

- 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)