

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.

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

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.
- 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. When twirling two batons, the requirements under two batons apply.
- I. If twirling three or more batons, the requirements under three batons apply.
- J. 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.
- K. An opening pose is required.
- L. Ending pose may be done with one or any combination of other batons used.
- M. 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.

V. **DANCE-TWIRL FREESTYLE**

- A. Performance level for this division is based off of the athlete's solo status level.
- B. An athlete performs a one baton routine to a musical selection of his/her choice.
- C. No other twirling equipment or props allowed.
- D. The routine should interpret the music so the audience can see what they hear.
- E. The routine will be judged on twirling content, dance content, choreography/ production, technique and quality of performance, along with appearance/presentation/showmanship.
- F. Routine content should include: variety and difficulty of baton with dance, twirls with traveling, ambidexterity, rhythm, timing, facial and artistic impression.
- G. The routine should tell a story with a beginning, middle and end.
- H. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 orMP4 format by the competition registration deadline. See Music Rules Page 17.

VI. **NOVELTY FREESTYLE**

- A. An athlete must perform with a minimum of one and two batons, and may also perform with three and/or four batons to a musical selection of his/her choice.
- B. A variety of twirling equipment may also be used (i.e. ribbons, hoop, etc.).
- C. All props must be twirled/manipulated at some point during the routine. The prop must also be lifted OFF the ground. Example: If you use a stool, it must be picked up off the ground-twirled or manipulated and not just moved from one spot to another for sitting. It will be considered scenery if not picked up off the ground and twirled/manipulated and a 2.0 penalty will be assessed.
- D. Manipulated is defined as handling or controlling the prop/equipment in a skillful manner.
- E. 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.
- F. Prop holders are not allowed.

- G. Pieces of costume that are removed become a prop and must be twirled/manipulated before setting down or a penalty will occur per occurrence. Example: A performer uses a cape. When they take it off, they must twirl/spin it around before setting it down or a 2.0 penalty will be assessed.
- 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. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 orMP4 format by the competition registration deadline. See Music Rules Page 17.

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 of his/her choice that must be suitable for a halftime performance. It does not have to include a school 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. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 orMP4 format by the competition registration deadline. See Music Rules Page 17.

VIII. SOLO HOOP BATON (NOTE: THIS EVENT IS NOT OFFERED AT THE AAU JR. OLYMPIC GAMES)

- 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, and balance of material, connections, ambidexterity, full hand, high aerials, low flips, difficulty of tricks, vertical and horizontals, multiple body spins left and right.
- D. Intentional floor rolls do not count as a drop.
- E. Hoop twirling will highlight dexterity and coordination due to limited twirls that can be executed. Creativity is encouraged.

IX. SOLO FLAG BATON (NOTE: THIS EVENT IS NOT OFFERED AT THE AAU JR. OLYMPIC GAMES)

- 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.

INDIVIDUAL SOLO STRUT EVENTS

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

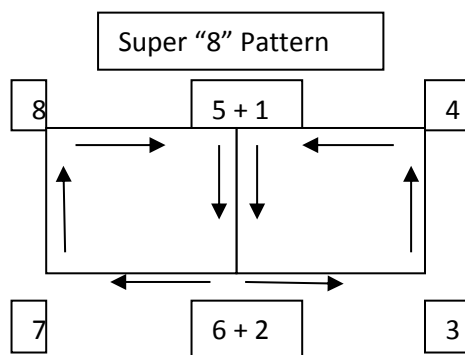
I. SOLO STRUT GENERAL INFORMATION:

- 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.

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:

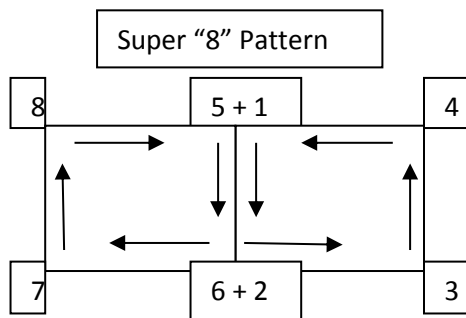
1. Will be done in a Super "8" Pattern.
 2. Athlete will begin at **PARADE REST** (4 counts) and come to **ATTENTION** (4 counts) with baton in a traditional or cradled position at center of the designated area.
 3. Starting with the left foot, the athlete will march forward eight (8) steps; flank or 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.

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.

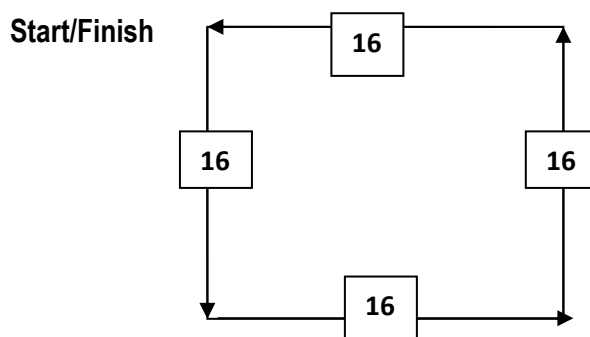
3. Athlete will Begin at **PARADE REST** (4 counts) and come to **ATTENTION** (4 counts) with baton in a cradled position and on the final beat position baton at your nose while standing at the starting point of the designated area.
4. Starting with the LEFT foot, a Novice and Beginner Athletes will 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.

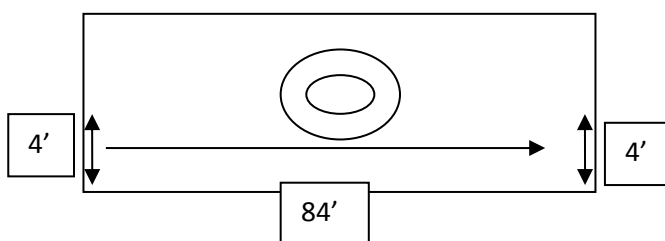
IV. PARADE STRUT (MALE AND FEMALE ATHLETES)



- 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.

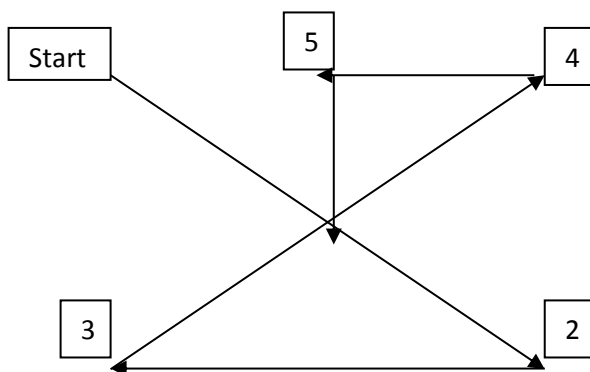
- H. All forms of marching may be incorporated (i.e. half steps, double time, etc.).
- I. Movement Forward must begin with LEFT foot.
- J. Continuous foot motion must be maintained throughout.
- K. No leg holds allowed.
- L. No Floor lunges allowed.
- M. Tosses, finger twirls, and rolls are acceptable.
- N. Routine ends with a courtesy pose or salute.
- O. Judging will be based on timing and audience appeal.

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. **NO** release of baton.
- 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. **NO** release of baton.
- 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. The Judge for this competition will stand in front of their table facing their lane.
- J. The Athlete will start to the Judges' right and continue down the floor to the Judges' left.

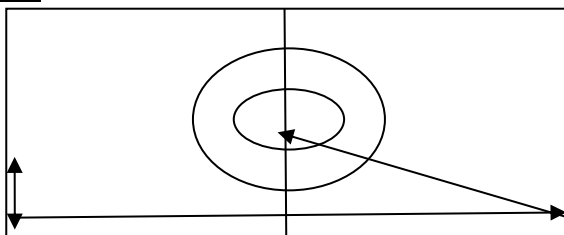
VI. X-STRUT (MALE AND FEMALE ATHLETES)



- 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, or it will be considered twirling.
- E. A penalty of .1 will be assessed for each instance where a performer "twirls" the baton.

- F. You may do back steps and retracing.
- G. You begin at judges left at the back of the designated lane.
- H. An opening presentation ending in a salute is required.
- I. First four (4) steps are Basic March with baton movement starting on the LEFT foot.
- J. Move diagonally to the judges' right ending at the edge of the designated lane and turning right.
- K. First four (4) steps are Basic March with baton movement starting on the LEFT foot.
- L. Proceed straight across to the opposite edge of the lane and turn right again.
- M. First four (4) steps are Basic March with baton movement starting on the LEFT foot.
- N. Move diagonally to the upper corner of the lane and turn left.
- O. This is freestyle and marches are not required. Only go to the center of the lane and turn left once again.
- P. First four (4) steps are Basic March with baton movement coming toward the judge.
- Q. You may now do an oblique (not required) and end anywhere within the designated lane.
- R. Beauty and grace of leg lines, free hand, arms, and body are important.

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. The athlete must use marching band music of his/her choice that must be suitable for a downfield strut.

ALL-AROUND TWIRLING CHAMPION

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

- I. All-Around Twirling Champion General Information
 - A. This category will be at the National/ AAU Junior Olympic Games.
 - B. The athletes' solo level determines the level that they will compete for All-Around Champion.
 - C. To compete in this event at the AAU Junior Olympic Games, athletes must qualify at their District or Super Regional Competition.
 - 1. The top 10 athletes in each per age/status level will advance. (Example: (10) athletes from Novice 0-6, (10) athletes from Novice 10-12, (10) athletes from Beginner 0-6, etc. will each advance)/
 - 2. In the event that a district does not have a District or Super Regional Competition, athletes can apply for a waiver which will allow them to register for this event.
 - D. At the District or Super Regional Competition and at the AAU Junior Olympic Games athletes must enter the All-Around Champion division (at their solo status level) AND also enter all 3-4 individual events under AAU events that are required for their status level. For example: An athlete that is beginner in solo will enter Beginner All-Around. The athlete must also enter AAU Solo, AAU Multiple Baton, and AAU Parade Strut at the level of which they are for each event.