

GENERAL TEAM INFORMATION

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

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. Team 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.
- C. A team member may not compete against her/himself in team competition. The Team Twirl-Off is the only exception to this.
- D. All teams must qualify in ALL team events in which they wish to compete in at the AAU Nationals/AAU Junior Olympic Games.
- 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, and 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 at registration/check-in for the AAU Junior Olympic Games.

- II. TEAM ELIGIBILITY: Each team must qualify in each category for which they want to compete at the AAU Nationals/AAU Junior Olympic Games.

III. 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).

IX. TWIRLING TIME

- A. When SAME SKILLS by ALL MEMBERS is done at the same time.
 - 1. Example: Novelty Twirl Team (50% of the members must be twirling).
- B. The following counts as twirling time:
 - 1. Any and all twirls that make one full revolution.
 - 2. Exchanges and tosses.
 - 3. Two-batons when executed as a result of a partner toss and the time it takes for a smooth return toss.
 - 4. A peel-off (Some form of twirling must continue as ripple is taking place-not just a pose).
- C. Twirling done with novelty equipment (hoops, ribbons, ruffles, flags etc) will be judged in timing for Novelty Twirl Teams and Auxiliary Majorette Lines.
- D. 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.
- E. Twirling time has no restrictions as to where in the routine it is it be performed.

TEAM EVENTS

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

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. Scenery

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

D. Music

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

E. 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.

F. 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.

G. 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. 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.

C. Scenery

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

D. Music

1. Dance Twirl Teams will use music of their choice.
2. Please use good taste, age appropriateness, and avoid profanity if possible.
3. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 or MP4 format by the competition registration deadline. See Music Rules Page 17.

E. 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.

F. Performance Area

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

G. 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. 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.

C. Scenery/Props

1. Scenery or backdrops are **NOT** allowed.
2. Containers for props or twirling equipment can be no more than 36" (3 feet) tall when the props are inside.
3. **All props/containers MUST be used at some point in the routine or it will be considered scenery and a penalty will be assessed.**

D. Twirling Time

1. Baton Twirling must be done for 1:30 of the time by all members executing the same skill level.

E. Music

1. Novelty Twirl Teams will use music of their choice.
2. Please use good taste, age appropriateness, and avoid profanity if possible.
3. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 or MP4 format by the competition registration deadline. See Music Rules Page 17.

F. 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.

G. Performance Area

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

H. 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. 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.
7. A Salute is optional.

C. Scenery

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

D. 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.

E. Music

1. Street Parade Teams will use music of their choice.
2. Please use good taste, age appropriateness, and avoid profanity if possible.
3. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 or MP4 format by the competition registration deadline. See Music Rules Page 17.

F. 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").

G. Performance Area

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

H. 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. 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.

C. 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).

D. Twirling Time

1. Twirling Time is 2:00 Minutes Minimum by all members executing the same skill level.

E. Music

1. Show Twirl Teams will use music of their choice.
2. Please use good taste, age appropriateness, and avoid profanity if possible.
3. 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.

F. 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.

G. Performance Area

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

H. 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. 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.

D. 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.
4. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 or MP4 format by the competition registration deadline. See Music Rules Page 17.

E. 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.

F. Performance Area

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

G. 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. Categories

1. Pom Line:
 - a. Four or more athletes using poms to demonstrate synchronized moves, ripples, etc. in a sharp manner.
2. Dance Lines:
 - a. Four or more athletes using all forms of dance such as ballet, jazz, lyrical, and hip hop to demonstrate technique in a tasteful and appropriate manner.
3. Guard:
 - a. Four or more athletes using tall flags, swing flags, sabers, rifles, and any other creative prop (hats, canes, etc.) to entertain. Equipment changes are not required. Teams should focus on proper technique of equipment and creativity.
4. School Majorette Line:
 - a. Two or more athletes performing a routine. Routine may consist of one, two, or three batons along with novelty batons/props (streamers, hoop batons, flag batons, etc.).
 - b. Routine should resemble a routine that could be performed on the field or during a halftime performance.

C. 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.

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. 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.
4. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 or MP4 format by the competition registration deadline. See Music Rules Page 17.

F. 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.

G. Performance Area

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

H. 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. 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.

E. Scenery

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

F. Additional Timing Information

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

G. Music

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

H. Entrance and Exit

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

I. Performance Area

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

J. 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

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

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' 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 Levels: All corps will compete at one level; there will not be Beginner or Advanced levels.
- 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. At qualifiers, 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.

IV. 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.

V. 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.

VI. 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.

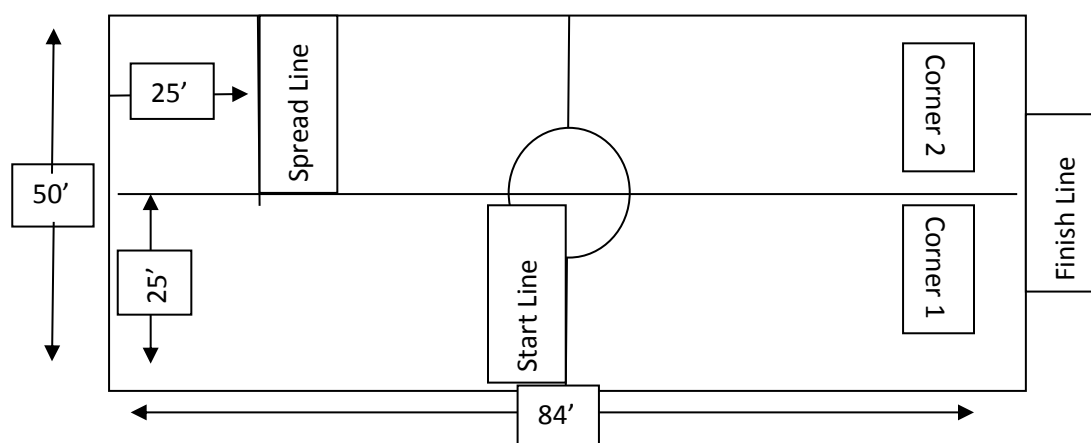
CORP EVENTS

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

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.
3. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 or MP4 format by the competition registration deadline. See Music Rules Page 17.

E. Additional Timing Information

1. Twirling time is 1:00 minute minimum with a 4:00 minute maximum.
2. Timing begins with the first movement of a Corps' member(s) after being announced to proceed.

3. 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 will also be given for failure to retrieve baton within reasonable time, or before leaving the performance area.
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. All other applicable penalties will also apply.

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. Music

1. The choice of music is up to each Corps' discretion.
2. Please use good taste, age appropriateness, and avoid profanity if possible.
3. For the AAU Junior Olympic Games/National Baton Competition music must be sent in via hard copy or emailed in MP3 or MP4 format by the competition registration deadline. See Music Rules Page 17.

F. 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 will also be given for failure to retrieve baton within reasonable time, or before leaving the performance area.
4. All other applicable penalties will also apply.

G. 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.