

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 2018 AAU Junior Olympic Games will be your age as of December 31, 2018.**
- 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.
- C. Athletes must be able to provide a copy of their birth certificate the day of registration if asked to verify age by National Baton Twirling Committee.

II. AGE DIVISIONS

- A. Age Divisions 0-6, 7-9, 10-12, 13-15, 16-18; 19-22, and Adult 23+ apply to the following categories:
 - Solo One Baton (except boys solo)
 - Solo Two Baton
 - Solo Three Baton
 - Solo Multiple
 - X-Strut
 - Straight-line Strut
 - Basic Strut
 - Military Strut
 - Parade Strut
 - Hoop
 - Flag
- B. Boys Solo: Age Divisions are 5-9, 10-14, 15+
- C. Dance-Twirl Freestyle: Ages are 5-9, 10-12, 13-15, 16-18, 19-22, Adult 23+
- D. Novelty Freestyle ages: Ages are (All Levels) 5-9, 19-22; Adult 23+ (Beg/Adv Levels) 10-12, 13-15, 16-18
- E. Collegiate Half-Time: Ages 19-22 Enrolled in a College/University
- F. Collegiate Downfield Strut: Ages 19-22 Enrolled in a College/University
- G. Additional All-Around Age Divisions (not already listed above) include:
 - Collegiate One-Baton: Ages 19-22 Enrolled in a College/University
 - Collegiate Freestyle: Ages 19-22 Enrolled in a College/University
- H. Teams are average ages:
 - 0-6 (Tot)
 - 7-9 (Juvenile)
 - 10-13 (Junior)
 - 14-18 (Senior)
 - 19-22 (College/University)
 - 23+ (Adult)
- I. Corps are average ages:
 - 0-9 (Juvenile)
 - 10-13 (Junior)
 - 14-18 (Senior)
- J. Auxiliary and Drill Team Ages:
 - Elementary School: Grades K-5
 - Junior High School: Grades 6-8
 - Senior High School: Grades 9-12
 - Collegiate- must be enrolled in a bona fide college, university, or equivalent.
- K. Adult divisions are not offered at the Junior Olympic Games.

III. TIME LIMITS AND LEVELS OFFERED:

AAU Baton Twirling Solo Time Limits

Event	Chall	Novice	Beg	Int	Adv	Elite	College	Adult	Timing Begins	Timing Ends
Solo One Baton	0:30 - 2:00	0:30 - 2:00	1:00-2:00	1:30-2:10	2:00-2:30	2:00-2:30	(AA) 2:00-2:30	2:00-2:30	Move after salute/pose	Salute/Pose
Boys Solo One Baton	One Level Per Age Division: 1:00 - 2:30								Move after salute/pose	Salute/Pose
Solo Two Baton	0:30 - 2:00	0:30 - 2:00	1:00 - 2:00	1:30 - 2:10	2:00-2:30	2:00-2:30		2:00-2:30	Move after salute/pose	Salute/Pose
Solo Three Baton	0:30-2:00	0:30-2:00	1:00 - 2:00		1:00-2:00			1:00-2:00	Move after salute/pose	Salute/Pose
Solo Multiple	1:30-3:00	1:30-3:00	1:30-3:00		1:30-3:00	(AA) 1:30-3:00		1:30-3:00	Move after salute/pose	Salute/Pose
One-Baton Portion of Multiple Baton must be: 0:30-0:45										
Dance-Twirl Freestyle				One Division (Int/Adv/Elite Solo Level): 1:30-3:00					First Move after opening pose	Final Pose
Novelty Freestyle	1:30-3:00		1:30-3:00		1:30-3:00		(AA) 1:30-3:00		First Move after opening pose	Final Pose
Collegiate Half-Time							3:00-4:00		First Move after opening pose	Final Pose
Hoop	0:30-1:30		1:00-2:00		1:00-2:00			1:00-2:00	Move after courtesy pose	Final Pose
Flag	0:30-1:30		1:00-2:00		1:00-2:00			1:00-2:00	Move after courtesy pose	Final Pose
Basic Strut	No Timing	No Timing	No Timing		No Timing				NOTE: Routines starts parade rest to attention	
Military Strut	No Timing	No Timing	No Timing		No Timing				NOTE: Routines starts parade rest to attention	
Parade Strut	2:00 max	2:00 max	2:00 max		2:00 max				NOTE: Routine starts/ends with Salute or Courtesy Pose	
Straight-Line	2:00 max		2:00 max		2:00 max			2:00 max	First Movement	Final Salute or Pose
X-Strut	2:00 max	2:00 max	2:00 max	2:00 max	2:00 max	2:00 max		2:00 max	First Movement	Final Salute
Collegiate Downfield Strut							2:00 max		First Movement	Final Salute or Pose

AA: This event is for All-Around Championship Only

AAU Baton Twirling Team and Corps Time Limits

TEAMS	Chall	Beg	Adv	Timing Begins	Timing Ends
Twirling Team	2:00 - 3:00			Leader's Salute at Start	Salute on Finish Line
Dance Twirl Team	2:00 - 3:00			1st Move By Team	Final Pose
Novelty Twirl Twirl	2:00 - 3:00			1st Move By Team	Final Pose
Street Parade	2:30 Maximum			1st Move By Team	Last Athlete Crosses
Show Twirl Team	3:30 - 9:00 (Twirling Time is 2 min. minimum)			1st Move By Team	Final Pose
Auxiliary Team Guard	2:00-4:00			1st Move By Team	Final Pose
Auxiliary Pom	2:00-4:00			1st Move By Team	Final Pose
Auxiliary Dance	2:00-4:00			1st Move By Team	Final Pose
Auxiliary Baton Line	2:00-4:00			1st Move By Team	Final Pose
College Majorette Line	5:00 - 7:00			1st Move By Team	Last Beat of Music
Drill Team	2:00-3:00			Officer's Command	Officer's Salute/Bow

CORPS					
Parade Corps	4:00 Max Twirling Time 1:00 Minimum			1st Move By Team	Last Athlete Crosses Finish Line AND/OR Final Pose
Twirling Corps	5:00 - 7:00 Minutes Twirling Time is 2:00 minutes Minimum			1st Move By Team	Final Pose

IV. 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. The solo level of each athlete determines if the team is Beginner or Advanced.
 - 1. If over half of the team members fall in Novice/Beginner solo levels, the team will compete in the Beginner Division.
 - 2. If over half of the team members fall in Intermediate/Advanced/Elite solo levels, the team will compete in the Advanced Division.
 - 3. If there is an equal split between Novice/Beginner and Intermediate/Advanced/Elite team members then the team director will select what level the team will compete at.

V. 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.

VI. TEAM SIZE

- 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.
- E. At District/Super Regional Competitions, contest directors may combine sizes of teams if the number of entries does not warrant separate divisions. When attending the AAU Junior Olympic Games teams would enter their correct size.

VII. 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.
- D. At District/Super Regional Competitions, contest directors may combine sizes of corps if the number of entries does not warrant separate divisions. When attending the AAU Junior Olympic Games corps would enter their correct size.

VIII. 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/Back Walkovers
 - 3. Forward/Backward Rolls
 - 4. Shoulder Roll
 - 5. Handstand
 - 6. Backbend
 - 7. 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. Gymnastic/tumbling skills will be judged as **SPECIALTIES** under the content and technical categories on score sheets and NOT as **DIFFICULTY** skills.
- F. The hands of the performer must be in full contact with the floor at all times without obstruction by costume or equipment.
- G. No Gymnastic/Tumbling Skills maybe done on top of equipment/prop.
- H. No Gymnastic/Tumbling Skills maybe used as a dismount from any equipment/prop.
- I. For teams: If a team performs the same gymnastic move at the same time it will count as ONE gymnastic move.

J. Lifts are not considered as a Gymnastic move and ARE allowed. Lifts are defined as an action that moves something or someone to a higher position in an upward direction.

K. Allowable Gymnastics Moves:

AAU Baton Twirling Gymnastics Allowed

Event	Chall	Novice	Beg	Int	Adv	Elite	College	Adult
Solo One Baton	1	0	1	2	3	3	(AA) 3	3
Boys Solo One Baton	One Level Per Age Division: 3							
Solo Two Baton	1	0	1	2	3	3		3
Solo Three Baton	1	0	1		3			3
Solo Multiple	1	0	1		3	(AA) 3		3
Dance-Twirl Freestyle				One Division (Int/Adv/Elite Solo Level): 3				
Novelty Freestyle	1		1		3		(AA) 3	
Collegiate Half-Time							3	
Hoop	1		1		3			3
Flag	1		1		3			3
Basic Strut	Not Allowed	Not Allowed	Not Allowed		Not Allowed			
Military Strut	Not Allowed	Not Allowed	Not Allowed		Not Allowed			
Parade Strut	Not Allowed	Not Allowed	Not Allowed		Not Allowed			
Straight-Line	1		1		3			3
X-Strut	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Not Allowed	Not Allowed		Not Allowed
Collegiate Downfield Strut							3	

AA: This event is for All-Around Championship Only

Teams/Corps	# Allowed
Beginner Team	1
Advanced Team	3
Adult Team	3
Juvenile Corp	Not Allowed
Junior Corp	1
Senior Corp	2

IX. 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.

X. TEAM AND CORPS STATUS

NOTE: The solo level of each athlete determines if your team is BEGINNER or ADVANCED.

If there is an EQUAL split of members in Nov/Beg and Int/Adv/Elite levels then the teams coach will select the level at which they will compete.

A. Levels:

1. Beginner:

- a. Over half of the team members' solo levels fall in the novice or beginner level.
- 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. Over half of the team members' solo levels fall in the intermediate, advanced or elite levels.
- 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.

3. All Teams will have beginner/advanced levels. Corps will not be divided into two levels; all corps will compete in one level.

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.

XI. 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.**

XII. 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 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 must count three (3) **Uncontested** wins as a win toward advancement. Example: A Beginner one-baton soloist has two (2) First place wins and five (5) uncontested wins. This would mean that the soloist 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.
- 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.

XIII. 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.

XIV. MUSIC

- A. At AAU National/AAU Junior Olympic Games events, all music must postmarked or emailed by the entry deadline for the AAU Junior Olympic Games/National Competition.
- B. A hard copy of music may be sent by a CD or a Flash Drive to AAU National Baton Chair Candice Dowdy: 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.
 - 3. Only one song per CD.
- C. Music can be emailed to the Music Coordinator Karina Emeric at kemericau@gmail.com
 - 1. Emailed music **MUST** be in MP3 or MP4 format.
 - 2. If using drop box, you must include the entire file-not a link.
 - 3. Directors/Individuals must label each file with the title of the song.
 - 4. Directors/Individuals should also include the individual athlete's, team, or corps' name, age and event.
 - 5. When emailing, no links to files or formats other than MP3 or MP4 will be accepted.
 - 6. Soloists and Team Directors **MUST** check music at Baton Registration prior to competition.
- D. A confirmation email will be sent from the music Coordinator upon receipt of the music. It will be the athletes/parents responsibility to make sure that they have received this receipt of confirmation and to follow up immediately if you have not received confirmation.
- E. The contest director will provide music for all Solo events and March Music for the Twirl teams.
- F. The music should be age appropriate and avoid profanities.
- G. After checking music at registration, music selections may not be changed.
- H. As the Coach or Parent/Guardian, you should pay attention to the connotation in the songs as well.
- I. Performers/Directors **MUST HAVE** a back-up CD with you at the contest venue.
- J. 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.
- K. The volume of the music shall be at a comfortable level. The contest director should use common sense for the volume level.
- L. Excessive volume should be immediately called to the directors' attention.
- M. 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.
- N. **If your music is NOT turned in by the AAU Junior Olympic Games/National Competition entry deadline, a \$25 late fee will applied to the entry. This fee will be due at check-in at the AAU Junior Olympic Games or AAU National Baton Competition. This fee will apply to solos as well as teams.**

XV. 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.

XVI. 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).

XVII. 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.

XVIII. PRELIMINARY ROUNDS AND FINAL ROUNDS

- A. There will be only a Finals Round at the Local and District Level for **ALL** events.
- B. If a tie occurs in a preliminary round, the tie will NOT be broken. Both athletes will advance to finals with the tie being broken during the finals competition.
- C. For solo events:
 - 1. All solo scores from prelims will be added with the Finals placement from each judge to determine the champion.
 - 2. The athlete lowest amount of placement points will be the AAU National/AAU Junior Olympic Games Champion.
 - 3. 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.
 - 4. At the AAU Junior Olympic Games, a Team Twirl-Off will be held for 1st place advanced teams in selected events.
- D. At the AAU Junior Olympic Games the Preliminary and Final Rounds will be as follows:

AAU Baton Twirling Junior Olympic Games Prelims/Finals

Event	Chall	Novice	Beg	Int	Adv	Elite	College
Solo One Baton	Final Only	Final Only	Final Only	Pre/Final	Pre/Final	Pre/Final	
Boys Solo One Baton	One Level Per Age Division: Pre/Final						
Solo Two Baton	Final Only	Final Only	Final Only	Pre/Final	Pre/Final	Pre/Final	
Solo Three Baton	Final Only	Final Only	Final Only		Final Only		
Solo Multiple	Final Only	Final Only	Final Only		Final Only		
Dance-Twirl Freestyle				One Division (Int/Adv/Elite Solo Lev): Pre/Final			
Novelty Freestyle	Final Only		Final Only		Final Only		
Collegiate Half-Time							Final Only
Hoop	HOOP AND FLAG EVENTS MAYBE OFFERED AT DISTRICT OR SUPER REGIONAL LEVEL BUT ARE NOT OFFERED AT THE AAU JUNIOR OLYMPIC GAMES						
Flag							
Basic Strut	Final Only	Final Only	Final Only		Final Only		
Military Strut	Final Only	Final Only	Final Only		Final Only		
Parade Strut	Final Only	Final Only	Final Only		Final Only		
Straight-Line	Final Only		Final Only		Pre/Final		
X-Strut	Final Only	Final Only	Final Only	Pre/Final	Pre/Final	Pre/Final	
Collegiate Downfield Strut							Final Only
All-Around Championship	Final Only	Final Only	Final Only	Final Only	Final Only	Final Only	Final Only

Event	
All Teams	Final Only
All Corps	Final Only

XIX. TEAM HIGH-POINT AWARD

- A. Team High-Point Award will be divided by category. Teams will not be divided by size or age.
- B. Team Events that will qualify for Team High-Point (only first place Advanced teams in each division qualify):
 - 1. Dance-Twirl
 - 2. Twirl Team
 - 3. Novelty Team
 - 4. Show Team
- C. Corp Events that will qualify for Team Twirl-Off (only first place teams in each division qualify):
 - 1. Twirling Corp
 - 2. Parade Corp
- D. During team awards one team in each division below will be named as the overall High-Point Team Of The Year for Their division:
 - 1. AAU Dance-Twirl Team of the Year
 - 2. AAU Twirl Team of the Year
 - 3. AAU Novelty Team of the Year
 - 4. AAU Show Team of the Year
 - 5. AAU Twirling Corp of the Year
 - 6. AAU Parade Corp of the Year

INDIVIDUAL SOLO BATON EVENTS

NOTE: For Gymnastics/Tumbling Rules, Time Limits, Levels Offered, and Placements see General Information Section of Rulebook Pages 10-19.

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. Athletes need to position themselves in front of the judge before the routine.
- D. Marching on or off the competition floor is NOT required.

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. Athletes need to position themselves in front of the judge before the routine.
- E. Marching on or off the competition floor is NOT required.

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.