4) steps are Basic March with baton movement coming toward the judge.
- P. You may now do an oblique (not required) and end anywhere within the designated lane.
- Q. Beauty and grace of leg lines, free hand, arms, and body are important.
- R. There is a 2:00 minute maximum.
- S. Time begins with the first movement of presentation.
- T. Time ends with final salute.
- U. Placement:
 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 2. Top 6 Athletes in each age and ability level will medal at the AAU Nationals/AAU Junior Olympic Games.

VII. COLLEGIATE DOWNFIELD STRUT



- A. This is done down the length of the gym. Then you must come to the center of the gym to finish your routine.
- B. This routine should exemplify what would be executed as downfield strut during a football game.
- C. A salute or courtesy pose required at the beginning and end.
- D. There may be a short introduction prior to the salute or courtesy pose.
- E. All twirling patterns may be displayed (i.e. Tosses, spins, rolls, finger twirls, flash, swing).
- F. Oblique moves, back steps, leaps, kicks
- G. Incorporation of 3 Gymnastic/Tumbling skills allowed but NOT required
- H. Timing will begin with the athlete's first movement.
- I. Timing will end with the final salute or courtesy pose.
- J. The time limit is 2:00 max.
- K. Placement:
 1. Ten athletes will qualify in each age and ability level for the AAU Junior Olympic Games.
 2. Top 6 Athletes will medal at the AAU Nationals/AAU Junior Olympic Games.

ALL-AROUND TWIRLING CHAMPION

I. All-Around Twirling Champion General Information

- A. This category will be at the National/ AAU Junior Olympic Games.
- B. The athlete must qualify in Solo One baton status level.
- C. All status levels must do a Solo One Baton.
- D. Challenger/Novice athletes will be required to do an additional Basic Strut and Parade Strut.
- E. Beginner athletes will be required to do an additional Solo Multiple Batons and Parade Strut.
- F. Intermediate athletes will be required to do an additional Solo Two (2) Baton and Solo Dance Twirl.
- G. Advanced athletes will be required to do an additional Solo Two (2) Baton, Multiple Batons, and Dance Twirl.
- H. Elite athletes will be required to do an additional Solo Two (2) Baton, Multiple Batons, and Dance Twirl.
- I. The winner of each status level will be determined by the placement points of each category added together. The person with the least amount of placement points will be the All Around Twirling Champion. Example: a Novice athlete places 1 in Solo One Baton; 2 in Parade Strut; and 3 in Dance Twirl. The athlete's placement points equal 6 (six). If that is the least amount of placement points, then the athlete wins the title.

II. ALL-AROUND TWIRLING CHAMPION QUICK REFERENCE GRID

<u>All Around Twirling Champion</u> To be eligible, participant must be entered in all of the categories listed below for their level. Athlete must qualify in Solo One Baton. YOUR SOLO ONE BATON STATUS DETERMINES YOUR ALL AROUND STATUS				
Challenger	Solo One Baton	Basic Strut	Parade Strut	
Novice	Solo One Baton	Basic Strut	Parade Strut	
Beginner	Solo One Baton	Solo Multiple Batons	Parade Strut	
Intermediate	Solo One Baton	Solo Two Baton	Dance Twirl	
Advanced	Solo One Baton	Solo Two Baton	Multiple Batons	Dance Twirl
Elite	Solo One Baton	Solo Two Baton	Multiple Batons	Dance Twirl
Collegiate	Solo One Baton	Collegiate Half-time	Collegiate Freestyle	Collegiate Downfield

III. ALL-AROUND COLLEGIATE TWIRLING CHAMPION

- A. This division is to determine the Collegiate All Around Champion. The “Most Outstanding College Twirler” will earn this title.
- B. An athlete who has graduated from high school and is enrolled at a college, university, technical college, or equivalent.
- C. An athlete must provide proof of enrollment or an acceptance letter in order to compete in this division.
- D. You do not have to be on your school’s twirling line to be eligible. You must be currently enrolled in the school you are representing.
- E. College male and female will compete together with the highest placed male and the highest placed female receiving gender specific titles (i.e. Men’s National/AAU Junior Olympic Collegiate Champion or Women’s National/AAU Junior Olympic Collegiate Champion)
- F. This division will incorporate four different categories: College Solo, College Half-Time, College Freestyle, and College Strut.
- G. The athlete with the highest combined points will receive the highest placement.
- H. Top 6 Athletes will medal at the AAU Nationals/AAU Junior Olympic Games

IV. DETAILED ALL-AROUND COLLEGIATE TWIRLING CHAMPION EVENT INFORMATION

A. COLLEGIATE SOLO ONE BATON

- 1. This is the mainstay of all baton twirling and provides an athlete with the opportunity to perform an innovative routine in which is adjudicated for variety, difficulty, speed and control, smoothness and gracefulness, along with presentation and showmanship.
- 2. The routine for this event shall include: vertical pattern twirls, horizontal pattern twirls, finger twirls, rolls, aerials (tosses higher than head), low flips, and novelty tricks accompanied by complimentary body work including movement of arms, hands, legs, feet, torso, and head.
- 3. Incorporation of 3 Gymnastic/Tumbling Skills allowed but NOT required.
- 4. Athletes need to position themselves in front of the judge before the routine.
- 5. Marching in or off the competition floor is NOT required.
- 6. Timing will begin with the first movement following a salute or courtesy pose.
- 7. Timing will stop with a closing salute or courtesy pose.
- 8. Athletes have 2:00–2:30 minutes.

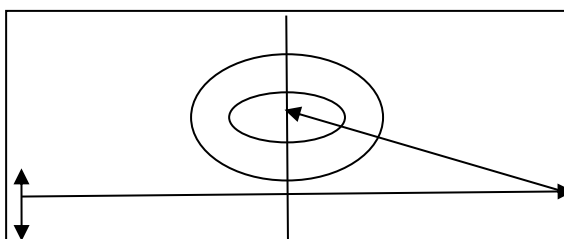
B. COLLEGIATE HALF-TIME ROUTINE

- 1. A college athlete performs a routine incorporating one, two, three and or more batons.
- 2. The athlete must use marching band music and include a college’s fight song.
- 3. The routine should include creativity, floor coverage, musical interpretation, change of pace, audience appeal, dynamic effects, correlation of body/footwork/baton to music.
- 4. This routine should resemble a routine that you would perform at one of your college games or special events.
- 5. Incorporation of 3 Gymnastic/Tumbling Skills allowed but NOT required
- 6. The timing for this event will be 3:00 to 4:00 minutes.
- 7. Timing will begin with the first movement following the opening pose.
- 8. Timing will end with the final pose with the last beat of the music.

C. COLLEGIATE FREESTYLE

1. An athlete must perform with a minimum of one and two batons, and may also perform with three and/or four batons.
2. A variety of twirling equipment may also be used (i.e. ribbons, hoop, etc.)
3. All props must be **twirled** at some point during the routine. Example: If you use a stool, it must be twirled and not just moved from one spot to another for sitting. This will be considered scenery if not twirled and a 2.0 penalty will be assessed.
4. Incorporation of 3 Gymnastic/Tumbling skills allowed but not required.
5. No scenery or backdrops allowed. If a prop is carried out and placed on the performance floor, it must be twirled at some point during the routine or it will be considered as scenery.
6. Complete theme orientation with attention paid to costuming, style, and presentation of character.
7. The routine should incorporate twirling content, movement, choreography/production, technique and quality of performance, and appearance/showmanship/presentation.
8. Routine content should include: creativity, staging, musical interpretation, continuity of routine, change of pace, audience appeal, dynamic effects, correlation of body/footwork/baton to music, worthwhile utilization of time and space and an ending pose.

D. COLLEGIATE DOWNFIELD STRUT:



1. This is done down the length of the gym. Then you must come to the center of the gym to finish your routine.
2. This routine should exemplify what would be executed as downfield strut during a football game.
3. A salute or courtesy pose required at the beginning and end.
4. There may be a short introduction prior to the salute or courtesy pose.
5. All twirling patterns may be displayed (i.e. Tosses, spins, rolls, finger twirls, flash, swing).
6. Oblique moves, back steps, leaps, kicks
7. Incorporation of 3 Gymnastic/Tumbling skills allowed but NOT required.
8. Timing will begin with the athlete's first movement.
9. Timing will end with the final salute or courtesy pose.
10. The time limit is 2:00 max.

GENERAL TEAM INFORMATION

I. GENERAL TEAM RULES

- A. A team roster listing team members' name, age (by the age definition rule), date of birth, and team status level, along with musical selection, must be turned in to the contest director or designated person prior to the team entering the competition floor. (At AAU Nationals/AAU Junior Olympic Games, there must be one for preliminaries and finals.)
- B. A team member may not compete against her/himself in team competition.
- C. All teams must qualify in ALL team events in which they wish to compete in at the AAU Nationals/AAU Junior Olympic Games.
- D. The age of the competitor as of December 31 shall determine the age of that competitor. The competitor must compete for the entire calendar year at the age they will be on December 31 of the year in which you are attending the AAU Junior Olympic Games. **Your age for 2015 AAU Junior Olympic Games will be your age as of December 31, 2015.**
- E. **Grounding** of the baton is **NOT** allowed in Dance Twirl Team, Twirl Team, and Street Parade Team. Grounding means the baton is out of the twirlers possession and is in a manner in which it could remain so without danger of it moving or changing position indefinitely.
- F. A team or corps is responsible for its own clean up detail. The floor must be clean for every competing team.
- G. No scenery or backdrops allowed in Dance Twirl Team, Twirl Team, Street Parade and Novelty Twirl Team.
- H. No props are to be used in Dance Twirl Team, Twirl Team, or Street Parade Team.
- I. Props **ARE** allowed in Novelty Twirl Team, Show-Twirl Team, and Auxiliary Team.
- J. No part or parts of the uniform may be removed during a performance to be used as a prop in Dance Twirl Team, Twirl Team, or Street Parade Team. It is allowed in Novelty Twirl Team, Show Twirl Team, Auxiliary Team.
- K. No team is allowed to use pyrotechnics, discharge of arms, pressurized canisters, dangerous material, or inflammable liquids, etc.
- L. No team is permitted to use an auxiliary power source such as electric, battery, or transistor etc.
- M. Novelty batons may only be used in Auxiliary Baton Line, Novelty Twirl Team and Show Twirl Team.
- N. Music checks must be done prior to the start of Team Competition.

II. TEAM SIZES

- A. Extra-Small Team: Two (2)-Three (3) athletes may compete as a Twirl Team, Dance Twirl Team, Novelty Twirl Team, and Auxiliary Baton Line .
- B. Small Teams may have Four (4) to Nine (9) athletes.
- C. Large Teams may have Ten (10) to Nineteen (19) athletes.
- D. Extra Large teams may have Twenty (20) or more athletes.

III. TEAM STATUS

- A. **Beginner:**
 - 1. A team that has 11 (eleven) or fewer Beginner Team Wins.
 - 2. Beginner Teams may do **no more** than two (2) spins. This allows for optional catches (example: blind catches, under leg, back catch, etc)

3. Beginner Teams are limited to a toss single illusion with an optional catch.
4. Beginner Teams are limited to no more than 6 (six) continuous elbows i.e. left elbow, right elbow, left elbow, right elbow, left elbow, right elbow.
5. Incorporation of one (1) Gymnastic Skill by one athlete is allowed.

B. Advanced:

1. A team that has 12 (twelve) or more *Advanced Team Wins*.
2. Athletes in this status level are unlimited to spins.
3. Athletes in this status level are unlimited to amount of illusions under a toss.
4. Athletes in this status level are unlimited to continuous rolls.
5. Incorporation of six (3) Gymnastic/Tumbling skills by one or more athletes.

IV. Auxiliary & Drill Team Status

A. Elementary:

1. This would be an individual team who is in the 1st, 2nd, 3rd, 4th, or 5th grade in school. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

B. Junior High:

1. This would be an individual team member who is in the 6th, 7th, or 8th grade in school. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

C. Senior High:

1. This would be an individual team member who is in the 9th, 10th, 11th, or 12th grade in school. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

D. Collegiate:

1. This is a team with individual athletes currently enrolled at a college, university, technical or Junior college etc. Athletes **DO NOT** have to be enrolled at the same school. You do not have to be on your school's majorette line to be eligible for this division.

V. GYMNASTIC/TUMBLING SKILLS

- A. All gymnastic/tumbling skills must be properly trained as well as properly executed. Safety is paramount.
- B. Allowable skills include:
 1. Cartwheels/Round-Offs
 2. Front Walkovers
 3. Back Walkovers
 4. Forward Rolls
 5. Backward Rolls
 6. Backhand springs
- C. The allowable gymnastics skills above are allowed but not required
- D. Due to safety reasons no skills other than those listed above will be permitted
- E. Number of Gymnastic/Tumbling Skills allowed in Team Events:
 1. Beginner Status limited to 1 Gymnastic/Tumbling Skill per routine
 2. Advanced Status limited to 3 Gymnastic/Tumbling Skills per routine

3. Adult Status may limited to 3 Gymnastic/Tumbling Skills per routine
4. Collegiate limited to 3 Gymnastic/Tumbling Skills per routine
5. Auxiliary Lines/Corps:
 - a. Elementary may NOT incorporate any Gymnastic/Tumbling Skills
 - b. Junior Limited to 1 Gymnastic/Tumbling Skills per routine
 - c. Senior limited to 2 Gymnastic/Tumbling Skills per routine
 - d. Collegiate limited to 3 Gymnastic/Tumbling Skills per routine
- F. Gymnastic/tumbling skills will be judged as **SPECIALTIES** under the content and technical categories on score sheets and NOT as **DIFFICULTY** skills.
- G. The hands of the performer must be in full contact with the floor at all times without obstruction by costume or equipment
- H. No Gymnastic/Tumbling Skills maybe done on top of equipment/prop
- I. No Gymnastic/Tumbling Skills maybe used as a dismount from any equipment/prop

VI. TEAM AGES

- A. 0-6 (Tot)
- B. 7-9 (Juvenile)
- C. 10-13 (Junior)
- D. 14 -18 (Senior)
- E. 19-22 (College)
- F. 23 + (Adult)

VII. AUXILIARY TEAM AGES

- A. **Elementary School** will be 1st, 2nd, 3rd,4th,and 5th graders
- B. **Junior High School** will be 6th, 7th, and 8th graders only.
- C. **Senior High School** will be 9th, 10th, 11th, 12th graders in High School.
- D. **Collegiate-** must be enrolled in a bona fide college, university, or equivalent.

VIII. TEAM ELIGIBILITY

- A. Each team must qualify in each category for which they want to compete at the AAU Nationals/AAU Junior Olympic Games.
- B. Six teams will qualify for the AAU Nationals/AAU Junior Olympic Games.
- C. There are preliminaries and finals at the AAU Nationals/AAU Junior Olympic Games.
- D. **At the AAU Nationals/AAU Junior Olympic Games, if the number of athletes, teams or corps per event warrants, a FINALS ROUND ONLY MAY be implemented. The National Executive Committee has the right to implement this or not implement a Finals Only Round. Consideration for this to happen will be if only 1 (one) individual, team or corps entered in the category.**

IX. PERFORMANCE AREA

- A. High School Gym Regulations 84' long by 50' wide (Facility Depending)
- B. Junior High Gym Regulations 74' long by 42' wide (Facility Depending)

X. MUSIC

- A. At AAU National/AAU Junior Olympic Games events, all music must be turned into the National Chair one week prior to the first day of competition.
- B. A hard copy of music may be sent by a CD or a Flash Drive to AAU National Baton Chair Candice Dowdy: (email files at) candicedowdyaau@gmail.com; (mail files to) 522 Hallowell Circle, Orlando, FL 32828

1. The CD should be labeled with the individual athlete's, team, or corps' name, age and event.
2. Use a new CD (free of scratches)/Flash Drive with all of an individual athlete's, Team, or Corps music
- C. The contest director will provide music for all Solo events and March Music for the Twirl teams.
- D. Teams and Corps must have one routine per CD recorded on your own CD.
- E. The music should be age appropriate.
- F. The music should avoid profanities.
- G. As the Coach or Parent/Guardian, you should pay attention to the connotation in the songs as well.
- H. It is advised to have a back-up CD with you at the contest venue.
- I. If your music has a questionable ending, you will need a coach or assistant (wearing a coaches polo) to be standing by to cue the cut-off point.
- J. The volume of the music shall be at a comfortable level. The contest director should use common sense for the volume level.
- K. Excessive volume should be immediately called to the directors' attention.
- L. If you are using your own sound equipment and the volume level has been addressed and not adjusted to a comfortable level, an athlete, team, or corps may be assessed up to a maximum two (2) point penalty.
- M. **If your music is NOT turned in one week prior to the start of the Baton portion of the AAU Junior Olympic Games, a 2.0 penalty will be assessed on your score sheet.**

TEAM EVENTS

I. TWIRLING TEAM

A. Definition

1. A twirling team is two or more athletes twirling in unison with precision of marching and maneuvering. Changing places and staying in step with the beat of the music should be paramount. The routine must have an entrance, variety in twirling, exchanges, change in floor patterns, and an exit within the allotted time.

B. Routine Content

1. All members will start on the starting line.
2. A short introduction is acceptable prior to the salute.
3. Marching of all forms is allowed (On Beat, Half-time, Double time, kicks, Ball change, etc).
4. Partner exchanges, group exchanges, unison, and ripples should be utilized.
5. If routine appears to be a dance twirl routine done to march music then a two (2) point penalty will be assessed.

C. Gymnastics/Tumbling Skills

1. Beginner Status limited to 1 Gymnastic/Tumbling Skill per routine
2. Advanced Status limited to 3 Gymnastic/Tumbling Skills per routine
3. Adult Status limited to 3 Gymnastic/Tumbling Skills per routine
4. Collegiate limited to 3 Gymnastic/Tumbling Skills per routine

D. Scenery

1. Scenery or backdrops are **NOT** allowed.

E. Time Limits

1. The time limit for twirling teams is 2:00 – 3:00 minutes.
2. Timing for this event begins with the leader's salute on the starting line.
3. Timing ends with the leader's salute on the finish line.

F. Music

1. Twirl teams will twirl to march music provided by contest director.

G. Entrance and Exit

1. Starting Line position is optional. It is recommended that the far boundary line directly across from the judges' area be utilized.
2. Finish Line position is optional. It is recommended that the far boundary line directly across from the judges' area be utilized.
3. The team will then exit the competition area to the judge's right.

H. Performance Area

1. A designated performance area of 50' by 42' will be provided for the Twirling Teams. (i.e. one half of the gym floor).
2. When available designated performance area of 84' by 50' will be provided.

I. Judging

1. Twirl team is judged on Twirling, Teamwork, Choreography, Technique and Quality of Performance. Additional categories for judging the team include Appearance, Showmanship, and Presentation.

II. DANCE TWIRL TEAM

A. Definition

1. A team of two or more twirling athletes using one baton per member, performing in unison, and whose performance is accompanied by recorded or taped music of their preference. The performance should be creative in choreography as well as costume. The routine will be a musical interpretation through movement with expression and baton, including an introduction, dynamic effects, a conclusion, and possibly a theme. It is essential that a Dance Twirl routine have its dance steps coordinated with the music. It will incorporate beauty of legwork, footwork, and bodywork with the baton. It must have combinations of baton and dance material. It will use space properly. The floor pattern will be a design. The primary goal in Dance Twirl is a routine with continuous dance while twirling with dance steps and twirling having the same degree of difficulty.

B. Gymnastics/Tumbling

1. Beginner Status limited to 1 Gymnastic/Tumbling Skill per routine
2. Advanced Status limited to 3 Gymnastic/Tumbling Skills per routine
3. Adult Status limited to 3 Gymnastic/Tumbling Skills per routine
4. Collegiate limited to 3 Gymnastic/Tumbling Skills per routine

C. Routine Content

1. All forms of dance may be used.
2. Full hand, contact material, finger twirls, rolls, partner exchanges, group exchanges may be used.

D. Scenery

1. Scenery or backdrops are **NOT** allowed.

E. Time Limits

1. Dance Twirl Team is 2:00–3:00 minutes.
2. Timing begins with the first movement of a team's members after being announced to proceed.
3. Timing will end with the last note of the music with a final pose. Team members may elect to have their ending position on the competition performance area.

F. Music

1. Dance Twirl Teams will use music of their choice.
2. Please use good taste, age appropriateness, and avoid profanity if possible.

G. Entrance and Exit

1. The starting line and finish line are unrestricted.
2. Dance Twirl Team Athletes may position themselves on or off the competition performance area before the timing begins for the routine.
3. After the routine is complete, the team will proceed off the competition floor.

H. Performance Area

1. A Dance Twirl Team has the entire gym floor (84' by 50') to perform.

I. Judging

1. A Dance Twirl Team is judged on Twirling, Dancing, Choreography, Technique and Quality of Performance, and Appearance and Showmanship.

III. NOVELTY TWIRL TEAM

A. Definition

1. A team of two or more twirling athletes performing a routine that is entertaining and impressive to present to an audience. It should be choreographed to be appropriate for performance at athletic events, school, or civic functions. This category can be theme oriented. Props may be used, but **baton twirling** must be done for 1:30 of the allotted time. Twirling may be split up between props or done all at once. A novelty baton such as a double flag or pom-pom baton may be used as for twirling time. Single flags, streamers, swing flags, canes etc. are props.

B. Gymnastics/Tumbling

1. Beginner Status limited to 1 Gymnastic/Tumbling Skill per routine
2. Advanced Status limited to 3 Gymnastic/Tumbling Skills per routine
3. Adult Status limited to 3 Gymnastic/Tumbling Skills per routine
4. Collegiate limited to 3 Gymnastic/Tumbling Skills per routine

C. Routine Content

1. Contents should consist of at least 50% of its team members twirling a baton.
2. A Novelty Twirl Team routine should consist of twirling single or multiple batons and/or other twirling equipment.
3. Props can include ribbons, hats, canes, scarves, chairs, balls, etc., which must be incorporated with dance and body movements.

D. Scenery

1. Scenery or backdrops are **NOT** allowed.

E. Time Limits

1. Baton Twirling must be done for 1:30 of the time.
2. There is a 2:00 minute minimum and a 3:00 minutes maximum.
3. Timing begins the first movement of team members after being announced to proceed.
4. Timing ends with the last note of the music with a final pose.

F. Music

1. Novelty Twirl Teams will use music of their choice.
2. Please use good taste, age appropriateness, and avoid profanity if possible.

G. Entrance and Exits

1. Positioning on the floor is optional.
2. It is recommended that the team enters from the judges left and exits to the judges' right.
3. The set up time should be executed quickly and in an orderly fashion.
4. Proper protection for the floor surface must be addressed when placing props on the competition floor.
5. Team responsible for clean-up of the performance area

H. Performance Area

1. A Novelty Twirl Team has the entire gym floor (84' by 50') to perform.

I. Judging

1. A performance will be judged on Content, Teamwork, Choreography, Technique & Quality of Performance, Showmanship and Presentation.
2. A routine that is choreographed for a single baton dance twirl team will not receive a placement award.

IV. STREET PARADE TEAM

A. Definition

1. This team you would see in a local parade. The team performs street worthy patterns and must do a reviewing stand portion when reaching the middle of the performance area. Continuous foot motion must be maintained throughout entire routine. Marching and maintain the beat is paramount.

B. Gymnastics/Tumbling

1. Beginner Status limited to 1 Gymnastic/Tumbling Skill per routine
2. Advanced Status limited to 3 Gymnastic/Tumbling Skills per routine

3. Adult Status limited to 3 Gymnastic/Tumbling Skills per routine
4. Collegiate limited to 3 Gymnastic/Tumbling Skills per routine

C. Routine Content

1. One baton shall be used.
2. To the Rears, Oblique's, Faces, and Mark Times are allowed.
3. Continuous foot motion can be on the beat, half-time, double time, kicks, leaps etc.
4. Kneeling can be done as long as the ball of the foot stays touching the floor.
5. Twirling is required while continuous foot motion is maintained.
6. All forms of twirling allowed i.e. tosses, finger twirls, rolls, exchanges, etc.

D. Scenery

1. Scenery or backdrops are **NOT** allowed.

E. Banner

1. A banner may be carried in front of the Street Parade Team.
2. If a color guard is utilized, proper guarding must be maintained.
3. See National Colors under General Corps Rules.

F. Time Limits

1. There is a Maximum 2:30 time limit. There is No minimum time limit.
2. Timing begins with the first movement of a team's members.
3. Timing ends when the last team member crosses the baseline to the judges' right.
4. A salute is optional.

G. Music

1. Street Parade Teams will use music of their choice.
2. Please use good taste, age appropriateness, and avoid profanity if possible.

H. Entrance and Exit

1. Team centers from the baseline to the judges' left.
2. Proceed down the length of the gym once.
3. You may do a Grandstand portion midcourt.
4. Continue forward until the last athlete of the team crosses the baseline to the judges' right.
5. A final pose may be done but ALL members must have crossed the Final Boundary("the baseline").

I. Performance Area

1. A Street Parade Team has the entire gym floor (84' by 50') to perform.

J. Judging

1. Performance will be judged on content, unison, showmanship, uniform and neat appearance, and the ability to stay in step with the music.
2. Gymnastic/Tumbling skills incorporated Team will be judged under routine Content caption as specialties.

V. **SHOW TWIRL TEAM**

A. **Definition**

1. A Show Twirl Team literally puts on a show. You must have 4 (four) or more athletes. This is theme oriented where costuming and choreography must reflect your theme. Backdrops no more than 12' high can be utilized to enhance your routine, but are not required. The routine must have baton twirling for at least 2 (two) minutes of the routine which can be done all at once or spread throughout the entire routine. Props may be used to help enhance the performance. Gymnastic/Tumbling skills are allowed but are not required.

B. **Gymnastics/Tumbling Skills**

1. Beginner Status limited to 1 Gymnastic/Tumbling Skill per routine
2. Advanced Status limited to 3 Gymnastic/Tumbling Skills per routine
3. Adult limited to 3 Gymnastic/Tumbling Skills per routine
4. Collegiate limited to 3 Gymnastic/Tumbling Skills per routine

C. **Routine Content**

1. Variety and Difficulty of twirls, ambidexterity, partner /group sequences along with exchanges.
2. Musical expression, rhythm and timing, unison, and creativity.
3. Changing of floor patterns, floor coverage, audience appeal, entertaining and dynamic effects.
4. Alignment, spacing, perfection, precision, uniformity of body, baton, and use of props used.
5. Showmanship, personality projection, Expression.

D. **Scenery**

1. Scenery or backdrops **ARE** allowed.
2. These items enhance the performance to help convey the concept of the routine.
3. They may be no higher than 12'(feet)

E. **Time Limits**

1. Overall timing is 3:30 – 9:00
2. Twirling Time is 2:00 Minutes Minimum

F. **Music**

1. Show Twirl Teams will use music of their choice.
2. Please use good taste, age appropriateness, and avoid profanity if possible.

G. **Entrance and Exit**

1. Positioning on the floor is optional.
2. It is recommended that the team enters from the judges left and exits to the judges' right.
3. The set up time should be executed quickly and in an orderly fashion.
4. Proper protection for the floor surface must be addressed when placing props on the competition floor.

H. **Performance Area**

1. A Show Twirl Team has the entire gym floor (84' by 50') to perform.

I. Judging

1. A performance will be judged on Content, Teamwork, Choreography, Technique & Quality of Performance, Showmanship and Presentation.
2. Gymnastic/Tumbling skills incorporated Show Twirl Team will be judged under routine Choreography caption as specialties.
3. A routine that is choreographed for a single baton dance twirl team will not receive a placement award.

VI. COLLEGE MAJORETTE LINE

A. Definition

1. A team performs a routine to marching band music and incorporates the school fight song. It should be entertaining, age appropriate, and within good taste. This should be a routine that can be done at any school or civic function. It should resemble what you may perform on the field or during a halftime performance.

B. Routine Content

1. There should be drill patterns with marching and maneuvering, stand still portions, along with props that would be utilized on the field.
2. Group sequences, exchanges, two and three or more batons can be incorporated.
3. Other equipment i.e. streamers, hoops etc. may be incorporated as well.

C. Gymnastics/Tumbling Skills

1. Collegiate limited to 3 Gymnastic/Tumbling Skills per routine

D. Scenery

1. Scenery or backdrops **ARE** allowed.
2. These items enhance the performance to help convey the concept of the routine.
3. They may be no higher than 12'(feet).
4. Containers for props or twirling equipment can be no more than 36" (3 feet) tall when the props are inside.

E. Time Limits

1. Overall timing of this routine is 5:00-7:00 minutes.
2. Timing will begin with the first movement of the teams members.
3. Timing will end with the final pose at the last note of the music.

F. Music

1. Marching band music must be used.
2. The school fight song must be included at some point of the music.
3. Change of pace is encouraged.

G. Entrance and Exit

1. Positioning on the floor is optional.
2. It is recommended that the team enters from the judges left and exits to the judges' right.
3. The set up time should be executed quickly and in an orderly fashion.
4. Proper protection for the floor surface must be addressed when placing props on the competition floor.
5. Collegiate Majorette Line responsible for clean-up of performance area.

H. Performance Area

1. A Collegiate Majorette Line has the entire gym floor (84' by 50') to perform.

I. Judging

1. A majorette line will be judged on routine content, teamwork, production (general effect), technique, along with appearance, showmanship and presentation.

VII. AUXILIARY TEAM

A. Definition

1. An Auxiliary Team performs WITH or WITHOUT a baton. It can be theme oriented with costuming to enhance the performance. It should be entertaining and suitable for school functions, civic functions, and other athletic events. Creativity and imagination are your tools. You can use tall flags, swing flags, ruffles, pom-poms, sabers, etc. or any combination of equipment. This would also include a drill team or dance line.

B. Gymnastics/Tumbling

1. Elementary may NOT incorporate any Gymnastic/Tumbling Skills
2. Junior High Limited to 1 Gymnastic/Tumbling Skills per routine
3. Senior High limited to 2 Gymnastic/Tumbling Skills per routine
4. Collegiate limited to 3 Gymnastic/Tumbling Skills per routine

C. Categories

1. Pom Line
2. Dance Lines
3. Drill Team
4. Guard
5. School Majorette Line

D. Divisions

1. Elementary (1st Grade -5th Grade)
2. Junior High (6th Grade – 8th Grade)
3. Senior High (9th Grade – 12th Grade)
4. Collegiate (Any one Graduated from HS and attending a Bona fide College)

E. Routine Content

1. The routine must have movement and dancing along with the equipment being manipulated.
2. The routine must have contact material, spins, tosses, exchanges, and group sequences.
3. This routine should have dynamic movement with equipment and ease of flow of transitions of equipment and floor coverage.
4. The team must have unison, teamwork, proper skills of equipment being used, and audience appeal.

F. Scenery

1. Scenery or backdrops **ARE** allowed.
2. These items enhance the performance to help convey the concept of the routine.
3. They may be no higher than 12'(feet)

4. Containers for props or twirling equipment can be no more than 36" (3 feet) tall when the props are inside.

G. Time Limits

1. Time limit is 2:00 to 4:00 minutes.
2. Timing begins with the first movement of a team's members.
3. Timing end with ending pose or last beat of music whichever comes first.

H. Music

1. Auxiliary Teams will use music of their choice.
2. Please use good taste, age appropriateness, and avoid profanity if possible.
3. Band music may be used if so desired.

I. Entrance and Exit

1. Positioning on the floor is optional.
2. It is recommended that the team enters from the judges left and exits to the judges' right.
3. The set up time should be executed quickly and in an orderly fashion.
4. Proper protection for the floor surface must be addressed when placing props on the competition floor.
5. Auxiliary Team responsible for clean-up of performance area

J. Performance Area

1. An Auxiliary Team has the entire gym floor (84' by 50') to perform.

K. Judging

1. An Auxiliary Team will be judged on Equipment, Movement and Dancing, General Effect, and Technique.

VIII. DRILL TEAM

A. Definition

1. A team of athletes who demonstrate accuracy and precision of marching and maneuvering, along with the ability to keep tempo, spacing, and alignment while holding a baton in a cradle or traditional position.

B. Gymnastics/Tumbling

1. No Gymnastic Skills allowed

C. Categories

1. Military
2. Freestyle

D. Divisions

1. Elementary (1st Grade -5th Grade)
2. Junior High (6th Grade – 8th Grade)
3. Senior High (9th Grade – 12th Grade)
4. Collegiate (Any one Graduated from HS and attending a Bona fide College)

E. Routine Content

1. Military

- a. Must Maintain Constant Left-Right tempo
- b. May have High Mark Time
- c. May have Low Mark Time
- d. May do Side Steps
- e. May change length of stride
- f. Verbal commands may be done by the commanding officer only
- g. Tempo will be set by the commanding officer **MUST** be maintained throughout entire performance
- h. No Change of Pace Allowed
- i. No Dance Steps (i.e. Ball changes; step hop; jazz runs etc.)
- j. Basic Military Marching **ONLY**
- k. Arm swings allowed
- l. **ABSOLUTELY NO TWIRLING** (Baton must stay in Cradled or Traditional Hold)
- m. Facial Expression should be Military (Serious **NO** smile)

2. Freestyle

- a. Must Maintain Constant Left-Right tempo
- b. May have High Mark Time
- c. May have Low Mark Time
- d. May do Side Steps
- e. May change length of stride
- f. Change of tempo or pace Allowed
- g. Double- time; Half-time; or three quarter-time allowed
- h. Step ball change; Step Kicks; Step hops; Step dig; Jazz runs
- i. Chants; Verbal Commands; Vocal accompaniment from team members and commanding officer Allowed
- j. Special foot work may also be utilized as long as the line of direction is maintained with continuous foot movement
- k. **ABSOLUTELY NO TWIRLING** this includes loops, whips, tosses, etc.
- l. Arm movements allowed in a Cradled , Traditional, or a combination of both
- m. A change of facial expression to enhance mood while performing

F. Scenery

1. Scenery or backdrops are **NOT** allowed.

G. Time Limits

1. There is a 2:00 to 3:00 minute time limit.
2. Commanding officer calls the team to attention and gives a courtesy salute or bow to judges.
3. Timing begins with the command of the officer for the team to begin performance.
4. Timing ends when the last team member crosses the sideline to the judges' right.
5. A courtesy salute or bow is given by the commanding officer to signal that the performance is over.

H. Music

1. **NO** recorded or live Music is to be used

I. Entrance and Exit

1. Team will enter from the judges left
2. Team will exit to judges right

J. Performance Area

1. A Drill Team (Military or Freestyle) has the entire gym floor (84' by 50') to perform.

K. Judging

1. Changing of floor patterns
2. Alignment and spacing
3. Intervals while performing forward marching, backward marching, To the Rears, Columns, Flanks
4. Optional Pinwheels and Company Fronts
5. Uniformity of head and hand movements while noting scrutiny of each individual's military bearing, posture, chin level, ability to perform sharp flanks and corners along with snappy pivots.
6. Uniformity of marching style (heel and toe placement, knee height, stride)
7. Posture, head level, chin level, eye levels
8. Special credit to teams with costume and drills complimenting each other

GENERAL CORP INFORMATION

I. General Corp Rules

- A.** There are 2 (Two) different types of Corps Twirling Corps and Parade Corps.
- B. A Corps roster** listing members' name, age (by the age definition rule), and date of birth along with musical selection, must be turned in to the contest director prior to the team competes. *(At AAU Nationals/AAU Junior Olympic Games, there must be one for preliminaries and finals.)*
- C. A Corps's member** may not compete against her/himself in team competition.
- D. The Corps is responsible**
1. For its own clean-up details, as the floor must be clean for the next competing Corps.
 2. For damage to the floor. This includes scuffing as well as black marks.
- E.** No rolled equipment, backdrops, or scenery allowed.
- F.** If equipment is dropped out of bounds and the athlete has to cross the boundary to retrieve equipment, penalties will be assessed.
- G.** No Basic Color Guard Allowed in Parade Corps or Twirling Corps. In Parade Corps, Color Guard equipment may be used (by some members), but baton twirling is required.
- H.** Grounding of baton **ALLOWED** in **TWIRLING CORPS**

- I. There is **NO** grounding of batons allowed in **PARADE CORPS**.

- II. **Corps Classifications:**
 - A. Corp Ages:
 1. 0-9 (Juvenile)
 2. 10-13 (Junior)
 3. 14 -18 (Senior)
 - B. Corps entering more than one classification (i.e. Junior Parade Corps and Senior Parade Corps) must have entirely different themes and music.

- III. **Corps Size:**
 - A. Small (10-14)
 - B. Large (15-19)
 - C. Extra Large (20 +)

- IV. **GYMNASTIC/TUMBLING SKILLS**
 - A. All gymnastic/tumbling skills must be properly trained as well as properly executed. Safety is paramount.
 - B. Allowable skills include:
 1. Cartwheels/Round-Offs
 2. Front Walkovers
 3. Back Walkovers
 4. Forward Rolls
 5. Backward Rolls
 6. Backhand springs
 - C. The allowable gymnastics skills above are allowed but not required
 - D. Due to safety reasons no skills other than those listed above will be permitted
 - E. Number of Gymnastic/Tumbling Skills allowed in Team Events:
 1. Juvenile Corp may NOT incorporate any Gymnastic/Tumbling Skills
 2. Junior Limited to 1 Gymnastic/Tumbling Skills per routine
 3. Senior limited to 2 Gymnastic/Tumbling Skills per routine
 - F. Gymnastic/tumbling skills will be judged as **SPECIALTIES** under the content and technical categories on score sheets and NOT as **DIFFICULTY** skills.
 - G. The hands of the performer must be in full contact with the floor at all times without obstruction by costume or equipment
 - H. No Gymnastic/Tumbling Skills maybe done on top of equipment/prop
 - I. No Gymnastic/Tumbling Skills maybe used as a dismount from any equipment/prop

- V. **Performance Area**
 - A. The performance area for Parade and Twirling Corps is 84' by 50'.
 - B. The inside measurements of the taped line should be the required size with the corners marked with cones.
 - C. A Corps may remove the cone(s), as long as they are put back for the next Corps.
 - D. For Parade Corps, additional 25' street markings shall be taped.

VI. Music

- A. At AAU National/AAU Junior Olympic Games events, all music must be turned into the National Chair one week prior to the first day of competition.
- B. A hard copy of music may be sent by a CD or a Flash Drive to AAU National Baton Chair Candice Dowdy: (email files at) candicedowdyaau@gmail.com; (mail files to) 522 Hallowell Circle, Orlando, FL 32828
 - 1. The CD should be labeled with the individual athlete's, team, or corps' name, age and event.
 - 2. Use a new CD (free of scratches)/Flash Drive with all of an individual athlete's, Team, or Corps music
- C. The contest director will provide music for all Solo events and March Music for the Twirl teams.
- D. Teams and Corps must have one routine per CD recorded on your own CD.
- E. The music should be age appropriate.
- F. The music should avoid profanities.
- G. As the Coach or Parent/Guardian, you should pay attention to the connotation in the songs as well.
- H. It is advised to have a back-up CD with you at the contest venue.
- I. If your music has a questionable ending, you will need a coach or assistant (wearing a coaches polo) to be standing by to cue the cut-off point.
- J. The volume of the music shall be at a comfortable level. The contest director should use common sense for the volume level.
- K. Excessive volume should be immediately called to the directors' attention.
- L. If you are using your own sound equipment and the volume level has been addressed and not adjusted to a comfortable level, an athlete, team, or corps may be assessed up to a maximum two (2) point penalty.
- M. **If your music is NOT turned in one week prior to the start of the Baton portion of the AAU Junior Olympic Games, a 2.0 penalty will be assessed on your score sheet.**

VII. Twirling Time

- A. When Baton twirling by Ten (10) athletes for Small, Fifteen (15) athletes for Large, and Twenty (20) athletes is done at one time.
- B. Included in the timing are any twirls that make one full revolution.
- C. Exchanges and tosses are included.
- D. Two batons, when executed as a result of a partner toss and the time it takes for a smooth return toss.
- E. A Peel-off counts in timing even though twirling differs as the ripple is finished. ***Some form of twirling must continue not just a pose.***
- F. Any twirling by less than the required amount of members or twirling done by novelties (hoops, ribbons, ruffles, flags, etc.) will NOT be judged in timing.
- G. If a drop occurs when the required amount of members is twirling, timing continues unless the member does not immediately pick up the baton and continues with the routine.
- H. Twirling time has no restrictions as to where it is to be performed and therefore is timed throughout the entire floor time.

VIII. Corps Eligibility

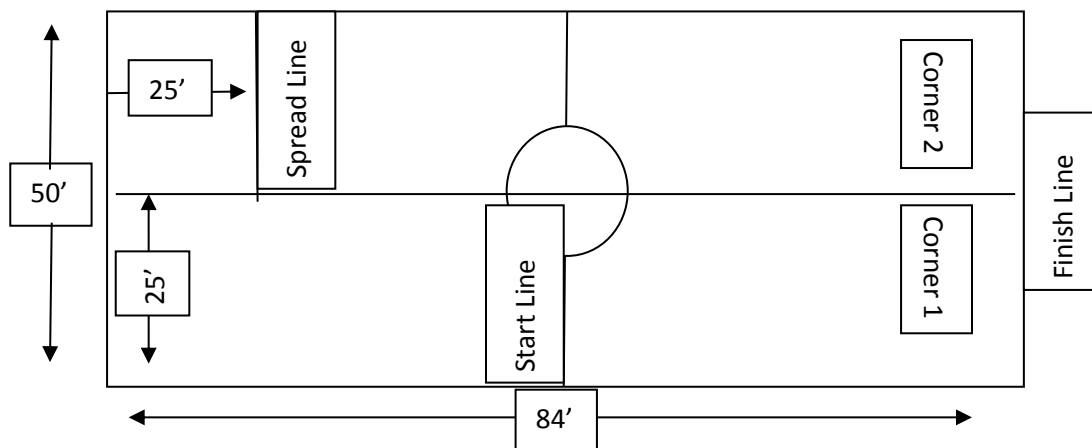
- A. All Corps, regardless of the final qualifying position at the AAU District Championships will be eligible to compete at the AAU Nationals/AAU Junior Olympic Games.
- B. Six Corps will qualify for the AAU Nationals/AAU Junior Olympic Games.
- C. There are preliminaries and finals at the AAU Nationals/AAU Junior Olympic Games.
- D. **At the AAU Nationals/AAU Junior Olympic Games, if the number of athletes, teams or corps per event warrants, a FINALS ROUND ONLY MAY be implemented. The National Executive Committee has the right to implement this or not implement a Finals Only Round. Consideration for this to happen will be if only 1 (one) individual, team or corps entered in the category.**

CORP EVENTS

I. PARADE CORPS

A. Definition

1. A group of 10-14 athletes (Small), 15-19 (Large), and 20+ (Extra Large) for Juvenile/Junior/Senior, who perform a routine that emphasizes and is suitable for a street parade with the final section being a parade reviewing stand type of performance utilizing drill patterns and different marching styles and techniques.



B. Routine Content

1. The Corps will stay within the 25' (feet) street width upon entrance and will maintain that width formation as the corps follows the floor pattern the length (84') of the gym making a left corner and continue the width (50') of the gym and execute another left corner
2. Once you finish the corner, you continue the length of the gym (55') which is then the spread line
3. Once every corps member passes the spread line, you may do your reviewing stand section using the entire floor
4. Continuous foot motion **MUST** be maintained throughout entire routine
5. Exchanges, partner sequences, group sequences, incorporation of drill patterns/pictures may be included
6. Continuous foot motion must be maintained at all times

7. Allowable foot motions includes on the beat, half-time, double time, ball changes, kicks, leaps, kneeling (as long as the ball of foot is still touching the floor), and no more than a two (2) spin

C. Entrance and Exit

1. All members must enter the 25' alley to the judges left.
2. Opening position should not pass half court.
3. Exit will be the far boundary at the judges right.

D. Music

1. The choice of music is up to each Corps' discretion.
2. Please use good taste, age appropriateness, and avoid profanity if possible.

E. Timing

1. Overall timing is 4:00 minutes maximum.
2. Twirling time is 1:00 minute minimum.
3. Timing begins with the first movement of a Corps' member(s) after being announced to proceed.
4. Timing ends when the last Corps member crosses the finish line or the last note of the music with a final pose being held for at least three counts.

F. Entrance and Exit

1. All members must enter the 25' alley to the judges left.
2. Opening position should not pass half court.
3. Exit will be the far boundary at the judges right.

G. Judging

1. Twirling, General Effect, Marching and Maneuvering, and Parade style are the captions to be judged
2. Penalties will be assessed for dropped batons or equipment, 2-hand catches, Falls, Breaks, Off Pattern, and Unison
3. Penalty marks for failure to retrieve baton within reasonable time, or before leaving the performance area will also received
4. Marching and Maneuvering penalties will include out of step, alignment, precision, phasing, in and out of boundaries
5. Individual and corps penalties may be assessed for not having continuous foot motion, crossing the 25' area, entering and exiting from wrong boundary, and executing more than a 2 (two) spin
6. Other penalties will apply as well. Please use the score sheet as your tool

II. TWIRLING CORPS

A. Definition

1. A group of 10-14 athletes (Small), 15-19 (Large), 20+ (Extra Large) who perform a routine that emphasizes drill patterns and one baton twirling. Two baton, Three batons or more Batons may be utilized by tossing to other team members. The total amount of batons allowed are the amount of athletes in the Corps

B. Routine Content

1. A variety of ambidextrous (using both hands to execute skills) contact material, aerials, rolls, and finger twirls
2. The routine should have exchanges and group sequences
3. There should be difficulty as able by all athletes performing
4. You should show technique, speed, smoothness, along with showmanship and grace
5. Unison should play a significant part of the content

C. Entrance and Exit

1. The starting line is unrestricted
2. Corps members may position themselves on or off the competition floor
3. When the routine is complete, all members must exit to the judge's right before clean up detail begins

D. Scenery

1. Scenery or backdrops **ARE NOT** allowed

E. Timing

1. Timing for Juvenile Corps
 - a. Twirling Time is 2:00 Minutes Minimum
 - b. Overall Time is 5:00-7:00 Minutes
2. Timing for all other Corps
 - a. Twirling Time is 3:00 Minutes Minimum
 - b. Overall Time is 7:00-9:00 Minutes

F. Music

1. The choice of music is up to each Corps' discretion.
2. Please use good taste, age appropriateness, and avoid profanity if possible.

G. Judging

1. Judging will be based on Twirling, Drill patterns and Novelty, General Effect, and Technique
2. Penalties will be assessed for dropped batons or equipment, 2-hand catches, Falls, Breaks, Off Pattern, and Unison
3. Penalty marks for failure to retrieve baton w/in reasonable time, or before leaving the performance area will also be received
4. Other penalties will apply as well. Please use the score sheet as your tool

H. National Colors

1. A color guard is optional.
2. If the national colors are presented, they must be properly guarded by one athlete with a weapon.
3. Authorized weapons are rifles, simulated rifles, side arms (pistol), simulated side arms, sabers, or swords.
4. The distance of the guard should be no more than 3 (three) paces from the national colors.
5. If national colors are presented, they cannot side step, back step, to the rear, about face, or engage in dance steps.

6. The national colors shall not be lower than other flags. It may be equal to or higher than other flags.
7. National colors must be aloft and free.
8. The national colors may not be dipped or touch the ground.
9. If the National colors use an eagle as a finish piece, it must face forward.
10. National color carriers must not be armed, but must wear headgear.
11. No one may pass through the national colors and its guard.

SPORTS OPERATION

I. Event Operating Rules

- A. The National Youth Championship rules and policies are the same as the District rules and policies.

II. Facilities/Competition Area

- A. Local: The facilities/competition area will be dependent on what is available.
- B. District and Regional: The facilities/competition area will be dependent on what is available. Each contest director should do their best to provide a facility that is adequate for competition.
- C. AAU Nationals/AAU Junior Olympic Games: The host city will provide different venues for different sports and the National Chair will choose the best options unless no choice is given.

III. Equipment

- A. Individuals, teams, and corps are responsible for having their own equipment.

IV. Supportive Coach

- A. This coach is one who gives moral and emotional support to the athlete such as a parent or family member.
- B. You must be an AAU member.
- C. You must follow the AAU Baton Twirling Rules set forth.
- D. You must wear the designated Black polo in order to be in the practice area at the AAU Baton Twirling Nationals/AAU Junior Olympic Games.
- E. You may NOT be on the competition floor at the AAU Nationals/AAU Junior Olympic Games. Only if you are accompanying a Challenger athlete to the lane may you be on the performance floor.
- F. You need to maintain responsibility that the athlete you are supporting also follows the rules set forth.
- G. You should set examples of good sportsmanship.
- H. If an athlete's technical coach is not at the AAU Nationals/AAU Junior Olympic Games, you may be the voice if a question, concern, or verification/violation of rules is necessary.

V. Technical Coach

- A. You must be an AAU member.
- B. You must complete the PCA training online for all coaches.
- C. You must follow the AAU Baton Twirling Rules that have been set forth.

- D. You must wear the designated Gray coach's polo in order to be in the practice area and on the competition floor at the AAU Baton Twirling Nationals/AAU Junior Olympic Games. If you choose to wear the Black designated coach's polo you may only be in the practice area and NOT on the competition floor.
- E. You are responsible to inform all of your athletes, parents, and siblings of the rules which have been set forth for all athletes.
- F. You should set examples of good sportsmanship.
- G. You will be the voice for any of your individual, team, or corps's athletes if a question, concern, or violation of rules is necessary.
- H. Must complete the required test over the rulebook.

VI. **Format/ Scheduling**

- A. Please refer to the Contest Directors packet.

VII. **Entry Procedures**

- A. Locally it will be up to the contest director. Directors please see Directors Packet.
- B. District Qualifiers must make certain that every athlete has their AAU membership up to date. Directors please see Directors Packet.
- C. AAU Nationals/AAU Junior Olympic Games: Your entry must be completed online and all entry fees sent to the AAU. You must also send a copy of what you are entering for the AAU National/AAU Junior Olympic Games to the National Chair.

VIII. **Placement**

- A. When one judge is being utilized, the final score will be used for placement of the athletes.
- B. If a tie occurs, a duplicate award will be given for that place and the next place will be skipped. (Example: If there is a tie for 2nd place: 2(two) second place awards will be given out and there will be no 3rd place given and then proceed with 4th through 6th place.)
- C. When more than one judge is utilized for a category, the final score will determine the placement from each judge. The **placement** from each judge will then be added together. Whichever athlete or team has the *lowest combined placement points* will then determine the winner.
- D. **ALL TIES** will be broken by averaging the total scores from the preliminary round and the final round.
- E. If a tie remains after the above method has been applied; the tie remains and duplicate awards will be given for that place and the next place will be skipped. (Example: there is a tie for 2nd place: 2 (two) second place awards will be given out and there will be no 3rd place given and then proceed with 4th through 6th place.)

DEFINITIONS

- I. **Drop**
 - A. Any equipment that hits the floor due to loss of control. This includes batons, flags, pom-poms, etc.
 - B. 0.5 will be assessed per drop no matter what category.

- II. **Two-Hand Catch**
 - A. Any release of a baton that is caught with both hands, or forearms.
 - B. 0.5 will be assessed per violation no matter what category.

- III. **Fall**
 - A. Unintentional floor contact in which the athlete's body hits the ground.
 - B. 0.5 will be assessed per occurrence.

- IV. **Off Beat/Phasing**
 - A. When an athlete is not on beat with the music.
 - B. Any off beat violation that has not been corrected within four counts will be considered an Out of Step violation.
 - C. 0.5 will be assessed per violation.

- V. **Out of Step**
 - A. When an athlete is not on the left foot with the odd number beat of the music.
 - B. 0.5 will be assessed per violation.
 - C. Any out of step violation that has not been corrected within four counts will be a major violation.
 - D. 2.0 will be assessed for a major out of step violation.

- VI. **Omitted Required Elements**
 - A. When an athlete leaves out a particular movement or does not complete a required formation in a routine
 - B. Examples: In Basic/Military March- Not doing Parade Rest; Taking 6 steps instead of 8 per leg.
 - C. Not doing a Salute in X-Strut
 - D. 0.5 will be assessed per violation

- VII. **Break**
 - A. Unintentional stop of baton inhibiting the flow & continuity of a routine
 - B. 0.1 will be assessed for each violation.

- VIII. **Slip**
 - A. Unintentional slide of baton in hand inhibiting the flow and continuity of a routine
 - B. 0.1 will be assessed for each violation.

IX. Off Pattern

- A. If baton is not perpendicular to the floor when vertical or parallel to the floor when flat either side-to-side or front to back. If NOT then the baton is considered in between patterns making it an off pattern twirl.
- B. 0.1 will be assessed per violation.

X. Out of Position

- A. When a skill is performed outside of the designated area before attempting to get back within the designated area.
- B. 0.1 per violation will be assessed.

XI. Unison

- A. When teams and corps perform like skills at the same speed, tempo of music, use of body, legs, arms, hands, and feet.
- B. 0.1 will be assessed if one or more athletes are out of sync for each violation.

XII. Out of Bounds

- A. This is when an individual athlete or an entire team steps across the boundary lines either marching or retrieving a baton or piece of equipment.
- B. 0.1 will be assessed for each violation.

XIII. Overtime/Under time

- A. This is being over the maximum time allotted for a routine or being under the minimum time allotted for a routine.
- B. 0.1 per second will be assessed either way.

XIV. Salute

- A. A salute is done with a baton in the right hand with the back of the right hand touching the hollow of the left shoulder with the right elbow level with the top of shoulder, palm out, fingers together and the shaft of the baton is vertical with the ball of the baton facing upward. Feet position is optional.
- B. 0.5 for Improper Salute (if required) violation.
- C. 1.0 for Failure to Salute (if required) violation.

XV. Courtesy Pose

- A. A courtesy pose can be done in any fashion. It is simply a pose indicating to the judge that you are ready to begin your routine/performance.
- B. 1.0 will be given for this violation

- XVI. Intentional Delay of Contest**
- A. If the athlete, team, or corps does not appear in a reasonable amount of time (no more than 5 minutes without an explanation to the National Chair), then the judge, employed for the competition (at the National AAU Junior Olympic Games Competition- National AAU Baton Twirling Committee), may assess a penalty.
 - B. 2.0 will be given for this violation.
- XVII. Rosin/Powder**
- A. This is ground chalklike substance used to soak sweat from hands and is **NOT** permitted.
 - B. 2.0 penalty will be assessed if used.
- XVIII. Failure to Provide Roster**
- A. A list of athletes, with name, age, team or corps status, and music selection must be turned in at prior to Preliminaries and Finals.
 - B. This must be turned in when the team is on the ready line.
 - C. 2.0 will be assessed for failure to provide roster for prelims and finals.
- XIX. Use of Scenery/Backdrop OR Use of Member or Equipment not permitted**
- A. An individual, team, or corps using scenery, backdrops, too many members, or equipment not permitted during the performance of the routine.
 - B. 2.0 will be assessed for each violation.
- XX. Performance**
- A. If the judges view the performance as a routine that is not specifically constructed for the category in which an athlete, team, or corps is performing, then a penalty will be given by each judge.
 - B. 2.0 will be assessed per judge.
- XXI. Marching and Maneuvering**
- A. This includes alignment, bearing, precision, and phasing errors.
 - B. 0.1 per violation will be assessed.
- XXII. Floor Damage**
- A. This is when an individual, team, or corps does something to ruin the finish, nick or destroy the floor in any major way in which repairs must be made.
 - B. Responsibility will fall on the individual, team, or corps who did the damage.
 - C. 2.0 will be assessed if this occurs.
- XXIII. Containers**
- A. Any container being used as decoration or for holding equipment can be no higher than 36" when holding equipment.
 - B. 2.0 will be assessed per violation.

XXIV. Backdrops

- A. Any visual embellishment to enhance or convey the theme of the routine can be no higher than 12' (twelve feet).
- B. 2.0 will be assessed per violation.

XXV. Execution beyond Limitations

- A. This is executing more spins, illusions, or elbows under a toss in which the hips and shoulders go beyond the starting point under a piece of equipment in the status level that restricts the skill.
- B. Example: An athlete performs a three spin backhand catch under the right leg facing left side in the Novice status. This is a violation!
- C. 2.0 will be assessed per violation

GENERAL AWARDS INFORMATION

- I. All athletes are **required** to be in **competition attire** for the awards ceremony.
- II. **Awards for District Competitions-**
 - A. Individual, team, and corps awards must be provided for the top three places.
 - B. Contest directors may purchase extra ribbons and medals if desired.
 - C. Top 10 in each event will Qualify to attend the Nationals/ AAU Junior Olympic Games
- III. **Awards for National Competition/Junior Olympic Games**
 - A. For **ALL** solo events, the top **SIX FINALISTS** will be awarded in each age division
 - B. For **ALL** team events, the top **SIX FINALISTS** will be awarded in each age division
 - C. For **ALL** corps events, the top **THREE FINALISTS** will be awarded in each age division

SPECIAL AWARDS

- I. **Joel Ferrell Award**
 - A. This award recognizes the athletic ability and sportsmanship representing each official sport at the AAU Junior Olympic Games.
 - B. For AAU Baton Twirling the recipient will be chosen from:
 - 1. The Advance/Elite athletes with athleticism, good sportsmanship
 - 2. The athlete excelling in placement in the events in which the athlete has entered.
 - 3. How many years they have been involved with AAU Baton Twirling
 - 4. Participation in: Showcase Activities, Baton Twirling Ceremonies, Clinics, and general interaction with others
 - C. Technical Coaches and Judges **ONLY** may submit nominations to the Executive Committee

- D. If there are nominations of more than one athlete, an interview by the Chief Judge and one other selected Judge will be given to each nominee. They will then select the MOST DESERVING athlete from the interview along with the fore mentioned criteria
- E. In addition to the award presented at the AAU Junior Olympic Games, the recipient's name will be engraved on a special plaque at the AAU National Headquarters in Florida.

II. Dan Galbraith

- A. This award recognizes the athletic ability and sportsmanship in the Intermediate Division.
- B. For AAU Baton Twirling the recipient will be chosen from:
 - 1. The Intermediate athletes with athleticism and good sportsmanship.
 - 2. The athlete has excelled in placement in the events in which the athlete has entered.
 - 3. How many years they have been involved with AAU Baton Twirling
 - 4. Participation in: Showcase Activities, Baton Twirling Ceremonies, Clinics, and general interaction with others
- C. Technical Coaches and Judges ONLY may submit nominations to the Executive Committee
- D. If there are nominations of more than one athlete, an interview by the Chief Judge and one other selected Judge will be given to each nominee. They will then select the MOST DESERVING athlete from the interview along with the fore mentioned criteria
- E. A plaque will be presented to the deserving Athlete at the AAU Junior Olympic Games

III. Rising Star

- A. This award recognizes the athletic ability and sportsmanship in the Challenger, Novice, or Beginner Division.
- B. For AAU Baton Twirling the recipient will be chosen from:
 - 1. The Challenger, Novice, or Beginner athletes with athleticism and good sportsmanship.
 - 2. The athlete has excelled in placement in the events in which the athlete has entered.
 - 3. How many years they have been involved with AAU Baton Twirling
 - 4. Participation in: Showcase Activities, Baton Twirling Ceremonies, Clinics, and general interaction with others
- C. Technical Coaches and Judges ONLY may submit nominations to the Executive Committee
- D. If there are nominations of more than one athlete, an interview by the Chief Judge and one other selected Judge will be given to each nominee. They will then select the MOST DESERVING athlete from the interview along with the fore mentioned criteria
- E. A plaque will be presented to the deserving Athlete at the AAU Junior Olympic Games

IV. Rookie Coach

- A. This coach has brought their team/corps for the first time to the AAU Baton Twirling AAU Nationals/AAU Junior Olympic Games and has excelled in placement in the events entered.
- B. This award is not given out selected years at the AAU Junior Olympic Games

V. Outstanding Team/Corps Award

- A. This award is determined by the Team or Corps with the highest score in team or corps events in Final Round of competition at the AAU Baton Twirling Nationals/ AAU Junior Olympic Games. The Executive Committee will determine the category.
- B. This award is not given out selected years at the AAU Junior Olympic Games

COMPETITION RULES

I. Responsibilities/Disqualification/Suspension

- A. It is the responsibility of each athlete, parent, and coach to make certain that all statements concerning residence, age, and status level are factual and accurate.
- B. Any falsification on the part of an athlete, parent, or coach may lead to disqualification or permanent suspension from AAU Baton Twirling.
- C. It is the responsibility of the athletes, parents, and coaches to know the rules and abide by what has been set forth. Any violation may be subject to disqualification or permanent suspension from AAU Baton twirling.
- D. In an **Emergency** situation (i.e. Flat tire, ER visit, etc) Immediate contact to the Baton Sports Manager Andrea Keane at (407) 489-3662 or National Baton Chair- Candice Dowdy at (407) 617-9358
- E. If contact is not made prior to the start of the contest, a 2.0 penalty will be assessed to the athlete's score sheet
- F. If contact has been made and the contest starts, the first event that the athlete is in will be held for 15 minutes. A FINAL CALL from the announcer will be given. You will then have 5 minutes to report to your lane
- G. If you have not reported by the end of the 5 minutes after the Final call, the event in that lane will be closed and NOT reopened
- H. Once you show up you may continue with the rest of the events thereafter, without any penalties being assessed.

II. Qualification Procedure

- A. The only way that an athlete, team, or corps may compete at the AAU Nationals/AAU Junior Olympic Games by qualifying at an AAU District or Regional Championships.
- B. The athlete, team, or corps must place in a qualifying position in order to become eligible to compete at the AAU Nationals/AAU Junior Olympic Games.
- C. Districts that do not host a Qualifying event will allow an athlete, team, or corps to compete "at large" at a neighboring AAU District.

- D. In case of a tie in the final qualifying position, **ALL** individual athletes or teams tied for the final position will become eligible to compete at the AAU Nationals/AAU Junior Olympic Games.

III. **Allowable Changes Of Team Or Corps Members**

- A. For the AAU Nationals/AAU Junior Olympic Games, a team or corps may substitute for the original qualifying member if an injury or sickness occurs.
- B. This can only be done if it does not change the status level or age division.
- C. The number of original qualifying members may be reduced as long as the number of members do not fall below the minimum number of members needed for the size of the group that qualified.

IV. **Finals Competition At The AAU Nationals/AAU Junior Olympic Games**

- A. A preliminary round for all solo events in the Intermediate, Advanced, Elite, College and Solo Dance Twirl divisions will determine who will compete in the finals for solo events.
- B. Solo One, Two, Three, Multiple, and Struts will have six (6) athletes per age and status levels for Finals competition.
- C. Dance Twirl Solo will have six (6) athletes per age division for Finals Competition in Boys and Girls.
- D. **At the AAU Nationals/AAU Junior Olympic Games, if the number of athletes, teams or corps per category warrant a FINALS ROUND ONLY may be implemented. In order for this to happen there will only be one (1) individual, team or corps entered in the category.**
- E. There will be preliminary round for all team and corps events to determine who will compete in the final round.
- F. Teams will have the top six (6) and Corps will have top six (6) per age and category for the Finals competition.
- G. There are only Finals for Freestyle, Novice, Beginner, and Challenger divisions for all solo events.
- H. All solo events, team events and corps events preliminary placement will be added with the Finals placement from each judge to determine the champion. (Example: an athlete receives 2nd place in the preliminary round, and 1st from one judge and 3rd from the second judge in the Finals. You would add $2+1+3=6$).
- I. The athlete, team, or corps with the lowest amount of placement points will be the AAU National/AAU Junior Olympic Games Champion.
- J. In case of a tie in the placement points, the average of the judges scores from the Finals will be used to break the tie.

V. **Eligibility**

- A. AAU competitions are open to all athletes regardless of race, creed, color, sex, competitive status, or affiliation with other twirling organizations.
- B. All athletes, coaches, and officials (judges) must be an AAU individual member.

- C. Coaches must have a current AAU membership and gray polo to be allowed on the competition floor.
- D. Membership for AAU runs September 1st through August 31st. Your competition age is determined by your actual age on December 31, of the current AAU Junior Olympic Games Baton Twirling National Championships. **Your age for 2015 AAU Junior Olympic Games will be your age as of December 31, 2015.**
- E. Age limit for the AAU Junior Olympic Games Baton Twirling National Championships is limited to age 22 (typical age of an undergraduate).
- F. Anyone over the age of 23 may compete in an adult division at local meets or licensed AAU competitions; however, an Adult division will not be offered at the AAU Baton Twirling AAU Nationals/AAU Junior Olympic Games.
- G. Athletes are encouraged to attend open practice meets and open licensed meets.
- H. All athletes, teams, and corps may compete in **ONE** AAU District Championships and **ONE** AAU Regional Championships.
- I. An individual athlete, team, or corps that wishes to compete in the AAU Junior Olympic Games Baton Twirling National Championships must qualify at an AAU licensed District or licensed Regional Qualifying Competition, and placing in one of the eligible positions per category during the current competitive season.
- J. Teams and Corps must qualify in the AAU District where their club is a registered member.
- K. U.S. citizens living outside of the USA along with Foreign athletes, should qualify in the nearest AAU licensed District or licensed Regional Qualifying Competition and place in one of the positions per category during the current competitive season.
- L. A part-time twirling teacher may compete as long as they are not over 25 years old.
- M. Judges and full-time teachers are NOT permitted to compete in the competition.
- N. All entry forms need to be accurately completed and received by deadline dates.
- O. No late entries will be accepted.
- P. Athletes must use designated practice areas if provided by contest Director.

VI. **Residency**

- A. You are by birth or naturalization a citizen of your country.
- B. U.S. citizens living in the USA must register in the AAU District where they reside.
- C. An athlete subject to joint legal custody arrangements, whose guardians live in different AAU Districts, has the right to register in either AAU District.
- D. A bona fide student at an educational institution may be considered a resident of the AAU District in which the institution is located.
- E. U.S. citizens residing outside of the USA must register in the closest AAU District.
- F. All U.S. citizens who are current AAU member athletes are eligible to compete and win local, District, Regional, and/or National Championships.

VII. Foreign Athletes

- A. Athletes who are not U.S. citizens may participate in all AAU Baton Twirling events.
- B. Foreign Athletes living in the USA may register in the closest AAU District where they reside.
- C. Foreign athletes living outside of the USA may register at the closest AAU District or in the AAU District where they are first participating in will take place.
- D. Foreign athletes must become current members in order to be eligible to compete.

VIII. Uniforms

- A. Uniforms and costumes shall be done in good taste.
- B. Uniforms and costumes should be age appropriate.
- C. Fake hair pieces are allowed but should be secured tightly in hair.
- D. Jewelry should be minimal. No rings or facial piercings should be worn.
- E. Make-up or a bandage should cover tattoos.

IX. Order Of Appearance

- A. Athletes will appear in the order indicated by the contest director.
- B. Athletes must report to the lane in a timely manner.
- C. If an athlete, team, or corps has not checked in by the final checked-in athlete, team, or corps, the division will be officially closed and not reopened.
- D. Order of appearance may be adjusted with the permission of the contest director and judge to facilitate efficient flow of the competition.
- E. Individual athletes, teams, and corps are allowed 5 minutes and no more than 10 minutes between performances.

X. Mishaps

- A. A mishap is defined as any incident hindering the performance of an individual athlete, team, or corps. (i.e. baton breaking, end flying off, uniform/costume tearing, illness, etc.)
- B. An athlete may substitute with another baton, but no extra time will be allowed for the substitution.
- C. Timing will continue if a mishap occurs, and an overtime penalty will be assessed.
- D. A chief judge, in consultation with the director of the contest, may take appropriate measures in case of a safety/illness emergency caused by interference of an athlete performing in another lane.
- E. If an electrical failure occurs, the contest will be stopped and resume when the situation has been corrected. Individual athletes, teams, or corps performing at the time of this mishap will be permitted to start over but any penalties up to the point of the mishap will stand.

XI. Adjusting To Conditions

- A. Conditions vary with each facility; therefore, all individual athletes, teams, and corps must adjust to the facilities provided for the competition.

JUDGES SCALE

I. Judges Scale Break Down:

- A. **WEAK** Performance will earn **50-54**
- B. **FAIR** Performance will earn **55-60**
- C. **AVERAGE** Performance will earn **61-70**
- D. **GOOD** Performance will earn **71-80**
- E. **VERY GOOD** Performance will earn **81-90**
- F. **EXCELLENT** Performance will earn **91-95**
- G. **SUPERIOR** Performance will earn **96-100**

II. PROTECTION RULE

- A. The judge has the right to invoke a "Protection Rule" in Novice, Beginner, and Intermediate status levels
- B. The Protection Rule may be given for the following reasons:
 1. The athlete does not demonstrate first place ability
 2. Protects the athlete from moving up too quickly before they are ready

III. JUDGES SCALE QUICK REFERENCE CHART

WEAK	Not Strongly Built/Formed; Poor in Quality
FAIR	Not Standard BUT Not Complete
AVERAGE	Standard; Typical; Ordinary
GOOD	Better than Typical; Able to do something well
VERY GOOD	Extremely Good
EXCELLENT	A Very High Quality or Standard
SUPERIOR	Bigger; Better; Of Highest Quality
OBJECTIVE	FACTS
SUBJECTIVE	OPINIONS

PENALTIES

IV. Penalty Chart

PENALTIES	DEDUCTIONS
Drops	.5 Each
2-Hand Catch	.5 Each
Fall	.5 Each
Off Beat/Phasing	.5 Each
Out of Step	.5 Each
Omitted Required Elements	.5 Each
Improper Salute	.5 Each
Breaks/Slips	.1 Each
Off Pattern	.1 Each
Unison	.1 Each
Alignment/Bearing	.1 Each
Out of Bounds	.1 Each
Out of Position	.1 Each
Overtime	.1 Each
Under time	.1 Each
Marching & Maneuvering	.1 Each
Failure to Salute/Courtesy Pose	1.0 Each
Failure to Parade Rest	1.0 Each
Exceeding Skills In Status Level	2.0 Each
Exceeding Gymnastic Skills (per move)	2.0 Each
Failure to Provide Roster	2.0 Each
Performance Not Suitable	2.0 Each
Floor Damage	2.0 Each
Delay of Contest	2.0 Each
Rosin/Powder	2.0 Each
Use of Scenery/Backdrop	2.0 Each
Container w/props >36"	2.0 Each
Backdrops >12'	2.0 Each

I. AAU Membership

- A. All participants must be a member of the AAU in order to participate in any AAU Licensed Event. Event Operators may not collect AAU membership money at any AAU licensed events.
- B. **Requirements** - Membership in the AAU is a privilege granted by the AAU. The AAU at its sole discretion reserves the right to accept or reject applicants for membership.
- C. **Conditions** - Membership in any class may be granted only after an application is submitted and approved. By submitting an application, the applicant agrees to comply with all the provisions of the Constitution, Bylaws, policies, procedures and rules of the AAU.
- D. **Classes of Membership**
 - 1. **District Member** - The organization chartered by the Congress to provide administrative services within a designated geographic area.
 - 2. **Club Member** - An organization or group that has been approved for membership after meeting the registration requirements of the Code.
 - 3. **Individual Member** - A person who has been approved for membership after meeting the registration requirements of the Code. Individual membership categories are:
 - a. Youth Athlete
 - b. Adult Athlete
 - c. Non-Athlete
 - 4. **Affiliate Member** - An organization or group approved by Congress which is engaged in athletics or sports-related activities.

II. Use of Logos and Trademarks

- A. The AAU name, mark, seal, logo, and other insignia (*all "AAU marks"*) are protected through trademark registration and are defined as the intellectual property of the AAU. A user of the AAU's intellectual property must have prior and continued approval of the National AAU. Only those subordinates and affiliated organizations which are expressly authorized by the National AAU may use the intellectual property of the AAU. The National AAU may withdraw its approval to use its marks, in its sole discretion. Members shall immediately comply with notice to cease and desist from the use of the AAU's intellectual property. The unauthorized use of any of the intellectual property of the AAU is a violation of this policy and may subject the member/entity to penalties set out in the AAU Code. Only chartered Districts, District Sport Committees and National Sport Committees may use the AAU marks in their name.
- B. There are three (3) levels of AAU club membership. Level 1 AAU Clubs acquire no rights to use the AAU's intellectual property. Level 2 and Level 3 Clubs may use AAU's intellectual property for the promotion of its organization and/or licensed AAU events only. Member clubs may not use the name AAU in their legal name.

- C. In the event of a dispute or conflict as to a member's/entity's claim(s) to use any of the intellectual property of the AAU.

III. Event Licensing

- A. No event shall be conducted under the auspices of the AAU unless a license has been issued for the activity. A license is the written approval of the AAU for the conduct of the activity.
- B. Only AAU members may participate in licensed events unless otherwise provided in the Bylaws.
- C. License may be issued to any club in good standing. A license may be reviewed within 15 days of submission by the District Sport Committee Director. If the license is reviewed and rejected, the Registrar shall notify the organization submitting the license.
- D. No license shall take effect until the 15-day review period has expired, or until the Registrar processes the license following approval of the District Sport Committee Director. Beginning with the 2009 Membership year, all applications for license must be completed and submitted through the on-line process or the AAU National Office.
- E. The National Registration Executive Committee has the authority to issue licenses as follows:
 - 1. For events in locations where there is no active District member
 - 2. For events in Districts where there is no current active participation. (No District Championship in the prior membership year)
 - 3. For events directly sponsored by the National AAU or National Sports Committee
 - 4. For inter-District league play
 - 5. Review and approve any license rejected by the District
 - 6. License issued to one organization cannot be transferred to another organization
 - 7. No license will be issued for any event where the word "Olympic" or any derivative thereof is used in any advertisements or notice in connection with the event except upon the specific written approval of the Board of Directors
 - 8. License must be reviewed and processed by the District Registrar and reported to the National Headquarters. A record shall be kept by each District of all licenses issued

- IV. **District Sport Committee Annual Meeting** -It is the duty of the District Sport Committee to hold an annual meeting, the date of which shall be approved by the District Executive Committee. [Not the Sport Committee Executive Committee]

- V. **Notice of District Sport Meetings**-Notice of the annual or special meetings of the District Sport Committee shall be issued (or issue approved) by the District Secretary, to clubs eligible to vote as of 30 days prior to the scheduled annual meeting.

- VI. **Quorum**-Five (5) member clubs must be present to constitute a quorum of the Annual Sport Committee meeting.

- VII. **Voting**-Each member of a Committee shall have one vote unless the operating rules of the Committee provide for weighted voting. There shall be no voting by proxy. [A club may designate another representative for the club.]

VIII. Functions of District Sport Committees

- A. District Sport Committees.** In each approved AAU sport in which the District has athletes actively participating, there may be a Committee to manage competition within the District.
- B. Composition.** The District Sport Committee shall include the following :
 - 1. Each club member which registers at least five individual members in the sport shall have one representative on the District Sport Committee
 - 2. District Sport Committee Officers and Chairmen of Committees as defined by that sport's operating rules.
 - 3. The Governor may appoint five (5) at-large members.

IX. Duties of District Sport Committees

- A.** The duties of the District Sport Committee are to:
 - 1. **In even years, hold a Bi-Annual meeting, the date, time and location of which shall be approved by the District Executive Committee.**
 - 2. Adopt at the Bi-Annual Meeting, rules of operation of the Committee to be submitted to the Executive Committee for approval and which shall not conflict with the provisions of the AAU Constitution, Bylaws, National Policies or National Sport Committee rules.
 - 3. Determine whether to establish a Committee operating account and if so to comply with all relevant AAU procedures and policies.
 - 4. Conduct of the District championships.

X. Functions of the District Sport Director

- A.** In each sport in which five or more club members have designated the sport as its primary sport, the Directors shall be elected by the Committee at its Bi-Annual Meeting. When there are fewer than five clubs registered to the Sport, the Chair may be appointed by the Governor with the approval of the National Sport Committee Chair. The District Sport Director takes office upon election or upon appointment
- B. Term -** The term of office for an elected District Sport Director shall be four (4) years to run concurrently with the District Officers. The term of office for an appointed District Sport Director shall be one year or until such time as the Sport Committee meets the criteria to elect a Chair.
- C. Vacancies -** A vacancy occurring in an elected District Sport Director position shall be filled in accordance with the Sport Committee operating rules. A vacancy occurring in an appointed District Sport Director position shall be filled by the Governor with the approval of the National Sport Committee Chair

XI. Duties of the Sport Committee Director

- A.** Develop a budget for the Sport Committee to file with the District Executive Committee
- B.** Perform the duties set forth in the Committee Rules of Operation
- C.** Approve event licenses in the sport
- D.** Preside at Sport Committee meetings

XII. Removal of the Sport Committee Director

- A. By District Sport Committee.** An elected Sport Committee Director may be removed by a two-thirds (2/3) vote of the Sport Committee at the Bi-Annual meeting provided that

the Notice of the meeting specifies that a motion to remove is on the agenda. [Rev. 10/07]

- B. By National Sport Chair.** Each National Sport Chair shall annually review the number of events held in their sport. If the number of licensed events, excluding practice licenses, are below five (5), the National Sport Chair may remove the District Director. If the District Governor does not agree with the removal, the President shall appoint an arbiter who will make the final decision. [Rev. 10/07]
- C. By National Board of Review.** An elected Sport Director may be removed by order of the National Board of Review following the filing of a complaint and the Board's proceedings. [Added 10/07]

XIII. Membership and Residency

- A.** Adult members will not be bound by residence requirements.
- B.** Youth members must register in the District of their bona fide residency, except as follows:
 - 1.** A youth member who resides in the county of one District that adjoins a county of another District and who attends a school located in the adjoining county will have the option of registering in either District.
 - 2.** A youth member subject to a written joint legal custody arrangement whose custodians reside in different Districts shall have the option of registering in either District.
 - 3.** A bona fide student at an educational institution may be considered a resident of the District in which the institution is located.
 - 4.** Persons living outside the U.S. may register in the closest District or with the District where the competition they are first participating in will take place. The respective National Sports Committee rules shall govern their participation in AAU competitions.

XIV. Eligibility

- A.** A youth member may elect to participate in his or her District of bona fide residence or a District that geographically adjoins that District. Exception: In team sports a maximum of three (3) members may participate with a team in an adjoining District. [Team sports include baseball, basketball, field hockey, hockey, soccer softball and volleyball.]
- B. Club Attachment.** A youth member becomes attached to a club member when he/she competes with that club in any AAU licensed event (practice not included). An athlete may attach to additional clubs if he/she participates in additional sports.
- C.** For team/club sports only. If an athlete participates in an AAU licensed league for one group member (club), that athlete may elect to affiliate immediately with a second group member (club) for the purpose of qualifying for an AAU National Championship. Participation may be simultaneous. A league is made up of teams/clubs that compete only among themselves for a defined period of time.
- D. Transfers.** An attached youth member may transfer to another club in the same sport under the following conditions:

- E. If the youth member has not competed in any AAU licensed events in that Sport for a period of sixty (60) days.
- F. If the representative of the club to which an athlete is attached signs a release form permitting an immediate transfer. (Athletes released under this provision are subject to National Championship eligibility restrictions as adopted by National Sport Committees.) [Added 10/07]
- G. When the transfer is for the purpose of competing with a team which has qualified for a National Championship as provided by National Sport Committee rules.
- H. If the Registrar determines that the transfer is due to events outside the control of the athlete or that the transfer serves the best interest of the AAU.

CONTACT INFORMATION

- I. **District Director Contacts** - AAU Baton Twirling District Directors can be found by visiting - <http://aaubaton.org/SportContacts/DistrictDirectors.aspx>.
- II. **Jennifer Miles – Senior Sports Manager**, (407) 934-7200, jennifer@aausports.org
- III. **Andrea Keane- Sports Manager**, (407) 934-7200, akeane@aausports.org
- IV. **AAU Baton National Chair/AAU Baton Executive Committee**
Candice Dowdy
 (407) 617-9358
candicedowdyaau@gmail.com
- V. **AAU Baton National Vice Chair/AAU Baton Executive Committee**
Kandi Staples
 (573) 380-1413
kandistaplesaau@gmail.com
- VI. **Additional AAU Baton Executive Committee Members**

Lynette Denselbeck	(407) 952-9796	lynette@tropicalplumbing.com
Jessica Dees	(407) 617-0904	jdeesaau@gmail.com
Tonda Hamilton	(740) 418-1290	twirlbuff@gmail.com
Debbey Cramer		Debmarcra@aol.com
- VI. **DATES FOR NATIONAL CHAMPIONSHIPS AND OTHER BATON TWIRLING EVENTS** – Please visit AAU Baton Twirling for up-to-date information on our National Championships at www.aaubaton.org.