

2011 Amateur Athletics Baton Twirling Handbook



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AAU Baton Rule Book & Regulations 2011

Table of Contents

Topic:	Page #:
Preamble	1
National Sport Committee Governance and Administration	1 - 2
- National Committee Structure and Procedures	1
- Sport Committee Meetings	1 - 2
Sport Policies and Procedures	2 - 3
- Contest Director's Paperwork	2
- Medical	2
- Petitions	2
- Good Conduct	2 - 3
Solo Events	3 - 10
- One Baton	3
- Two Baton	4
- Three Baton	4
- Collegiate & Adult Divisions	4
- Freestyle Twirling	4
- Dance Twirl	4 - 5
- Multiple Baton Solo	5
- Strut	5 - 6
- Basic Strut & Military Strut	6
- Hoop	6
- Flag	7
- Solo Events - Performing Area	7
- Music	7
- Status Levels for Solo Events	7 - 8
- Advancement Clarifications	8
- Duet & Trio	9 - 10
Team	10 - 16
- General Team Rules	10
- Twirling Team	11
- Dance Twirl Team	11 - 12
- Street Parade Team	12 - 13
- Novelty Show-Twirl Team	13 - 14
- Show Twirl Team	14
- Auxiliary Team	14
- General Penalties for Teams	14 - 16
Corps	16 - 20
- General Corps Rules	16 - 18
- Twirling Corps	18
- Parade Corps	18 - 20
- National Colors	20

Sport Operations	20
- Event Operating Rules	20
- Facility/Competition Area	20
- Equipment	20
- Coaching Requirements	20
- Format/Scheduling	20
- Entry Procedures	20
- Placement	20
Ability Levels, Age Groups and Timing	21 - 24
- Age Groups	21 - 24
Penalties & Definitions	25 - 26
Awards	26
Responsibilities, Disqualifications and Suspensions	26
Competition Rules	26 - 29
- Qualification Procedures	26 - 27
- Allowable Changes of Group Members	27
- Finals Competition at the AAU Junior Olympics/Nationals	27
- Eligibility	28
- Residency	28 - 29
- Uniform	29
- Music	29
- Order of Appearance	29
- Mishap	29
- Adjusting to Conditions	29
Competition Types	29
- District Competition	29
- AAU Junior Olympic Games Qualifiers/Nationals	29
Excerpts from AAU Code Book	29 - 33
- AAU Membership	29
- Membership Requirements	30
- Conditions for Membership	30
- Classes of Membership	30
- Use of Logos and Trademarks	30
- Event Sanctions	30 - 31
- District Sport Committee Annual Meeting	31
- Notice of District Sport Meetings	31
- Quorum	31
- Voting	31
- Functions of District Sport Committees	32
- Functions of the District Sport Director	32
- Duties of the Sport Committee Director	32 - 33
- Removal of the Sport Committee Director	33
- Membership and Residency	33

Eligibility	33 - 34
Appendix	34
- Contact Information	34
- Dates for National Championships	34
Addendum	35

AAU Baton Twirling Rule Book & Regulations

- I. **PREAMBLE** - The AAU Baton Twirling National Committee has been established in order to promote the benefits of participation in athletics and hereby adopts these rules & regulations for the advancement of that purpose.

The following will be in addition to the AAU Code Book, and will be the governing handbook for the AAU program in Baton Twirling. Rules not specifically covered in this book shall be addressed by the National Committee, and in those cases the ruling of the AAU National Baton Twirling Committee will be final.

Knowledge of the rules and regulations addressed in this Handbook is the responsibility of the individual athlete, coach, parent, and contest director.

II. **NATIONAL SPORT COMMITTEE GOVERNANCE AND ADMINISTRATION**

A. **National Committee Structure and Procedures**

1. **National Chair** - The President of the AAU appoints the Chair from the recommendations of the National Sport Committee after approval of a majority of the National Officers.
2. **Executive Committee Composition** - The Executive Board shall conduct the business of the Baton Twirling Committee in accordance with the rules and regulations of the AAU and the AAU Baton Twirling Program. It shall include the National Chair, Vice Chair, Secretary, Scholarship Director, and Treasurer. All above mentioned positions shall be elected by the voting members at the annual committee meeting every four years.
3. **National Sport Committee Composition** - The Committee will consist of the National Sports Chair, the elected or appointed officers or committee chairs as defined by the sport's operating rules, the elected or appointed Sport Director of each District, or a representative designated by the District Governor and one appointed representative from each affiliated member that registers members in the sport. The President may appoint up to five (5) members-at-large.
4. **Voting** - Persons eligible to vote shall be the National Sport Chair, elected or appointed officers, chairs of Committees as defined by the sport's operating rules, the elected or appointed District sports director or a representative from each Affiliated member that registers members in the sport, and any members-at-large. Only representatives from Districts which registered a minimum of .5% (a half percent) of the total number of athletes in that sport in the previous year shall be allowed to vote in the National Sport Committee meeting.

B. **Sport Committee Meetings**

1. **National Sport Committee Regular Meetings** - Regular Meetings of the National Sport Committee shall be in conjunction with the AAU Convention.
2. **Non-Regular Sport Committee Meetings** - National Sport Committee may hold a Non-Regular National Sport Committee meeting in odd years subject to the following provisions:
 - a. The meeting is called by the Chair following approval of the National Office.
 - b. The National Office has the right to coordinate the meeting and pick the site for the meeting.

3. **National Sport Committee Special Meetings** - Special meetings of a Committee are scheduled at the request of the Chair or upon written request of at least one half (1/2) of the Committee members. The purpose of the Special meeting must be stated in the Notice for the meeting.
4. **National Sport Executive Committee Meetings** - The National Chair shall determine the date and location of Executive Committee Meetings.
5. **Agenda Additions - Sport Committee Meeting Order (Agendas)** - The Regular National Sport Committee meetings, the Non-Regular National Sport Committee meetings, and National Sport Committee Special meetings shall follow meeting order (agenda format) as established by Code (Bylaw 9.5).

III. SPORT POLICIES AND PROCEDURES

- A. **Contest Director's Paperwork** - If you would like to host a qualifying competition, contact the AAU National Headquarters at (407) 934-7200 and ask for the Sports Manager for AAU Baton Twirling, or contact the AAU National Chair listed on the AAU web site at www.aausports.org for approval. A contest director's packet will be sent.

Following the completion of your contest, the following items must be sent to the National Director and the National AAU Headquarters (*Attn: Baton Twirling*):

1. A copy of your sanction.
2. A copy of all results sheets (*including all final scores and placements*) for all events.

The above items should be sent within five (5) days of the completion of your contest to AAU National Headquarters. For all District Championships, a copy of all results sheets (including all final scores and placements) for all events, a copy of your sanction, and any additional paperwork deemed necessary by the National Baton Twirling Committee to help with the qualifying process must be sent. For all competitions, a copy of your results must be sent into the District Office.

- B. **Medical** - A competitor who is rendered unconscious or apparently unconscious during competition shall not resume participation that day without written authorization from a physician or athletic trainer.
- C. **Petitions** - Petitions concerning participation, eligibility, and qualifying will be addressed on an individual basis. Please send complete information to the National Baton Twirling Chairperson. The concern will be addressed by the entire AAU Baton Twirling Executive Committee.
- D. **Good Conduct** - While attending a competition, an athlete, parent, spectator and/or coach is expected to conduct himself/herself as a gentleman or lady. Good sportsmanship and dedication to the advancement of baton twirling as a sport should be evident. Conduct unbecoming may result in disqualification or suspension. Anyone who disrupts a contest/event may be asked to leave.
1. The use of flash photography is prohibited in the competition area and could result in an automatic disqualification.
 2. Videotaping is allowed, however is limited to:
 - a. Parent videotaping own child
 - b. Teacher videotaping own student

- c. Group director or designated personnel videotaping own group
 - d. No tripods, extension cords or artificial lights
 - e. No videotaping is permitted from or on the competition floor or in area directly behind or around judges' or contest officials' tables.
 - f. No judging is permitted by video replay.
3. No contest official, relative, coach or parent may officiate on a division in which their child or student is an athlete in the division.
 4. Parents, coaches, and other judges are not permitted to approach the judge while the judge is actively adjudicating. Any inquiries should be given to the contest director.
 5. It is the responsibility of the athletes and coaches to properly stretch and warm-up prior to practice or competition. Coaches must wear an official coach's shirt to be allowed on the competition floor.
 6. Coaches or parents may NOT accompany their athletes to the starting area. Parents or spectators are not allowed in the competition area. The only exception to this will be for the Challenger Divisions.
 7. The penalty for failure to produce "proof of age" when requested by contest director and/or chief judge is 2.0 total points for each event in question. Birth certificate, baptism record, adoption/foster care record and/or driver's license are all acceptable.
 8. Any athlete or group violating any rule, part of rule, or violating any tradition, custom or breach of contest etiquette for which there is no specific rule provided shall be assessed for each violation of not less than 2.0 points, nor more than disqualification, at the discretion of the chief judge.
 9. All publicity must be accurate. Any report must refer to the rightful name of the event, age division, status level and classification. Printed information in newspapers, on clothing, etc., must include accurate age division, status level and classification.

IV. SOLO EVENTS

- A. **One Baton Twirling** - This category is the mainstay of all baton twirling and provides an athlete with the opportunity to perform an innovative routine which is adjudicated for variety, difficulty, speed, control, smoothness, gracefulness, presentation and showmanship. The routine for this event shall include vertical pattern twirls, horizontal pattern twirls, finger twirls, rolls, aerials, low flips and novelty tricks accompanied by complimentary body work including movement of the arms, hands, legs, feet, torso and head. Timing of this event begins as the opening salute hand leaves the salute position after a two count hold. Timing stops as the baton comes to a stop in the salute position for the closing.

UPDATE - Entrance/Exit - Judging will begin with the first movement following a salute or courtesy pose. Timing will end with a closing salute/or courtesy pose. Marching in or off the competition floor is NOT required. Athletes need to position themselves in front of the judge before beginning of routine.

- B. **Two Baton Twirling** - An athlete performs with two batons. Both batons must be moving at all times, either in like patterns, alternating patterns or in concert with one another. Timing of this event begins as the opening salute hand of at least one baton leaves the salute position after a two count hold. Timing stops as at least one baton comes to a stop in the salute position for the closing.

UPDATE - **Entrance/Exit** - *Judging will begin with the first movement following a salute or courtesy pose. Timing will end with a closing salute/or courtesy pose. Marching in or off the competition floor is NOT required. Athletes need to position themselves in front of the judge before beginning of routine.*

- C. **Three Baton Twirling** - An athlete will perform using three batons only. All three batons must be used for entire routine. Routine should include work in like patterns, alternating patterns or in concert with one another and with juggling skills being utilized. Timing of this event begins as the opening salute hand of at least one baton leaves the salute position after a two-count hold. Timing stops as at least one baton comes to a stop in the salute position for the closing.

UPDATE - **Entrance/Exit** - *Judging will begin with the first movement following a salute or courtesy pose. Timing will end with a closing salute/or courtesy pose. Marching in or off the competition floor is NOT required. Athletes need to position themselves in front of the judge before beginning of routine.*

- D. **UPDATE** - Competition Directors may add Collegiate & Adult Divisions to each twirling event.

1. Collegiate & Adult Divisions must follow Advanced Timing and Rules.
2. Collegiate Freestyle and Dance Twirl will perform to their own music. These routines will be the ones that would be done on the field and may use band music. Up to two allowable gymnastic moves may be used. Allowable skills are cartwheels, walkovers and handstands in which one or two hands must touch the ground before the feet go over the head.
3. Collegiate Divisions may participate in the AAU Junior Olympic Games. Adult Divisions may not participate in the AAU Junior Olympic Games.

- E. **UPDATE - Freestyle Twirling** - *An athlete must perform with a minimum of one and two batons, and may also perform with three and/or four baton(s) to a musical selection of his/her choice. Athlete may perform with a variety of twirling equipment (example: ribbon, hoop, etc.). The routine should consist of the movement of both the baton(s) and the body to complement the musical selection and in an interpretive and emotional way. Two gymnastic skills are allowed in which one or two hands must touch the ground before the feet go over the head. Gymnastic skills will be judged as a creative movement, not necessarily as a difficulty skill. ***Backdrops, set decorations and scenery are not allowed. (Ex. easel, table, carpets, buckets, etc.) All props must be twirled.****

Credit is given for complete theme orientation with attention paid to costume, style, presentation of character, etc. Timing of this event begins with the first note of the music. Timing stops with the last note of the music with the final pose being held for at least a two count hold. A courtesy pose after the performance is acceptable but not required.

- F. **Dance Twirl** - An athlete performs a one baton routine to a musical selection of his/her choice. No other twirling equipment or props are allowed. The routine should consist of dance moves with baton to express and interpretive the musical selection. Two gymnastic skills are allowed in which one or two hands must touch the ground before the feet go over the head. **Gymnastic skills will be judged as a creative movement, not as a difficulty skill.*

1. Credit is given for complete theme orientation with attention paid to costume, style, presentation of character, etc. Timing of this event begins with the first note of the music. Timing stops with the last note of the music with the final pose being held for at least a two count hold. A courtesy pose after the performance is acceptable but not required.
2. Boys will qualify for the AAU Junior Olympic Games with girls in Dance Twirl. Boys will have their own division at the AAU Junior Olympic Games.

G. **UPDATE - Multiple Baton Solo** - An athlete performs his/her skills with more than one baton in a solo performance. The athlete starts with one baton and then must add two and/or three batons for beginner, while advanced may add up to four batons. The athlete is not required to twirl three batons/four batons. The athlete must show the ***ability to perform with more than one baton***. While twirling with two batons, both batons must be moving at all times. Skills must be appropriate for a two baton routine. While twirling three or four batons, skills used must be appropriate for a three/four baton routine. To be properly scored, an athlete must show skills with every individual baton. A two (2) point penalty will be assessed if the athlete only executes a Two baton or a Three baton routine in this event and does not show the ability to add batons. The athlete starts with one baton for the solo 0:30-0:45 second time limit. After the 0:30-0:45 time limit, the athlete may pick up additional batons in any order and may place them back on the floor ending their performance with two or more batons. ***Timing does not stop to pick up additional batons.***

1. **Entrance/Exit** - The athlete shall position him/herself in front of the judge after placing his/her baton(s) on the floor.
2. **No salute is required** - Timing of this event begins on the first movement after the opening pose. Timing stops with the final pose, which must be held for at least two counts. Athlete may execute his/her final pose with one or more batons in his/her hand(s).
3. **Status level** is to be determined by the athlete's Solo Two Baton status level.
4. **Score Sheet Multiple Baton**
 - a. **20 Points - Variety** - Full hand/Contact Material, Releases & Receptions, Finger Twirls, Rolls, Horizontals, Multiple Body Spins, Vertical/Horizontal Blend, Connections, Novelty.
 - b. **20 Points - Choreography/Difficulty Content** - Originality, Flow of Handling, Production, Difficulty of Tricks, Degree of Risk, Difficulty Achieved Through Timing, Intricacy and Follow Through.
 - c. **20 Points - Baton Control** - Same as Solo Two & Three Baton Scoresheet:
 - d. **20 Points - Technique** - Same as Solo Two & Three Baton Scoresheet
 - e. **20 Points - Presentation/Showmanship** - Same as Solo Two & Three Baton Scoresheet

H. **UPDATE - Strut**

1. **Definitions**
 - a. ***Straight Line Strut - Down the length of the gym. Back is optional.***
 - b. ***Freestyle Strut - direction is optional.***

c. ***T-Strut - will do a T Formation.***

d. ***X-Strut (x formation) - no tosses and no gymnastics allowed.***

2. **Clarification** - In the strut division, all struts will follow AAU rules. Struts will compete in each of their own categories. For example, all X-struts will be together in the different age divisions, all straight line struts will be together in the different age divisions, etc.
3. **Pattern** - Optional with forward motion and floor coverage expected within lane (lane is 15' x 15' for L, T, X, etc., strutters; lane is 4' wide along the inside of each sideline facing strut judges for straight line strutters)
4. **Music** - Marching music as provided by the contest director
5. **Timing** - 2:00 maximum; no minimum. Begins with first move; ends with final salute / pose. If music stops during performance, strutter should stop. Timing will restart when strutter resumes.
6. **Opening Presentation** - Optional
7. **Twirling** - Permitted but not required
8. **Content** - Marching steps must be included in routine; no more than 2 gymnastics moves
9. **Penalties** - Out of step: .5 per consecutive steps (inability to return to beat shall be evaluated in Timing category)
 - a. **Drop** - 0.5
 - b. **Fall** - 0.5
 - c. **Two (2) hand catch** - 0.5
 - d. **Baton Slip** - 0.1 each gymnastics move after two: 2.0 overtime - 0.1 per second
10. **Judging** - Athlete will be judged on Choreography/Content, Technique, Execution, Timing and Showmanship and Appearance.

I. **Basic Strut and Military Strut**

1. Basic marching in a single square
2. Athlete is judged on leg lines, leg height, posture, pointing of toes, and overall presentation of movement.
3. Athlete is to stay in step with the beat of the music at all times

J. **Hoop**

1. Judged on combinations, creativity, and consistent hoop movement.
2. Intentional floor rolls do not count as drops.

K. **Flag**

1. Flag should not stay wrapped or tangled on shaft while twirling
2. Flag should not strike the floor
3. Single flag is to be used. Double flag is not permitted
4. Flag can be released and caught from both ends of baton. Releasing or catching the flag by itself is not permitted.

L. **Solo Events - Performing Area** - A designated twirling area of at least 15' by 15' will be provided for solo one-baton, two-baton, three-baton, multiple baton, and strut (*except straight line strut*). Solo freestyle area of at least 40' by 40' will be provided when available.

M. **UPDATE - Music** - Athletes will perform to music provided by the contest director for all Solo events except Solo Freestyle and Dance Twirl. Solo freestyle and dance twirl athletes will use their own music on CD. (*No cassette tapes will be accepted.*)

1. Only the music to be used during actual competition should be recorded on the CD (*i.e. one routine/song per CD*).
2. It is recommended that a back up CD be brought to the competition venue.
3. If music ending is questionable, it is suggested an adult advisor be standing by to cue.
4. 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*).
5. **UPDATE** - At national events, music must be turned in at Registration. On the CD you must have your name and event on the label.

N. **UPDATE - Status Levels for Solo Events**

1. **Novice** - An athlete is a Novice until receiving three [3] first place Novice wins in a contest category. (Novice is less than three [3] total wins.) After the third win, the athlete then graduates to the Beginner level. Solo One baton and Solo Two baton routine time limit: 0:30 - 2:00 minutes Athletes in Novice Solo One Baton may not perform more than a two-turn around, and NO high toss illusions are allowed.
2. **Beginner** - An athlete is a Beginner until receiving five [5] first place Beginner wins in a category. Beginner is less than five [5] total wins. The athlete then graduates to the Intermediate level.
3. **Intermediate** - An athlete is an Intermediate until receiving eight [8] first place Intermediate wins in a category. Intermediate is less than eight [8] total wins. The athlete then graduates to the Advanced level.
4. **Advanced** - An athlete is an Advanced until receiving twelve [12] first place Advanced wins in a category. Advanced is less than twelve [12] total wins. In solo events, the athlete then graduates to Elite level.

5. **Elite** - An Elite athlete has reached the highest and most prestigious competitive level. Once a twirler has twelve [12] Advanced first place wins in a solo event, she/he would move to the Elite Division.
6. **Challenger** - A challenger division was designed for our special needs athletes.
7. **UPDATE - Multiple Baton Status** - Status levels are Novice/Beginner and Intermediate/Advanced/Elite.

O. **Advancement Clarifications**- Athletes will compete in earned status levels (*Novice, Beginner, Intermediate, Advanced, Elite*).

Example: An athlete may be advanced in solo one-baton and beginner in solo two-baton. Athletes are required to move up to the next higher status level upon achieving the designated number of wins.

1. No solo athlete may double enter at any level of competition. No group athlete may compete against themselves at any level of competition. A corps member may compete only once in a corps classification (*i.e. may compete in only one twirling corps and in only one parade corps*).
2. Athletes who choose to use self-advancement to proceed to the next status level may not revert to a lower level.

Example: An athlete has achieved only two Novice solo one-baton wins, but wishes to enter Beginner solo one-baton. This is allowed in AAU but the athlete will remain at the Beginner solo one-baton level may NOT revert back to the Novice solo one-baton level and will only be allowed to win five more first places before having to move up to the Intermediate solo one-baton level.

3. One athlete or group in an uncontested division does not count towards advancement.
4. Protection will be used at judge's discretion. A first place award is a first place award.
5. All wins count in all cases, regardless of which organization the win was achieved. Wins not recognized: no entry fee, no placements, individual studio contest, and parks and recreation.
6. The highest level achieved in any baton twirling organization shall be maintained in AAU Baton Twirling regardless of number of wins.
7. When multi status levels are not available at a competition, the win constitutes as a win in the athlete's present status level.
8. No win may change an athlete's status on the same day or on any day of a successive multi-day event but will be in effect for the next competition.
9. Note: At AAU Junior Olympics Games, athlete must **compete in the skill level at which she/he qualified**. (*i.e. won Beginner must compete Beginner even if advancement occurs after qualifying*)

- P. **Duet & Trio** - Two athletes performing at one time is called a duet. Three athletes performing at one time is a trio. Contestants are judged on their ability to perform simultaneously and in concert with one another while employing exchanges and combinations designed specifically for two or three twirlers. Each athlete is evaluated on the use of one baton. No credit is given for the use of multiple batons. Timing of this event begins with the first salute of one or all athletes. Timing stops as all athletes' batons come to a stop in the salute position for the closing.
1. **Entrance/Exit** is optional within performing area. Upon completion of performance, athletes must be within competition performance area.
 2. **Status Levels for Duets & Trio**
 - a. **Beginner** - Athletes who have received fewer than five [5] first place Duet/Trio wins are considered Beginner Duet athletes. (Beginner is fewer than five [5] total wins.) Advanced Solo One Baton are not eligible to compete in Beginner Duet/Trio.
 - b. **Advanced** - Advanced Solo One Baton athletes or those athletes who have received five or more first place Duet wins are considered Advanced Duet athletes. (Advanced is five [5] or more total wins.) A duet consisting of a Beginner Duet athlete and an Advanced Duet athlete must compete in the Advanced Duet category.
 3. **Performing Area** - A designated twirling area of at least 20 feet by 30 feet will be provided when available.
 4. **Music** - Duets and Trios will perform to music provided by the contest director.
 5. **Penalties** - Standard Penalties for duets and trios Note: penalties will not be given before opening salute. Penalties will be assessed during overtime and before final salute.
 - a. **Drop** - *0.5 point penalty per drop*
 - b. **Two-Handed Catch** - *0.5 point penalty per each occurrence*
 - c. **Fall** - *0.5 point penalty per each occurrence*
 - d. **Breaks or Slips** - *0.1 point penalty per each occurrence*
 - e. **Off Pattern** - *0.1 point penalty per each occurrence*
 - f. **Out of Position** - *0.1 point penalty per each* skill executed before attempting to move back to designated area. Maximum penalty 2.0 points
 - g. **Unison** - *0.1 point penalty per each occurrence*
 - h. **Overtime/Under time** - *0.1 point penalty per second*
 - i. **Improper Salute** - *0.5 point penalty per each occurrence per member*
 - j. **Failure to Salute** - *1.0 point penalty per each occurrence per member*

- 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.

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)

VIII. ABILITY LEVELS, AGE GROUPS AND TIMING

A. Age Groups

- To calculate average ages, add all the athletes' ages together and then divide the sum by the number of athletes in the group.
- The National Competition Committee reserves the right to combine age divisions in group competition where there are fewer than five entries in an age division.

UPDATE - SOLO ONE BATON

Novice	0-6, 7-9, 10-12, 13-15, 16+	Timing: 0:30-2:00 minutes	Opening Salute – Closing Salute
Beginner	0-6, 7-9, 10-12, 13-15, 16+	Timing: 1:30-2:00 minutes	Opening Salute – Closing Salute
Intermediate	0-6, 7-9, 10-12, 13-15, 16+	Timing: 1:30-2:10 minutes	Opening Salute – Closing Salute
Advanced	0-6, 7-9, 10-12, 13-15, 16+	Timing: 2:00-2:30 minutes	Opening Salute – Closing Salute
Elite	0-6, 7-9, 10-12, 13-15, 16+	Timing: 2:00-2:30 minutes	Opening Salute – Closing Salute
Boys	0-6, 7-9, 10-12, 13-15, 16+	Timing: 0:30-2:30 minutes	Opening Salute – Closing Salute
**Collegiate Division	through age 24	Timing: 2:00-2:30 minutes	Opening Salute – Closing Salute
**Adult 21 and older	21 and older	Timing: 2:00-2:30 minutes	Opening Salute – Closing Salute
Challenger	0-6, 7-9, 10-12, 13-15, 16+	Timing: 0:30-2:00 minutes	Opening Salute – Closing Salute

UPDATE - SOLO TWO BATON

Novice	0-6, 7-9, 10-12, 13-15, 16+	Timing: 0:30-2:00 minutes	Opening Salute – Closing Salute
Beginner	0-6, 7-9, 10-12, 13-15, 16+	Timing: 1:30-2:00 minutes	Opening Salute – Closing Salute
Intermediate	0-6, 7-9, 10-12, 13-15, 16+	Timing: 1:30-2:00 minutes	Opening Salute – Closing Salute
Advanced	0-6, 7-9, 10-12, 13-15, 16+	Timing: 1:30-2:00 minutes	Opening Salute – Closing Salute
Elite	0-6, 7-9, 10-12, 13-15, 16+	Timing: 2:00-2:00 minutes	Opening Salute – Closing Salute
Challenger	0-6, 7-9, 10-12, 13-15, 16+	Timing: 0:30-2:00 minutes	Opening Salute – Closing Salute

SOLO THREE BATON

Beginner	0-9, 10-12, 13-15, 16+	Timing: 0:30-1:30 minutes	Opening Salute – Closing Salute
Advanced	0-9, 10-12, 13-15, 16+	Timing: 1:00-2:00 minutes	Opening Salute – Closing Salute
Elite	0-9, 10-12, 13-15, 16+	Timing: 1:00-2:00 minutes	Opening Salute – Closing Salute
Challenger	0-9, 10-12, 13-15, 16+	Timing: 0:30-1:30 minutes	Opening Salute – Closing Salute

MULTIPLE BATON SOLO

Novice/Beginner	0-9, 10-12, 13-15, 16+	Overall Routine time limit 1:30-2:00 minutes	Opening Pose – Closing Pose
Intermediate/Advanced/Elite	0-9, 10-12, 13-15, 16+	Overall Routine time limit 2:00-2:30 minutes	Opening Pose – Closing Pose
Beginner & Advanced		One Baton section of routine time limit 0:30- 0:45 minutes	Opening Pose – Closing Pose
Challenger	0-9, 10-12, 13-15, 16+	Overall Routine time limit 1:30-2:00 minutes	Opening Pose – Closing Pose

STRUT

Novice	0-6, 7-9, 10-12, 13-15, 16+	Timing: Max 2:00 minutes	First Movement – Closing Salute/Pose
Beginner	0-6, 7-9, 10-12, 13-15, 16+	Timing: Max 2:00 minutes	First Movement – Closing Salute/Pose
Intermediate	0-6, 7-9, 10-12, 13-15, 16+	Timing: Max 2:00 minutes	First Movement – Closing Salute/Pose
Advanced	0-6, 7-9, 10-12, 13-15, 16+	Timing: Max 2:00 minutes	First Movement – Closing Salute/Pose
Elite	0-6, 7-9, 10-12, 13-15, 16+	Timing: Max 2:00 minutes	First Movement – Closing Salute/Pose
Challenger	0-6, 7-9, 10-12, 13-15, 16+	Timing: Max 2:00 minutes	First Movement – Closing Salute/Pose

BASIC STRUT

Novice	0-6, 7-9, 10-12, 13-15, 16+
Beginner	0-6, 7-9, 10-12, 13-15, 16+
Advanced	0-6, 7-9, 10-12, 13-15, 16+
Challenger	0-6, 7-9, 10-12, 13-15, 16+

MILITARY STRUT

Novice	0-6, 7-9, 10-12, 13-15, 16+
Beginner	0-6, 7-9, 10-12, 13-15, 16+
Advanced	0-6, 7-9, 10-12, 13-15, 16+
Challenger	0-6, 7-9, 10-12, 13-15, 16+

UPDATE - HOOP

Beginner	0-9, 10-12, 13-15, 16+	Timing: 0- 2:00 minutes max
Advanced	0-9, 10-12, 13-15, 16+	Timing: 0- 2:00 minutes max
Challenger	0-9, 10-12, 13-15, 16+	Timing: 0- 2:00 minutes max

FLAG

Beginner	0-9, 10-12, 13-15, 16+	Timing: 0-2:00 minutes max
Advanced	0-9, 10-12, 13-15, 16+	Timing: 0-2:00 minutes max
Challenger	0-9, 10-12, 13-15, 16+	Timing: 0-2:00 minutes max

SOLO FREESTYLE (Two gymnastic tricks and a variety of twirling equipment allowed, see rules)

5-9, 10-12, 13-15, 16+, Collegiate	Timing: 1:30-3:00 minutes	First Movement to music – Ending pose
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SOLO DANCE TWIRL (Two gymnastic tricks allowed, see rules)

5-9, 10-12, 13-15, 16+, Collegiate	Timing: 1:30-3:00 minutes	First Movement to music – Ending pose
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UPDATE - TWIRLING DUETS (combined ages)

Beginner	0-18, 19-24, 25-30, 31+	Timing: 1:30-2:00 minutes	Opening Salute – Closing Salute
Advanced	0-18, 19-24, 25-30, 31+	Timing: 2:00-2:30 minutes	Opening Salute – Closing Salute
Challenger	0-18, 19-24, 25-30, 31+	Timing: 1:30-2:00 minutes	Opening Salute – Closing Salute

TWIRLING TRIOS (average ages)

Beginner, Advanced, Challenger	0-12, 13+	Timing 1:30-2:30 minutes	Opening Salute – Closing Salute
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UPDATE - TWIRLING TEAMS (average ages) Small: 3-8 members Large: 9 & more members

Juvenile 0-9 (10-18 members)	Timing: 2:00-3:00 minutes	Opening Salute – Closing Salute
Junior 10-13 (12-20 members)	Timing: 2:00-3:00 minutes	Opening Salute – Closing Salute
Senior 14+ (12-20 members)	Timing: 2:00-3:00 minutes	Opening Salute – Closing Salute

UPDATE - *DANCE TWIRL TEAMS (average ages) Small: 3-8 members Large: 9 & more members

Juvenile 0-9 (10-18 members)	Timing: 2:00-3:00 minutes	1 st movement or 1 st note of music – Ending pose or last note of music
Junior 10-13 (12-20 members)	Timing: 2:00-3:00 minutes	1 st movement or 1 st note of music – Ending pose or last note of music
Senior 14+ (12-20 members)	Timing: 2:00-3:00 minutes	1 st movement or 1 st note of music – Ending pose or last note of music

UPDATE - *NOVELTY SHOW TWIRL TEAM (Approved gymnastic tricks allowed, see rules)

Juvenile 0-9 (10-18 members)	Timing: 2:00-3:00 minutes	1 st movement or 1 st note of music – Last note of music & final pose
Junior 10-13 (12-20 members)	Timing: 2:00-3:00 minutes	1 st movement or 1 st note of music – Last note of music & final pose
Senior 14+ (12-20 members)	Timing: 2:00-3:00 minutes	1 st movement or 1 st note of music – Last note of music & final pose

STREET PARADE TEAM

0-9, 10-13, 14+	Timing: 2:30 maximum	1 st movement – Last person crossing Finish Line
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SMALL TWIRLING CORPS (average ages)

Juvenile 0-9 (10-18 members)	Timing 5:00-7:00 minutes/ Twirling Time: 2:00 Minimum	1 st movement or 1 st note of music – Last note of music & final pose
Junior 10-13 (12-20 members)	Timing 7:00-9:00 minutes/ Twirling Time: 3:00 Minimum	1 st movement or 1 st note of music – Last note of music & final pose
Senior 14+ (12-20 members)	Timing 7:00-9:00 minutes/ Twirling Time: 3:00 Minimum	1 st movement or 1 st note of music – Last note of music & final pose

LARGE TWIRLING CORPS (average ages)

Juvenile 0-9 (19+ members)	Timing 5:00-7:00 minutes/ Twirling Time: 2:00 Minimum	1 st movement or 1 st note of music – Last note of music & final pose
Junior 10-13 (21+members)	Timing 7:00-9:00 minute/ Twirling Time: 3:00 Minimum	1 st movement or 1 st note of music – Last note of music & final pose
Senior 14+ (21+ members)	Timing 7:00-9:00 minutes/ Twirling Time: 3:00 Minimum	1 st movement or 1 st note of music – Last note of music & final pose

UPDATE - SMALL PARADE CORPS (average ages) 10-16 members

0-9, 10-13, 14+	Timing: Maximum of 4 minutes	1 st movement or 1 st note of music– Last person crossing Finish Line or last note of music and final pose
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UPDATE - LARGE PARADE CORPS (average ages) 17 & more members

0-9, 10-13, 14+	Timing: Maximum of 4 minutes	1 st movement or 1 st note of music – Last person crossing Finish Line or last note of music and final pose
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UPDATE - SHOW TWIRL TEAM

0-9, 10-13, 14+	Timing: Min 3:30 Max 9:00	1 st note of music or 1 st movement and final pose
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UPDATE - AUXILIARY TEAM

0-9, 10-13, 14+	Short program no under time 4:00 minutes max time	Long program 4:00 - 8:00 minutes
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- IX. **PENALTIES AND DEFINITIONS** - Standard Penalties for solo one-baton, solo two-baton, solo three-baton, multiple baton, solo freestyle, solo dance twirl.
- A. Penalties will not be given before opening salute (*freestyle, dance twirl - first note of music*). Penalties will be assessed during overtime and before final salute (*freestyle, dance twirl- final note of music*). Penalties will not be assessed after final salute.
 - B. **Breaks** - 0.1 point penalty per each occurrence Unintentional stop of baton inhibiting the flow & continuity of a routine.
 - C. **Slip** - 0.1 point penalty per each occurrence Unintentional slide of baton in hand inhibiting the flow & continuity of a routine.
 - D. **Off Pattern** - 0.1 point penalty per each occurrence Baton should remain in a straight vertical or flat horizontal pattern either side to side or front to back. If not this is considered to be off pattern. Unintentional change in pattern would be penalized.
 - E. **Drop** - 0.5 point penalty per drop A drop is when baton unintentionally comes into contact with the ground and when either full or momentary control is lost. Full control is defined as where grip is solidly contacting baton.
 - F. **Two-Handed Catch** - 0.5 point penalty per each occurrence. Contestant uses 2 hands to catch an intentional single hand reception.
 - G. **Fall** - 0.5 point penalty per each occurrence Unintentional floor contact or fall to floor
 - H. **Out of Position** - 0.1 point penalty per each skill executed before attempting to move back to designated area. Maximum penalty 2.0 points
 - I. **Unison** - While group members are performing like skills the speed, tempo and baton/body movements of the skills performed should be the same.
 - J. **Salute** - A salute is performed with the baton in the right hand with the back of the right hand touching hollow of left shoulder with right elbow level with the top of shoulder, palm out, fingers together and the baton shaft vertical with the ball of the baton facing upward. Feet and leg position is optional.
 - K. **Overtime\Under time** - 0.1 point penalty per second
 - L. **Improper salute** - 0.5 point penalty per each occurrence
 - M. **Failure to salute** - 1.0 point penalty per each occurrence
 - N. **Solo freestyle and Dance Twirl only** - Performing skills after the end of music - 0.5 points total penalty
 - O. **Intentional Contest Delay** - 2.0 points penalty. The chief judge, in consultation with the other judges employed for the competition (at the National AAU Junior Olympic Games Competition - National AAU Baton Twirling Committee), may assess this penalty after a reasonable amount of time (not less than five minutes) has passed and the athlete does not appear in the order indicated by the contest director or line-up.
 - 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. **UPDATE - Gymnastics** - Gymnastic stunts/skills are **ONLY** allowed in AAU Freestyle, Dance Twirl, and Strut (*only 2 tricks per Routine*). ***Novelty and Show Twirl Team are allowed to use the approved gymnastic skills.*** Allowable skills are cartwheels, walkovers, and handstands in which one or two hands must touch the ground before the feet go over the head.

Gymnastics stunts/skills **ARE NOT** allowed in Solo One Baton, Two Baton, Multiple, Three Baton, Hoop, Flag, Dance Twirl Team, Twirl Team, Duets or Trios. Tricks not allowed in these events include body aerials, walkovers, cartwheels, handstands, butterflies, somersaults, handsprings, body mounts, and body tosses. Penalty: 2.0 point and one ranking in placement.

X. AWARDS

- A. All athletes are required to be in competition attire for the awards ceremony.
- B. **Awards for District Competitions** - Individual & group event awards must be provided for the first three places. Contest directors may purchase extra ribbons and medals if desired.
- C. **Awards for National Competitions/Junior Olympics Games** - Solo one baton, two baton, three, multiple, strut, basic Strut, military strut, dance twirl and freestyle and duet and trio baton finals - award medals will be awarded to the top ten places of each age group.
- D. **Twirling Team, Dance Twirl Team and Street Parade Team** - award medals will be awarded to the top six places of each age group.
- E. **Twirling Corps, Parade Corps** - award medals will be awarded to the top three places of each age group.

- XI. **RESPONSIBILITIES, DISQUALIFICATION AND SUSPENSION** - Any falsification on the part of an athlete may lead to permanent suspension from AAU Baton Twirling. It is the responsibility of each athlete, parent and coach to make certain that all statements concerning residence, age and status level are factual and that all entry forms are filled out accurately.

XII. COMPETITION RULES

- A. **Qualification Procedure** - The only way an athlete/team may qualify for the Junior Olympic/National Youth Championships is through AAU District Championships. An athlete/team must compete and place into the qualifying positions to become eligible to compete at the Junior Olympic/National Youth Championships. Districts that do not host a qualifier will allow athletes to compete at large.
1. Athletes/Teams in an AAU District not hosting an AAU District Championship may qualify in a neighboring AAU District.
 2. **A team must qualify in each team event to participate in at the Junior Olympic Games.**
 3. The following is the number of athletes/teams that will become eligible for each age group/level from each AAU District Championship.
 - a. **For Solo One Baton, Solo Two Baton, Solo Three Baton, Solo Multiple Baton, Solo Parade Strut** - the top ten (10) athletes.
 - b. **For Solo Freestyle** - the top ten (10) athletes.

- c. **For Duet, Trio, Twirling Team, Dance-Twirl Team, Street Parade Team** - the top six (6) groups.
- d. **For Twirling Corps, Parade Corps** - All corps, regardless of placement at the AAU District Championship will be qualified to compete at the Junior Olympic/National Youth Championships.

- 4. In case of a tie in the final qualifying position, all athletes/teams tied for the final qualifying position will become eligible. At the Junior Olympic/National Youth Championships, athletes/teams will compete in the status level and age group in which they qualified at the AAU District Championship.

B. Allowable changes of Group Members at the AAU Junior Olympic Games/National Championships

- 1. Because of injury or sickness, athletes in groups may be substituted for the original qualifying members, as long as it does not change the status level and age division.
- 2. The number of the original qualifying group members may be reduced as long as the number of members does not fall below the minimum number of members needed for the size of group qualified.

C. Finals Competition at the AAU Junior Olympic Games/National Championships

- 1. At the Junior Olympic/National Championships there will be preliminaries and finals for Intermediate, Advanced, Elite, Collegiate and Dance Twirl Soloists, and groups. The preliminary competition will determine which athletes/groups will compete in the finals.
- 2. For Solo One baton, Two baton, Three baton, Multiple baton, and Strut, the top ten places of each age group and level will be eligible to compete in Finals. For dance twirl finals, the top six places of each age group will be eligible to compete in finals.
- 3. For Twirling Teams, Dance Twirl Teams and Street Parade Teams, the top six places of each age group and level will be eligible to compete in finals. For Twirling Corps and Parade Corps, the top three places of each age group and level will be eligible to compete in finals. *(If a tie remains for the final placement for eligibility to compete in finals, all athletes/groups for that final placement will be eligible to compete.)*
- 4. There will be no preliminaries for novice, beginner solo divisions, and all duets, trios, and freestyle divisions. Only Finals will be held for these divisions.
- 5. The competition order for the Finals competition will be randomly selected by computer.
- 6. To determine event champions for solo, duet, trio, and team competition, placement from preliminaries will be added together with placement points from each judge from finals competition. (Example: Athlete receives 2nd place in preliminaries,; in Finals athlete receives 2nd place from both judges, total placement points would be 2+2+2=6). The lowest total of placement points wins. In the case of a tie in total placements points, the average of the judge's scores from the finals will be used to break the tie.
- 7. To determine event champions for corps competition, placement from preliminaries will be added together with placement from finals competition. (Example: Corps receives 1st place in preliminaries; in finals corps receives 1st place; total placement points would be 1+1=2). The lowest total of placement points wins. In the case of a tie in total placements points, the total score from the finals will be used to break the tie.

D. **Eligibility**

1. AAU competitions are open to all athletes regardless of race, creed, color, sex, competitive status or affiliation. All athletes, coaches and officials (judges) must be AAU individual members.
2. Coaches must have current AAU membership to be allowed on the competition floor.
3. The competitive season is *September 1st - August 31st*. Your competitive age is determined by your actual age on the first day of competition of the AAU Junior Olympic Games Baton Twirling National Championship. **The date for the 2011 season is August 2nd.**
4. Age limit for the AAU Junior Olympic Games Baton Twirling National Championships is limited to the age of a college undergraduate. Athletes over this age may compete in the Adult Championship. Male and female athletes compete together except for in Solo-One Baton. At the National/Junior Olympics, Boys Freestyle competes separately from the Girls Freestyle.
5. To qualify to compete in the AAU Junior Olympic Games Baton Twirling National Championships, an athlete or group must qualify by competing and placing as required at an AAU sanctioned district or AAU sanctioned regional qualifying competition during the current competitive season. U.S. citizens living outside of the USA and Foreign athletes should qualify by placing at the nearest AAU District or AAU sanctioned Regional competition during the current competitive season.
6. Part-time twirling teachers are permitted to compete. Judges and commercial teachers (teachers who devote full time to teaching baton or own and operate studios for baton twirling) are not permitted to compete.
7. Entry forms must be correctly completed and sent in before the deadline dates required. See each official entry form for detailed information. No late entries will be accepted.
8. During a competition, athletes are not allowed to practice in the sight of the judges. Athletes must use designated practice area if provided by the contest director.

E. **Residency**

1. You are by birth or naturalization a citizen of your country. U.S. citizens living in the USA must register in the AAU District where they reside. An athlete subject to a joint legal custody arrangement, whose custodians reside in different AAU Districts, shall have the option of registering in either District. A bona fide student at an educational institution may be considered as a resident of such institution during the period of attendance at such institution. U.S. citizens residing outside the USA must register in the closest AAU District. All U.S. citizens who are current AAU member athletes are eligible to compete and win local, District, Regional and/or National Championships. The same holds true for group athletes.
2. Foreign athletes living in the USA will be allowed to register in the District where they reside. Foreign athletes living outside the USA may register in the closest District or with the District where the competition they are first participating in will take place. Foreign athletes who become current AAU registered athletes are eligible to compete. Foreign athletes will be awarded duplicate awards based on placement at a District Championship (i.e. if a foreign athlete would win a first place, they would receive a first place award and the first place U.S. citizen would also receive a first place award).

3. Athletes are encouraged to attend open practice meets, and open sanctioned AAU competitions. To attend the AAU Junior Olympic Games a Solo athlete must qualify in the AAU District in which they reside. Solo athletes may only compete in one AAU District Championship and in one AAU Regional Championship in a competitive season. Duet athlete(s) who reside in two different districts may choose in which AAU District Championship they wish to qualify, but the duet may only compete in one AAU District Championship and in one AAU Regional Championship in a competitive season. Trio athlete(s) who reside in two different Districts must go to the AAU District Championship and/or AAU Regional Championship where the majority of the athletes reside, and the trio may only compete in one AAU District Championship and in one AAU Regional Championship in a competitive season. Groups (teams and corps) must qualify in the AAU District where the group is a registered club member. The group may only compete in one AAU District Championship and in one AAU Regional Championship in a competitive season.
- F. **Uniform** - Uniforms and costuming shall be done in good taste, keeping in mind the age and ability (status) level of the athlete(s). Hairpieces are allowed.
 - G. **Music** - Due to developments in technology, CDs will be the only acceptable form of music that will be allowed during competition. No cassette tapes.
 - H. **Order of Appearance** - Athletes will appear in the order indicated by the contest director. Athletes are allowed ten minutes maximum between performances. Order of appearance may be adjusted by the permission of the contest director and judge to facilitate efficient operation of the competition. Athletes should report for a division in a timely manner. If an athlete or group in a division has not checked in before the final checked-in athlete or group in a division has performed, the division will be officially closed and not reopened.
 - I. **Mishap** - A mishap shall be defined as any incident hindering the performance of an athlete, for example: baton breaking, end flying off, costume/uniform tearing, illness, etc. An athlete may substitute another baton during performance, but no time shall be allowed for the substitution. In the case of a mishap timing will continue and overtime will be assessed. A chief judge, in consultation with the contest director, may take appropriate action in the case of a safety/illness emergency caused by interference of an athlete performing in another lane, an electrical failure, etc.
 - J. **Adjusting to Conditions** - Conditions vary with each facility, therefore, athletes must adjust to the individual facility provided.

XIII. COMPETITION TYPES

- A. **District Competition** - Must be a member/resident of your AAU District (check online District listing at www.aubaton.org). With permission from the National Chair, a guest may be permitted to compete in a District Competition in which they do not reside.
- B. **AAU Junior Olympic Games Qualifiers/Nationals** - This is the highest level of AAU Competition for Baton Twirling. To compete at this level, athlete must qualify at a District Championship sanctioned by AAU.
- C. Other events awarded by the AAU Baton Twirling Executive Committee

XIV. EXCERPTS FROM AAU CODE BOOK *(Cannot be changed by Sport Committee)*

- A. **AAU Membership** - All participants must be a member of the AAU in order to participate in any AAU Sanctioned Event. Event Operators may not collect AAU membership money at any AAU sanctioned event.

- B. **Membership Requirements** - Membership in the AAU is a privilege granted by the AAU. The AAU at its sole discretion reserves the right to accept or reject applicants for membership.
- C. **Conditions for Membership** - Membership in any class may be granted only after an application is submitted and approved. By submitting an application, the applicant agrees to comply with all the provisions of the Constitution, Bylaws, policies, procedures and rules of the AAU.
- D. **Classes of Membership**
1. **District Member** - The organization chartered by the Congress to provide administrative services within a designated geographic area.
 2. **Club Member** - An organization or group that has been approved for membership after meeting the registration requirements of the Code
 3. **Individual Member** - A person who has been approved for membership after meeting the registration requirements of the Code. Individual membership categories are:
 - a. Youth Athlete
 - b. Adult Athlete
 - c. Non-Athlete
 4. **Affiliate Member** - An organization or group approved by Congress which is engaged in athletics or sports-related activities.
- E. **Use of Logos and Trademarks**
1. The AAU name, mark, seal, logo, and other insignia (*all "AAU marks"*) are protected through trademark registration and are defined as the intellectual property of the AAU. A user of the AAU's intellectual property must have prior and continued approval of the National AAU. Only those subordinates and affiliated organizations which are expressly authorized by the National AAU may use the intellectual property of the AAU. The National AAU may withdraw its approval to use its marks, in its sole discretion. Members shall immediately comply with notice to cease and desist from the use of the AAU's intellectual property. The unauthorized use of any of the intellectual property of the AAU is a violation of this policy and may subject the member/entity to penalties set out in the AAU Code. Only chartered Districts, District Sport Committees and National Sport Committees may use the AAU marks in their name.
 2. There are three (3) levels of AAU club membership. Level 1 AAU Clubs acquire no rights to use the AAU's intellectual property. Level 2 and Level 3 Clubs may use AAU's intellectual property for the promotion of its organization and/or sanctioned AAU events only. Member clubs may not use the name AAU in their legal name.
 3. In the event of a dispute or conflict as to a member's/entity's claim(s) to use any of the intellectual property of the AAU.
- F. **Event Sanctions**
1. No event shall be conducted under the auspices of the AAU unless a sanction has been issued for the activity. A sanction is the written approval of the AAU for the conduct of the activity.
 2. Only AAU members may participate in sanctioned events unless otherwise provided in the Bylaws.

3. Sanctions may be issued to any club in good standing. Any sanction may be reviewed within 15 days of submission by the District Sport Committee Director. If the sanction is reviewed and rejected, the Registrar shall notify the organization submitting the sanction.
4. No sanction shall take effect until the 15-day review period has expired, or until the Registrar processes the sanction following approval of the District Sport Committee Director. Beginning with the 2009 Membership year, all applications for sanction must be completed and submitted through the on-line process or the AAU National Office.
5. The National Registration Executive Committee has the authority to issue sanctions as follows:
 - a. For events in locations where there is no active District member.
 - b. For events in Districts where there is no current active participation. (No District Championship in the prior membership year).
 - c. For events directly sponsored by the National AAU or National Sports Committee.
 - d. For inter-District league play.
 - e. Review and approve any sanction rejected by the District.
 - f. Sanctions issued to one organization cannot be transferred to another organization.
 - g. No sanction will be issued for any event where the word "Olympic" or any derivative thereof is used in any advertisements or notice in connection with the event except upon the specific written approval of the Board of Directors
 - h. Sanctions must be reviewed and processed by the District Registrar and reported to the National Headquarters. A record shall be kept by each District of all sanctions issued.

- G. **District Sport Committee Annual Meeting** - It is the duty of the District Sport Committee to hold an annual meeting, the date of which shall be approved by the District Executive Committee. [Not the Sport Committee Executive Committee]
- H. **Notice of District Sport Meetings** - Notice of the annual or special meetings of the District Sport Committee shall be issued (or issue approved) by the District Secretary, to clubs eligible to vote as of 30 days prior to the scheduled annual meeting.
- I. **Quorum** - Five (5) member clubs must be present to constitute a quorum of the Annual Sport Committee meeting.
- J. **Voting** - Each member of a Committee shall have one vote unless the operating rules of the Committee provide for weighted voting. There shall be no voting by proxy. [A club may designate another representative for the club.]

K. **Functions of District Sport Committees**

1. **District Sport Committees** - In each approved AAU sport in which the District has athletes actively participating, there may be a Committee to manage competition within the District.
2. **Composition** - The District Sport Committee shall include the following :
3. Each club member which registers at least five individual members in the sport shall have one representative on the District Sport Committee
4. District Sport Committee Officers and Chairmen of Committees as defined by that sport's operating rules.
5. The Governor may appoint five (5) at-large members.
6. **Duties** - The duties of the District Sport Committee are to:
7. **In even years, hold a Bi-Annual meeting, the date, time and location of which shall be approved by the District Executive Committee.**
8. Adopt at the Bi-Annual Meeting, rules of operation of the Committee to be submitted to the Executive Committee for approval and which shall not conflict with the provisions of the AAU Constitution, Bylaws, National Policies or National Sport Committee rules.
9. Determine whether to establish a Committee operating account and if so to comply with all relevant AAU procedures and policies.
10. Conduct of the District championships.

L. **Functions of the District Sport Director**

1. In each sport in which five or more club members have designated the sport as its primary sport, the Directors shall be elected by the Committee at its Bi-Annual Meeting. When there are fewer than five clubs registered to the Sport, the Chair may be appointed by the Governor with the approval of the National Sport Committee Chair. The District Sport Director takes office upon election or upon appointment.
2. **Term** - The term of office for an elected District Sport Director shall be four (4) years to run concurrently with the District Officers. The term of office for an appointed District Sport Director shall be one year or until such time as the Sport Committee meets the criteria to elect a Chair.
3. **Vacancies** - A vacancy occurring in an elected District Sport Director position shall be filled in accordance with the Sport Committee operating rules. A vacancy occurring in an appointed District Sport Director position shall be filled by the Governor with the approval of the National Sport Committee Chair

M. **Duties of the Sport Committee Director**

1. Develop a budget for the Sport Committee to file with the District Executive Committee
2. Perform the duties set forth in the Committee Rules of Operation
3. Approve event sanctions in the sport

4. Preside at Sport Committee meetings

N. **Removal of the Sport Committee Director**

1. **By District Sport Committee.** An elected Sport Committee Director may be removed by a two-thirds (2/3) vote of the Sport Committee at the Bi-Annual meeting provided that the Notice of the meeting specifies that a motion to remove is on the agenda. [Rev. 10/07]
2. **By National Sport Chair.** Each National Sport Chair shall annually review the number of events held in their sport. If the number of sanctioned events, excluding practice sanctions, are below five (5), the National Sport Chair may remove the District Director. If the District Governor does not agree with the removal, the President shall appoint an arbiter who will make the final decision. [Rev. 10/07]
3. **By National Board of Review.** An elected Sport Director may be removed by order of the National Board of Review following the filing of a complaint and the Board's proceedings. [Added 10/07]

O. **Membership and Residency**

1. Adult members will not be bound by residence requirements.
2. Youth members must register in the District of their bona fide residency, except as follows:
3. A youth member who resides in the county of one District that adjoins a county of another District and who attends a school located in the adjoining county will have the option of registering in either District.
4. A youth member subject to a written joint legal custody arrangement whose custodians reside in different Districts shall have the option of registering in either District.
5. A bona fide student at an educational institution may be considered a resident of the District in which the institution is located.
6. Persons living outside the U.S. may register in the closest District or with the District where the competition they are first participating in will take place. The respective National Sports Committee rules shall govern their participation in AAU competitions.

XV. **ELIGIBILITY**

- A. A youth member may elect to participate in his or her District of bona fide residence or a District that geographically adjoins that District. Exception: In team sports a maximum of three (3) members may participate with a team in an adjoining District. [Team sports include baseball, basketball, field hockey, hockey, soccer softball and volleyball.]
- B. **Club Attachment** - A youth member becomes attached to a club member when he/she competes with that club in any AAU sanctioned event (practice not included). An athlete may attach to additional clubs if he/she participates in additional sports.
- C. For team/club sports only. If an athlete participates in an AAU sanctioned league for one group member (club), that athlete may elect to affiliate immediately with a second group member (club) for the purpose of qualifying for an AAU National Championship. Participation may be simultaneous. A league is made up of teams/clubs that compete only among themselves for a defined period of time.

- D. **Transfers** - An attached youth member may transfer to another club in the same sport under the following conditions:
1. If the youth member has not competed in any AAU sanctioned events in that Sport for a period of sixty (60) days.
 2. If the representative of the club to which an athlete is attached signs a release form permitting an immediate transfer. (Athletes released under this provision are subject to National Championship eligibility restrictions as adopted by National Sport Committees.) [Added 10/07]
 3. When the transfer is for the purpose of competing with a team which has qualified for a National Championship as provided by National Sport Committee rules.
 4. If the Registrar determines that the transfer is due to events outside the control of the athlete or that the transfer serves the best interest of the AAU.

XVI. APPENDIX

A. Contact Information

1. **District Directors** - AAU Baton Twirling District Directors can be found by visiting - <http://aubaton.org/SportContacts/DistrictDirectors.aspx>.
2. **National Chairperson - Candy Dowdy** - britestars77@comcast.net
3. **Senior Sports Manager - Jennifer Miles** - 407-934-7200 - jennifer@ausports.org

- B. **Dates for National Championships** - Please visit AAU Baton Twirling for up-to-date information on our National Championships at www.aubaton.org.

XVII. ADDENDUM

Judge's Scale of Proficiency						
	20	20	20	20	20	100
superior 95-100	19.5 19	19.5 19	19.5 19	19.5 19	19.5 19	97.5 95
excellent 90-95	18.5 18	18.5 18	18.5 18	18.5 18	18.5 18	92.5 90
very good 85-90	17.5 17	17.5 17	17.5 17	17.5 17	17.5 17	87.5 85
good 80-85	16.5 16	16.5 16	16.5 16	16.5 16	16.5 16	82.5 80
average 75-80	15.5 15	15.5 15	15.5 15	15.5 15	15.5 15	77.5 75
low average 70-75	14.5 14	14.5 14	14.5 14	14.5 14	14.5 14	72.5 70
high fair 65-70	13.5 13	13.5 13	13.5 13	13.5 13	13.5 13	67.5 65
fair 60-65	12.5 12	12.5 12	12.5 12	12.5 12	12.5 12	62.5 60
low fair 55-60	11.5 11	11.5 11	11.5 11	11.5 11	11.5 11	57.5 55
weak	0-11	0-11	0-11	0-11	0-11	0-55