

- k. **Intentional Contest Delay - 2.0 points penalty.** The chief judge, in consultation with the other judges employed for the competition (*at the National Competition - National AAU Baton Twirling Committee*), may assess this penalty after a reasonable amount of time (*not less than five [5] minutes*) has passed, and the group does not appear in the order indicated by the contest director or line-up.
- l. **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.

V. TEAM

A. **General Team Rules**

1. A roster listing team 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/Junior Olympic Games, this means both for preliminaries and finals.*).
2. A team member may not compete against her/himself in team competition.
3. **A team must qualify in ALL events in which they wish to participate at the Junior Olympic Games.**
4. Only in Dance Twirl, Twirl Team and Street Parade Team is grounding of baton not allowed. Grounding is interpreted to mean the placement of a baton in such a manner that it is out of the possession of the team member and could remain so without danger of its moving or changing position indefinitely.
5. The team is responsible for its own clean up detail, as the floor must be clean for the next competition group.
6. No scenery or backdrops allowed.
7. No props may be used during performance in Dance Twirl Team, Twirl Team, or Street Parade Team.
8. Props are allowed in Novelty Twirl Team.
9. Gymnastics is allowed in Novelty and Show Twirl Teams but are not allowed in Twirl, Street Parade, or Dance Twirl Teams.
10. Gymnastics is limited to walkovers, cartwheels, or using the hands on the floor, with proper training.
11. No part of the costume may be removed during a performance to be used as a prop in Dance Twirl, Street Parade or Twirl Team. It is allowed in Novelty Twirl Team only.
12. No team may use pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, inflammable liquids, etc.
13. No team may use auxiliary power sources (*electric, battery, transistor, etc.*).
14. Novelty batons may be used only in Novelty Twirl Team competition.

B. **Twirling Team** - A group of four or more twirling athletes using one baton per member performing in unison. The routine will have an entrance, variety in twirling, exchanges, change in floor patterns, and an exit within the time allotted. Timing for this event begins with the leader's salute on the starting line and ends with leader's salute on the finish line. Time limit for twirling teams: 2:00 - 3:00 minutes.

1. **Music** - Twirling teams will perform to march music provided by contest director on a CD.
2. **Status Levels**
 - a. **Beginner** - Novice, Beginner or Intermediate Solo One Baton Athletes who have received fewer than five first place twirling team wins are considered Beginner Twirling Team athletes. (Beginner is fewer than five [5] total wins.) Advanced Solo One Baton athletes are not eligible to compete in Beginner Twirl Team. A beginner twirling team must have more than half of the total number of members classified as Beginner Twirling Team members.
 - b. **Advanced** - Advanced Solo One Baton Athletes or Individual athletes who have received five or more first place twirling team wins are considered Advanced Twirling Team athletes. (Advanced is five [5] or more total wins.) If a twirling team would have more than half of the total number of members classified as Advanced Twirling Team members then the group would compete in the Advanced Twirling Team category.
3. **Entrance and Exit**
 - a. Starting line position is optional. **It is recommended** that the far boundary line directly across from the judge's area be utilized.
 - b. Finish line position is optional. **It is recommended** that the far boundary line directly across from the judge's area be utilized.
 - c. All members will start on the starting line. A short intro is allowed prior to leader's salute on the starting line. Team may then proceed by walking, marching, strutting, etc. into the performance area to begin the routine. At the end of the routine, all members must return to the finish line. The routine must end with the leader's salute on the finish line. The group will then proceed off the competition floor.
4. **Performing Area** - A designated performing area of 50 feet by 40 feet will be provided for twirling teams. (*i.e. one half of gym floor*).

C. **Dance-Twirl Team**

1. **Definition** - A group of four 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 performances should be creative in choreography as well as costume.
2. 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 leg work, foot work, and body work with the baton. It must have combinations of baton and dance material. It will use space properly. The floor pattern will be a design.

3. All forms of dance may be used. No gymnastics allowed.
4. The primary goal in Dance Twirl is a routine with continuous dance while twirling with dance steps and twirling have the same degree of difficulty. Overall timing for this event begins with either the first note of the music or the first movement of team members, whichever comes first after being announced to proceed.
5. Overall timing for this event ends with the last note of the music with the final pose. Team members may elect to have their ending position on the competition performance area. Time limit for Dance-Twirl teams: 2:00 - 3:00 minutes.
6. If a test of the music is necessary, it must be done prior to the dance-twirl team competition starting.
7. **Status Levels**
 - a. **Beginner** - Novice, Beginner or Intermediate Solo One Baton athletes who have received fewer than five first place dance-twirl team wins are considered Beginner Dance-Twirl Team athletes. (*Beginner is less than five [5] total wins.*) Advanced Solo One Baton athletes are not eligible to compete in Beginner Dance-Twirl Teams. A beginner dance-twirl team must have more than half of the total number of members classified as Beginner Dance-Twirl Team members.
 - b. **Advanced** - Advanced Solo One Baton Athletes or Individual athletes who have received five or more first place dance-twirl team wins are considered Advanced Dance-Twirl Team athletes. (*Advanced is five [5] or more total wins.*) If a dance-twirl team would have more than half of the total number of members classified as Advanced Dance-Twirl Team members then the group would compete in the Advanced Dance-Twirl Team category.
8. **Performing Area** - A designated performing area of 50' by 84' will be provided for Dance-Twirl teams.
9. **Entrance and Exit** - The starting line and finish line are unrestricted. Team members may position themselves on or off the competition performance area before the timing begins for the routine. After the routine is complete, the team will then proceed off the competition floor.
10. **Music** - Dance-twirl teams will use their own music on CD only (*no cassette tapes will be accepted*). Only the music to be used during the actual competition should be recorded on the CD (*i.e. one routine per CD*). The CD should be cued to the start of the music. It is recommended that a back-up CD be brought to the competition venue. 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 an athlete may be assessed up to a 2 point maximum penalty by the judge for using excessive volume (*if using own sound equipment*).

D. **Street Parade Team**

1. **Membership** - Minimum of 8 members. No maximum.
2. **Ages** - 0-9, 10-13, 14-20

3. **Time Limit** - 2:30 maximum. No minimum time limit. Timing begins with the first movement and ends when the last team member crosses the sideline to the judge(s)' right. A salute is optional.
4. **Floor Pattern** - Proceed down the length of the gym once. Team enters from the sideline to the judge(s)' left and continues forward until the last team member crosses the sideline to the judge(s)' right.
5. **Routine Content** - Content should consist of twirling and marching patterns performed as they would be in a parade. One baton shall be used. To the Rears, Obliques, Faces and Mark Times are allowed. A 'Reviewing Stand' routine may be executed at center court. One baton should be used and the music's beat should be maintained.
6. **Banner** - A banner may be carried at the front of the unit.
7. **Music** - Use your own recorded music on CD.
8. **Judging** - Performance will be judged on content, unison, showmanship, uniform and neat appearance and the ability to stay in step with the music.
9. **Penalties** - Unison, pattern, out of alignment, (.1 *each*), drop, out of step, fall (.5 *each*)
10. **Gym Dimensions** - 74' x 42' (*regulation junior high school basketball court*)

E. **UPDATE - Novelty Show-Twirl Team**

1. **Membership** - Minimum of 4 members. No maximum
2. **Ages** - 0-9, 10-13, 14+
3. **Time Limit** - 2:00-3:00 Minutes Overall timing for this event begins with either the first note of the music or the first movement of team members, whichever comes first after being announced to proceed. Timing for this event ends with the last note of the music with the final pose.
4. **Music** - Use your own recorded music on CD. If a test of the music is necessary, it must be done prior to the Novelty Show-Twirl team competition.
5. **Entrance/Exit** - Positioning the team on or off the floor is optional. It is recommended that the team enters from the judge's left and exit to judge's right. The set up time should be executed quickly and in an orderly fashion. Proper protection for the floor surface must be addressed when placing props on the competition floor.
6. The primary goal in Novelty Show-Twirl is a routine that is entertaining and impressive to present to an audience. It should be choreographed to be appropriate for performances at athlete events, school or civic functions.
7. **UPDATE - Up to TWO approved gymnastic skills are allowed.** Allowable skills are cartwheels, walkovers, and handstands in which one or two hands must touch the ground before the feet go over the head.
8. Scenery or backdrops are not allowed. Decorative holders less than 3 ½ feet are allowed for props or twirling equipment.

9. **Routine Content** - Content should consist of at least 50% of its team members twirling a baton. A Novelty Twirl Team routine should consist of twirling single or multiple batons and/or other twirling equipment incorporating the use of props with dance and body movements. Props can include use of ribbons, hats, canes, scarves, chairs, balls, etc.
10. **Judging** - Performance will be judged on Content, Teamwork, Choreography, Technique & Quality of Performance Showmanship and Presentation. A routine that is choreographed for a single baton dance twirl team will not receive a placement award.

F. **Show Twirl Team**

1. Time minimum 3:30, max 9:00 minutes.
2. Team must consist of 5 members or more (*no maximum number of members*).
3. Costume, props and back drops (*optional*) are allowed. Proper protection for gym floor must be taken.
4. Routine should interpret the music. Music is selected by team but should be appropriate for theme of the performance.
5. Back drops and props must help explain theme of the performance
6. Routine should be entertaining, utilize the performance floor and provided area, and proper technique should be used.
7. Two gymnastic tricks are allowed. Please refer to rulebook for allowed gymnastic tricks.
8. Small props that are twirled or performed within the routine are allowed.

G. **Auxiliary Team**

1. Props are permitted.
2. Teams perform to their own music.
3. Timing begins with first beat of music and ends with last beat of music or ending pose.
4. Rule applies for all auxiliary groups, color guard, etc.
5. Short program no under time, maximum time 4:00 minutes
6. Long program minimum time 4:00 maximum 8:00

H. **General Penalties for Teams** - Note: Penalties will be assessed during timing and judging. Penalties will be assessed during overtime.

1. **Drop** - 0.2 point penalty per drop
2. **Two-Handed Catch** - 0.2 point penalty per each occurrence
3. **Failure to retrieve the originally dropped baton within a reasonable length of time** - 0.5 point penalty per each occurrence.

4. **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, plus another 0.2 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 3.0 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 and 0.1 for crossing the boundary line.

5. **Fall** - 0.5 point penalty per each occurrence
6. **Breaks or Slips** - 0.1 point penalty per each occurrence
7. **Off Pattern** - 0.1 point penalty per each occurrence
8. **Unison** - 0.1 point penalty per each occurrence
9. **Overtime/Under time** - 0.1 point penalty per second
10. **Out of Step** - 0.5 point penalty per each 8 counts for each occurrence
11. **Grounding of baton in Dance Twirl or Twirl Team** - 0.2 point penalty per each occurrence.
12. **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
13. **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
14. **Failure to provide roster to contest director prior to team competing** - 2.0 points penalty for each occurrence
15. **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.
16. **Use of pyrotechnic materials, discharge of arms, pressurized canister, dangerous materials, inflammable liquids, etc., is prohibited** - 2.0 points penalty
17. **Use of scenery/backdrop; or use of member or equipment not permitted** - 2.0 points penalty
18. **Use of prop in Twirl Team, Dance Twirl, or Street Parade Team** - 2.0 points penalty
19. **Performance** - If the judges view the performance as a routine not specifically constructed as Twirling team or Novelty Twirl Team a 2.0 penalty may be assessed by each judge.
20. **Performance** - If the judges view the performance as a routine not specifically constructed as a Dance-Twirl team, a 2.0 penalty may be assessed by each judge.