



WFNBTA Rules

Edition 2.2026

COMPETITION RULES PRODUCTIONS

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1. COMPETITION CATEGORIES

Official WFNBTAs competitions are divided into three main categories:

1.1 Individuals and Teams

These are events that prioritise excellence of twirling skills and technique and, in some cases, musical interpretation in individual, duet and team disciplines.

1.2 Corps/Groups

These events are to build dependency between twirlers on the larger scale, utilizing a greater number of athletes performing together.

1.3 Associated Events

These are events that involve teams in categories that are considered as “spectacular” events. For example – PomPon.

2. CLASSIFICATIONS

Official WFNBTAs competitions consist of the following:

2.1 Solos and Teams

Solo 1 Baton
Solo 2 Baton
Solo 3 Baton
Rhythmic Twirl
X-Strut
Duet
Twirl Team
Rhythmic Team

2.2 Corps/Groups

Twirling Corps
Show Corps

2.3 Associated Events

PomPon

2.4 Majorettes Events

Please see Majorettes Rules

3. AGE CATEGORIES

Age Calculation

The WFNBT year commences on 1st September and finishes on 31st August of the next year. Age is determined as at 1st September of 18 months preceding the contest. i.e. for World Championship at Easter 2027, the date of reference is 1st September 2025.

Solo Events:

3.1 Rhythmic Twirl, 1 Baton, 2 Baton & 3 Baton and X-Strut

3.1.1 Females:

Juvenile	7 – 9 years
Preteen	10 - 12 years
Junior	13 – 15 years *
Senior	16 – 19 years *
Adult	20 years + *

***Note** 3 baton offered in only 3 oldest divisions

3.1.2 Males

Junior men	7 – 15 years
Senior men	16 years +

3.2 Duets

Juvenile	combined ages of 18 years & under
Preteen	combined ages of 19 - 24 years
Junior	combined ages of 25 - 30 years
Senior	combined ages of 31 years & over

The age of a duet is determined by the addition of the respective ages of the two athletes. A duet athlete cannot enter in two different duets, even if the age category is different.

Male and female athletes are allowed in any combination. Female/Female, Male/Female, Male/Male

3.3 Twirl Team and Rhythmic Team (formerly Dance Twirl Team)

Junior	average age of 15.99 years & under
Senior	average age 16 years & over

To determine the age category of a team, the average age of all the official members (without Reserves) should be calculated.

NOTE: It's the responsibility of the country to verify that the average age using the reserve/s does not change the age category.

3.4 Twirl and PomPon

Any age / Open

4. DISCIPLINE TIME LIMITS

Discipline	Time max	Start	Stop
Solo 1 baton	2:30	Salute	Salute
Solo 2 baton	2:00	Salute	Salute
Solo 3 baton	2:00	Salute	Salute
Rhythmic Twirl Juv, P/T & Jun	2:00	1 st note	Last note
Rhythmic Twirl, Sen & Adult	2:30	1 st note	Last note
X-Strut	2:00	1 st move	Salute
Duet	2:00	Salute	Salute
Twirl Team	3:00	Salute	Salute
Rhythmic Team	3:00	1 st note	Last note
Twirling Corps	5:00	1 st note	Last note
Show Corps	5:00	1 st note	Last note
PomPon	3:30	1 st note	Last note

4.1 WFNBT SALUTE

When required, a salute is to be given at the beginning and the end of the routine. The baton to be held in the right hand up to the left shoulder with ball up. Elbow shoulder height. Knuckles touching shoulder cavity or clavicle. Body must be in standing position with both feet on ground – position of foot is optional - facing the judge (with the exception of x-strut which can be on the diagonal) Holding salute for two counts.

For Duet and Twirl Team one or more athletes must salute.

4.2 MUSIC

For all events with own choice of music, a backup copy of the music is required in case of technical error (e.g. Memory stick) Only one piece of music should be present on the back up system. Countries are requested to send music to the host country prior to the competition, to preload ready for the music test. This is to ensure that there will not be any problems with the music during actual performances.

No music for entry and exit.

Please **note**, the music should be respectful and suitable for the age range of the audience. Inappropriate or offensive language, violence, political views etc. are not permitted.

5. OTHER RULES

5.1 Personal Incident

In the case of a personal incident during a competitor's routine such as a costume breaking, a baton snapping etc. the technical and judge's directors, after reviewing the incident, will decide whether the competitor can restart their routine. This does not apply for independent reasons outside of their control, such as the music stopping or the electricity going off.

5.2 Interference From a Different Competitor

If a baton or athlete from another lane causes a competitor to drop their baton, it will not be counted as a penalty.

5.3 Rosin, powder, chalk etc.

The use of Rosin, powder, chalk etc. on the competition floor is forbidden.

5.4 Definition of a Baton:

A baton is defined by a chrome shaft with white ends. Tape on baton is permitted; however, only 1/2 of the baton shaft can be covered with one color only (choice of grey, white or black). It is acceptable to mark the center of the baton with an additional color (choice of grey, white or black). If the baton has a colored shaft and/or colored tips, it will be considered an accessory.

5.5 Definition of a Prop

A prop is part of theme development (cape, hat, glasses, scarf, etc.). If removed and used, a onetime 2.0 penalty will be assessed regardless number of members using props where props are not allowed.

5.6 Teams, Twirl Corps and PomPon

Male and female athletes are allowed

Costumes can be in line with the theme of the music.

No props are permitted. Costuming may not be manipulated or used as an accessory or prop in any way.

No athletes may leave the floor during the performance.

In the event of a drop the competitors must retrieve their baton as quickly as possible

5.7 Gymnastics

Gymnastics performed during any routine are not permitted with the exception of rhythmic team and rhythmic twirl which allow limited gymnastics.

Mounts and body tosses are not allowed. Mounts are defined as a body toss or form that has two stories or more. A story (as in 10-story building) is defined as a person's height. 1/2 story is defined as a person kneeling/sitting or lunging. Stacking one person on top of another to achieve a pyramid shape or similar form is not permitted. A move will be considered gymnastic in a baton twirling program when the intent of the movement is for both feet to leave the floor, travel over the head and land on the floor on the opposite side. The feet can leave the floor or land on the floor either at the same time or one at a time.

This applies when the move is executed on:

- 1) the hand/s (e.g. a cartwheel done on the hand/s)
- 2) the arm/s (e.g. a cartwheel done on the forearm/s)
- 3) the head (e.g. a headstand)
- 4) in the air without support of the body (e.g. side aerial)
- 5) in the air with the support of another person's body (e.g. a cartwheel done while supporting the body on the leg/s of another person).

Typical examples are: front or back walkovers, cartwheels, side aerials etc.

Summersaults are not permitted however other forms of floor acrobatics such as fish flops are permitted.

6. DISQUALIFICATION

Disqualification will be enforced for:

6.1 Unsportsmanlike Conduct

Profanity, acts of aggression either verbally or physically, discriminatory language etc. Anything that goes against the sportsmanship and fair play ethics of our sport
Bad language violence, speaking badly or causing injury to a person (judge, clerk, organizer).

Unsportsmanlike Conduct for example - A show of temper at the placing after the announcement of the results on the part of the competitor

6.2 Intentional Interference

Interfering with a competitor or equipment during a performance.

6.3 Falsification

Falsification of a name or age

7. SOLO 1 BATON

Definition

The primary focus of the solo discipline is the representation of the 3 twirl modes, integrated and executed in various planes, patterns and directions with ambidexterity, varied body work enhancements, and an emphasis on continuity, consistency and flow. Difficulty/demand is created through speed, follow through, intricacy, timing and inherent depth of each of the 3 modes represented.

7.1 Solo 1 Baton Content

The solo event is a baton dominant event comprised of a balanced representation of the 3 twirling modes: aerials, rolls, and contact/full hand materials, all enhanced with body skills and simultaneous blending. The choreography needs to use the 3 modes of twirling to demonstrate continuity and flow. The athlete should utilize performance qualities appropriate to solo.

Aerial Mode: Vertical and Horizontal tosses with a variety of releases and catches to include: Stationary Complex, Multiple spins, Interrupted spins, Reverse direction spins, Reorientation factor.

Roll Mode: Continuation/ongoing connection, Combination rolls, Seclusion rolls, Open/Closed rolls, traps, ariel rolls.

Contact/full hand material: Twirls that are executed in the hand or close to the body, including full hand, finger twirls, wraps, swings, loops and flips. A full hand/contact material series can be developed in any pattern or plane.

7.2 Performance Area

Within the allocated space in front of the judge(s)

7.3 Music

Standard WFNBT Music

7.4 Salute

A salute is to be given at the beginning and the end of the routine.

7.5 Time

2.30 mins max

7.6 Gymnastics

Gymnastics are not permitted

7.7 Content Score Sheet Caption Values

Complete Variety	20 points
Difficulty	20 points
Speed & Control	20 points
Smoothness / Gracefulness	20 points
Showmanship, Presentation	20 points

7.8 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Overtime per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Rule violation	2.0 points
Gymnastics	10 points

8. SOLO 2 BATON

Definition

The 2-baton discipline is the representation of the 3 twirl modes (2-baton aerials, 2-baton rolls, 2-baton contact material), integrated and executed in various planes, patterns and directions with ambidexterity, varied body work enhancements, and an emphasis on continuity, consistency and flow. Difficulty/demand is created through the interrelationship and intricacy of the two batons. Multi-patterns, planes, and oppositional direction of the three modes are woven into a “textured” routine where both batons are of equal priority.

8.1 2 Baton Content

An athlete performs with two batons. The choreography needs to incorporate showers, high-low tricks, juggles, double toss tricks, high-high, and complex materials, keeping in mind that both batons need to be in a continuous motion at all time.

Two baton twirling is the continued and simultaneous manipulation of two batons by one person. It encompasses the balanced representation of the three modes: 2 baton aerials, 2 baton rolls, and 2 baton contact materials. Unique to multiple baton events is the interrelationship and intricacy created through the use of timing and coordination, multi-patterns/planes and opposition. The finished product should reflect the continuous movement and flow of both batons. The athlete should utilize performance skills appropriate for the 2 baton event.

8.2 Performance area

Within the allocated space in front of the judge(s)

8.3 Music

Standard WFNBT A Music

8.4 Salute

A salute is to be given at the beginning and the end of the routine.

Multiple baton event Athletes must salute with one baton in the traditional salute positions with the remaining baton in the opposite hand.

8.5 Time

2:00 minutes max

8.6 Gymnastics

Gymnastics are not permitted

8.7 Scoresheet Caption Values

Complete Variety	20 points
Difficulty	20 points
Technique	20 points
Smoothness / Gracefulness	20 points
Showmanship / Presentation	20 points

8.8 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Overtime per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Rule violation	2.0 points
Gymnastics	10 points

9. SOLO 3 BATON

Definition

An athlete performs with three batons. The choreography needs to incorporate showers, high-low tricks, juggles, multiple toss tricks, high-high, and complex materials, keeping in mind that all batons need to be in a continuous motion at all time.

9.1 3-Baton Content

Three batons twirling is the continued and simultaneous manipulation of three batons by one person. It encompasses the balanced representation of the three modes: 3 baton aeriels, 3 baton rolls, and 3 baton contact materials. Unique to multiple baton events is the interrelationship and intricacy created through the use of timing and coordination, multi-patterns/planes and opposition. The finished product should reflect the continuous movement and flow of all batons. The athlete should utilize performance skills appropriate for the 3 baton event.

9.2 Performance area

Within the allocated space in front of the judge(s)

9.3 Music

Standard WFNBT Music

9.4 Salute

A salute is to be given at the beginning and the end of the routine.

Athletes must salute with one baton in the traditional salute positions with the remaining batons held in the opposite hand.

9.5 Time

2:00 mins max

9.6 Gymnastics

Gymnastics are not permitted

9.7 Score Sheet Caption Values

Complete Variety	20 points
Difficulty	20 points
Technique	20 points
Smoothness / Gracefulness	20 points
Showmanship / Presentation	20 points

9.8 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Overtime per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Rule violation	2.0 points
Gymnastics	10 points

10. RHYTHMIC TWIRL

Definition

The ultimate simultaneous blend of all one baton twirling skills and body/dance disciplines combined in a full floor, logical design with conveyance of musical selection.

10.1 Rhythmic Content

Rhythmic Twirl is a choreographed routine combining baton with dance which displays musical phrasing, tempo, rhythm and style. All baton and dance must be executed with correct technique. Judged on ability within the chosen style. Choreography should include utilizing the nuances of the chosen music.

Baton and body choreography must be coordinated for effective flow of the routine. Traveling sequences, contact materials, rolls and aerials to be blended with twirling and movement. Movements can include fast and dynamic body movements and sequences or slow, soft lyrical and continuous body movements and sequences. All dance styles may be included as this event is judged on the ability shown within the selected style not the style itself; ballet, jazz, contemporary, etc. Choreography and combinations must be performed with correct body alignment, turn-out, posture, leg lines, toe point, balance and control. Choreographed routine must be presented with enthusiasm, excitement, energy and confidence. Music should be appropriate to the age and ability of the athlete.

10.2 Performance Area

Total floor area

10.3 Music

Personal choice

10.4 Salute

Salute is not required

10.5 Time

Juvenile, Preteen, Junior	2.00 mins max
Senior & Adult	2.30 mins max

10.6 Gymnastics

In the Rhythmic Twirl discipline, a maximum of 2 gymnastic elements are allowed. The elements may not be combined (no double gymnastic moves permitted) The single gymnastic elements may be combined with other elements such as leaps, kicks, spins etc.

The athlete may only choose between the following three gymnastics elements:

- Cartwheels
- Walkovers
- Side aerials/butterflies

All other gymnastics moves such as front/back aerials, round offs, handsprings and back walkovers etc. are not permitted.

The use of gymnastics, though permitted, is not given extra consideration nor will gymnastics contribute in determining the placement of the athletes. The WFNBTBTA places a priority on the quality and technique of the three modes of twirling and the accompanying bodywork. All other enhancements to a program such as gymnastics, floor work, Dance and novelty etc. will not take priority over the qualities and skills executed in Baton twirling.

10.7 Score Sheet Caption Values

Choreography	20 points
Twirl Content	20 points
Twirl Technique	20 points
Dance Technique	20 points
Showmanship / Presentation	20 points

10.8 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Overtime per second	0.1 point
Rule violation	2.0 points
Gymnastics, for executing more gymnastics elements than what are permitted	10.0 points

11. X STRUT

Definition

The X Strut is a body and restricted baton event performed in a specified X pattern in a rhythmical presentation which includes compulsory basic marches. Emphasis is on timing, balance and the simultaneous blending of an equal degree of excellence of both baton and body skills.

11.1 X-Strut Content

The Athlete performs a choreographed series of required basic steps, leaps, lunges, spins, poses, leg lifts, etc., in a smooth and graceful manner with baton movements that complement the body.

One baton only.

One penalty of out of step will be given on each series of 4 marches, if the athlete is out of step for one or more marches, or for a series of 8 beats out of rhythm.

The Athlete must follow the pattern of the “X”.

The start is at the top left-hand corner of the judges. The athlete’s opening section of the strut program before the opening salute should remain in the same general area without excessive movement away from their starting position.

1st leg - diagonal to the bottom right of the judges

2nd leg - across in front of the judges

3rd leg - diagonal to top right corner of judges

4th leg - across to the center facing the judge

5th leg - forward towards the judge with the 4 required basic steps and finishing anywhere within the “X”. A movement may take an Athlete slightly off the main X strut line of travel; however, as long as they continue in the directional pattern and are near or back on the path again this does not incur a penalty. The continuity of the routine is more important than the strictness of the line of path. Oblique moves are not permitted during the first four legs, but back stepping is allowed. Retracing is permitted.

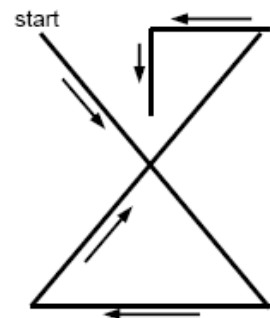
A minimum of four consecutive basic steps are required at four set times within the strut

- start of the 1st leg (after the salute)
- start of the 2nd leg
- start of the 3rd leg
- start of the 5th leg

These four steps must be the first four moves of the specified legs.

From the first movement of the presentation until the final salute, twirling is not permitted. Loops, swings & slides are permitted. No more than two revolutions from the center of the baton in the same hand. The baton must remain in the full of one hand or the other throughout the whole performance. Retracing is permitted. No parts of the body other than the feet should touch the floor throughout the routine

Note: A movement may take an athlete slightly off the main X strut line of travel; however, as long as they continue in the directional pattern and are near or back on the



path again this does not incur a penalty. The continuity of the routine is more important than the strictness of the line of path.

Clarification of Omitting a Basic Strut penalty:

- Any foot movement prior to the salute is not considered a penalty.
- No forward movement allowed in the new direction prior to the required march steps on legs 2, 3 and 5.

The X Strutting is a unique discipline incorporating dance forms and military-style marching and manoeuvring etc. Proper dance technique is used and in addition there are required basic marching steps and a required “X” floor pattern. Athlete shall demonstrate good posture, pointed toes and lifted knees during basic strut sections. All styles of basic strut are accepted. The goal is mastery of movements, combined with showmanship, timing and musicality.

Baton movements incorporated are to be blended and synchronized with the body movements and with the music. (Certain restrictions apply.)
Primarily forward motion within required pattern is expected, although retracing is allowed.

Elements and combinations must be performed with correct body alignment, turn-out, posture, leg lines, toe point, balance and control. Credit not given for elements performed without proper technique.

Timing with the music must be maintained through basic strut as well as freestyle portions of the routine.

11.2 Performance Area

Maximum performance area is approximately 9m x 6m (30'x 20')

11.3 Music

Standard WFNBT A Music

11.4 Time

2.00 minute maximum

11.5 Salute

A salute is to be given at the beginning after the presentation and end of the routine. The beginning salute must be facing the first diagonal and the ending salute must be facing the judges. Baton or body elements are not permitted after final salute.

11.6 Costume

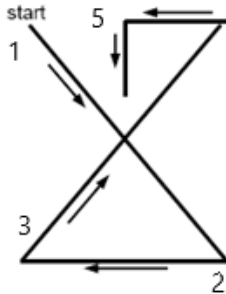
No bare midriff permitted.

11.7 Gymnastics

Gymnastics are not permitted

11.8 Construction

Contestants shall perform individually within the prescribed “X” floor pattern once only. Starting point shall be at upper corner to judges left. Direction of pattern shall be as in the diagram. The numbers designate the location of the mandatory 4 marching steps that begin four of the five segments.



The athlete’s opening presentation of the strut program, before the opening salute, should remain in the same general area without excessive movement away from their starting position.

Note: A movement may take a contestant slightly off the main X strut direction; however, as long as the athlete remains in close proximity to the line of the X pattern, a penalty is not assessed.

Retracing is permitted. No parts of the body other than the feet should touch the floor throughout the routine.

11.9 Additional Clarification

- Timing begins with first movement and ends with final salute.
- No forward movement allowed in the new direction prior to the required march steps on legs 1, 2, 3 and 5.
- One out-of-step penalty is given for 1 or more steps executed out-of-step within each series of required marching steps.
- **Note:** Free movement (all movement other than the required march steps), when left foot does not hit the accented beat of the music, are not considered out of step.
- After the 4 required marching steps in leg 5, there is no pattern restriction; although movement shall not extend beyond the borders set by leg 1. The athlete may conclude the performance at any point within designated area.
- From the first movement of the presentation until the final salute, twirling is not permitted. Loops, swings & slides are permitted.
- No more than two revolutions from the centre of the baton in the same hand. The baton must remain in the grip of one hand or the other throughout the whole performance. When holding the baton at the end (the ball/tip, not the shaft) for swings and loops there is no limitation to the number of revolutions. However, when held by the shaft, a maximum of two consecutive revolutions is allowed.
- Baton floor contact is allowed, however when the weight is put on the baton due to unintentionally falling off balance, the athlete has lost control, resulting in a penalty.

11.10 Score Sheet Caption Values

Routine Content	20 points
Choreography	20 points
Technique	20 points
Overall Timing	20 points
Presentation	20 points

11.11 Penalties

Drop	0.5 point
Out of step	0.5 point
Twirling (per violation)	0.5 point
Omitted basic strut per leg	0.5 point
Floor contact	0.5 point
Performing after final salute	0.5 point
Break /slip	0.1 point
Overtime per second	0.1 point
Incorrect floor pattern	1.0 point
Failure to salute	1.0 point
Improper salute	0.5 point
Rule violation	2.0 points

12. DUET

Definition

The Duet discipline is the simultaneous twirling of two athletes utilizing the 3 twirl modes with the addition of exchanges, multiple baton, interrelated choreography and an interdependent approach, all performed to standard music. One baton per performer. One member of the duet may use both batons for short two baton sequences.

12.1 Duet Content

The goal of a Duet is to have strong unison while incorporating exchanges, partner interaction, 3 twirling modes (rolls, contact/full hand, releases and receptions of aerials) and paired work. A well-balanced, choreographed program consists of synchronic twirling blended together with body movement, exchanges. Considerations include: Good blending of baton and body with correct technique. Creativity and innovation could be an important consideration in design of the program. Visual/aural agreement Staying within the skill level of both members is encouraged.

12.2 Performance area

The allocated space in front of the judge(s)

12.3 Music

Standard WFNBT A music

12.4 Salute

A salute is to be given at the beginning and the end of the routine.
One member, or more, must execute a traditional salute.

12.5 Time

2.00 minutes max

12.6 Gymnastics

Gymnastics are not permitted

12.7 Score Sheet Caption Values

Variety	20 points
Difficulty	20 points
Speed & Control	20 points
Smoothness / Gracefulness	20 points
Showmanship / Presentation	20 points

12.8 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Overtime per second	0.1 point
Incorrect salute	0.5 point
Failure to salute	1.0 point
Rule Violation	2.0 points
Gymnastics & Mounts	10 points

13. TWIRL TEAM

Definition

The Twirl Team discipline is a group of athletes performing a unified, rhythmic and timing-based program showcasing the three twirl modes and exchanges to a prescribed standard musical selection.

One baton per performer.

13.1 Twirl Team Content

A well-balanced program consists of synchronic twirling blended together with body movement, exchanges, choreographed using both stationary and travel complex . Considerations include: Good blending of baton and body with correct technique. Creativity and innovation could be an important consideration in design of the program. Visual/aural agreement. Staying within the skill level is encouraged. The entire team must be involved. The perfect technique of the leader does not guarantee the skill of the other members.

13.2 Performance Area

Total floor area

13.3 Music

Standard WFNBT Music

13.4 Salute

A salute is to be given at the beginning and the end of the routine.
The salute must be performed by one or more of the team members.

13.5 Time

3.00 mins max

13.6 Gymnastics

Gymnastics & Mounts are not permitted

13.7 Score Sheet Caption Values

Twirling	20 points
Teamwork	20 points
Production	20 points
Technique & Quality of Performance	20 points
Appearance/Showmanship/Presentation	20 points

13.8 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Overtime per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Incorrect entry / exit	2.0 points
Rule violation	2.0 points
Gymnastics & Mounts	10.0 points

13.9 Number in Team

6 to 8 members

13.10 Age Group

Junior and Senior

13.11 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music. There should be no twirling/ presentation between the opening salute and the start of the music

14. RHYTHMIC TEAM (FORMERLY DANCE TWIRL TEAM)

Definition

Rhythmic Team is a balance of baton, body/dance simultaneously blended together and choreographed to the music using intricacies and floor design that is performed by a group of athletes set to music of choice.

14.1 Rhythmic Content

Rhythmic Twirl is a choreographed routine combining baton with dance which displays musical phrasing, tempo, rhythm and style. All baton and dance must be executed with correct technique. Judged on ability within the chosen style. Choreography should include utilizing the nuances of the chosen music.

Baton and body choreography must be coordinated for effective flow of the routine, traveling sequences, contact materials, rolls and aerials to be blended with twirling and movement. Movements can include fast and dynamic body movements and sequences or slow, soft lyrical and continuous body movements and sequences. All dance styles may be included as this event is judged on the ability shown within the selected style not the style itself. ballet, jazz, contemporary, etc. Choreography and combinations must be performed with correct body alignment, turn-out, posture, leg lines, toe point, balance and control. Credit not given for choreography performed without proper technique. Choreographed routine must be presented with enthusiasm, excitement, energy and confidence. Music should be appropriate to the age and ability of the athlete.

14.2 Performance Area

Total floor area

14.3 Music

Personal choice

14.4 Salute

Salute is not required

14.5 Time

3.00 mins max

14.6 Gymnastics

In the Rhythmic Team discipline, there will be two times in a program where gymnastics is permitted by one or more of the team.

The gymnastics moves may not be combined (no double gymnastics moves allowed)

If the team selects one time in the program where one or more of the athletes executes a gymnastic move it does not matter if it is only executed by one athlete or all athletes, it counts as one of the gymnastics moves permitted.

For example:

One athlete does a toss front walk over while the rest of the team does an exchange or all 8 members of a team do front walkovers at the same time - this counts as one of the 2 times that the team are allowed to demonstrate gymnastics.

Regardless of how many athletes in the team execute the actual gymnastic move, it counts as one of the allowable times gymnastics can be demonstrated. Each allowable time, the team can choose to execute.

- Cartwheels
- Walkovers
- Side aerials/butterflies
- A combination of the above.

Therefore, in an eight member team, if four athletes do front walk overs while the other four do cartwheels that is permissible.

To be clear, there are only two times in a Rhythmic Team program that the judges will see any athletes of the team execute gymnastics. How many athletes execute the gymnastics in either one of those two points in time is up to the choreographer.

14.7 Rhythmic Team Content

A well-balanced program consists of synchronic twirling blended together with dance, exchanges and choreographed using both stationary and travel complex according to the demands of the music. Considerations include:

1. Musicality (visual/aural agreement)
2. Good blending of baton and body with correct technique.
3. Chosen music should reflect the skill and ability level of the team.
4. Creativity and innovation could be an important consideration in design of the program.
5. Staying within the skill level is expected.
6. The skill level of the individual athletes is only as important as the proficiency of the team as a whole.
7. Program is judged on the ability within the style chosen.

14.8 Score Sheet Caption Values

Twirling Content	20 points
Dance	20 points
Production	20 points
Technique & Quality of Performance	20 points
Appearance/Showmanship/Presentation	20 points

14.9 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Out of Step	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Overtime per second	0.1 point
Rule violation	2.0 points
Gymnastics, for executing more gymnastics elements than what are permitted	10.0 points

14.10 Number in Team

6 to 8 members

14.11 Age Group

Junior and Senior

14.12 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. Should be simple, quick and without music.

15. TWIRL CORPS

Definition:

A twirl corps routine will incorporate unison twirling, movement, exchanges, maneuvers and teamwork to create musical interpretation and visual effects, performed with proper twirling technique by all members to music of personal choice.

15.1 Twirl Corps Content

The goal of a Twirl Corps is to have a balance of baton and body blended together simultaneously and choreographed to the music using of intricacies and floor design that is performed by a group of athletes set to music of choice.

A well-balanced program consists of synchronic twirling blended together with dance, exchanges and choreographed using both stationary and travel complex according to the demands of the music. Considerations include:

1. Musicality (visual/aural agreement)
2. Good blending of baton and body with correct technique.
3. Chosen music should reflect the skill and ability level of the corp.
4. Creativity and innovation could be an important consideration in design of the program.
5. Staying within the skill level is expected.
6. The proficiency level of the individual athletes is only as important as the proficiency level of the groups as a whole. The group is judged on the ability within the style chosen.
7. In the event of a drop the competitors must retrieve their baton as quickly as possible.

15.2 Performance Area

Total floor area

Temporary marking of corners is permitted.

During the performance no member may leave the competition area.

15.3 Batons

The numbers of batons shall be the same as the number of performers.

15.4 Music

Personal choice.

Timing commences at the first note of the music and stops on the last note.

15.5 Salute

Salute is not required.

15.6 Routine Time

5.00 mins max

15.7 Twirl Time

Twirl time counts when at least 10 members are twirling at the same time and executing same content for four or more counts. Twirling by fewer members will be considered under General Effect & Production.

15.8 Gymnastics

Gymnastics and Mounts are not permitted

15.9 Score Sheet Caption Values

Variety & Diff of Twirling Content	20 points
Variety & Diff of Twirling Teamwork	20 points
Execution	20 points
Movement	20 points
General Effect & Production	20 points

15.10 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Drop of equipment	0.1 point
Routine overtime per second	0.1 point
Twirling undertime per second	0.1 point
Rule Violation	2.0 points
Gymnastics & Mounts	10.0 points

15.11 Number in Corps

Minimum of 12 members

15.12 Age Group

Open

15.13 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

16. SHOW CORPS

Definition:

Show Production/Twirling Corps with Props will include the various elements of twirling corps (minimum of 12 members) plus small props (see Prop Rules below) are used to enhance the overall program effectiveness.

16.1 Performance Area

Total floor area

Temporary marking of corners is permitted.

During the performance no member may leave the competition area.

16.2 Music

Personal choice

16.3 Salute

Salute is not required

16.4 Time

5.00 mins max

Timing commences at the first note of the music and stops on the last note. In the event of a drop the competitors must retrieve their baton as quickly as possible.

16.5 Batons

There are no restrictions regarding the number of batons per member.

16.6 Gymnastics

Gymnastics and Mounts are not permitted.

NOTE: A minimum of 12 members twirling at the same time is required to receive scores in the twirling caption. Twirling by fewer members is considered in the General Effect and Production caption.

16.7 Props Rules

At beginning of show, maximum height of prop is 36 inches (91.5 cm)

During the performance, props over 36 inches (91.5 cm) must be held, touched, or manipulated (by hand, foot, or body part) while being used.

Upon completion of usage, prop must immediately be returned to a maximum of 36 inches (91.5 cm).

All props except the container must be hand manipulated.

Any props not being manipulated must be placed flat on the floor.

Containers may be used as long as total height of the contents and holder is a maximum of 36 inches (91.5 cm).

Any props may be placed in position by only corps members prior to their performance.

No additional set up time will be allowed.

16.8 Score Sheet Caption Values

Variety & Diff of Twirling Content	20 points
Variety & Diff of Twirling Teamwork	20 points
Execution	20 points
Movement	20 points
General Effect & Production	20 points

16.9 Penalties

Drop	0.5 point
Fall	0.5 point
Unintentional 2 hand catch	0.5 point
Out of step	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Drop of equipment	0.1 point
Overtime per second	0.1 point
Rule Violation	2.0 points
Prop Rule Violation	2.0 points
Gymnastics & Mounts	10 points

16.10 Number in Corps

Minimum of 12 members

16.11 Age Group

Open

16.12 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

17. POMPON

Definition

The goal of the PomPon is to have a balance of pompon and body blended together as a work of art, choreographed to the music using effects, maneuvers and floor designs that is performed by a group of athletes and set to the music of choice.

17.1 PomPon Content

Pompon corps should specifically make use of the pompons and include special effects, dance series, manoeuvres, and teamwork in line with the theme of the music.

Exchanges are not permitted. Tossing of pompons to another team member or to oneself is not permitted. Each member must hold at least one pompon at all the times apart from during lifts, where another member may hold their pompons.

Only Passes of pompons from one member to another are permitted.
All forms of dance are acceptable

Grounding is permitted. Grounding is defined as holding the pompon while touching the ground. Placing pompon on the ground without touching pompon is not permitted

17.2 Performance Area

Total floor area

17.3 Music

Personal choice

17.4 Salute

Salute is not required

17.5 Time

3:30 mins max

17.6 Gymnastics

Gymnastics and Mounts are not permitted

17.7 Score Sheet Caption Values

Routine Content	20 points
Teamwork	20 points
Production	20 points
Technique & Quality of Performance	20 points
Appearance/Showmanship/Presentation	20 points

17.8 Penalties

Drop	0.5 point
Fall	0.5 point
Out of step	0.5 point
Unison	0.1 point
Overtime per second	0.1 point
Rule violation	2.0 points
Gymnastics & Mounts	10.0 points

17.9 Number in Team

Minimum of 12 members

17.10 Age Category

Open

17.11 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

18. Majorettes rules

Please see the Majorettes rulebook.

19. COMPETITORS

▪ **Participation Requirements:**

To participate in any official WFNBT A twirling competition each soloist or group member must indicate to the organization their forename, surname and date of birth.

▪ **Participants Day of the Competition Requirements**

On the day of the competition all the twirlers must present at least one item of identification for verification of entries.

▪ **Acceptance of Current Rules**

The entry into an official WFNBT A competition implies acceptance of the current rules by the competitors, their teams or groups and their supporters.

▪ **WFNBTA Country Membership**

Country membership is mandatory for the WFNBT A Championships.

▪ **Registration**

All entrants are not registered until after acceptance by the WFNBT A Competition Director.

▪ **Entry Fee**

There is an entry fee for all events.

▪ **Passport**

Athletes must hold a passport for the country she/he is representing or prove permanent residency for minimum of 3 years.

20. ORDER OF PERFORMANCE

▪ For all events the order of performance will be drawn: the order of performance will be determined by Random Computer draw.

▪ For all finals, the order of performance will be drawn.

▪ It is not permitted to change the order of performance. Athletes appearing out of order will receive a rule violation penalty.

21. SELECTION FOR THE WFNBT A CHAMPIONSHIPS

21.1	Solo 1 Baton	3 Athletes from each country in each age category
21.2	Solo 2 Baton	3 Athletes from each country in each age category
21.3	Solo 3 Baton	3 Athletes from each country in each age category
21.4	Rhythmic Twirl	3 Athletes from each country in each age category
21.5	X Strutt	3 Athletes from each country in each age category
21.6	Duet	1 Duet from each country in each age category
21.7	Twirl Team	1 Team from each country in each age category
21.8	Rhythmic Team	1 Team from each country in each age category
21.9	Baton Twirling Corps	1 Group per country
21.10	Show Corps	1 Group per country
21.11	PomPon	1 Group per country