

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 PAPERWORK

A. Contest Director's Paperwork-

1. If you would like to host a qualifying competition, contact the AAU National Headquarters at (407) 934-7200 and ask for the AAU Baton Twirling Sports Manager or contact the National Chair listed on the AAU website at www.aausports.org for approval.
2. A director's packet will be sent or you can print it from the website.

3. Following the completion of your contest the following items must be sent to the National Chair, and the National Headquarters (**Attn: Baton Twirling**)
 - a. A copy of your sanction
 - b. A copy of all results sheets including the all final scores and placements for all events.
4. The above items must be sent within 7 (seven) working days to the National Headquarters and National Chair.
5. For all District and Regional Championships
 - a. A copy of your sanction
 - b. A copy of results sheets including the all final scores and placements for all events.
 - c. Any additional paperwork deemed necessary by the National Baton Twirling Committee to help with the qualifying.
6. For ALL competitions , a copy of results must be sent to the District Office.

B. Medical

1. An athlete rendered unconscious or apparently, unconscious during a competition shall not resume participation that day without written authorization from a physician or athletic trainer.

C. Petitions

1. Petitions concerning participation, eligibility, and qualifying will be addressed on an individual basis.
2. Please send complete information to the National Baton Twirling Chair.
3. Petitions concerning the rules should be sent to the National Baton Twirling Chair and the National Baton Twirling Rules Commissioner.
4. The entire AAU Baton Twirling Executive Committee will address all petitions.

D. GOOD CONDUCT-

1. While attending a competition all athletes, parents, spectators, and coaches are expected to conduct themselves as a gentleman or lady.
2. Good sportsmanship and dedication to the advancement of baton twirling as a sport should be evident.
3. Conduct unbecoming may result in disqualification or suspension.
4. Anyone who disrupts a contest/event may be asked to leave.

E. FLASH PHOTOGRAPHY/VIDEOTAPING-

1. The use of flash photography is **PROHIBITED** in the competition area and could result in an automatic disqualification.
2. Videotaping is allowed; however, limited to:
 - a. Parents videotaping own child.
 - b. Teachers videotaping own students.
 - c. Group directors or designated personnel videotaping own team or corps.
 - d. No tripods, extension cords or artificial lights may be used.

- e. No videotaping is permitted from the competition floor.
 - f. No videotaping is allowed directly behind or around judges' or contest officials tables.
 - g. No judging is permitted by video replay.
3. If caught videotaping other athlete's performances you will be asked to delete the video(s) in front of the Baton Twirling Sports Manager and could result in disqualification of the athlete.

F. MISCELLANEOUS-

- 1. No contest official, relative, coach, or parent may officiate on a division in which their child or student is an athlete in the division.
- 2. No parent, coach, or other judge may approach a judge who is actively judging.
- 3. Any questions, concerns, or complaints need to be given to the contest director by a registered coach.
- 4. It is the responsibility of the athletes and coaches to properly stretch and warm-up prior to practice or a competition.
- 5. **Coaches MUST wear an official coach's shirt to be allowed on the competition floor.**
- 6. **Coaches or parents may NOT accompany their athlete to the starting area.**
- 7. **Parents or spectators are NOT allowed to be in the performance area.**
- 8. **A parent or coach may accompany an athlete in the Challenger divisions but must be wearing the coach's polo.**
- 9. Birth certificates, baptism records, adoption/foster care records, and/or a driver's license are all acceptable as "proof of age".
 - a. If unable to produce for the contest director/chief judge when questioned about age, a 2.0 penalty will be added to each event in question.
- 10. Any athlete, team, or corps violating any rule, part of a rule, or violating any tradition, custom, or breach of contest etiquette for which there is no specific rule provided shall be assessed a 2.0 penalty per violation or disqualification at the discretion of the chief judge.
- 11. All publicity spoken, printed, or on clothing must be accurate with the rightful name of the event, age division, status level and classification.

IV. GENERAL INFORMATION

- 1. **ALL RULES APPLY TO BOYS AND GIRLS UNLESS OTHERWISE STATED IN INDIVIDUAL CATEGORIES.**
- 2. **The AAU has the right to combine or separate the Boys and Girls for competition if necessary at the Local, District and National/Junior Olympic level.**
- 3. **COMPETITION AGE**
 - a. The AAU competition age is the age is determined by the athlete's age at the time of the AAU National Championships first day of competition.

- b. Athletes must compete in the AAU District or Regional Championship in the age division in which they will be in at the AAU National Championships.
- c. The date for the 2014 AAU Baton Twirling Nationals/Junior Olympic games is July 27 – July 30.

4. AGE DIVISIONS

- a. Solo One baton, Solo Two Baton, Solo Three Baton, Solo Multiple, Strut (X, T, L, etc.), Basic, Military Strut, Parade Strut, Hoop and Flag are: 0-6, 7-9, 10-12, 13-15, 16 +, and Adult 21+.
- b. Boys Solo and Dance Twirl will be separate from girls 0-9; 10-14; 15 +
- c. Dance Twirl Solo and Freestyle Solo ages are 5-9; 10-12; 13-15; 16+
- d. Teams ages are average ages: 0-9 (Juvenile), 10-13 (Junior), 14 + (Senior), College (University/College student, etc.), 21+ (Adult)

5. AVERAGE COMPETITION AGE FOR TEAM AND CORPS

- a. The sum of all of the team or corps members competition age divided by the number of members on the team.
- b. To calculate whether your team is Beginner or Advanced, OVER HALF of the team's members must be whatever team status you have entered. Example: A team of five athletes with 3 (three) being Beginner and 2 (two) being Advanced would be a Beginner Team.

6. ADULT DIVISION

- a. An adult division may be added to each twirling category including team and Corps.
- b. The adult divisions for individual events will follow the Advanced/Elite timing and rules.
- c. Adult Divisions may NOT participate in the AAU Junior Olympic Games.
- d. The adult division is 21 years of age and no limit on age above.

7. TEAM SIZE

- a. Two (2) athletes may compete as a Twirl Team (Duet), Dance Twirl Team (Duet), and Novelty Show Twirl Team (Duet).
- b. Three (3) athletes may compete as a Twirl Team (Trio), Dance Twirl Team (Trio), and Novelty Show Twirl Team (Trio).
- c. Small Teams may have Four (4) to Nine (9) athletes.
- d. Large Teams may have Ten (10) to Nineteen (19) athletes.
- e. Extra Large teams may have Twenty (20) or more athletes.

8. TEAM STATUS

NOTE: To calculate whether your team is Beginner or Advanced, OVER HALF of the team's members must be whatever team status you have entered. Example: A team of five athletes with 3(three) being Beginner and 2 (two) being Advanced would be a Beginner Team.

- a. **Beginner:**
 - i. A team that has 11 (eleven) or fewer Beginner Team Wins.

- ii. Beginner Teams are limited to no more than 1080° under a toss. This will allow your athletes to perform a 2spin with a blind catch for example.
- iii. Beginner Teams are limited to no more than toss single illusion with an optional catch.
- iv. Beginner Teams are limited to no more than 6 (six) continuous elbows i.e. left elbow, right elbow, left elbow, right elbow, left elbow, right elbow.
- v. Beginner Teams are **NOT** allowed to perform any gymnastic/tumbling skills.

b. **Advanced:**

- i. A team that has 12 (twelve) or more Advanced Team Wins.
- ii. Athletes in this status level are unlimited to spins.
- iii. Athletes in this status level are unlimited to amount of illusions under a toss.
- iv. Athletes in this status level are unlimited to continuous rolls.
- v. Athletes in this status level are limited to but not required to 2 gymnastic/tumbling skills.
- vi. **Junior High:** This would be an individual team member who is in the 6th, 7th, or 8th grade in school. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.
- vii. **Senior High:** This would be an individual team member who is in the 9th, 10th, 11th, or 12th grade in school. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.
- viii. **Collegiate:** This individual athlete is enrolled at a college, university, technical or Junior college etc. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

9. **INDIVIDUAL STATUS**

a. **Novice:**

- i. An Athlete with 3 or fewer first place wins in this category.
- ii. Athletes in this status may do **no more** than 3 (three) spins; that is the entire body or any part **cannot** rotate more than 1080° under a toss. This allows for optional catches.
- iii. Athletes **cannot** do a high toss single illusion in this division.
- iv. Athletes can do no more than 4(four) continuous elbows, (ex. left elbow, right elbow, left elbow, right elbow.)
- v. No gymnastic/Tumbling skills allowed.

b. **Beginner:**

- i. An Athlete with 5 or fewer first place wins in this category.
- ii. Athletes in this status may do **no more** than 3 spins; that is the entire body or any part cannot rotate more than 1080° under a toss. This allows for optional catches.
- iii. Athletes can do no more than a toss single illusion with an optional catch.
- iv. Athletes can do no more than 6 (six) continuous elbows (ex. left elbow, right elbow, left elbow, right elbow left elbow, right elbow.)

- v. No gymnastic/Tumbling skills allowed.

c. **Intermediate:**

- i. An athlete with 8 or fewer wins in this category.
- ii. Athletes in this status can do no more than 4 spins; that is the entire body or any part cannot rotate more than 1440° under a toss. This allows for optional catches.
- iii. Athletes can do no more than a toss double illusion with an optional catch.
- iv. Athletes can do no more than 8(eight) continuous elbows (ex. left elbow, right elbow, left elbow, right elbow left elbow, right elbow, left elbow, right elbow.)
- v. No gymnastic/Tumbling skills allowed.

d. **Advanced:**

- i. An athlete with 12 or less wins in this category.
- ii. Athletes in this status level are unlimited to spins.
- iii. Athletes in this status level are unlimited to amount of illusions under a toss.
- iv. Athletes in this status level are unlimited to continuous rolls.
- v. Athletes in this status level are limited to but not required to 2 gymnastic/tumbling skills.
- vi. Adult division will follow the criteria fore mentioned.

e. **Elite:**

- i. An athlete with 13 or more wins in the Advanced category.
- ii. Athletes in this status level are unlimited to spins.
- iii. Athletes in this status level are unlimited to amount of illusions under a toss.
- iv. Athletes in this status level are unlimited to continuous rolls.
- v. Athletes in this status level are limited to but not required to 2 gymnastic/tumbling skills.
- vi. Adult division will follow the criteria fore mentioned.

f. **Collegiate:**

- i. An Athlete who is enrolled at a legitimate College, University, Jr. College, and Technical College etc.
- ii. Athlete cannot be over 25 years old.
- iii. Athletes in this status level are unlimited to spins.
- iv. Athletes in this status level are unlimited to amount of illusions under a toss.
- v. Athletes in this status level are unlimited to continuous rolls.
- vi. Athletes in this status level are limited to but not required to 2 gymnastic/tumbling skills.
- vii. This status level is for the ALL AROUND TWIRLING CHAMPION Event ONLY!

g. **Adult:**

- i. An athlete that is 21 years of age or older.
- ii. Athletes in this status level are unlimited to spins.

- iii. Athletes in this status level are unlimited to amount of illusions under a toss.
- iv. Athletes in this status level are unlimited to continuous rolls.
- v. Athletes in this status level are limited to but not required to 2 gymnastic/tumbling skills.

h. **Challenger:**

- i. An athlete with special needs.
- ii. Athletes in this status can do as many spins as they are able to do.
- iii. Athletes can do a high toss single illusion in this division if able but not required.
- iv. Athletes can do 4 (four) continuous elbows (ex. left elbow, right elbow, left elbow, right elbow left elbow, right elbow.)
- v. Athletes in this status level will be judged on what they are capable of doing without limitation.

10. **CHALLENGER DIVISION**

- a. This division is to give athletes with special needs the opportunity to compete in a division that is geared toward understanding their needs.
- b. The following special needs allow an athlete to compete in this division:
 - i. Medical issues such as cancer, heart defects, muscular dystrophy, and cystic fibrosis. Spinal-bifida, asthma and diabetes, cerebral palsy, dwarfism, food allergies and obesity are medical issues as well.
 - ii. Behavior issues such as ADHD, Fetal Alcohol Spectrum Disorder, Dysfunction of Sensory Integration, and Tourette Syndrome.
 - iii. Developmental issues like autism, Down Syndrome, and intellectual disabilities.
 - iv. Learning issues, for instance, dyslexia and Central Auditory Processing Disorder.
 - v. Mental Health issues like anxiety or depression, and attachment anxiety.
 - vi. Physical issues like missing limbs, confined to a wheelchair, etc.
- c. Athletes that compete in this status may also enter in the Novice or Beginner Status **for score sheet only.**
- d. Athletes with any of the above-mentioned issues have the right to compete in the non-challenger status levels.
- e. If you choose to enter the challenger division, **ALL** events entered must be in the Challenger division. You cannot enter Challenger Solo One and Non-Challenger Solo Two
- f. **If an athlete chooses to compete in the non-challenger status levels, remember that all non-challenger rules apply.**

11. **GYMNASTIC/TUMBLING SKILLS**

- a. All gymnastic/tumbling skills are allowed in **Corps, Teams, and Individual Events**; however, **ONLY** in the **Advanced, Elite, College and Adult divisions.**
- b. These skills are allowed but **NOT** required.
- c. Gymnastic/tumbling skills will be judged as *SPECIALTIES* and **NOT** as *DIFFICULTY* skills.
- d. All tumbling feats must be properly trained as well as properly executed. Safety is paramount.
- e. **Allowable skills include:** Cartwheels, front walkovers, back walkovers, dive rolls, back handspring, and aerials etc.
- f. An athlete may not do more than **2 (two)** Gymnastic/Tumbling skills per routine.

12. ADVANCEMENT

- a. Athletes will compete in each earned status levels (Novice, Beginner, Intermediate, Advanced, Elite, College, or Challenger).
- b. Athletes who choose to use self-advancement to proceed to the next status level may **NOT** revert to the lower status level at any time thereafter.
- c. One athlete or group will be considered an ***Uncontested Division*** and will count toward advancement toward the next status level.
- d. An ***individual athlete, group, or corps*** must count 3 (three) **Uncontested** wins as a win toward advancement. Example: A Beginner Dance Twirl team has 2 (two) First place wins and 5 (five) uncontested wins. This would mean that the team has 3 (three) actual First place wins toward advancement.
- e. A **Protection Rule** (*When an Athlete does not demonstrate first place ability*) may be used at the judge's discretion in the **Novice, Beginner, and Intermediate** individual status levels. A first place award will **NOT** be given. The placement will be 2nd and follow on down.
- f. A first place win contested or uncontested is a win and must be counted toward your wins.
- g. **ALL** wins count toward your advancement regardless of organization affiliation.
- h. Wins **NOT** recognized are: No entry fee, no placements, individual studio contests, or park and recreation tournaments.
- i. The highest level achieved in any twirling organization must be maintained in AAU Baton Twirling regardless of number of wins.
- j. When multi-status levels are not offered at a competition, the win will constitute as a win in the athletes' present status level.
- k. No win may change an athletes' status on the same day or any day of a successive multi-day event but will be in effect for the next competition.
- l. **Note:** *At the AAU Junior Olympic Games, an athlete must compete in the status level in which he/she qualified even if advancement occurs after qualifying.*

13. DOUBLE ENTERING

- a. Any athlete may compete in two individual status levels in Open Events Only.
- b. If at any of the contests the athlete places 1st (First) in the higher status level, then the athlete is required to stay and compete in the higher status level thereafter.
- c. **At the National Championships/Junior Olympic Games, an athlete may NOT double enter.**
 - i. **Exception: Challenger Status Athletes may enter non-Challenger events for score sheet only but will actually compete in the Challenger division.**

14. MUSIC

- a. The contest director will provide music for all Solo events and March Music for the Twirl teams.
- b. Solo Freestyle, Solo Dance Twirl, Teams and Corps must have one routine per CD recorded on your own CD.
 - i. The music should be age appropriate.
 - ii. The music should avoid profanities.
 - iii. As the Director, you should pay attention to the connotation in the songs as well.
- c. It is advised to have a back-up CD with you at the contest venue.
- d. If your music has a questionable ending, you will need a coach or assistant (wearing a coaches polo) to be standing by to cue the cut- off point.

- e. The volume of the music shall be at a comfortable level. The contest director should use common sense for the volume level.
- f. Excessive volume should be immediately called to the directors' attention.
- g. If you are using your own sound equipment and the volume level has been addressed and not adjusted to a comfortable level, an athlete, team, or corps may be assessed up to a maximum 2 (two) point penalty.
- h. At national events, **All** music must be submitted online with entry. If it is not possible for the individual or coach to upload the music a hard copy on CD **MUST BE** submitted to the AAU office (one song per CD). All music mailed in must be postmarked by the entry deadline (July 10, 2014), should be sent to the attention of Jennifer Miles, should be securely wrapped to avoid breakage, and should be labeled with the athlete's, team, or corps' name, age and event.
- i. A late fee of \$10 per song will be fined to anyone who has not uploaded their music with registration or mailed in a hard copy of their CD by the registration deadline.

15. PERFORMANCE AREA FOR INDIVIDUAL EVENTS

- a. The performance area is the actual area designated for the twirlers to compete. The area is clearly marked and the surrounding perimeter is the performance area.
- b. Designated area for solo one baton, two baton, three baton, multiple baton, hoop, and flag is 15'feet by 15'feet.
- c. Designated area for struts depend on the category
 - i. Straight-line strut is 4' (four) wide and the entire 84' length of the gym.
 - ii. Basic Strut, Military Strut, Parade Strut, X- Strut, T- Strut, L – Strut have a 30' by 30' area.
 - iii. College Strut and Freestyle Strut has the entire floor (see rules)
- d. Designated area for Solo Dance Twirl and Solo Freestyle will have at least a 42' by 50' (half court), but if able will get the entire 84' by 50' to perform.

16. PERFORMANCE AREA FOR CORPS AND TEAMS

- a. The performance area is the actual area designated for the twirlers to compete. The area is clearly marked and the surrounding perimeter is the performance area.
- b. Designated area for Corps and Teams will be 84' by 50' when facility allows.
- c. Twirl Teams will get 42' by 50' (Half Court).

17. COMPETITION AREA

- a. The competition area is from the point of entrance including the spectator seating, practice area, and performance area.
- b. Only athletes and coaches wearing proper polo are permitted to be in the practice area. All others will be asked to return to the spectator seating.
- c. Parent must be wearing the designated coach's polo in order to be in the practice area.
- d. Only coaches with proper credentials and/or the coach's polo will be permitted into the area designated for the AAU National Chair, National Vice Chair, Rules Commissioner, Tabulation, and others as designated by the National Sports Chair.

18. PRELIMINARY ROUNDS AND FINAL ROUNDS

- a. There will be only a Finals Round at the Local and District Level for **ALL** events.
- b. **At the AAU Nationals/Junior Olympic Games**, there will be a Preliminary/Finals Round for **Intermediate, Advanced, Elite: Struts (Not Basic or Military), One Baton, and Two Batons**.
- c. **At the AAU Nationals/Junior Olympic Games**, there will be a Preliminary/Finals Round all Dance Twirls.
- d. **At the AAU Nationals/Junior Olympic Games**, a Preliminary/Finals Round will be held for top 6(six) Corps and top 6 (six) in **ALL** Team Events.
- e. **At the AAU Nationals/Junior Olympic Games**, a Finals Round will be held for **ALL** Challenger, Novice, and Beginner Status Levels in all Struts ("X", "T" etc.), One Baton, Two Batons, Three Baton, and Multiple Batons, Hoop, Flag, along with **ALL** levels of Basic and Military Struts.
- f. **At the AAU Nationals/Junior Olympic Games**, there will only be a Finals Round for **ALL** Freestyles.
- g. **At the AAU Nationals/Junior Olympic Games**, there is only a Finals Round for all Novice, Beginner Events, the ALL Around Twirling Champion; Collegiate Twirling Champion; Intermediate, Advanced, Elite and College in: Three Baton, Multiple Batons; Advanced/Elite Basic and Military Struts.

V. SOLO EVENTS

1. SOLO ONE BATON

- a. This is the mainstay of all baton twirling and provides an athlete with the opportunity to perform an innovative routine in which is adjudicated for variety, difficulty, speed and control, smoothness and gracefulness, along with presentation and showmanship.
- b. The routine for this event shall include: vertical pattern twirls, horizontal pattern twirls, finger twirls, rolls, aerials (tosses higher than head), low flips, and novelty tricks accompanied by complimentary body work including movement of arms, hands, legs, feet, torso, and head.
- c. **Two** gymnastic/tumbling skills are allowed in **Individual Events**; however, **ONLY** in the **Advanced, Elite, and Adult divisions**.
- d. These skills are allowed, but **NOT** required.
- e. Athletes need to position themselves in front of the judge before the routine.
- f. Marching on or off the competition floor is NOT required.
- g. Timing will begin with the first movement following a salute or courtesy pose.
- h. Timing will stop with a closing salute or courtesy pose
- i. **Challenger athletes** have 0:30 – 2:00 minutes.
- j. **Boy Athletes** have 1:00 -2:30
- k. **Novice athletes** have 0:30 -2:00 minutes.
- l. **Beginner athletes** have 1:00 – 2:00 minutes.
- m. **Intermediate athletes** have 1:30 – 2:10 minutes.
- n. **Advanced, Elite and Adult athletes** have 2:00 – 2:30 minutes.
- o. **Six** female athletes will qualify in each age and ability level for the Junior Olympic Games.
- p. **Six** male athletes will qualify in each age and ability level for the Junior Olympic Games.
- q. **TOP 6 Male and Female** will medal at the AAU Nationals/Junior Olympic Games.

2. SOLO TWO BATON

- a. This is when an athlete uses two batons for the entire routine, in which judging consists of variety, difficulty, baton control, technique, along with presentation and showmanship.
- b. Both batons must be moving at all times either in like patterns (having the same characteristics), alternating patterns (Succeeding each other; to take turns), or in concert (in unison) with one another.
- c. The routine for this event shall include variety of releases, variety of receptions, dual variety, double releases, showers/juggles/stacks, high/low releases, contact material, horizontals, finger twirls, rolls, connections, and combinations front/back/sides.
- d. **Two** gymnastic/tumbling skills are allowed in **Individual Events**; however, **ONLY** in the **Advanced, Elite, and Adult divisions**.
- e. These skills are allowed, but **NOT** required.
- f. Athletes need to position themselves in front of the judge before the routine.
- g. Marching on or off the competition floor is NOT required.
- h. Timing will begin with the first movement following a salute or courtesy pose.
- i. Timing will stop with a closing salute or courtesy pose
- j. **Challenger athletes** have 0:30 – 2:00 minutes.
- k. **Novice athletes** have 0:30 -2:00 minutes.
- l. **Beginner athletes** have 1:00 – 2:00 minutes.
- m. **Intermediate athletes** have 1:30 – 2:10 minutes.
- n. **Advanced, Elite, and Adult athletes** have 2:00 – 2:30 minutes.
- o. **Six** female athletes will qualify in each age and ability level for the Junior Olympic Games.
- p. **Six** male athletes will qualify in each age and ability level for the Junior Olympic Games.
- q. **TOP 6 Male and Female** will medal at the AAU Nationals/Junior Olympic Games.

3. SOLO THREE BATON

- a. An athlete will perform using 3 (three) batons only for the entire routine, in which judging consists of variety, difficulty, baton control, technique, along with presentation and showmanship.
- b. Juggling skills will be utilized.
- c. The routine for this event shall include: variety of releases, variety of receptions, dual variety, double releases, showers/juggles/stacks, high/low releases, contact material, horizontals, finger twirls, rolls, connections, and combinations front/back/sides.
- d. **Two** gymnastic/tumbling skills are allowed in **Individual Events**; however, **ONLY** in the **Advanced, Elite, and Adult divisions**.
- e. These skills are allowed, but **NOT** required.
- f. Athletes need to position themselves in front of the judge before the routine.
- g. Marching in or off the competition floor is NOT required.
- h. Timing will begin with the first movement following a salute or courtesy pose.
- i. Timing will stop with a closing salute or courtesy pose
- j. **Challenger athletes** have 0:30 – 2:00 minutes.
- k. **Novice athletes** have 0:30 – 2:00 minutes.
- l. **Beginners** have 1:00 – 2:00 minutes.
- m. **Advanced/Elite and Adult athletes** have 1:00 – 2:00 minutes.
- n. **Six** female athletes will qualify in each age and ability level for the Junior Olympic Games.
- o. **Six** male athletes will qualify in each age and ability level for the Junior Olympic Games.

- p. **TOP 6 Male and Female** will medal at the AAU Nationals/Junior Olympic Games.

4. **SOLO FREESTYLE**

- a. An athlete must perform with a minimum of one and two batons, and may also perform with three and/or four batons.
- b. A variety of twirling equipment may also be used (i.e. ribbons, hoop, etc.)
- c. All props must be **twirled** at some point during the routine. Example: If you use a stool, it must be twirled and not just moved from one spot to another for sitting. This will be consider scenery if not twirled and a 2.0 penalty will be assessed.
- d. **Two** gymnastic skills allowed but not required. **ONLY** in the **Advanced division**.
- e. No scenery or backdrops allowed. If a prop is carried out and placed on the performance floor, it must be twirled at some point during the routine or it will be considered as scenery.
- f. Complete theme orientation with attention paid to costuming, style, and presentation of character.
- g. The routine should incorporate twirling content, movement, choreography/production, technique and quality of performance, and appearance/showmanship/presentation.
- h. Routine content should include: creativity, staging, musical interpretation, continuity of routine, change of pace, audience appeal, dynamic effects, correlation of body/footwork/baton to music, worthwhile utilization of time and space and an ending pose.
- i. ***This category will be Challenger, Beginner, and Advanced status and by age divisions.***
- j. Age Divisions are 5-9; 10-14; 13-15; 16+
- k. Timing will begin with the first movement after the opening pose.
- l. Time limit is 1:30 – 3:00.
- m. **Six** female athletes will qualify in each age and ability level for the Junior Olympic Games.
- n. **Six** male athletes will qualify in each age and ability level for the Junior Olympic Games.
- o. **TOP 6 Male and Female** will medal at the AAU Nationals/Junior Olympic Games.

5. **SOLO DANCE TWIRL**

- a. An athlete performs a one baton routine to a musical selection of his/her choice
- b. No other twirling equipment or props allowed.
- c. **Two** gymnastic skills allowed but not required.
- d. No backdrops or scenery allowed.
- e. The routine should interpret the music so the audience can see what they hear.
- f. The routine will be judged on twirling content, dance content, choreography/ production, technique and quality of performance, along with appearance/presentation/showmanship
- g. Routine content should include: variety and difficulty of baton with dance, twirls with traveling, ambidexterity, rhythm, timing, facial and artistic impression.
- h. The routine should tell a story with a beginning, middle and end.
- i. Timing will begin with the first movement following an opening pose.
- j. Timing will stop with a closing pose.
- k. Time limit 1:30 – 3:00.
- l. Age Divisions are 5-9; 10-12; 13-15; 16+ BOYS are 5-9; 10-14; 15+
- m. **Boys** will have their own division at the Junior Olympic Games.
- n. **Six** female athletes will qualify in each age and ability level for the Junior Olympic Games.
- o. **Six** male athletes will qualify in each age and ability level for the Junior Olympic Games.
- p. **TOP 6 Male and Female** will medal at the AAU Nationals/Junior Olympic Games.

6. SOLO MULTIPLE BATON

- a. Status level will be determined by the athlete's Two Baton status level.
- b. An athlete performs his/her skills with one baton for a minimum of 30 seconds and a maximum of 45 seconds.
- c. After the athlete does the minimum/maximum one baton, then two and or three batons must be added.
- d. The Advanced/Elite/Collegiate/Adult athletes may add four or more batons.
- e. The Challenger/Novice/ Beginner/ Intermediate athlete is not required to twirl three, four or more batons.
- f. An athlete must show skills with every individual baton.
- g. The athlete must show the ability to perform with more than one baton.
- h. **Two** gymnastic/tumbling skills are allowed in **Individual Events**; however, **ONLY** in the **Advanced, Elite, and Adult divisions**.
- i. These skills are allowed, but **NOT** required.
- j. When twirling two batons, the requirements under two batons apply.
- k. If twirling three or more batons, the requirements under three batons apply.
- l. Choreography of routine is minimum/maximum one baton then addition of other batons may be in any order. Example: One Baton, three batons, then end with two batons.
- m. An Opening pose is required.
- n. Timing begins with the first movement after the opening pose.
- o. Timing ends with a closing pose.
- p. Ending pose may be done with one or any combination of other batons used.
- q. A two (2) point penalty will be assessed if the athlete executes a Two Baton or a Three Baton routine and does not show the ability to add batons.
- r. **Challenger athletes** have 1:30 -3:00minutes.
- s. **Novice athletes** have 1:30- 3:00 minutes.
- t. **Beginner/Intermediate(Combined)** have 1:30 – 3:00 minutes.
- u. **Advanced/ Elite /College(Combined) and Adult athletes** have 1:30 – 3:00 minutes.
- v. **Six** female athletes will qualify in each age and ability level for the Junior Olympic Games.
- w. **Six** male athletes will qualify in each age and ability level for the Junior Olympic Games.
- x. **TOP 6 Male and Female** will medal at the AAU Nationals/Junior Olympic Games.

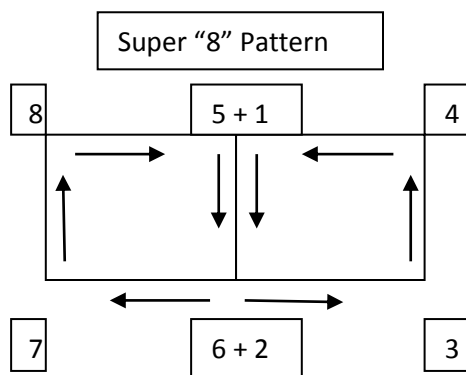
7. STRUTS

a. **GENERAL INFORMATION:**

- i. Any male or female athlete may compete in any of the following strut categories.
- ii. All struts will follow the AAU rules.
- iii. All struts will be done to Music with 128 to 132 beats per minute.
- iv. ALL Struts will begin **MARCHING** on the **LEFT** foot.
- v. Each strut has specific criteria for the category.
- vi. Struts will compete in their specific categories and age/status divisions apply.
- vii. An athlete may compete in more than one strut category.
- viii. There will be a Novice, Beginner, and Advanced Division for Basic/Military March
- ix. **Two** gymnastic/tumbling skills are allowed in **Individual Events**; however, **ONLY** in the **Advanced, Elite, and Adult divisions**. **EXCEPTION:** Not allowed in "X" strut.

- x. These skills are allowed, but NOT required.
- xi. Six female athletes will qualify in each age and ability level for the Junior Olympic Games.
- xii. Six male athletes will qualify in each age and ability level for the Junior Olympic Games.
- xiii. Top 6 Male and Female will medal at the AAU Nationals/Junior Olympic Games

b. BASIC MARCH



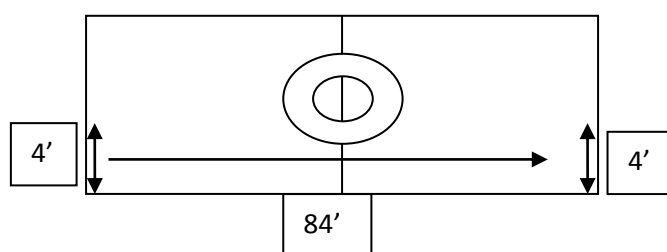
- i. The Novice and Beginner Division will use the 16 x 16 x 16 x 16 Square or 8 x 8 x 8 x 8 Square *twice* around.
- ii. Athlete will Begin at PARADE REST (4 counts) and come to ATTENTION (4 counts) with baton in a traditional or cradled position.
- iii. Starting with the Left foot all Novice and Beginner athletes will march 8 (eight)/16 (sixteen) steps and Pivot or flank left or right and continue to march 8 (eight)/16 (sixteen) steps and repeat in a square formation.
- iv. The Advanced Division will be done in a Super "8" Pattern.
- v. Athlete will begin at PARADE REST (4 counts) and come to ATTENTION (4 counts) with baton in a traditional or cradled position at center of the designated area.
- vi. Starting with the left foot, the athlete will march forward 8 (eight) steps; flank or pivot left and march 8 (eight); flank or pivot left and march 8 (eight); flank or pivot left and march 8 (eight). This should put athlete back where they began.
- vii. Once back at the starting point, the athlete must Flank or pivot left and continue the rest of the pattern.
- viii. Athlete will now march 8 (eight) straight forward; Flank or pivot right and march 8(eight); Flank or pivot right and march 8 (eight); Flank or pivot right and march 8 (eight). This should put the athlete back at the starting position.
- ix. Once at the starting position, athlete will Flank or pivot right and end at Attention.
- x. Athletes will be judged on leg lines, leg height, toe point, and posture.
- xi. Keeping on beat with the music throughout the entire pattern is essential.
- xii. Divisions: Challenger athletes : Novice athletes : Beginner: Advanced, and Adult athletes

c. MILITARY MARCH

- i. This is done in a Square for Novice and Beginner divisions, and Super "8" Pattern for Advanced.

- ii. Athlete must follow the high-low military beat throughout the entire Square or Super "8" Pattern.
- iii. The Novice and Beginner Division will use the 16 x 16 x 16 x 16 Square or 8 x 8 x 8 x 8 Square twice.
- iv. Athlete will Begin at **PARADE REST** (4 counts) and come to **ATTENTION** (4 counts) with baton in a cradled position and on the final beat position baton at your nose while standing at the starting point of the designated area.
- v. Starting with the LEFT foot, a Novice and Beginner Athletes will march 8 (eight)/16 (sixteen) steps and Pivot or flank left or right and continue to march 8 (eight)/16 (sixteen) steps and repeat in a square formation.
- vi. Advanced Athletes will begin at Parade Rest/At Ease (4 counts) and come to Attention (3 counts) with baton in a cradled position and on the final beat position baton at your nose while standing at the starting point of the designated area.
- vii. Starting with the left foot, athlete will march straight forward 8 (eight) steps; flank or pivot left and march 8 (eight); flank or pivot left and march 8 (eight); flank or pivot left and march 8 (eight). This should put athlete back where they began.
- viii. Once back at the starting point, the athlete may Flank or pivot left and stop for 8 counts only before continuing on the rest of the pattern. More experienced athletes may choose to Flank or pivot left and continue the rest of the pattern.
- ix. Athlete will now march 8 (eight) straight forward; Flank or pivot right and march 8(eight); Flank or pivot right and march 8 (eight); Flank or pivot right and march 8 (eight). This should put the athlete back at the starting position.
- x. Once at the starting position, athlete will Flank or pivot right and end at Attention.
- xi. Athletes will be judged on leg lines, leg height, toe point, and posture.
- xii. Keeping on beat with the music throughout the entire pattern is essential.
- xiii. **Divisions- Challenger athletes : Novice athletes : Beginner athletes : Advanced and Adult athletes**

d. SRAIGHTLINE STRUT(MALE AND FEMALE ATHLETES)



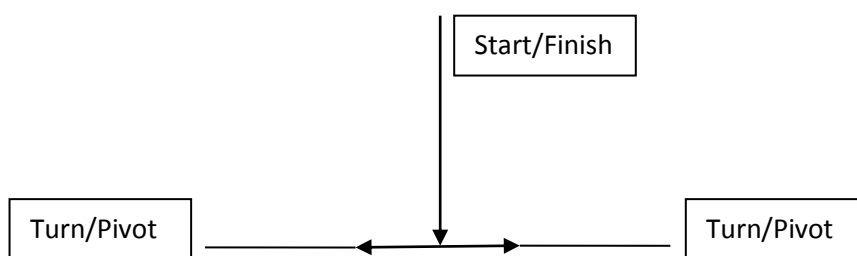
- i. This is executed down the length of the gym.
- ii. A salute or courtesy pose required.
- iii. There may be a short introduction prior to the salute or courtesy pose.
- iv. There should be 8 (eight) counts of marching done (Starting on the Left foot) straight forward immediately after the salute or courtesy pose with **NO** release of baton.
- v. Then another 8 (eight) counts should be done as you continue down the floor. Marching may be done consecutively or split up.
- vi. Once you reach the middle (midcourt) you must execute another 16 (sixteen) counts of marching done consecutively or split up with twirling before the final salute or courtesy pose.

- vii. Oblique moves are allowed past the middle.
- viii. All twirling patterns may be displayed (i.e. Tosses, spins, rolls, finger twirls, flash, swing)
- ix. Novice, Beginner, and Intermediate divisions not allowed doing gymnastic/tumbling skills.
- x. Advanced/Elite/Adult may do TWO gymnastic/tumbling skills.
- xi. Routine must end with a salute or courtesy pose.
- xii. There is a 2:00 minute maximum.
- xiii. Time begins with the first movement.
- xiv. Time ends with final salute or courtesy pose.

e. FREESTYLE STRUT(MALE AND FEMALE ATHLETES)

- i. Floor pattern is optional.
- ii. There is a 12 (twelve) count introduction in which you may face the front or the back.
- iii. The next 32 (thirty-two) counts is a Presentation- Freestyle/Fanfare with no restrictions of floor space or requirements.
- iv. The next 88 (eighty-eight) counts must be forward motion starting with the left foot in a straight line hitting on every beat of the music.
- v. The final 8 (eight) counts must end with a courtesy pose
- vi. All twirling patterns may be displayed (i.e. Tosses, spins, rolls, finger twirls, flash, swing)
- vii. No gymnastic/tumbling skills in Novice, Challenger, Beginner, and Intermediate divisions
- viii. Advanced/Elite/Adult may do TWO gymnastic/tumbling skills.
- ix. Routine must end with a salute or courtesy pose.
- x. There is a 2:00 minute maximum.
- xi. Time begins with the first movement.
- xii. Time ends with final salute or courtesy pose.

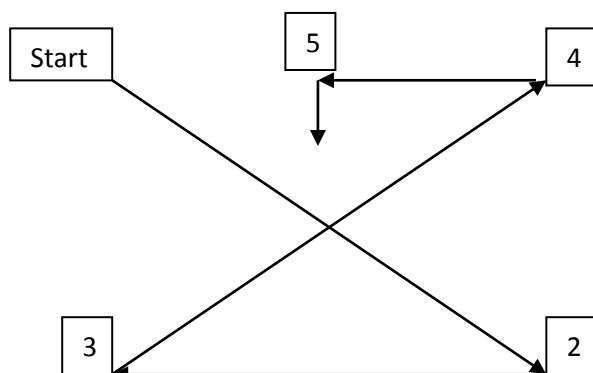
f. T-STRUT(MALE AND FEMALE ATHLETES)



- i. This is a freestyle march with twirling done in a “T” formation.
- ii. The routine must be suitable for a parade or down the field with a band.
- iii. It must execute forward motion with limited back steps.
- iv. All twirling patterns may be displayed (i.e. Tosses, spins, rolls, finger twirls, flash, swing).
- v. All twirls must be executed while maintaining forward motion.
- vi. There is a maximum of 8 (eight) counts for an opening.
- vii. The first 4 (four) steps should be forward basic steps (starting on the LEFT foot) with baton movement
- viii. At the completion of the leg, the athlete turns either left or right.
- ix. The athlete proceeds to the side but does not go out of the designated lane.

- x. Then you may spin, pivot, etc., in any manner to return to the opposite side of the designated lane.
- xi. The athlete may spin or turn in any manner to head back to the center of the designated lane.
- xii. Once you make it back to the center, the athlete should then turn with their back to the judge and complete 4 (four) basic steps with baton movement.
- xiii. You should end where you started.
- xiv. No oblique moves allowed.
- xv. No gymnastic/tumbling skills in Novice, Challenger, Beginner, and Intermediate divisions
- xvi. Advanced/Elite/Adult may do TWO gymnastic/tumbling skills.
- xvii. Routine must end with a salute or courtesy pose.
- xviii. There is a 2:00 minute maximum.
- xix. Time begins with the first movement.
- xx. Time ends with final salute or courtesy pose.

g. X-STRUT (MALE AND FEMALE ATLETES)



- i. This is done in an “X” formation.
- ii. No tosses or gymnastic/tumbling are allowed.
- iii. Baton must stay in a full hand grip at all times.
- iv. No more than 2 (two) circles at one time while holding the center of shaft can be executed.
- v. You may do back steps and retracing.
- vi. You begin at judges left at the back of the designated lane.
- vii. An opening presentation ending in a salute is required.
- viii. First 4 (four) steps are Basic March (starting on the LEFT foot) with baton movement.
- ix. Move diagonally to the judges’ right ending at the edge of the designated lane and turning right.
- x. First 4 (four) steps are Basic March (starting on the LEFT foot) with baton movement.
- xi. Proceed straight across to the opposite edge of the lane and turn right again.
- xii. First 4 (four) steps are Basic March (starting on the LEFT foot) with baton movement.
- xiii. Move diagonally to the upper corner of the lane and turn left.
- xiv. This is freestyle and marches are not required. Only go to the center of the lane and turn left once again.
- xv. First 4 (four) steps are Basic March (starting with the left foot) with baton movement coming toward the judge.

- xvi. You may now do an oblique (not required) and end anywhere within the designated lane.
- xvii. Beauty and grace of leg lines, free hand, arms, and body are important.
- xviii. There is a 2:00 minute maximum.
- xix. Time begins with the first movement of presentation.
- xx. Time ends with final salute.

h. PARADE STRUT (MALE AND FEMALE ATHLETES)

- i. A marching routine combined with twirling skill suitable for a parade.
- ii. The floor pattern for the Challenger/Novice/Beginner Division is 16x16x16x16 Square or the 8 x 8 x 8 x 8 Square *twice*, and Intermediate/Advanced/Elite is a Super "8". ***See Diagram for Basic Strut.*** Start Marching with the left foot.
- iii. The routine may have back steps, step ball changes, leaps, and kicks
- iv. All forms of marching may be incorporated (i.e. half steps, double time, etc.).
- v. Continuous foot motion must be maintained throughout.
- vi. No leg holds allowed.
- vii. Novice, Challenger, Beginner, No gymnastic/tumbling skills allowed.
- viii. Advanced, Elite, and Adults may do TWO gymnastic/tumbling skills
- ix. Tosses, finger twirls, and rolls are acceptable.
- x. Routine begins with a courtesy pose or salute.
- xi. Movement must begin with LEFT foot.
- xii. Routine ends with a courtesy pose or salute.
- xiii. Judging will be based on timing and audience appeal.

8. SOLO HOOP BATON

- a. This is done with a hoop baton.
- b. This category is judged on variety, difficulty, baton control, smoothness and technique, along with presentation and showmanship.
- c. The routine should consist of combinations, creativity, consistent hoop movement, balance of material, connections, ambidexterity, full hand, high aerials, low flips, difficulty of tricks, vertical and horizontals, multiple body spins left and right.
- d. **ONLY** in the **Advanced, Elite, and Adult divisions** are **Two** gymnastic/tumbling skills are allowed.
- e. Gymnastic/tumbling skills are allowed, but **NOT** required **ONLY** in the **Advanced, Elite, and Adult divisions**.
- f. Intentional floor rolls do not count as a drop.
- g. Hoop twirling will highlight dexterity and coordination due to limited twirls that can be executed.
- h. Use your imagination fully.
- i. Timing begins with the athlete's first movement after the courtesy pose.
- j. Timing ends with the final courtesy pose.
- k. **Challenger athletes** have 0:30 – 1:30 minutes.
- l. **Novice athletes** have 0:30 – 1:30 minutes.
- m. **Beginner** have 1:00 – 2:00 minutes.

- n. **Advanced and Adult athletes** have 1:00 – 2:00 minutes.
- o. **Six** female athletes will qualify in each age and ability level for the Junior Olympic Games.
- p. **Six** male athletes will qualify in each age and ability level for the Junior Olympic Games.
- q. **TOP 6 Males and Females** will medal at the AAU Nationals/Junior Olympic Games.

9. **SOLO FLAG BATON**

- a. This is done with a single flag on a baton.
- b. Double flags are not permitted.
- c. This category is judged on variety, difficulty, baton control, smoothness and technique, along with presentation and showmanship.
- d. The routine should consist of combinations, creativity, consistent flag movement, balance of material, connections, ambidexterity, full hand, high aerials, low flips, difficulty of tricks, vertical and horizontals, multiple body spins left and right.
- e. The flag should NOT stay wrapped or tangled on the shaft while twirling.
- f. The flag may be released and caught from either end of the baton.
- g. Releasing or catching the flag itself is NOT permitted.
- h. **Two** gymnastic/tumbling skills are allowed in **Individual Events**; however, **ONLY** in the **Advanced, Elite, and Adult divisions**.
- i. These skills are allowed, but **NOT** required.
- j. Timing begins with the athlete's first movement after the courtesy pose.
- k. Timing ends with the final courtesy pose.
- l. **Challenger athletes** have 0:30 – 1:30 minutes.
- m. **Novice athletes** have 0:30 – 1:30 minutes.
- n. **Beginner** have 1:00 – 2:00 minutes.
- o. **Advanced and Adult athletes** have 1:00 – 2:00 minutes.
- p. **Six** female athletes will qualify in each age and ability level for the Junior Olympic Games.
- q. **Six** male athletes will qualify in each age and ability level for the Junior Olympic Games.
- r. **TOP 6** will medal at the AAU Nationals/Junior Olympic Games.

10. **ALL AROUND TWIRLING CHAMPION**

- a. This category will be at the National/ Junior Olympic Games.
- b. The athlete must qualify in Solo One baton status level.
- c. **All status levels** must do a Solo One Baton.
- d. **Challenger/Novice athletes** will be required to do an additional Basic Strut and *Parade Strut*.
- e. **Beginner athletes** will be required to do an additional *Solo Multiple Batons* and *Parade Strut*.
- f. **Intermediate athletes** will be required to do an additional *Solo 2 (two) Baton and Solo Dance Twirl*.
- g. **Advanced athletes** will be required to do an additional *Solo 2 (two) Baton, Multiple Batons, and Dance Twirl*.
- h. **Elite athletes** will be required to do an additional *Solo 2 (two) Baton, Multiple Batons, and Dance Twirl*.
- i. The winner of each status level will be determined by the placement points of each category added together. The person with the least amount of placement points will be the All Around Twirling Champion. Example: a Novice athlete places 1 in Solo One Baton; 2 in Parade Strut; and 3 in Dance Twirl. The athlete's placement points equal 6 (six). If that is the least amount of placement points, then the athlete wins the title.

All Around Twirling Champion

To be eligible, participant must be entered in all of the categories listed below for their level. Athlete must qualify in Solo One Baton. YOUR SOLO ONE BATON STATUS DETERMINES YOUR ALL AROUND STATUS

Challenger	Solo One Baton	Basic March	Parade Strut	
Novice	Solo One Baton	Basic March	Parade Strut	
Beginner	Solo One Baton	Solo Multiple Batons	Parade Strut	
Intermediate	Solo One Baton	Solo Two Baton	Dance Twirl	
Advanced	Solo One Baton	Solo Two Baton	Multiple Batons	Dance Twirl
Elite	Solo One Baton	Solo Two Baton	Multiple Batons	Dance Twirl
Collegiate	Solo One Baton	Collegiate Half-time	Collegiate Freestyle	Collegiate Downfield

11. COLLEGIATE TWIRLING CHAMPION:

- a. This division is to determine Most Outstanding College Twirler.
- b. An athlete who has graduated from high school and is enrolled at a college, university, technical college, or equivalent.
- c. An athlete must provide proof of enrollment or an acceptance letter in order to compete in this division.
- d. You do not have to be on your school's twirling line to be eligible. You Must be enrolled in the school you are representing.
- e. College male and female will compete together with the highest placed male and the highest placed female receiving gender specific titles (i.e. Men's National/Junior Olympic Collegiate Champion or Women's National/ Junior Olympic Collegiate Champion
- f. This division will incorporate four different categories: College Solo, College Half-Time, College Freestyle, and College Strut.
- g. The athlete with the highest combined points will receive the highest placement.
- h. **TOP 6 Male and Female** will medal at the AAU Nationals/Junior Olympic Games.

i. COLLEGIATE SOLO ONE BATON

1. This is the mainstay of all baton twirling and provides an athlete with the opportunity to perform an innovative routine in which is adjudicated for variety, difficulty, speed and control, smoothness and gracefulness, along with presentation and showmanship.
2. The routine for this event shall include: vertical pattern twirls, horizontal pattern twirls, finger twirls, rolls, aerials (tosses higher than head), low flips, and novelty tricks accompanied by complimentary body work including movement of arms, hands, legs, feet, torso, and head.
3. **Two** gymnastic/tumbling skills are allowed in these skills are allowed, but **NOT** required.
4. Athletes need to position themselves in front of the judge before the routine.
5. Marching in or off the competition floor is NOT required.
6. Timing will begin with the first movement following a salute or courtesy pose.
7. Timing will stop with a closing salute or courtesy pose
8. **Athletes** have 2:00 – 2:30 minutes.

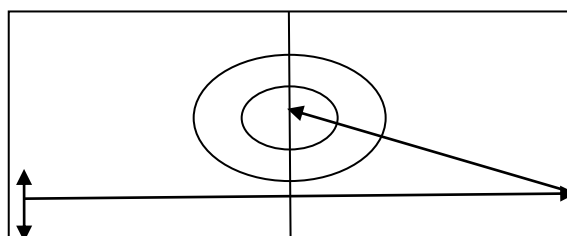
ii. COLLEGIATE HALF-TIME ROUTINE

1. A college athlete performs a routine incorporating one, two, three and or more batons.
2. The athlete must use marching band music and include a college's fight song.
3. The routine should include creativity, floor coverage, musical interpretation, change of pace, audience appeal, dynamic effects, correlation of body/footwork/baton to music.
4. This routine should resemble a routine that you would perform at one of your college games or special events.
5. The timing for this event will be 3:00 to 4:00 minutes.
6. Timing will begin with the first movement following the opening pose.
7. Timing will end with the final pose with the last beat of the music.

iii. COLLEGIATE FREESTYLE

1. An athlete must perform with a minimum of one and two batons, and may also perform with three and/or four batons.
2. A variety of twirling equipment may also be used (i.e. ribbons, hoop, etc.)
3. All props must be **twirled** at some point during the routine. Example: If you use a stool, it must be twirled and not just moved from one spot to another for sitting. This will be consider scenery if not twirled and a 2.0 penalty will be assessed.
4. **Two** gymnastic skills allowed but not required.
5. No scenery or backdrops allowed. If a prop is carried out and placed on the performance floor, it must be twirled at some point during the routine or it will be considered as scenery.
6. Complete theme orientation with attention paid to costuming, style, and presentation of character.
7. The routine should incorporate twirling content, movement, choreography/production, technique and quality of performance, and appearance/showmanship/presentation.
8. Routine content should include: creativity, staging, musical interpretation, continuity of routine, change of pace, audience appeal, dynamic effects, correlation of body/footwork/baton to music, worthwhile utilization of time and space and an ending pose.

iv. COLLEGIATE DOWNFIELD STRUT:



1. This is done down the length of the gym. Then you must come to the center of the gym to finish your routine.

2. This routine should exemplify what would be executed as downfield strut during a football game.
3. A salute or courtesy pose required at the beginning and end.
4. There may be a short introduction prior to the salute or courtesy pose.
5. All twirling patterns may be displayed (i.e. Tosses, spins, rolls, finger twirls, flash, swing).
6. Oblique moves, back steps, leaps, kicks and no more than 3 (three) gymnastic/tumbling moves are allowed.
7. Timing will begin with the athlete's first movement.
8. Timing will end with the final salute or courtesy pose.
9. The time limit is 2:00 max.

VI. TEAMS

A. GENERAL TEAM RULES

1. There must be two or more twirling athletes in order to be a team for Twirl Team, Dance Twirl, and Novelty Show Twirl Team.
2. Street Parade Team must have 8 (eight) members total.
3. A team roster listing team members' name, age (by the age definition rule), date of birth, and team status level, along with musical selection, must be turned in to the contest director or designated person prior to the team entering the competition floor. *(At Nationals/Junior Olympic Games, there must be one for preliminaries and finals.)*
4. A team member may not compete against her/himself in team competition.
5. **All teams must qualify in ALL team events in which they wish to compete in at the Nationals/Junior Olympic Games.**
6. An individual athlete's age will be determined by the age that the Junior Olympic Games for Baton Twirling will begin. Example: However old you will be by the time you attend the Junior Olympic Games will determine your age for the year.
7. **Grounding** of the baton is **NOT** allowed in **Dance Twirl Team, Twirl Team, and Street Parade Team**. *Grounding means the baton is out of the twirlers possession and is in a manner in which it could remain so without danger of it moving or changing position indefinitely.*
8. A team is responsible for its own clean up detail. The floor must be clean for every competing team.
9. No scenery or backdrops allowed in **Dance Twirl Team, Twirl Team, or Street Parade Team Novelty Show Twirl Team, Show Twirl Team**.
10. **No props** are to be used in **Dance Twirl Team, Twirl Team, or Street Parade Team**.
11. Props **ARE** allowed in **Novelty Show Twirl Team, Show Twirl Team, and Auxiliary Team**.

12. **TEAM STATUS**

NOTE: To calculate whether your team is Beginner or Advanced, **OVER half** of the team's members must be whatever **TEAM STATUS** you have entered. Example: A team of five athletes with 3(three) being Beginner and 2 (two) being Advanced would be a Beginner Team.

i. **Beginner:**

1. A team that has 11 (eleven) or fewer **Beginner Team Wins**.
2. Beginner Teams are limited to no more than 1080° under a toss. This will allow your athletes to perform a 2 spin with a blind catch for example.
3. Beginner Teams are limited to a toss single illusion with an optional catch.
4. Beginner Teams are limited to no more than 6 (six) continuous elbows i.e. left elbow, right elbow, left elbow, right elbow, left elbow, right elbow.

ii. **Advanced:**

1. A team that has 12 (twelve) or more **Advanced Team Wins**.
2. Athletes in this status level are unlimited to spins.
3. Athletes in this status level are unlimited to amount of illusions under a toss.
4. Athletes in this status level are unlimited to continuous rolls.
5. Athletes in this status level are limited to but not required to 2 gymnastic/tumbling skills.

iii. **Junior High:** This would be an individual team member who is in the 6th, 7th, or 8th grade in school. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

iv. **Senior High:** This would be an individual team member who is in the 9th, 10th, 11th, or 12th grade in school. Students may go to different schools to form a team. You do not have to be on your school's majorette line to be eligible for this division.

v. **Collegiate:** This is a team with individual athletes currently enrolled at a college, university, technical or Junior college etc. Athletes **DO NOT** have to be enrolled at the same school. You do not have to be on your school's majorette line to be eligible for this division.

13. **Gymnastic/Tumbling Skills**

- a. All gymnastic/ tumbling skills are only allowed in the Advanced, Elite, and Adult divisions.
- b. These skills are allowed but not required.
- c. Gymnastic/tumbling skills will be judged as **specialties** and **NOT** as **difficulty skills**.
- d. All tumbling feats must be properly trained as well as properly executed. Safety is paramount.
- e. Safety First !!! Do not put gymnastic skills in your choreography without students having proper training.

- f. **Allowable skills include:** Cartwheels, front walkovers, back walkovers, dive rolls, aerials and back handspring, etc.
 - g. If your team has three different gymnastic/tumbling skills going on simultaneously this will count as One Stunt; however, if later in the same routine you have one person doing a gymnastic/tumbling feat (ex. a round-off back handspring) that will count as two feats at one time. Therefore, your team has now executed 3 total gymnastic/tumbling skills which will result in a 2.0 penalty.
 - h. **No more than 2 (two) gymnastic/tumbling moves are allowed per team in the ADVANCED, ELITE, and ADULT DIVISIONS ONLY.**
14. No part or parts of the uniform may be removed during a performance to be used as a prop in ***Dance Twirl Team, Twirl Team, or Street Parade Team***. It is **allowed** in **Novelty Show Twirl Team, Show Twirl Team, Auxiliary Team and Junior High/High School/College Half-time Show**.
15. No team is allowed to use *pyrotechnics, discharge of arms, pressurized canisters, dangerous material, or inflammable liquids, etc.*
16. No team is permitted to use an *auxiliary power source such as electric, battery, or transistor etc.*
17. Novelty batons may only be used in **Auxiliary Baton Line, Novelty Show Twirl Team and Show Twirl Team**.
18. **Music check** must be done prior to the start of Team Competition.

19. **Ages For Teams**

- a. 0-9 (Juvenile); 10-13 (Junior); 14 and over (Senior).
- b. Junior High School will be 6th graders, 7th graders, and 8th graders only.
- c. Senior High School will be Freshmen, Sophomores, Juniors, and Seniors in High School
- d. College- must be enrolled in a bonafide college, university, or equivalent.

20. **Team Sizes**

- a. Two (2) athletes may compete as a Twirl Team (Duet), Dance Twirl Team (Duet), and Novelty Show Twirl Team (Duet).
- b. Three (3) athletes may compete as a Twirl Team (Trio), Dance Twirl Team (Trio), and Novelty Show Twirl Team (Trio).
- c. Small Teams may have Four (4) to Nine (9) athletes.
- d. Large Teams may have Ten (10) to Nineteen (19) athletes.
- e. Extra Large teams may have Twenty (20) or more athletes.

21. **Teams Eligibility**

- a. Each team must compete in the category, for which they want to compete at the Nationals/Junior Olympic Games.

- b. Six teams will qualify for the Nationals/Junior Olympic Games.
- c. There are preliminaries and finals at the Nationals/Junior Olympic Games.

22. Performance Area

- a. High School Regulations 84' long by 50' wide (Facility Depending)
- b. Junior High Regulations 74' long by 42' wide (Facility Depending)

B. TWIRLING TEAM

1. Definition –

A twirling team is two or more athletes twirling in unison with precision of marching and maneuvering. Changing places and staying in step with the beat of the music should paramount. The routine must have an entrance, variety in twirling, exchanges, change in floor patterns, and an exit within the allotted time.

2. Routine Contents

- a. All members will start on the starting line.
- b. A short introduction is acceptable prior to the salute.
- c. Marching of all forms is allowed (On Beat, Half-time, Double time, kicks, Ball change, etc).
- d. Partner exchanges, group exchanges, unison, and ripples should be utilized.
- e. If routine appears to be a dance twirl routine done to march music then a 2 (two) point penalty will be assessed.
- f. Two Gymnastic/Tumbling skills are allowed in the Advanced Division only, but are not required. Please refer to General Team Rules for allowable skills.

3. *Scenery or backdrops are NOT allowed.*

4. Time limit

- a. The time limit for twirling teams is 2:00 – 3:00 minutes.
- b. Timing for this event begins with the leader's salute on the starting line.
- c. Timing ends with the leader's salute on the finish line.

5. Music

- a. Twirl teams will twirl to march music provided by contest director on a CD.

6. Entrance and Exit

- a. Starting Line position is optional. It is recommended that the far boundary line directly across from the judges' area be utilized.
- b. Finish Line position is optional. It is recommended that the far boundary line directly across from the judges' area be utilized.

- c. The team will then exit the competition area to the judge's right.

7. Performance Area

- a. A designated performance area of 50' feet by 42' feet will be provided for the Twirling Teams. (i.e. one half of the gym floor).

8. Judging

- a. Twirl team is judged on twirling, teamwork, choreography, technique and Quality of Performance, and Appearance, Showmanship, and Presentation.
- b. Gymnastic/Tumbling skills incorporated by an Advanced teams will not be judged as difficulty it is specialties under choreography caption.

C. DANCE TWIRL TEAM

1. Definition-

A team of two or more twirling athletes using one baton per member, performing in unison, and whose performance is accompanied by recorded or taped music of their preference. The performance should be creative in choreography as well as costume. The routine will be a musical interpretation through movement with expression and baton, including an introduction, dynamic effects, a conclusion, and possibly a theme. It is essential that a Dance Twirl routine have its dance steps coordinated with the music. It will incorporate beauty of legwork, footwork, and bodywork with the baton. It must have combinations of baton and dance material. It will use space properly. The floor pattern will be a design. The primary goal in Dance Twirl is a routine with continuous dance while twirling with dance steps and twirling having the same degree of difficulty.

2. Routine Content

- a. **All forms of dance** may be used.
- b. Full hand, contact material, finger twirls, rolls, partner exchanges, group exchanges may be used
- c. Two Gymnastic/Tumbling skills are allowed in the Advanced Division only, but are **NOT** required. Please refer to General Team Rules for allowable skills.

3. Timing

- a. Dance Twirl Team is 2:00 – 3:00 minutes.
- b. **Timing begins** with the first movement of a team's members after being announced to proceed.
- c. **Timing will end** with the last note of the music with a final pose. Team members may elect to have their ending position on the competition performance area.

4. Music

- a. Dance Twirl Teams will use music of their choice. Please use good taste, age appropriateness, and avoid profanity if possible.

5. **Performance Area**

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

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

7. **Entrance and Exit**

- a. The starting line and finish line are unrestricted.
- b. Dance Twirl Team Athletes may position themselves on or off the competition performance area before the timing begins for the routine.
- c. After the routine is complete, the team will proceed off the competition floor.

8. **Judging**

- a. A Dance Twirl Team is judged on Twirling, Dancing, Choreography, Technique and Quality of Performance, and Appearance and Showmanship.
- b. Gymnastic/Tumbling skills are judged as specialties under the Choreography caption.

D. **STREET PARADE TEAM**

1. **Definition-**

This team you would see in a local parade. The team performs street worthy patterns and must do a reviewing stand portion when reaching the middle of the performance area. Continuous foot motion must be maintained throughout entire routine. Marching and maintain the beat is paramount.

2. **Membership**

- a. Minimum of 8 members. No Maximum.

3. **Time Limits**

- a. There is a Maximum 2:30 time limit. There is No minimum time limit.
- b. Timing begins with the first movement of a team's members.
- c. Timing ends when the last team member crosses the sideline to the judges' right.
- d. A salute is optional.

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

5. **Performance Area**

- a. Proceed down the length of the gym once. Team centers from the sideline to the judges' left and continues forward until the last athlete of the team crosses the sideline to the judges' right.

6. Routine Content

- a. One baton shall be used.
- b. To the Rears, Oblique's, Faces, and Mark Times are allowed.
- c. Continuous foot motion can be on the beat, half-time, double time, kicks, leaps etc.
- d. Kneeling can be done as long as the ball of the foot stays touching the floor.
- e. Twirling is required while continuous foot motion is maintained.
- f. All forms of twirling allowed i.e. tosses, finger twirls, rolls, exchanges, etc.

7. Banner

- a. A banner may be carried in front of the Street Parade Team.
- b. If a color guard is utilized, proper guarding must be maintained.
 - i. See National Colors under General Corps Rules.

8. Music

- a. Music of your choice must be recorded on a CD.

9. Judging

- a. Performance will be judged on content, unison, showmanship, uniform and neat appearance, and the ability to stay in step with the music.
- b. Gymnastic/Tumbling skills incorporated by and Advanced Team will be judged under routine Content caption as specialties

E. NOVELTY SHOW TWIRL TEAM

1. Definition

A team of two or more twirling athletes performing a routine that is entertaining and impressive to present to an audience. It should be choreographed to be appropriate for performance at athletic events, school, or civic functions. This category can be theme oriented. Props may be used, but baton twirling must be done for 1:30 of the allotted time. Twirling may be split up between props or done all at once. A novelty baton such as a double flag or pom-pom baton may be used as for twirling time. Single flags, streamers, swing flags, canes etc. are props.

2. Routine Content

- a. Contents should consist of at least 50% of its team members twirling a baton.
- b. A Novelty Twirl Team routine should consist of twirling single or multiple batons and/or other twirling equipment.

- c. Props can include ribbons, hats, canes, scarves, chairs, balls etc., that must be incorporated with dance and body movements.
- d. Two Gymnastic/Tumbling skills are allowed in the Advanced and Adult Divisions only, but are not required.

3. Time Limits

- a. There is a 2:00 minute minimum and a 3:00 minutes maximum.
- b. Timing begins the first movement of team members after being announced to proceed.
- c. Timing ends with the last note of the music with a final pose.

4. Music

- a. Use of your choice of music recorded on a CD.

5. Entrance and Exit

- a. Positioning on the floor is optional.
- b. It is recommended that the team enters from the judges left and exits to the judges' right.
- c. The set up time should be executed quickly and in an orderly fashion.
- d. Proper protection for the floor surface must be addressed when placing props on the competition floor.

6. Scenery or backdrops ARE NOT allowed.

7. Decorative holders

- a. Containers for props or twirling equipment can be no more than 36" (3 feet) tall when the props are inside.

8. Judging

- a. A performance will be judged on Content, Teamwork, Choreography, Technique & Quality of Performance, Showmanship and Presentation.
- b. Gymnastic/Tumbling skills incorporated by and Advanced Team will be judged under routine Choreography caption as specialties.
- c. A routine that is choreographed for a single baton dance twirl team will not receive a placement award.

F. SHOW TWIRL TEAM

1. Definition

- a. A Show Twirl Team literally puts on a show. You must have 4 (four) or more athletes. This is theme oriented and costuming and choreography must reflect your theme. Backdrops no more than 12' feet high can be utilized to enhance your routine, but are not required. The routine must have baton twirling for at least 2 (two) minutes of the routine which can be done all at once or spread throughout the entire routine. Props may be used to help enhance the

performance. Gymnastic/Tumbling skills are allowed in the Advanced Division only, but are not required.

2. Routine Contents:

- a. Variety and Difficulty of twirls, ambidexterity, partner /group sequences along with exchanges
- b. Musical expression, rhythm and timing, unison, and creativity
- c. Changing of floor patterns, floor coverage, audience appeal, entertaining and dynamic effects.
- d. Alignment, spacing, perfection, precision, uniformity of body, baton, and use of props used.
- e. Showmanship, personality projection, Expression

3. Scenery or backdrops ARE allowed.

- a. These items enhance the performance to help convey the concept of the routine.
- b. They may be no higher than 12'(feet)

4. Decorative holders

- a. Containers for props or twirling equipment can be no more than 36" (3 feet) tall when the props are inside.

5. Time:

- a. A routine Minimum is 3:30 minutes.
- b. A routine Maximum is 9:00 minutes.

6. Music

- a. Use of your choice of music recorded on a CD.

7. Entrance and Exit

- a. Positioning on the floor is optional.
- b. It is recommended that the team enters from the judges left and exits to the judges' right.
- c. The set up time should be executed quickly and in an orderly fashion.
- d. Proper protection for the floor surface must be addressed when placing props on the competition floor.

8. Judging

- a. A performance will be judged on Content, Teamwork, Choreography, Technique & Quality of Performance, Showmanship and Presentation.
- b. Gymnastic/Tumbling skills incorporated by and Advanced Team will be judged under routine Choreography caption as specialties.
- c. A routine that is choreographed for a single baton dance twirl team will not receive a placement award.

G. AUXILIARY TEAM

1. Definition

- a. **An Auxiliary Team performs WITH or WITHOUT a baton.** It can be theme oriented with costuming to enhance the performance. It should be entertaining and suitable for school functions, civic functions, and other athletic events. Creativity and imagination are your tools. You can use tall flags, swing flags, ruffles, pom-poms, sabers, etc. or any combination of equipment. This would also include a drill team or dance line.

2. Categories

- a. Poms and Dance Lines
- b. Guard
- c. School Baton Line

3. Routine Content

- a. The routine must have movement and dancing along with the equipment being manipulated.
- b. The routine must have contact material, spins, tosses, exchanges, and group sequences.
- c. This routine should have dynamic movement with equipment and ease of flow of transitions of equipment and floor coverage.
- d. The team must have unison, teamwork, proper skills of equipment being used, and audience appeal.

4. Equipment

- a. The equipment for this routine should be things such as tall flags, pom-poms, rifles, sabers, swing flags, hats, hands, or any combination of the previous mentioned.
- b. Knives, Hoops, Balls, etc. are also equipment that can be used.
- c. Novelty batons **ARE** allowed.
- d. Creativity of props is up to your imagination.

5. Scenery or backdrops ARE allowed.

- a. These items enhance the performance to help convey the concept of the routine.
- b. They may be no higher than 12'(feet)

6. Decorative holders

- a. Containers for props or twirling equipment can be no more than 36" (3 feet) tall when the props are inside.

7. Time Limit

- a. Short Program- 2:00 – 4:00
- b. Long Program – 4:00 – 8:00
- c. Timing begins with the first movement of a team's members.
- d. Timing end with ending pose or last beat of music whichever comes first.

8. Music

- a. Use of your choice of music recorded on a CD.

9. Entrance and Exit

- a. Positioning on the floor is optional.
- b. It is recommended that the team enters from the judges left and exits to the judges' right.
- c. The set up time should be executed quickly and in an orderly fashion.
- d. Proper protection for the floor surface must be addressed when placing props on the competition floor.

10. Judging

- a. An Auxiliary Team will be judged on Equipment, Movement and Dancing, General Effect, and Technique
- b. Gymnastic/Tumbling skills incorporated by and Advanced Team will be judged under the General Effect caption as specialties.

H. COLLEGE MAJORETTE LINE

1. Definition-

- a. A team performs a routine to marching band music and incorporates the school fight song. It should be entertaining, age appropriate, and within good taste. This should be a routine that can be done at any school or civic function. It should resemble what you may perform on the field or during a halftime performance.

2. Routine Content

- a. There should be drill patterns with marching and maneuvering, stand still portions, along with props that would be utilized on the field.
- b. Group sequences, exchanges, two and three baton can be incorporated.

3. Scenery or backdrops ARE allowed.

- a. These items enhance the performance to help convey the concept of the routine.
- b. They may be no higher than 12'(feet)

4. Decorative holders

- a. Containers for props or twirling equipment can be no more than 36" (3 feet) tall when the props are inside.

5. Equipment

- a. You may use 1 baton, two and three batons, hoops, swing flags, double flag batons, etc.
- b. Any combination of equipment that is used on the field may be utilized.

6. Music

- a. Marching band music must be used.
- b. The school fight song must be included at some point of the music.
- c. Change of pace is encouraged.

7. Entrance and Exit

- a. Positioning on the floor is optional.
- b. It is recommended that the team enters from the judges left and exits to the judges' right.
- c. The set up time should be executed quickly and in an orderly fashion.
- d. Proper protection for the floor surface must be addressed when placing props on the competition floor.

8. Judging

- a. A majorette line will be judged on routine content, teamwork, production (general effect), technique, along with appearance, showmanship and presentation.

9. Timing

- a. Overall timing of this routine is 5 (five) minutes to 7 (seven) minutes.
- b. Timing will begin with the first movement of the teams members.
- a. Timing will end with the final pose at the last note of the music.

VII. CORPS**1. GENERAL CORPS RULES**

- a. Twirling Corps and Parade Corps are the 2 (two) different types of Corps.
- b. Corps entering more than one classification (i.e. Junior Parade Corps and Senior Parade Corps) must have entirely different themes and music.
- c. A Corps roster listing members' name, age (by the age definition rule), and date of birth along with musical selection, must be turned in to the contest director prior to the team competes. *(At Nationals/Junior Olympic Games, there must be one for preliminaries and finals.)*
- d. A Corps member may not compete against her/himself in team competition.
- e. The Corps is responsible for its own clean-up details, as the floor must be clean for the next competing Corps.
- f. Corps are responsible for damage to the floor. This includes scuffing as well as black marks.
- g. All special effects (Color Guard equipment) and other props must be hand carried onto competition floor by Corps members for Twirling Corps.
- h. No rolled equipment, backdrops, or scenery allowed.

- i. Special effects and other props must be placed within reach of the boundary line. Note: If dropped out of bounds and the athlete has to cross the boundary to retrieve equipment, penalties will be assessed.
- j. No basic Color Guard Allowed. Color Guard equipment may be used, but baton twirling is required.
- k. Grounding of baton is allowed in Twirling Corps.
- l. There is No grounding of batons allowed in Parade Corps.

m. Performance Area is 84' by 50'

- i. The inside measurements of the taped line should be the required size with the corners marked with cones
- ii. A Corps may remove the cone(s), as long as they are put back for the next Corps.
- iii. For Parade Corps, additional 25' street markings shall be taped.

n. Music

- i. Music must be on a CD cued at the beginning with only one song per CD with the Corps Name, song title, and routine (i.e. Parade Corps, Twirling Corps).
- ii. **No cassette tapes will be accepted.**
- iii. It is recommended that a back-up CD be brought to the competition venue. The audio volume of the music should be a comfortable level.
- iv. The contest director should use common sense. Excessive volume should be called to the attention of the contest director.
- v. If a Corps uses own sound equipment and after an unheeded warning, the Team may be assessed up to a 2.0 maximum penalty by each judge for using excessive volume.

o. Twirling Time

- i. When Baton twirling by 12 (twelve) or more members ***(10 (ten) or more members for Juvenile Twirling Corps/Parade Corps)*** is done at one time.
- ii. Included in the timing are any and all twirls that make one full revolution.
- iii. Exchanges and tosses are included.
- iv. Two batons, when executed as a result of a partner toss and the time it takes for a smooth return toss.
- v. A Peel-off counts in timing even though twirling differs as the ripple is finished. ***Some form of twirling must continue not just a pose.***
- vi. Any twirling by less than the required amount of members or twirling done by novelties (hoops, ribbons, ruffles, flags, etc.) will NOT be judged in timing.
- vii. If a drop occurs when the required amount of members is twirling, timing continues unless the member does not immediately pick up the baton and continues with the routine.

- viii. Twirling time has no restrictions as to where it is to be performed and therefore is timed throughout the entire floor time.

p. Corps Eligibility

- i. All Corps, regardless of the final qualifying position at the AAU District Championships will be eligible to compete at the Nationals/Junior Olympic Games.
- ii. Six Corps will qualify for the Nationals/Junior Olympic Games.
- iii. There are preliminaries and finals at the Nationals/Junior Olympic Games.

2. TWIRLING CORPS

a. Definition

A group of 10-14athletes (Small)and 15+(Large) for Juvenile/Junior/Senior, who perform a routine that emphasizes drill patterns, one baton twirling skills, novelty batons and other props, group exchanges, dance and show coordination. The routine is usually theme oriented with costuming and props enhancing the performance.

b. Routine content

- i. A variety of ambidextrous (using both hands to execute skills) contact material, aerials, rolls, and finger twirls.
- ii. The routine should have exchanges and group sequences.
- iii. There should be difficulty as able by all athletes performing.
- iv. You should show technique, speed, smoothness, along with showmanship and grace
- v. Unison should play a significant part of the content.
- vi. Gymnastic/Tumbling skills may be done by the Advanced Corps only and will be under the General Effects caption as specialties.

c. Timing

- i. Overall timing for Juvenile Corps is 5:00 – 7:00 minutes.
- ii. Twirling time for Juvenile Corps is 2:00 minutes minimum.
- iii. Overall timing for Junior/Senior Corps is 7:00 – 9:00 minutes.
- iv. Twirling time for Junior/ Senior Corps is 3:00 minute minimum.
- v. Timing begins with the first movement of a Corps member(s).
- vi. Timing ends with the last note of the music with the final pose being held for at least 3 (three) counts.

d. Equipment or props

- i. Any equipment or props over 36" (inches) high must be laid flat when not in use or it will be considered scenery.
- ii. If using a container, the container and its contents may not be over 36" (inches).
- iii. Color guard equipment is allowed for special effect only.

- iv. The corps' athletes must place equipment or props as they take their position prior to the start of the corps' routine.

e. Music

- i. The choice of music is up to each Corps' discretion.
- ii. The music should be age appropriate.
- iii. The music should avoid profanities or bleep them out.
- iv. As the Director, you should pay attention to the connotation in the songs as well.

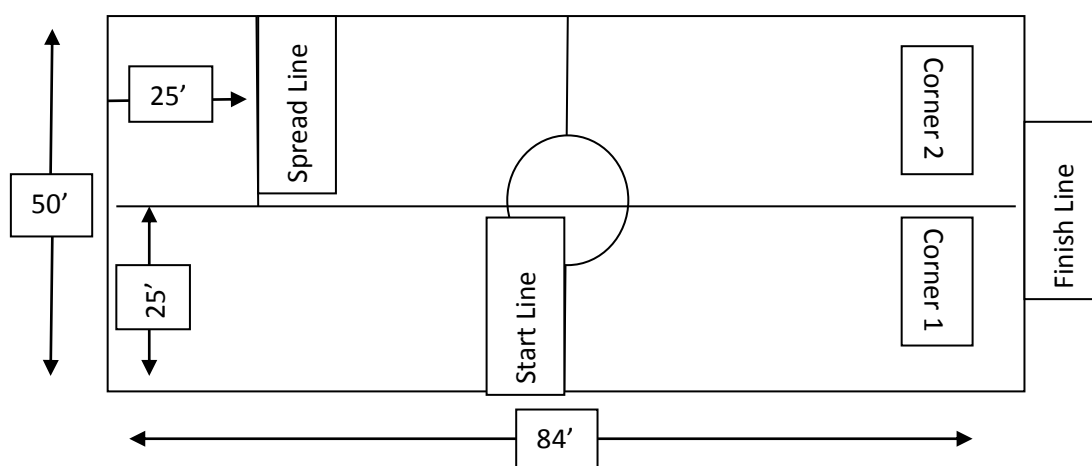
f. Entrance and Exit

- i. The starting line is unrestricted.
- ii. Equipment must be placed on the perimeters of the performing area.
- iii. No member shall cross the boundary lines to retrieve special effects equipment.
- iv. Corps members may position themselves on or off the competition floor.
- v. When the routine is complete, all members must exit to the judges right before clean up detail begins.

g. Judging

- i. Judging will be based on Twirling, Drill patterns and Novelty, General Effect, and Technique.
- ii. Penalties will be assessed for dropped batons or equipment, 2-hand catches, Falls, Breaks, Off Pattern, and Unison.
- iii. Penalty marks for failure to retrieve baton w/in reasonable time, or before leaving the performance area will also be received.
- iv. Other penalties will apply as well. Please use the score sheet as your tool.

3. PARADE CORPS



a. Definition

A group of 10-14 athletes (Small) and 15+ (Large) for Juvenile/Junior/Senior, who perform a routine that emphasizes and is suitable for a street parade with the final

section being a parade reviewing stand type of performance utilizing drill patterns and different marching styles and techniques.

b. Routine Content

- i. The Corps will stay within the 25' (feet) street width upon entrance and will maintain that width formation as the corps follows the floor pattern the length (84') of the gym making a left corner and proceed the width (50') of the gym and execute another left corner.
- ii. Once you finish the corner you proceed the length of the gym (55') which is then the spread line.
- iii. Once every corps member passes the spread line, you may do your reviewing stand section using the entire floor.
- iv. Continuous foot motion MUST be maintained throughout entire routine
- v. Gymnastic/Tumbling skills may be done by the Advanced Corps only and will be under the General Effects caption as specialties.
- vi. Exchanges, partner sequences, group sequences, drill patterns may be incorporated into the routine.
- vii. Continuous foot motion must be maintained at all times.
- viii. Allowable foot motions includes on the beat, half-time, double time, ball changes, kicks, leaps, kneeling (as long as the ball of foot is still touching the floor), and no more than a 2 (two) spin.

c. Music

- i. The choice of music is up to each Corps' discretion.
- ii. The music should be age appropriate.
- iii. The music should avoid profanities or bleep them out.
- iv. As the Director, you should pay attention to the connotation in the songs as well.

d. Timing

- i. Overall timing is 4:00 minutes maximum.
- ii. Twirling time is 1:00 minute minimum.
- iii. Timing begins with the first movement of a Corps' member(s) after being announced to proceed.
- iv. Timing ends when the last Corps member crosses the finish line or the last note of the music with a final pose being held for at least three counts.

a. Entrance and Exit

- v. All members must enter the 25' alley to the judges left.
- vi. Opening position should not pass half court.
- vii. Exit will be the far boundary at the judges right.

e. Judging

- i. Twirling, General Effect, Marching and Maneuvering, and Parade style are the captions to be judged.

- ii. Penalties will be assessed for dropped batons or equipment, 2-hand catches, Falls, Breaks, Off Pattern, and Unison.
- iii. Penalty marks for failure to retrieve baton w/in reasonable time, or before leaving the performance area will also be received.
- iv. Marching and Maneuvering penalties will include out of step, alignment, precision, phasing, in and out of boundaries.
- v. Individual and corps penalties may be assessed for not having continuous foot motion, crossing the 25' area, entering and exiting from wrong boundary, and executing more than a 2 (two) spin.
- vi. Other penalties will apply as well. Please use the score sheet as your tool.

f. National Colors

- i. A color guard is optional.
- ii. If the national colors are presented, they must be properly guarded by one athlete with a weapon.
- iii. Authorized weapons are rifles, simulated rifles, side arms (pistol), simulated side arms, sabers, or swords.
- iv. The distance of the guard should be no more than 3 (three) paces from the national colors.
- v. If national colors are presented, they cannot side step, back step, to the rear, about face, or engage in dance steps.
- vi. The national colors shall not be lower than other flags. It may be equal to or higher than other flags.
- vii. National colors must be aloft and free.
- viii. The national colors may not be dipped or touch the ground.
- ix. If the National colors use an eagle as a finish piece, it must face forward.
- x. National color carriers must not be armed, but must wear headgear.
- xi. No one may pass through the national colors and its guard.

VIII.SPORTS OPERATIONS

a. Event Operating Rules:

- a. The National Youth Championship rules and policies are the same as the District rules and policies.

b. Facilities/Competition Area:

- a. Local: The facilities/competition area will be dependent on what is available.
- b. District: The facilities/competition area will be dependent on what is available. It will be up to the contest director to do ones best to provide adequate competition facilities.
- c. Nationals/Junior Olympic Games: The host city will provide different venues for different sports and the National Chair will choose the best options unless no choice is given.

c. Equipment:

- a. Individuals, teams, and corps are responsible for having their own equipment.

d. Coaching Requirements:

a. Supportive Coach:

- i. This coach is one who gives moral and emotional support to the athlete such as a parent or family member.
- ii. You must be an AAU member.
- iii. You must follow the AAU Baton Twirling Rules set forth.
- iv. You must wear the designated Black polo in order to be in the practice area at the AAU Baton Twirling Nationals/Junior Olympic Games.
- v. You may NOT be on the competition floor at the AAU Nationals/Junior Olympic Games.
- vi. You need to maintain responsibility that the athlete you are supporting also follows the rules set forth.
- vii. You should set examples of good sportsmanship.
- viii. If an athlete's technical coach is not at the AAU Nationals/Junior Olympic Games, you may be the voice if a question, concern, or verification/violation of rules is necessary.

b. Technical Coach

- i. You must be an AAU member.
- ii. You must complete the PCA training online for all coaches.
- iii. You must follow the AAU Baton Twirling Rules that have been set forth.
- iv. You must wear the designated Gray coach's polo in order to be in the practice area and on the competition floor at the AAU Baton Twirling Nationals/Junior Olympic Games.
- v. If you choose to wear the Black designated coach's polo you may only be in the practice area and NOT on the competition floor.
- vi. You are responsible to inform all of your athletes, parents, and siblings of the rules which have been set forth for all athletes.
- vii. You should set examples of good sportsmanship.
- viii. You will be the voice for any of your individual, team, or corps's athletes if a question, concern, or violation of rules is necessary.

e. Format/Scheduling:

- a. Please refer to the Contest Directors packet.

f. Entry Procedures:

- a. Locally it will be up to the contest director. Directors please see Directors Packet.
- b. District Qualifiers must make certain that every athlete has their AAU membership up to date. Directors please see Directors Packet.
- c. Nationals/Junior Olympic Games: Your entry must be completed online and all entry fees sent to the AAU. You must also send a copy of what you are entering for the National/JO Games to the National Chair.

g. Placement:

- a. When one judge is being utilized, the final score will be used for placement of the athletes.
- b. If a tie occurs, a duplicate award will be given for that place and the next place will be skipped. (Example: If there is a tie for 2nd place: 2(two) second place awards will be given out and there will be no 3rd place given and then proceed with 4th through 6th place.)

- c. When more than one judge is utilized for a category, the final score will determine the place from each judge. The **placement** from each judge will then be added together. Whichever athlete or team has the **lowest combined placement points** will then determine the winner.
- d. **ALL TIES** will be broken by averaging the total scores from the preliminary round and the final round.
- e. If a tie remains after the above method has been applied; the tie remains and duplicate awards will be given for that place and the next place will be skipped. (Example: there is a tie for 2nd place: 2(two) second place awards will be given out and there will be no 3rd place given and then proceed with 4th through 10th place.)

IX. **Definitions and Penalties**

- a. **Drop** –
 - i. Any equipment that hits the floor due to loss of control. This includes batons, flags, pom-poms, etc.
 - ii. 0.5 will be assessed per drop no matter what category.
- b. **Two Hand Catch**-
 - i. Any release of a baton that is caught with both hands, or forearms.
 - ii. 0.5 will be assessed per violation no matter what category.
- c. **Fall**-
 - i. Unintentional floor contact in which the athlete's body hits the ground.
 - ii. 0.5 will be assessed per occurrence.
- d. **Off Beat/Phasing**-
 - i. When an athlete is not on beat with the music.
 - ii. 0.1 will be assessed per violation.
 - iii. Any off beat violation that has not been corrected within four counts will be considered an Out of Step violation.
- e. **Out of Step**-
 - i. When an athlete is not on the Left foot with the odd number beat of the music.
 - ii. 0.5 will be assessed per violation.
 - iii. Any out of step violation that has not been corrected within four counts will be a major violation.
 - iv. 2.0 will be assessed for a major out of step violation.
- f. **Break**-
 - i. Unintentional stop of baton inhibiting the flow & continuity of a routine
 - ii. 0.1 will be assessed for each violation.
- g. **Slip**-
 - i. Unintentional slide of baton in hand inhibiting the flow and continuity of a routine

- ii. 0.1 will be assessed for each violation.

h. Off Pattern-

- i. If baton is not perpendicular to the floor when vertical or parallel to the floor when flat either side-to-side or front to back. If NOT then the baton is considered in between patterns making it an off pattern twirl.
- ii. 0.1 will be assessed per violation.

i. Out of Position-

- i. When a skill is performed outside of the designated area before attempting to get back within the designated area.
- ii. 0.1 per violation will be assessed.

j. Unison-

- i. When teams and corps perform like skills at the same speed, tempo of music, use of body, legs, arms, hands, and feet.
- ii. 0.1 will be assessed if one or more athletes are out of sync for each violation.

k. Out of Bounds-

- i. This is when an individual athlete or an entire team steps across the boundary lines either marching or retrieving a baton or piece of equipment.
- ii. 0.1 will be assessed for each violation.

l. Overtime/Under time-

- i. This is being over the maximum time allotted for a routine or being under the minimum time allotted for a routine.
- ii. 0.1 per second will be assessed either way.

m. Salute-

- i. A salute is done with a baton in the right hand with the back of the right hand touching the hollow of the left shoulder with the right elbow level with the top of shoulder, palm out, fingers together and the shaft of the baton is vertical with the ball of the baton facing upward. Feet position is optional.
- ii. 0.5 for Improper Salute (if required) violation.
- iii. 1.0 for Failure to Salute (if required) violation.

n. Courtesy Pose-

- i. A courtesy pose can be done in any fashion. It is simply a pose indicating to the judge that you are ready to begin your routine/performance.
- ii. 1.0

o. Intentional Delay of Contest-

- i. If the athlete, team, or corps does not appear in a reasonable amount of time (no more than 5 minutes without an explanation to the National Chair), then the judge, employed for the competition (at the National AAU Junior Olympic Games Competition- National AAU Baton Twirling Committee), may assess a penalty.
- ii. 2.0 will be given for this violation.

p. Rosin/Powder-

- i. This is ground chalklike substance used to soak sweat from hands and is **NOT** permitted.

- ii. 2.0 penalty will be assessed if used.

q. Failure to provide Roster-

- i. A list of athletes, with name, age, team or corps status, and music selection must be turned in at prior to Preliminaries and Finals.
- ii. This must be turned in when the team is on the ready line.
- iii. 2.0 will be assessed for failure to provide roster for prelims and finals.

r. Use of scenery/backdrop, OR Use of member or equipment not permitted-

- i. An individual, team, or corps using scenery, backdrops, too many members, or equipment not permitted during the performance of the routine.
- ii. 2.0 will be assessed for each violation.

s. Performance-

- i. If the judges view the performance as a routine that is not specifically constructed for the category in which an athlete, team, or corps is performing, then a penalty will be given by each judge.
- ii. 2.0 will be assessed per judge.

t. Marching and Maneuvering-

- i. This includes alignment, bearing, precision, and phasing errors.
- ii. 0.1 per violation will be assessed.

u. Floor Damage

- i. This is when an individual, team, or corps does something to ruin the finish, nick or destroy the floor in any major way in which repairs must be made.
- ii. Responsibility will fall on the individual, team, or corps who did the damage.
- iii. 2.0 will be assessed if this occurs.

v. Containers-

- i. Any container being used as decoration or for holding equipment can be no higher than 36" when holding equipment.
- ii. 2.0 will be assessed per violation.

w. Backdrops-

- i. Any visual embellishment to enhance or convey the theme of the routine can be no higher than 12' (twelve feet).
- ii. 2.0 will be assessed per violation.

x. Execution beyond limitations

- i. This is executing more spins, illusions, or elbows under a toss in which the hips and shoulders go beyond the starting point under a piece of equipment in the status level that restricts the skill.
- ii. Example: An athlete performs a three spin backhand catch under the right leg facing left side in the Novice status. This is a violation!
- iii. 2.0 will be assessed per violation.

X.AWARDS

- a. All athletes are **required** to be in **competition attire** for the awards ceremony.

b. Awards for District Competitions-

- iv. Individual, team, and corps awards must be provided for the top three places.
- v. Contest directors may purchase extra ribbons and medals if desired.

A. Awards for National Competition/Junior Olympic Games-

- a. For **ALL** solo events, the top six **FINALS** will be awarded in each age division.
- b. For **ALL** team events, the top six **FINALS** will be awarded in each age division.
- c. For **ALL** corps events, the top three **FINALS** will be awarded in each age division.

B. Special Awards for National/Junior Olympic Games-

a. Joel Ferrell Outstanding Performance Award-

- a. This award recognizes the athletic ability and sportsmanship representing each official sport at the AAU Junior Olympic Games.
- b. For AAU Baton Twirling the recipient will be chosen from
 - i. An Advance/Elite athlete with athleticism, good sportsmanship
 - ii. The athlete excelling in placement in the events in which the athlete has entered.
- c. In addition to the award presented at the JO Games, the recipient's name will be engraved on a special plaque at the AAU National Headquarters in Florida.

b. Dan Galbraith Award-

- a. This award recognizes the athletic ability and sportsmanship in the Intermediate Division.
- b. The athlete who displays athleticism, good sportsmanship.
- c. The athlete has excelled in placement in the events in which the athlete has entered.

c. Rising Star Award-

- a. Like the Dan Galbraith award, this award is for someone who displays athleticism and good sportsmanship.
- b. This award is for someone in the Challenger/Novice/Beginner Division who displays athleticism and good sportsmanship
- c. An athlete that has excelled in placement in the events entered.

C. Other Awards that May be Given at the AAU Baton Twirling Nationals/Junior Olympic Games

1. Rookie Coach-

- a. This coach has brought their team/corps for the first time to the AAU Baton Twirling Nationals/Junior Olympic Games and has excelled in placement in the events entered.

2. Outstanding Team/Corps Award-

- a. This award will be determined by the Team or Corps with the highest score in team or corps events in Final Round of competition at the AAU Baton Twirling Nationals/ Junior Olympic Games. The category will be determined by the Executive Committee.

XI.RESPONSIBILITIES, DISQUALIFICATION, AND SUSPENSIONS –

- a. 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 accurate.
- b. Any falsification on the part of an athlete, parent, or coach may lead to disqualification or permanent suspension from AAU Baton Twirling.
- c. It is the responsibility of the athletes, parents, and coaches to know the rules and abide by what has been set forth. Any violation may be subject to disqualification or permanent suspension from AAU Baton twirling.

XII.COMPETITION RULES-

a. QUALIFICATION PROCEDURE-

- i. The only way that an athlete, team, or corps may compete at the Nationals/Junior Olympic Youth Championships by qualifying at an AAU District Championships.
- ii. The athlete, team, or corps must place in a qualifying position in order to become eligible to compete at the Nationals/Junior Olympic Championships.
- iii. Districts that do not host a Qualifying event will allow an athlete, team, or corps to compete “at large” at a neighboring AAU District.
- iv. In case of a tie in the final qualifying position, **ALL** individual athletes or teams tied for the final position will become eligible to compete at the Nationals/Junior Olympic Games.

b. ALLOWABLE CHANGES OF TEAM OR CORPS MEMBERS

- i. For the AAU Nationals/Junior Olympic Games, a team or corps may substitute for the original qualifying member if an injury or sickness occurs.
- ii. This can only be done if it does not change the status level or age division.
- iii. The number of original qualifying members may be reduced as long as the number of members do not fall below the minimum number of members needed for the size of the group that qualified.

c. FINALS COMPETITION AT THE AAU NATIONALS/JUNIOR OLYMPIC GAMES-

- i. A preliminary round for solo events (Solo One, Solo Two, Struts) in the Intermediate, Advanced, Elite status levels, and Solo Dance Twirl (Boys Dance Twirl) divisions top 6 (six) will determine who will compete in the Finals competition.
- ii. Solo One, Solo Two, Straightline, Parade, T, X, and Freestyle Struts in the Challenger, Novice, and Beginner Status Levels will have a Finals competition Only.
- iii. Solo Three, Multiple, Hoop, and Flag in the Challenger, Novice, Beginner, and Advanced status levels will have Finals competition Only.
- iv. Basic and Military March in Challenger, Novice, Beginner, and Advanced Status levels will have a Finals round only.
- v. For Challenger, Beginner and Advanced Freestyle there is a finals competition Only.
- vi. In the event that there is only ONE athlete in a division for the events in which a preliminary and finals round are required, **the athlete MUST compete in the final round or forfeit the medal.**
- vii. There will be preliminary round for all team and corps events to determine who will compete in the final round.
- viii. Teams will have the top 6 (six) and Corps will have top 6 (six) per age and category for the Finals competition.
- ix. There are only Finals for Freestyle, Novice, Beginner, and Challenger divisions for all solo events.
- x. All solo events, team events and corps events preliminary placement will be added with the Finals placement from each judge to determine the champion. (Example: an athlete receives 2nd place in the preliminary round, and 1st from one judge and 3rd from the second judge in the Finals. You would add 2+1+3 =6).
- xi. The athlete, team, or corps with the lowest amount of placement points will be the National/Junior Olympic Champion.
- xii. In case of a tie in the placement points, the average of the judges scores from the Finals will be used to break the tie.

d. ELIGIBILITY-

- i. AAU competitions are open to all athletes regardless of race, creed, color, sex, competitive status, or affiliation with other twirling organizations.
- ii. All athletes, coaches, and officials (judges) must be an AAU individual member.
- iii. Coaches must have a current AAU membership to be allowed on the competition floor.
- iv. The competitive season for the AAU is September 1st through August 31st. Your competition age is determined by your actual age on the first day of competition at the AAU Junior Olympic Games Baton Twirling National Championships. The date for 2014 is July 27, 2014.
- v. Age limit for the AAU Junior Olympic Games Baton Twirling National Championships is limited to age 25 (typical age of an undergraduate).

- vi. Anyone over the age of 21 may compete in an adult division at local meets or sanctioned AAU competitions; however, an Adult division will not be offered at the AAU Baton Twirling Nationals/Junior Olympic Games.
- vii. Athletes are encouraged to attend open practice meets and open sanctioned meets.
- viii. All athletes, teams, and corps may compete in **ONE** AAU District Championships and **ONE** AAU Regional Championships.
- ix. An individual athlete, team, or corps that wishes to compete in the AAU Junior Olympic Games Baton Twirling National Championships must qualify at an AAU sanctioned District or sanctioned Regional Qualifying Competition, and placing in one of the eligible positions per category during the current competitive season.
- x. Teams and Corps must qualify in the AAU District where there club is a registered member.
- xi. U.S. citizens living outside of the USA along with Foreign athletes, Should qualify in the nearest AAU sanctioned District or sanctioned Regional Qualifying Competition and place in one of the positions per category during the current competitive season.
- xii. A part-time twirling teacher may to compete as long as they are not over 25 years old.
- xiii. Judges and full-time teachers are NOT permitted to compete in the competition.
- xiv. All entry forms need to be accurately completed and received by deadline dates.
- xv. No late entries will be accepted.
- xvi. Athletes must use designated practice areas if provided by contest Director.

e. RESIDENCY-

- i. You are by birth or naturalization a citizen of your country.
- ii. U.S. citizens living in the USA must register in the AAU District where they reside.
- iii. An athlete subject to joint legal custody arrangements, whose custodians live in different AAU Districts, has the right to register in either AAU District.
- iv. A bona fide student at an educational institution may be considered a resident of the AAU District in which the institution is located.
- v. U.S. citizens residing outside of the USA must register in the closest AAU District.
- vi. All U.S. citizens who are current AAU member athletes are eligible to compete and win local, District, Regional, and/or National Championships.

f. FOREIGN ATHLETES-

- i. Athletes who are not U.S. citizens may participate in all AAU Baton Twirling events.
- ii. Foreign Athletes living in the USA may register in the closest AAU District where they reside.
- iii. Foreign athletes living outside of the USA may register at the closest AAU District or in the AAU District where they are first participating in will take place.
- iv. Foreign athletes must become current members in order to be eligible to compete.

- v. Foreign athletes that cannot participate in a qualifier you must complete a waiver through the AAU Baton Twirling Office in order to compete.

g. UNIFORMS-

- i. Uniforms and costumes shall be done in good taste.
- ii. Uniforms and costumes should be age appropriate.
- iii. Fake hair pieces are allowed but should be secured tightly in hair.
- iv. Jewelry should be minimal. No rings or facial piercings should be worn.
- v. Make- up or a bandage should cover tattoos.

h. ORDER OF APPEARANCE-

- i. Athletes will appear in the order indicated by the contest director.
- ii. Athletes must report to the lane in a timely manner.
- iii. If an athlete, team, or corps has not checked in by the final checked-in athlete, team, or corps, the division will be officially closed and not reopened.
- iv. Order of appearance may be adjusted with the permission of the contest director and judge to facilitate efficient flow of the competition.
- v. Individual athletes, teams, and corps are allowed 5 minutes and no more than 10 minutes between performances.

i. MISHAPS-

- i. A mishap is defined as any incident hindering the performance of an individual athlete, team, or corps. (i.e. baton breaking, end flying off, uniform/costume tearing, illness, etc.)
- ii. An athlete may substitute with another baton, but no extra time will be allowed for the substitution.
- iii. Timing will continue if a mishap occurs, and an overtime penalty will be assessed.
- iv. A chief judge, in consultation with the director of the contest, may take appropriate measures in case of a safety/illness emergency caused by interference of an athlete performing in another lane.
- v. If an electrical failure occurs, the contest will be stopped and resume when the situation has been corrected. Individual athletes, teams, or corps performing at the time of this mishap will be permitted to start over but any penalties up to the point of the mishap will stand.

j. ADJUSTING TO CONDITIONS –

- i. Conditions vary with each facility; therefore, all individual athletes, teams, and corps must adjust to the facilities provided for the competition.

XIII.COMPETITION TYPES

a. Local practice meets-

- i. Local meets are open and or sanctioned events that are non-qualifying events.

b. AAU District Competitions-

- i. This event is the State's assigned District and all participants must be a member/resident of that AAU District. (i.e. There are two Districts in Ohio, the Ohio District and the Lake Erie District.) {Check online District listings at www.aubaton.org }
- ii. With permission from the National Chair, a guest may be permitted to compete in a District Competition in which they do not reside.

c. AAU Regional Competitions-

- i. This is when several Districts join to host a qualifying event.
- ii. Participants from different Districts will compete together.
- iii. All participants must be a resident/member of one of the Districts that is hosting the competition.

d. AAU Junior Olympic Games/ AAU Nationals-

- i. This is the highest level of AAU Competition for Baton Twirling.
- ii. It is held at different venues set up by the AAU.
- iii. To compete at this level, individual athletes, teams, and corps must qualify at District or Regional Championship sanctioned by the AAU.

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

d. AAU Membership

- i. 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.

- ii. **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.
- iii. **Conditions** - 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.

iv. **Classes of Membership**

XII. District Member - The organization chartered by the Congress to provide administrative services within a designated geographic area.

XIII. Club Member - An organization or group that has been approved for membership after meeting the registration requirements of the Code.

XIV. Individual Member - A person who has been approved for membership after meeting the registration requirements of the Code. Individual membership categories are:

1. Youth Athlete
2. Adult Athlete
3. Non-Athlete

XV. Affiliate Member - An organization or group approved by Congress which is engaged in athletics or sports-related activities.

e. **Use of Logos and Trademarks**

- i. 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.
- ii. 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.

- iii. 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

- i. 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.
- ii. Only AAU members may participate in sanctioned events unless otherwise provided in the Bylaws.
- iii. 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.
- iv. 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.
- v. The National Registration Executive Committee has the authority to issue sanctions as follows:

XII. For events in locations where there is no active District member

- a. For events in Districts where there is no current active participation. (No District Championship in the prior membership year)
- b. For events directly sponsored by the National AAU or National Sports Committee
- c. For inter-District league play
- d. Review and approve any sanction rejected by the District

- e. Sanctions issued to one organization cannot be transferred to another organization
- f. 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
- g. 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**
 - i. **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.
 - ii. **Composition.** The District Sport Committee shall include the following :

- iii. Each club member which registers at least five individual members in the sport shall have one representative on the District Sport Committee
- iv. District Sport Committee Officers and Chairmen of Committees as defined by that sport's operating rules.
- v. The Governor may appoint five (5) at-large members.
- vi. **Duties.** The duties of the District Sport Committee are to:
 - vii. **In even years, hold a Bi-Annual meeting, the date, time and location of which shall be approved by the District Executive Committee.**
 - viii. 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.
 - ix. Determine whether to establish a Committee operating account and if so to comply with all relevant AAU procedures and policies.
 - x. Conduct of the District championships.

I. Functions of the District Sport Director

- i. 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.
- ii. **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.
- iii. **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

- i. Develop a budget for the Sport Committee to file with the District Executive Committee
- ii. Perform the duties set forth in the Committee Rules of Operation
- iii. Approve event sanctions in the sport
- iv. Preside at Sport Committee meetings

n. Removal of the Sport Committee Director

- i. **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]
- ii. **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]
- iii. **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

- i. Adult members will not be bound by residence requirements.
- ii. Youth members must register in the District of their bona fide residency, except as follows:
- iii. 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.
- iv. 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.
- v. A bona fide student at an educational institution may be considered a resident of the District in which the institution is located.
- vi. 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.

II. 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:
 - i. If the youth member has not competed in any AAU sanctioned events in that Sport for a period of sixty (60) days.
 - ii. 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]
 - iii. 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.
 - iv. 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.

XX. APPENDIX

e. Contact Information

- i. **District Director Contacts** - AAU Baton Twirling District Directors can be found by visiting - <http://aubaton.org/SportContacts/DistrictDirectors.aspx>.
- ii. **Contact Information** Candy Dowdy – National Chair, candicedowdyaau@gmail.com
- iii. **Jennifer Miles – Senior Sports Manager**, (407) 934-7200, jennifer@aausports.org
- f. **Dates for National Championships** – Please visit AAU Baton Twirling for up-to-date information on our National Championships at www.aubaton.org.

g. Executive Committee Contact Information

i. NATIONAL CHAIR

Candy Dowdy
(407) 617-9358
candicedowdyaau@gmail.com

VICE CHAIR

Kandi Staples
(573)380-1413
kandi_lee99@yahoo.com

SECRETARY

Lynette Denselbeck
(407) 952-9796
lynette@tropicalplumbing.com

RULES COMMISSIONER

Tonda Hamilton
(740) 418-1290
twirlbuff@gmail.com

District Director Contacts - AAU Baton Twirling District Directors can be found below or by visiting - <http://aaubaton.org/SportContacts/DistrictDirectors.aspx>.

ARKANSAS DISTRICT

Nicole Gooden
501-617-1980
Nicole@championsbaton.com

MIDDLE ATLANTIC DISTRICT

Diane George
610-933-2074
ms.maj1@verizon.net

CENTRAL DISTRICT

TJ Conn
847-217-1564
saynothingatall@hotmail.com

MINNESOTA DISTRICT

Jacinda Miller
651-705-6631 or 612-968-5613
jacinda.miller@minnesotamagicbaton.com

FLORIDA DISTRICT

Candice Dowdy
407-617-9358
candicedowdyaau@gmail.com

NEW ENGLAND DISTRICT

Barbara Kupras
413-323-7199
bkupras@aol.com

FLORIDA GOLD COAST DISTRICT

Debbey Cramer
(561) 798-2780
debmarcra@aol.com

NEW YORK METROPOLITAN DISTRICT

Karen Cammer
516-616-3790
BTNI1@aol.com

GEORGIA DISTRICT

OHIO DISTRICT

SOUTHWESTERN DISTRICT

Cindy Rhyne
478-737-8061 (w)
cindybaton@cox.net

Tonda Hamilton
740-418-1290
twirlbuff@gmail.com

Sheila Payne-Rigelsky
214-850-7819
runwaymissandteen@yahoo.com

INDIANA DISTRICT
c/o Charlotte Anthony
765-749-2590
cjkanthony2@hotmail.com

OZARK DISTRICT
Kandi Staples
573-649-2702 (H)
kandi_lee99@yahoo.com

VIRGINIA DISTRICT
Judy Hollowell
757-599-3708 (w)
twirl9@cox.net

INLAND EMPIRE DISTRICT
Paul Campbell
509-453-2696
paul@yvn.com

SOUTHEASTERN DISTRICT
Cindi Jones
931-359-9900
twirlconnection@aol.com

WISCONSIN DISTRICT
Julie Seckar-Anderson
920-231-8414 or 920-231-4861
jtos@charter.net

MARYLAND DISTRICT
Lisa Fitts
AAUcheermd@yahoo.com

SOUTHERN DISTRICT
Marti Mosier-Kauffman
662-726-2050
marti1264@aol.com

MICHIGAN DISTRICT
Marry Prohm
269-744-2430 (h)
mfprohm@hotmail.com

District Director Contacts - AAU Baton Twirling District Directors can be found below or by visiting - <http://aaubaton.org/SportContacts/DistrictDirectors.aspx>.

The following Districts are looking for District Directors. If you are interested, please contact AAU National Office. Contacting Sports Manager, Sports Coordinator, National Chair, Vice Chair, or Rules Commissioner can handle any information for help.

National Headquarters Staff Contact Information
c/o AAU National Office
407-934-7200
ebraunstein@aasports.org

ADIRONDACK DISTRICT
CONNECTICUT DISTRICT
ALASKA DISTRICT
GULF DISTRICT
HAWAIIAN DISTRICT
ARIZONA DISTRICT
CENTRAL CALIFORNIA DISTRICT
COLORADO DISTRICT
IOWA DISTRICT
KENTUCKY
LAKE ERIE DISTRICT
MISSOURI VALLEY DISTRICT
MONTANA DISTRICT
NEBRASKA DISTRICT

Emily Braunstein
Sports Coordinator
(407) 934-7200
ebraunstein@aasports.org

NEW JERSEY DISTRICT
 NIAGARA DISTRICT
 NORTH CAROLINA DISTRICT
 NORTH DAKOTA DISTRICT
 OKLAHOMA DISTRICT
 PACIFIC DISTRICT
 PACIFIC NORTHWEST DISTRICT
 PACIFIC SOUTHWEST DISTRICT
 POTOMAC VALLEY DISTRICT
 PUERTO RICO DISTRICT
 SOUTH CAROLINA DISTRICT
 SOUTH DAKOTA DISTRICT
 SOUTH TEXAS DISTRICT
 SOUTHERN NEVADA DISTRICT
 UTAH DISTRICT
 WESTERN PENNSYLVANIA DISTRICT
 WEST TEXAS DISTRICT
 WEST VIRGINIA DISTRICT
 WISCONSIN DISTRICT
 WYOMING DISTRICT

XXI. ADDENDUM

Judge's Scale						
	20	20	20	20	20	100
Adv/Elite/College	19.5	19.5	19.5	19.5	19.5	97.5
95-100	19	19	19	19	19	95

Adv/Elite/College	18.5	18.5	18.5	18.5	18.5	92.5
90-95	18	18	18	18	18	90
Int/Adv	17.5	17.5	17.5	17.5	17.5	87.5
85-90	17	17	17	17	17	85
Int/Adv	16.5	16.5	16.5	16.5	16.5	82.5
80-85	16	16	16	16	16	80
Int/Beg	15.5	15.5	15.5	15.5	15.5	77.5
75-80	15	15	15	15	15	75
Chall/Nov/Beg /Int	14.5	14.5	14.5	14.5	14.5	72.5
70-75	14	14	14	14	14	70
Chall/Nov/Beg	13.5	13.5	13.5	13.5	13.5	67.5
65-70	13	13	13	13	13	65
Challenger/Nov	12.5	12.5	12.5	12.5	12.5	62.5
60-65	12	12	12	12	12	60
Challenger/Novice	11.5	11.5	11.5	11.5	11.5	57.5
60	11	11	11	11	11	55
	0-11	0-11	0-11	0-11	0-11	0-55

B.The Judges Scale will be utilized as follows:

- h. Novice and Challenger events will earn 11-13
- i. Beginner events will earn 13-15
- j. Intermediate events will earn 15-17
- k. Advanced, Elite, and College events will earn 17-19
- l. **NOTE:** The Judge has the right to award lower or higher points for the division if he/she feels the athlete is below or above the level.
- m. **NOTE:** The judge also has the right to invoke a Protection Rule if the category does not have an athlete that displays adequate ability.

D. Penalties

	.5	1.0	1.5	2.0	2.5	3.0	3.5	4.0	4.5
Drop									
Two hand Catch									
Fall									
Off Beat									
Out of Step									

More Penalties:

	.1	.2	.3	.4	.5	.6	.7	.8	.9	1.0
Break										
Slip										
Off Pattern										
Out of Position										
Unison										
Out Of Bounds										
Over/Under Time										
Marching & Maneuvering										

Major Penalties:

	2.0	4.0		.5	1.0
Intentional Delay Of Contest			Improper Salute		
Rosin/Powder					
Failure to Provide Roster				1.0	2.0
Use of Scenery/Backdrop			Failure to Salute(if Required)		
Performance Not Suitable			Failure of Courtesy Pose		
Floor Damage					
Containers w/props >36"					
Back Drops >12'					
Exceeding skills in Status Level					
Gymnastic/Tumbling per skill executed					

TEAM ROSTER for 20_____

Please V one: Prelims_____ Finals_____

Team Name:

Musical Selection:

	Name	D.O.B.	AGE	Chall.v	Beg.v	Adv.v
1						

2						
3						
4						
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