



WFNBTBTA Majorettes 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. Solos and Teams

The aim of these competitions is to encourage good technique of twirling as well as good sportsmanship. It is on these grounds that we field the best twirlers of all styles in solo, duet and teams.

1.2. Corps/Groups

The aim of the Corps competition is to continue development, as well as conserving a number of important elements such as improving their presentation in a technical way.

2. CLASSIFICATIONS

Official WFNBTAs Majorettes competitions consist of:

2.1. Solos and Teams

Showtwirl Accessories Solo
Showtwirl Accessories Duet
Batonflag Team

2.2. Corps

Parade Corps
Exhibition Majorettes Corps
Showtwirl Accessories Corps
Traditional Majorettes Corps
Traditional Pompons Corps

3. STANDARDS

3.1. ATHLETES

All participants in World contests should be of highest level of their respective countries.

3.2. NBTA 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, holding the pose for a minimum of two counts.

3.3. MUSIC

For all events with own choice of music, a back-up copy of the music is required in case of mishap (memory stick). Countries are requested to send music to the host country prior to the competition, to pre-load ready for the music test. This should avoid any problems with 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. Bad language, violence, political views and similar are not permitted.

4. AGE CATEGORIES

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.

FOR MAJORETTES EVENTS

Females and Males compete together

4.1. Showtirl Accessories Solo

Preteen	10 and 12 years
Junior	13 to 15 years
Senior	16 to 19 years
Adult	20 and up

4.2. Showtirl Accessories Duet

Preteen	combined ages 19 to 24 years
Junior	combined ages 25 to 30 years
Senior	combined ages 31 to 38 years
Adult	combined ages 39 and over

The age of a duet is determined by the addition of the respective ages of the two contestants.

A duet contestant cannot enter two different duets, even if the age category is different.

4.3. Team and Corps Events

Junior	average age of 15 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. It is the responsibility of the Coach to ensure that using the reserves does not change the average age.

5. PRODUCTION TIMES

Discipline	Time	Start	Stop
Show Accessories. Solo <i>preteen</i>	1:45 – 2:00	1 st note	Last note
Show Accessories. Solo <i>junior/senior/adult</i>	2:00 – 2:30	1 st note	Last note
Show Accessories. Duet <i>preteen</i>	1:45 – 2:00	1 st note	Last note
Show Accessories. Duet <i>junior/senior/adult</i>	2:00 – 2:30	1 st note	Last note
Batonflag Team	3:00 (max)	1 st note	Last note
Parade Corps	3:00 – 4:00	1 st note	Last note
Exhibition Majorettes Corps	2:00 – 3:00	1 st note	Last note
Showtwirl Accessories Corps	3:00 – 4:00	1 st note	Last note
Traditional Majorettes Corps	2:00 – 3:00	1 st note	Last note
Traditional Pompons Corps	2:00 – 3:00	1 st note	Last note

6. SHOWTWIRL ACCESSORIES SOLO

Definition

A solo dance routine with baton and props, choreographed to personal choice of music. The main focus is the combination of dance and baton movements that are correlated to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities. The simultaneous blending of body and baton will be demonstrated while displaying a wide range of skills. Credit will be given for props used in an appropriate manner to which they are intended, highlighting the story or theme of the routine. The story or theme of the routine should be displayed in respectful and tasteful manner.

6.1. Performance Area

Total floor area

6.2. Music

Personal choice

6.3. Salute

Salute is not required

6.4. Time

1.45 - 2.00 minutes preteen

2.00 – 2.30 minutes junior, senior, adult

6.5. Acrobatics

Acrobatics are not permitted

6.6. Production

Choreography should display solid foundations of twirling and excellence of basic twirling concepts.

The props are to be used to complement the routine and to show the theme in the manner to which they are intended.

Baton plus a minimum of 2 accessories is obligatory.

All accessories must be used, held, touched or manipulated sometime during the show.

The competitor must use a baton or accessory throughout the whole routine. Exception: Member can be without authorized equipment for a short while (maximum period of approximately 16 counts) when changing from one piece of equipment to another

The competitor must start and finish touching an accessory or baton with a part of the body.

During the performance no member should leave the floor.

Accessories should be picked up and removed from the competition floor by the competitor at the end of the performance.

A maximum of 45 seconds is allowed for props placement and removal.
Maximum of 3 spins permitted.

For illusion: only clear full single illusion under aerial without any other body movements combined is permitted; spin(s) before or after the illusion is not permitted.

6.7. Marking over 100 points

Choreography	20 points
Twirl Production	20 points
Twirl Technique	20 points
Dance Technique	20 points
Showmanship, Presentation	20 points

6.8. Penalties

Drop	0.5 point
Fall	0.5 point
2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Under /over time	0.1 point per second
Overtime for accessories set up and remove	0.1 point per second
Rule Violation	2.0 points
Gymnastic	Disqualification

7. SHOWTWIRL ACCESSORIES DUET

Definition

A duet dance routine with baton and props choreographed to personal choice of music. The main focus is the combination of dance and baton movements that are correlated to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities.

The simultaneous blending of body and baton will be demonstrated while displaying a wide range of skills. Credit will be given for props used in an appropriate manner to which they are intended, highlighting the story or theme of the routine. The story or theme of the routine should be displayed in respectful and tasteful manner.

7.1. Performance Area

Total floor area

7.2. Music

Personal choice

7.3. Salute

Salute is not required

7.4. Time

1.45 – 2.00 minutes preteen

2.00 – 2.30 minutes junior, senior, adult

7.5. Acrobatics

Acrobatics and Mounts are not permitted

7.6. Production

Choreography should display solid foundations of twirling and excellence of basic twirling concepts to complement the routine and to show the theme the accessories are being used.

Baton plus a minimum of 2 accessories is obligatory.

Both athletes must use a baton or accessory throughout the whole routine. Exception: Member(s) can be without authorized equipment for a short while (maximum period of approximately 16 counts) when changing from one piece of equipment to another.

The athletes must start and finish touching an accessory or baton with a part of the body

During the performance no member should leave the floor

Accessories should be picked up and removed from the competition floor by the athletes at the end of the performance.

A maximum of 45 seconds is allowed for props placement and removal.

Maximum of 3 spins permitted

For illusion: only clear full single illusion under aerial without any other body movements combined is permitted; spin(s) before or after the illusion is not permitted.

7.7. Marking over 100 points

Choreography	20 points
Twirl Production	20 points
Twirl Technique	20 points
Dance Technique	20 points
Showmanship, Presentation	20 points

7.8. Penalties

Drop	0.5 point
Fall	0.5 point
2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Under /over time	0.1 point per second
Overtime for accessories set up and remove	0.1 point per second
Rule Violation	2.0 points
Gymnastic & Mounts	Disqualification

8. BATONFLAG TEAM

Definition

A Batonflag Team performing a routine with marching and dancing combined with twirling baton-flag and choreographed to personal choice of music. The main focus is the combination of Marching and Batonflag twirling. The choreography should display good foundations of baton flag twirling and excellence of basic baton flag twirling concepts.

Variety of manoeuvres, floor patterns and effects are required. Changing of formations is expected.

8.1. Performance Area

Total floor area

8.2. 8.2 Music

Style of recorded music is free

8.3. Salute

Salute is not required

8.4. Time

3.00 minutes max

8.5. Acrobatics

Acrobatics and mounts are not permitted

8.6. Production

A team performing a routine with marching and dancing combined with twirling baton-flag and choreographed to the music. The choreography should display good foundations of twirling and excellence of basic twirling concepts.

Changing of formations is encouraged

Exchanges are permitted.

No floor movements/groundings are permitted with exceptions of opening and final positions (maximum of 16 counts)

Baton flags must not be intentionally put on the floor.

The athletes must finish the routine holding the equipment.

Maximum of 2 spins permitted.

Illusions are not allowed.

Equipment: Flag is one piece of material attached to a flagpole (a special baton) and used as a flag. The flagpole must have only one flag.

Swivels on the baton are recommended. Material on chains, ropes or clothing is not permitted. The length of one-ended is maximum 82 cm long; Width of flag-material on the baton flag needs to be according to the length of the pole. There is no restriction on the flag size.

No equipment other than the qualified equipment (Batonflag) is allowed.

8.7. Marking over 100 points

Routine Production- Choreography	20 points
Teamwork	20 points
Production & General effects	20 points
Technique & Quality of Performance	20 points
Showmanship & Presentation	20 points

8.8. Penalties

Drop	0.5 point
Fall	0.5 point
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
Over time	0.1 point per second
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

8.9. Number in Team

6 to 10 members

8.10. Age category

Junior and Senior

8.11. Entrance and Exit

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

9. PARADE CORPS

Definition

A Parade Corps is a group of 10 or more members performing in unison. A parade corps routine should be suitable for a street parade and display continuous foot motion. All members, with exception of those carrying flags, must use one baton.

9.1. Performance Area

Total floor area

9.2. Music

Personal choice

9.3. Salute

Salute is not required

9.4. Time

3.00 to 4.00 minutes

9.5. Acrobatics

Acrobatics and Mounts are not permitted

9.6. Production

A minimum of 10 athletes must carry a baton.

No grounding of batons or props is allowed during the entire production, exceptions are flags.

Continuous foot motion is mandatory during the entire street pattern routine (maximum of 16 counts without marching for presentation/beginning of the street parade)

Continuous foot motion is defined as the placement on the floor of the whole foot (not just toe or heel lift – entire foot must leave the floor) either stepping, tapping, jumping, or hopping at least every second count.

Marching half steps, step kicks, etc. may be used, as long as continuous foot motion is attained. Allowable:

On beat – foot hitting every count of music

Half time – foot hitting every 2nd count

Double time – foot hitting twice every beat

All members must start continuous foot motion within 16 counts after timing begins.

Kneeling is not permitted during continuous foot motion.

Maximum twirling turns of two turns permitted

Street pattern: Corps is required to begin performance to the judges left of mid court line. Corps must stay within the approximate 25' alley through three left turns to the reviewing stand section. The 3rd left corner may not be executed until after the front line of the corps passes the mid court line. Once a member turns the 3rd corner, that individual can move anywhere on the floor for the reviewing stand section.

After completing the third corner the drill can open up to anywhere on the competition floor. As a guideline, it is advised that the Reviewing Stand Section not exceed

9.9. Number in Corps

Minimum of 10 members.

At least 10 members of the group must have a baton

9.10. Age Category

Junior and Senior

9.11. 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.

10. EXHIBITION MAJORETTES CORPS

Definition

An Exhibition Corps performing a routine with marching, changing formations, and dancing, combined with twirling and choreographed to personal music with timing, perfection and precision. The choreography should be a mix of various styles of marching and dancing with the emphasis being on the marching drill.

Exhibition Corps choreography should display foundations of twirling and excellence of basic twirling concepts.

10.1. Performance Area

Total floor area

10.2. Music

Personal choice

10.3. Salute

Salute is not required

10.4. Time

2.00–3.00 minutes

10.5. Acrobatics

Acrobatics and mounts are not permitted

10.6. Production

A corps performing a routine with marching, changing formations, and dancing, combined with twirling and choreographed to the music with timing, perfection and precision. The choreography should be a mix of various styles of marching and dancing with the emphasis being on the marching drill. Exhibition Corps choreography should display foundations of twirling and excellence of basic twirling concepts. All members must use one baton. No multiple batons are allowed. Changing of formations is encouraged. Exchanges are permitted.

No floor movements are permitted with exceptions of opening and final position. No props permitted.

Maximum of 2 spins permitted

Illusions are not permitted

10.7. Marking over 100 points

Marching	20 points
Formation & Maneuvering	20 points
Twirling & Body Movements	20 points
General Effect	20 points
Showmanship & Presentation	20 points

10.8. Penalties

Drop	0.5 point
Fall	0.5 point
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
Under/over time	0.1 point per second
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

10.9. Number in corps

Minimum of 10 members

10.10. Age category

Junior and Senior

10.11. Entrance and Exit

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

11. SHOWTWIRL ACCESSORIES CORPS

Definition

A Corps routine with baton and props, choreographed to personal choice of music. The main focus is the combination of dance and baton movements correlated to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities. The simultaneous blending of body and baton will be demonstrated while displaying a wide range of skills. Credit will be given for props used in an appropriate manner to which they are intended, highlighting the story or theme of the routine. The story or theme of the routine should be displayed in respectful and tasteful manner

11.1. Performance Area

Total floor area

11.2. Music

Personal choice

11.3. Salute

Salute is not required

11.4. Time

3.00-4.00 minutes

11.5. Acrobatics

Acrobatics and Mounts are not permitted

11.6. Production

Choreography should display solid foundations of twirling and excellence of basic twirling concepts.

The main issue is the baton and dance combinations. To complement the routine and to show the theme the accessories are being used.

Baton plus a minimum of 2 accessories is obligatory.

Accessories must be used, held, touched or manipulated at sometime during the show.

Every competitor must use a baton or accessory during the whole time of the routine.

Exception: Member(s) can be without authorized equipment for a short while (maximum period of approximately 16 counts) when changing from one piece of equipment to another.

The athletes must start and finish touching an accessory or baton with a part of the body.

During the performance no member should leave the floor

Accessories should be picked up and removed by the athletes at the end of the performance.

A maximum of 1' 00 min. is given to the corps to install and remove the props and batons (entrance, exit).

Maximum of 3 spins permitted.

For illusion: only clear full single illusion under aerial with baton/prop without any other body movements combined is permitted; spin(s) before or after are not permitted.

11.7. Marking over 100 points

Choreography	20 points
Twirl Production	20 points
Twirl Technique	20 points
Dance Technique	20 points
Showmanship & Presentation	20 points

11.8. Penalties

Drop	0.5 point
Fall	0.5 point
2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Under /over time	0.1 point per second
Overtime for accessories set up and remove	0.1 point per second
Rule Violation	2.0 points
Gymnastic & Mounts	Disqualification

11.9. Number in Corps

Minimum of 10 members

11.10. Age Category

Junior and Senior

11.11. Entrance and Exit

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

12. TRADITIONAL MAJORETTES CORPS

Definition

A Majorettes Traditional Corps is a routine which shows the Majorettes tradition, choreographed to personal choice of music. Main focus to be Marching and Maneuvering choreographed to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities. Simple dance series may accompany the marching. Variety of choreography and maneuvering is required. Simple deadstick and fullhand twirling are permitted. Emphasis is to be placed on precision of marching & maneuvering, floor coverage, teamwork and effects throughout the entire program.

12.1. Performance Area

Total floor area

12.2. Music

Personal choice. In Traditional Majorettes Corps, music that supports the historical foundation of majorettes is encouraged. (See 15. MUSIC CONSIDERATION)

12.3. Salute

A salute must be given at the beginning and the end of the routine by one or more members.

12.4. Time

2.00 - 3.00 minutes

12.5. Acrobatics

Acrobatics and Mounts are not permitted.

12.6. Production

All members should have one baton during the whole routine.

Mace can be used by the leader.

One member must execute traditional salute with baton or mace at the beginning and end of the routine.

Marching must be included in the performance. Simple dance series may accompany the marching. Variety of choreography and maneuvering is required.

No grounding or kneeling.

Simple dead-stick (also dead stick drop), two hand twirl and full hand moves are permitted; finger twirls, aerials and exchanges are not permitted, you can change the baton with another person in a simple, full hand pass.

These rules are for baton and mace.

No intentional grounding of the baton is permitted.

In the event of a drop, athletes must retrieve their baton as quickly as possible.

Event will be judged on precision of marching & manoeuvres, floor coverage, teamwork and effects.

12.7. Marking over 100 points

Marching & maneuvering	20 points
Teamwork	20 points
Execution & General Effect	20 points
Production & Special Effects	20 points
Entertainment Value	20 points

Penalties

Drop	0.5point
Fall	0.5point
Out of step	0.5point
Break	0.1point
Off pattern	0.1point
Unison	0.1point
Time under/over per second	0.1point
Incorrect salute	0.5point
Failure to salute	1.0point
Rule violation	2.0point
Acrobatics & Mounts	Disqualification

Number in Corps

Minimum of 10 members

Age Category

Junior and Senior

Entrance and Exit

These should be simple, quick and without music

13. POMPONS MAJORETTES CORPS

Definition

Pompons Corps performing a routine with marching combined with the use of pompons and choreographed to personal choice of music. The choreography should include special effects, maneuvers and teamwork set to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities. Changing of formations is expected and encouraged.

Performance Area

Total floor area

Music

Style of recorded music is free

Salute

Salute is not required

Time

2.00 to 3.00 minutes

Acrobatics

Acrobatics and mounts are not permitted

Production

A corps performing a routine with marching combined with the use of Pompons and choreographed to the music. The choreography should include special effects, manoeuvres and teamwork in line with the music.

Changing of formations is encouraged.

Standing/stationary should be limited to waves and general effects and must not exceed 16 counts.

All members have to use one pair of pompons. All pompons should be the same size and type. No props or accessories are allowed.

Exchanges and passes are not permitted.

Tossing of pompons to another team member or to oneself is not permitted.

Grounding is not permitted with exceptions of opening and final position (Maximum of 16 counts).

Illusions and gymnastic moves are not permitted.

Marking over 100 points

Marching & Maneuvering	20 points
Teamwork	20 points
Production & General effects	20 points
Execution & Special effects	20 points
Appearance, Showmanship & Presentation	20 points

Penalties

Drop	0.5 point
Fall	0.5 point
Out of step	0.5 point
Unison	0.1 point
Under/over time	0.1 point per sec
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

Number in Corps

Minimum of 10 members

Age category

Junior and Senior

Entrance and Exit

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

14. COSTUME

Each Majorettes can adopt the costume of their choice

The outfit must not show bare midriff

No part of the costume should be manipulated with exception of Showtwirl Accessories events (Solo, Duet and Corps).

No part of the costume should be placed on the floor with exception of Showtwirl Accessories events (Solo, Duet and Corps).

The following are forbidden:

- indecent costumes
- fishnet tights
- every day wear

Tattoos need to be covered

Tattoos are not allowed, the penalty is a Rule violation (2 points)

15. MUSIC CONSIDERATION

All forms of music are permitted and will be given equal consideration depending on proficiency levels, however, in Traditional Majorettes Corps, music that supports the historical foundation of Majorettes is encouraged.

16. ACCESSORIES DESCRIPTION

Accessories limit to 2.5 meters high and 3.0 meters long maximum (it can extend during the production: after the first note of music till the last note of music). Scenery, backdrops are not allowed.

The use of hazardous or pyrotechnics props is strictly prohibited along with any product or equipment that has the ability to set off fire alarms or compromise the health and safety of anyone in attendance to the competition.

For any of the three things above (accessories, scenery, etc.) is a Rule Violation (2 points)

17. ORDER OF PERFORMANCE

For all disciplines the initial 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

18. OTHER RULES

In the case of a personal incident during a competitor's routine such as a costume breaking, a baton snapping etc. the Majorettes Director and the Head Judge 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.

Contestant appearing out of order will receive a 2.0 penalty

If the baton from another arena causes a competitor to drop their baton it will not be counted as a penalty.

The use of resin on the competition floor is forbidden

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). If the baton has a colored shaft and/or colored tips, it will be considered as an accessory.

Definition of a Prop

A prop is part of theme development (cape, hat, glasses, scarf, etc.). If removed and used, a onetime 2.0 will be assessed regardless number of members using props. Props are only to be used/manipulated in the Showtwirl Accessories events.

19. DISQUALIFICATION

Will be enforced for:

Speaking badly or causing injury to a person (judge, clerk, organizer)

Interfering with a competitor or equipment during a performance

Falsification of a name or age

A show of temper at the placing on the part of the competitor after the announcement of the results

Acrobatics are not allowed to be performed in any discipline (body aerials, walkovers, cartwheels, butterflies). Mounts and body tosses are disallowed. Mounts are defined as no body toss or form that is 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 acrobatic 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) in the air without support of the body (e.g. side aerial)
- 4) 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.

20. ATHLETES

To participate in any official WFNBTMA Majorettes competition each soloist or group member must indicate to the organisation their forename, surname and date of birth.

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

All entrants are not registered until after acceptance by the WFNBTMA Committee Director

There is an entry fee for solo events, duets and groups.

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

21. SELECTION FOR THE WORLD CHAMPIONSHIPS

21.1	Showtwirl Accessories Solo	3 Athletes from each country in each age category
21.2	Showtwirl Accessories Duet	1 Duets from each country in each age category
21.3	Batonflag Team	1 Team from each country in each age category
21.4	Parade Corps	1 Group from each country in each age category
21.5	Exhibition Majorettes Corps	1 Group from each country in each age category
21.6	Showtwirl Accessories Corps	1 Group from each country in each age category
21.7	Trad. Majorettes Corps	1 Group from each country in each age category
21.8	Pompons Majorettes Corps	1 Group from each country in each age category