

21. **Additional Penalties for Twirling Teams**
 - a. **Improper Salute** - 0.5 point penalty per each occurrence per member
 - b. **Failure to Salute** - 1.0 point penalty

VI. CORPS

A. **General Corps Rules**

1. Corps entering more than one classification must have entirely different themes and music for each classification entered.
2. A roster listing corps members' names, ages (*by the age definition rule*), and birth dates, as well as music selection needs to be turned in to contest director before the group competes. (*At National Championships, this means both for preliminaries and finals.*)
3. The corps is responsible for its own clean-up detail, as the floor must be clean for the next competition group. Groups will be responsible for damage to floor.
4. **Performing Area** - A designated performing area of 50' by 84' will be provided for corps. The inside measurement of the taped line should be the required size and with the corners of the area marked with cones. A corps may remove a cone(s), as long as they are put back for the next competing corps. In addition, for parade corps, the 22' street markings shall be taped. Corps is responsible for damage to gym floor (*this includes scuffing, as well as black marks*).
5. **Music** - The corps will use their own music on CD (*cassette tapes will not be accepted*). Only the music to be used during the actual competition should be recorded on the tape (*i.e. one routine per cassette tape*). The tape should be cued to the start of the music. It is recommended that a back-up tape be brought to the competition venue. Parade corps may use live music. The audio volume of the music should be held at a comfortable level. The contest director should use a common sense volume level. Excessive volume should be called to the attention of the contest director. After an unheeded warning, a group may be assessed up to a 2.0 point maximum penalty by the judge.
6. All special effects and equipment (*with exception of music equipment*) need to be hand carried on competition floor by corps members. (*No rolled equipment or scenery allowed.*)
7. **Twirling Time** - Baton twirling of 12 or more members (*Ten [10] or more members for Juv. Twirling Corps*) at the same time shall be timed. Included in the timing are any and all twirls (*a twirl being defined as one full revolution of the baton*), exchange tricks (*aerials continue timing while baton is out of twirlers' hand and in air*), a momentary stop of one or two counts if executed within the twirling portion of routine and any twirling done while marching. Two-baton, when executed as a result of a partner toss, is timed as twirling time provided it is executed only for a smooth return toss (*about eight counts*). Peel-offs, are also counted even though the twirling differs as each one finishes the ripple maneuver. (*Some form of twirling must continue, not just a pose.*)
8. Any twirling not executed by at least the minimum number of twirlers or any novelty baton (*such as hoop, ribbons, etc...*) is considered for general effect and shall not be timed and judged by the twirling judge. Should the required number of members be twirling and one drops a baton, timing shall continue unless twirling member does not immediately pick up the baton and continue routine.

9. There are no restrictions as to where twirling is to be performed and therefore shall be timed throughout entire overall floor time.
10. **Penalties** - Note: Penalties will be assessed during timing and judging. Penalties will be assessed during overtime.
- a. **Dropped baton or dropped equipment** - 0.2 point penalty per drop
 - b. **Failure to retrieve the originally dropped baton within a reasonable length of time** - 0.5 point penalty per each occurrence
 - c. **Failure of responsible individual to retrieve baton before leaving the competition performance area** - 2.0 points penalty per each occurrence. (**Explanation:** An athlete would receive a 0.2 for a drop, another 0.5 if the drop is not picked up within a reasonable length of time and a 2.0 penalty if the responsible individual does not pick up the baton at all. A total of 2.7 in penalties would be assessed. A dropped baton causing an athlete to cross a boundary line for the purpose of retrieving the baton would be penalized 0.2 by the twirling penalty judge and 0.1 for crossing the boundary line by the M&M penalty judge.)
 - d. **Two-Handed Catch** - 0.2 point penalty per each occurrence
 - e. **Fall** - 0.2 point penalty per each occurrence
 - f. **Breaks or Slips** - 0.1 point penalty per each occurrence
 - g. **Off Pattern** - 0.1 point penalty per each occurrence
 - h. **Unison** - 0.1 point penalty per each occurrence
 - i. **Out of step** - 0.2 point penalty per each occurrence
 - j. **M&M alignment, bearing, precision and phasing errors** - 0.1 point penalty per each occurrence
 - k. **Overtime\Under time** - 0.1 point penalty per second. This applies to both the overall routine time and for the twirling time.
 - l. **Corps playing music approaching or leaving the contest area** - 2.0 points penalty
 - m. **To resume playing or stepping back into the competition performance area or stepping outside the boundary line** - 0.1 point penalty per each individual error, 2.0 points penalty per each unit error
 - n. **Intentional Contest Delay** - 2.0 points penalty. When a designated time to report has been given to a group for competition and that time is not met and/or the group does not appear in the order indicated by the contest director or line-up
 - o. **Failure to provide roster to contest director prior to corps competing** - 2.0 points penalty for each occurrence

- p. **Rosin/Powder** - 2.0 points penalty. Athletes shall not apply rosin or other powders in or around the performance area or to feet or hands in or around the performance area.
- q. **Use of pyrotechnic materials, discharge of arms, pressurized canister, dangerous materials, inflammable liquids, etc., is prohibited** - 2.0 points penalty
- r. **Floor Damage** - 2.0 points penalty
- s. **Use of scenery/backdrop; or container and contents over 24 inches high** - 2.0 points penalty.

11. **Additional Penalties for Parade Corps** - *see under Parade Corps.*

B. **Twirling Corps** - A group of athletes (Juvenile - 10 or more twirling members; Junior/Senior - 12 or more twirling members) who perform a routine emphasizing novelty baton, group exchanges, drill patterns and dance and show coordination. Overall timing for this event begins with either the first note of the music or the first movement of corps members, whichever comes first after being announced to proceed. Overall timing for this event ends with the last note of the music with the final pose/position being held for at least a three-count hold.

- 1. Corps members may elect to have their ending position on the competition performance area.
- 2. Twirling Corps overall routine time: Juvenile 5:00 - 7:00 minutes, Junior and Senior 7:00 - 9:00 minutes. Twirling time for twirling corps: Juvenile minimum of 2:00 minutes, Junior and Senior minimum of 3:00 minutes.
- 3. Scenery and backdrops are not allowed. Any special effects equipment or props over 24 inches high must be laid flat when not in use or it will be considered scenery. If using a container, the container and its contents must be 24" or less. Color guard equipment is allowed for special effect only. No basic color guard will be allowed. All special effects equipment must be placed by the corps members as the corps members take their position prior to the start of the corps routine. Grounding of batons & equipment is allowed.
- 4. **Entrance/Exit** - The starting line and finish line are unrestricted. Corps member may position themselves on or off the competition performance area. After the routine is complete, the corps will then proceed off the competition floor.

C. **Parade Corps** - A group of athletes (*Ten [10] or more twirling members*) emphasizing routine and uniform suitable for a street parade with the last segment a parade reviewing stand type of performance featuring drill patterns and marching style.

- 1. **Street Pattern** - The corps will stay within the 25' street upon entrance and remain within that 25' street as corps follows pattern involving two left corners through the "spread line." Once crossing "spread line," open up drill anywhere on the floor as long as maintaining "continuous foot motion" and exit crossing the finish line. Overall timing for this event begins with either the first note of music or the first movement of corps members, whichever comes first after being announced to proceed. Overall timing for this event ends with the last member crossing over the finish line or with the last note of music with the final pose/position being held for at least a three count hold, whichever happens last.

2. **Entrance/Exit** - Members may use the 22' street behind mid-court line (*and the perimeter of the area outside the boundary lines*) to assemble corps, as long as all members cross the entrance line within the 22' street when entering after timing and judging has begun. Before the timing and judging begins, no one is allowed on the competition performance area except in the 22' street behind mid-court. All members shall cross the entrance line to the left of the judges within the 22' street and stay within this 22' street until they cross the spread line (*which includes corner 1 and corner 2*). As each member crosses the spread line, there shall be no further pattern requirements except for the corps crossing the finish line to the judges' far right.
3. **Parade Corps overall routine time** - maximum of 4 minutes.
4. **Parade Corps twirling time** - minimum of 1 minute.
5. Maximum twirling turn-arounds allowed is "2" turns (*see continuous foot motion*)
6. **Additional Penalties/Allowances for Parade Corps**
 - a. **Street pattern not followed** - 2.0 points penalty assessed by parade penalty judge
 - b. **Continuous foot motion** - 0.1 point penalty per individual; 2.0 points penalty per unit assessed by parade penalty judge
 - i. Parade corps shall incorporate continuous foot motion, defined as the placement on the floor of the whole foot (*not just toe or heel lift - entire foot must leave the floor*) by stepping, tapping, jumping, or hopping at least every second count. Continuous foot motion shall begin within 10 seconds (*limited on stop watch by parade penalty judge*) of start of timing. This will be judged and penalties given for all members on and off the floor until timing ends.
 - ii. **Allowable**
 - a. **On beat** - foot hitting every count of music
 - b. **Half-time** - foot hitting every 2nd count
 - c. **Double time** - foot hitting twice every beat
 - d. **Twirling** - While twirling, individual must maintain continuous foot motion.
 - e. **Marching** - Half step, step kicks, etc. may be used as long as unit keeps moving continuously
 - f. **Kneeling** - Each individual must keep ball of foot touching the floor.
 - c. **Entering competition performance area from incorrect boundary line, exiting competition performance area over incorrect boundary line or incorrect position on competition performance area at start** - 0.1 point penalty per individual; 2.0 points penalty per unit assessed by M&M penalty judge
 - d. **Crossing or stepping over the 25' line parade marking** - 0.1 point penalty per individual; 2.0 points penalty per unit assessed by parade penalty judge

- e. **Maximum twirling turn-arounds of "2" turns exceeded** - 2.0 points penalty for each occurrence assessed by the twirling penalty judge

D. **National Colors**

1. Color guard is optional.
2. If group uses National colors it must be guarded properly by one weapon carrier and must follow National colors conduct.
3. **Conduct** - In parade corps, if national colors are presented they can not side step, back step, to rear march, about face, or engage in dance steps. National colors should not be lower than other flags. It may be equal or higher than other flags. National flags must be aloft and free. National colors must not be dipped or may not touch the ground. If National colors uses an eagle as a finish piece, it must face forward. National color bearers must not be armed but must wear headgear. No one may pass through the national colors and its guard.
4. **National colors properly guarded** - In parade corps, if national colors are presented, they must be guarded by one weaponed athlete. Authorized weapons are rifles, simulated rifles, side arms, simulated side arms, sabers and swords. The distance of the guard should be no more than three paces from the national colors.

VII. **SPORT OPERATIONS**

- A. **Event Operating Rules** - The National Youth Championship rules and policies are the same as the District rules and policies.
- B. **Facilities/Competition Area** - *See complete rules.*
- C. **Equipment** - *See complete rules.*
- D. **Coaching Requirements** - *Determined by the Event Host.*
- E. **Format/Scheduling** - *Please refer to the Contest Directors Packet.*
- F. **Entry Procedures** - *Please refer to the Contest Directors Packet.*
- G. **Placement**
 1. For solo one baton, solo two baton, solo three-baton, solo freestyle, solo parade T, solo multiple batons, duets, trios, dance-twirl teams, twirling teams: When one judge is being utilized, the final score will be used for placement. When more than one judge is being utilized, the placement method will be used.
 2. For the placement method, each judge's total score for each athlete/group will serve to arrive at placement points for each athlete/group. (The highest score receives one point; second highest score receives two points, etc). Placement points are added together. The lowest total of placement points wins.
 3. Ties will be broken by averaging the total of the score sheet scores.
 4. If ties remain after using the above method, the ties will remain; duplicate awards will be given for that place and the next placing will be skipped. (For example - two way tie for 2nd place: award two 2nd place awards, skip 3rd place, proceed with next placing)