



NBTA Europe rules

Edition 10.2020

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1. COMPETITION CATEGORIES

Official NBTA 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.

1.3 Associated Categories

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

2. CLASSIFICATIONS

Official NBTA competitions consist of:

2.1 TWIRLING EVENTS

a. Solos and Teams

Solo 1 baton

Solo 2 batons

Solo 3 batons

Rhythmic Twirl

Super X-Strut

Duet

Team Twirl

Dance Twirl Team

b. Corps

Baton Twirling Corps

c. Show Events

Pompons

2.2 MAJORETTES EVENTS

a. Solos and teams

Showtwirl Accessories Solo

Showtwirl Accessories Duets

Batonflag Team

b. Corps

Parade Corps

Exhibition Majorettes Corps

**Showtwirl Accessories Corps
Traditional Majorettes Corps
Traditional Pompons Corps**

3. STANDARDS

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

4. AGE CATEGORIES

- 4.1** The NBTA contest year commences on the 1st September and finishes on the 31st August of the next year.
For the European Twirling and Majorettes Championships the reference date is 31st of December of the competing year.
Minimum age of participant is 8 years at 31December of the competing year.

FOR TWIRLING EVENTS

4.2 Solos 1 and 2 batons, Rhythmic Twirl, super x-Strut

4.2.1 *Females:*

Juvenile	8 and 9 years
Preteen	10 and 11 years
Youth	12 to 14 years
Junior	15 to 17 years
Senior	18 to 21 years
Adult	22 and up

4.2.2 *Males:*

Juvenile-Preteen Boy	8 to 11 years
Junior Boy	12 to 17 years
Senior Boy	18 years and up

4.3 Solos 3 batons

4.3.1 *Females:*

Youth-Junior	12 to 17 years
Senior-Adult	18 years and up

4.3.2 *Males:*

Junior Boy	12 to 17 years
Senior Boy	18 years and up

4.4 Duets

Juvenile	combined ages of 16 to 18 years
Preteen	combined ages of 19 to 23 years
Junior	combined ages of 24 to 35 years
Senior	combined ages of 36 years and up

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.

4.5 Teams

Junior	average age less than 17 years
Senior	average age 17 years and up

To determine the age category of a team, the average age of all the official members (without Reserves) should be calculated. It's responsibility of the Teacher to verify that the average age using the reserves does not change.

4.6 Baton Twirling Corps and Pompoms

Any age / Open

FOR MAJORETTE EVENTS

Females and Males compete together

4.7 Solo Showtwirl

Juvenile-Preteen	8 to 11 years
Youth	12 to 14 years
Junior	15 to 17 years
Senior-Adult	18 and up

4.8 Duet Showtwirl

Juvenile	combined ages 16 to 22 years
Preteen	combined ages 23 to 28 years
Junior	combined ages 29 to 35 years
Senior	combined ages 36 and up

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.

4.9 Team and Corps Events

Juvenile	average age less than 14 years
Junior	average age from 14 to 16.99 years

Senior average age 17 years and up

To determine the age category of a team, the average age of all the official members (without Reserves) should be calculated. It's responsibility of the Teacher to verify that the average age using the reserves does not change.

5. ROUTINE TIMES

Discipline	Time	Start	Stop
Solo 1 Baton	2.00 max	Salute	Salute
Solo 2 Batons	1.45 max	Salute	Salute
Solo 3 Batons	1.45 max	Salute	Salute
Rhythmic Twirl	2.00 - 2.30 min	1st note	Last note
Super X- Strut	2.00 max	1st move	Salute
Duet	2.00 max	Salute	Salute
Twirl Team	2.30 - 3.00 min	Salute	Salute
Dance Twirl Team	2.30 - 3.30 min	1st note	Last note
Baton Twirling Corps	4.00 - 5:00 min	1st note	Last note
Pompons	2:30 - 3.30 min	1st note	Last note
Sh. Acces. Solo juvenile/preteen	1.45 - 2.00 min	1 st note	Last note
Sh. Acces. Solo youth/junior/senior	2.00 - 2.30 min	1st note	Last note
Sh. Acces. Duet juvenile/preteen	1.45 - 2.00 min	1 st note	Last note
Sh. Acces. Duet junior/senior	2.00 - 2.30 min	1st note	Last note
Batonflag Team	3.00 max	1st note	Last note
Parade Corps	3:00 - 4:00 min	1 st note	Last note
Exhibition Majorettes Corps	2.00 - 3.00 min	1 st note	Last note
Showtwirl Accessories Corps	3.00 - 4.00 min	1 st note	Last note
Traditional Majorettes Corps	2.00 - 3.00 min	1 st note	Last note
Traditional Pompons Corps	2.00 - 3.00 min	1 st note	Last note

PLEASE NOTE:**SALUTE NBTA**

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.

MUSIC

For all events with own choice of music, a back-up copy of the music is required in case of mishap (CD, iPod, memory stick etc. Only one music must be reproduced on the support). 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 languages, violence, political views and similar are not permitted.

6. SOLO 1 BATON**Definition**

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.

6.1 Performance Area

In front of the judge(s)

6.2 Music

Standard NBTA Music

6.3 Salute

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

6.4 Time

2.00 minutes max

6.5 Acrobatics

Acrobatics are not permitted

6.6 Content

The twirling performance of one person using one baton involving variety & difficulty, speed & control, smoothness & gracefulness presented with presentation and showmanship.

6.7 Marking over 100 points

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

6.8 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Over time per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Rule violation	2.0 points
Acrobatics	Disqualification

7. SOLO 2 BATONS**Definition**

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 aerals, 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.

7.1 Performance area

In front of the judge(s)

7.2 Music

Standard NBTA Music

7.3 Salute

A salute is to be given at the beginning and the end of the routine. Both batons must be utilized during the salute. Multiple baton event contestants must salute with one baton in the traditional salute positions with the remaining baton in the opposite hand.

7.4 Time

1:45 minutes max

7.5 Acrobatics

Acrobatics are not permitted

7.6 Content

A contestant 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 needs to be in a continuous motion at all time.

7.7 Marking over 100 points

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

7.8 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Over time per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Rule violation	2.0 points
Acrobatics	Disqualification

8. SOLO 3 BATONS

Definition

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 aerials, 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.

8.1 Performance area

In front of the judge(s)

8.2 Music

Standard NBTA Music

8.3 Salute

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

All 3 batons must be utilized during the salute. Multiple baton event contestants must salute with one baton in the traditional salute positions with the remaining batons have to be in the opposite hand.

8.4 Time

1:45 minutes max

8.5 Acrobatics

Acrobatics are not permitted

8.6 Content

A contestant 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 needs to be in a continuous motion at all time.

8.7 Marking over 100 points

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

2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Over time per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Rule violation	2.0 points
Acrobatics	Disqualification

9. RHYTHMIC TWIRL

Definition

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.

9.1 Performance Area

Total floor area

9.2 Music

Personal choice

9.3 Salute

Salute is not required

9.4 Time

2.00 - 2.30 minutes

9.5 Acrobatics

Acrobatics are not allowed

9.6 Content

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. Dance styles may include 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.

9.7 Marking over 100 points

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

9.8 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Under/over time per second	0.1 point
Rule violation	2.0 points
Acrobatics	Disqualification

10. SUPER X- STRUT

Definition

The Super X Strutting is a unique discipline incorporating dance forms and military-style marching and maneuvering, etc. Proper dance technique is used and in addition there are required basic marching steps and a required (“X”) floor pattern. Contestant shall demonstrate good posture, pointed toes and lifted knees during basic strut sections. All styles of basic strut are accepted.

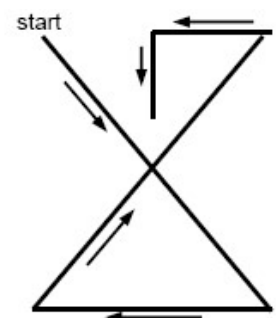
The goal is mastery of movements, combined with showmanship, timing and musicality.

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.



10.1 Performance Area

In the form of an “X”

10.2 Music

Standard NBTA Music

10.3 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.

10.4 Time

2.00 minutes max

10.5 Acrobatics

Acrobatics are not permitted

10.6 Content

The contestant 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 compliment the body.

One baton only

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

The contestant 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 centre 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 a contestant 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 centre 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 a contestant 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 included in the penalty.
- No forward movement allowed in the new direction prior to the required march steps on legs 2, 3 and 5.

Baton floor contact is allowed, however when the weight is put on the baton due to unintentionally falling off balance, the contestant has lost control. This is a penalty. 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.

10.7 Marking over 100 points

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

10.8 Penalties

Drop	0.5 point
Out of step	0.5 point
Twirling	0.5 point
Omitted Required basic	0.5 point
Floor contact	0.5 point
Performing after final salute	0.5 point
Break /slip	0.1 point
Off pattern	0.1 point
Incorrect floor pattern	1.0 point
Over time per second	0.1 point
Incorrect salute	0.5 point
Failure to salute	1.0 point
Rule violation	2.0 points
Acrobatics	Disqualification

11. DUET

Definition

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 aeriels) 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. Expectations are for each member on individual technical merit and for the pair on overall technique as one, looking beyond the first impression.

11.1 Performance area

In front of the judge(s)

11.2 Music

Standard NBTA music

11.3 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.

11.4 Time

2.00 minutes max

11.5 Acrobatics

Acrobatics are not permitted

11.6 Content

Two contestants perform simultaneously while displaying as many varied combinations as possible including exchanges, co-dependent and unison combinations which are uniquely designed for duets.

One member of the duet can use both batons for short two baton sequences.

One baton per performer

Male and female contestants are allowed

No member can compete in another duet

11.7 Marking over 100 points

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

11.8 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Over time per second	0.1 point
Incorrect salute	0.5 point
Failure to salute	1.0 point
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

12. TWIRL TEAM**Definition**

The goal of a twirl team is to have strong unison while incorporating strong formation changes, exchanges, 3 twirling modes(rolls, contact/full hand materials, releases and receptions of aerials) and team work. 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. Judge each member on individual technical merit and then the group on overall technique as one, looking beyond the first impression.

12.1 Performance Area

Total floor area.

12.2 Music

Standard NBTA Music

12.3 Salute

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

12.4 Time

2.30 - 3.00 minutes

12.5 Acrobatics

Acrobatics & Mounts are not permitted

12.6 Content

Team twirl will be judged on technique and is affected by unison, exchanges and formations

One baton per performer

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

No props are permitted

Male and female contestants are allowed

The salute may be performed by one, or more members of the team

12.7 Marking over 100 points

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

12.8 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Under/over time 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
Acrobatics & Mounts	Disqualification

12.9 Number in Team

6 to 8 members

12.10 Age Group

Junior and Senior

12.11 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.

13. DANCE TWIRL TEAM

Definition

The goal of a dance twirl team is to have a balance of baton and body blended together as a work of art 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, 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 encouraged. The entire team must be involved.

Styling can include fast and dynamic body movements and sequences or slow, soft lyrical and continuous body movements and sequences.

13.1 Performance Area

Total floor area

13.2 Music

Personal choice

13.3 Salute

Salute is not required

13.4 Time

2.30 - 3.30 minutes

13.5 Acrobatics

Acrobatics and Mounts are not permitted

13.6 Content

Dance team twirl will be judged on dance combined with twirling, and on the interpretation of the music. One baton per performer

In the event of a drop the competitors must retrieve their baton as quickly as possible No props are permitted

Male and female contestants are allowed

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

13.7 Marking over 100 points

Twirling Content	20 points
Dance	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
2 hands 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 per second	0.1 point
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

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. Should be simple, quick and without music.

14. BATON TWIRLING CORPS

Definition:

The goal of a Baton Twirling Corps is to have a balance of baton and body blended together as a work of art 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, 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 encouraged. The entire members of the corp must be involved.

Styling can include fast and dynamic body movements and sequences or slow, soft lyrical and continuous body movements and sequences.

14.1 Performance Area

Total floor area

Temporary marking of corners is permitted.

14.2 Music

Personal choice

14.3 Salute

Salute is not required

14.4 Time

4.00 - 5.00 minutes

14.5 Acrobatics

Acrobatics and Mounts are not permitted

14.6 Content

Baton Twirling Corps will be judged on twirling technique, dance series, manoeuvres and teamwork

One baton per performer

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

During the performance no member should leave the floor

No props are permitted.

Male and female contestants are allowed

14.7 Marking over 100 points

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

14.8 Penalties

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

14.9 Number in Corps

Minimum of 12 members

14.10 Age Group

Open

14.11 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.

15. POMPONS

Definition

The goal of the Pompons 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.

15.1 Performance Area

Total floor area

15.2 Music

Personal choice

15.3 Salute

Salute is not required

15.4 Time

2:30-3:30 minutes

15.5 Acrobatics

Acrobatics and Mounts are not permitted

15.6 Content

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

No props are permitted

Costumes can be 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 with the exception of 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

During the performance no member should leave the floor
 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.

15.7 Marking over 100 points

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

15.8 Penalties

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

15.9 Number in Team

Minimum of 12 members

15.10 Age Category

Open

15.11 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.

16. 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; it should also be suitable for the age range of the audience.

16.1 Performance Area

Total floor area

16.2 Music

Personal choice

16.3 Salute

Salute is not required

16.4 Time

1.45 – 2.00 minutes for juvenile/preteen

2.00 - 2.30 minutes for youth, junior and senior/adult

16.5 Acrobatics

Acrobatics are not permitted

16.6 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 a manor to which they are intended.

Baton plus(+) a minimum of 2 accessories is obligatory.

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

The competitor has to use a baton or accessory during the whole time of the 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 by the competitor at the end of the performance.

A maximum of 45 seconds are 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.

16.7 Marking over 100 points

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

16.8 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands 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

17. 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, it should also be suitable for the age range of the audience.

17.1 Performance Area

Total floor area

17.2 Music

Personal choice.

17.3 Salute

Salute is not required

17.4 Time

1.45 – 2.00 minutes for juvenile and preteen
2.00 - 2.30 minutes for junior and senior

17.5 Acrobatics

Acrobatics and Mounts are not permitted

17.6 Content

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.

Every competitor has to 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 candidates 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 competitors at the end of the performance.

A maximum of 45 seconds are 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.

17.7 Marking over 100 points

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

17.8 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands 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

18. BATONFLAG TEAM

Definition

A Baton Flag Corps 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 maneuvers, floor patterns and effects are required. Changing of formations is expected. No other material then the qualified equipment (Batonflag) is allowed.

18.1 Performance Area

Total floor area

18.2 Music

Style of recorded music is free

18.3 Salute

Salute is not required

18.4 Time

3.00 minutes max

18.5 Costume

A traditional majorette style is recommended

18.6 Acrobatics

Acrobatics and mounts are not permitted

18.7 Content

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 competitors have to finish the choreography by 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 are not permitted. The length of one-ended is maximum 82 cm long; Width of flag- material on baton flag need to be according to the length of the pole. There are no restriction for the flag size.
No other equipment is allowed in the FLAG competition program.

18.8 Marking over 100 points

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

18.9 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands 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

18.10 Number in Team

6 to 10 members

18.11 Age category

Juvenile, Junior and Senior

18.12 Entrance and Exit

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

19.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 limited props, must use one baton.
Limited Props: Props that are hand-carried e.g. Pompons, flags, hoops, banners, streamers, sabers, etc./ any equipment that can be carried in a parade, during the entire street pattern.

19.1 Performance Area

Total floor area

19.2 Music

Personal choice.

19.3 Salute

Salute is not required

19.4 Time

3.00 to 4.00 minutes

19.5 Costume

A traditional majorette style is recommended

19.6 Acrobatics

Acrobatics and Mounts are not permitted

19.7 Content

No grounding of batons or limited props is allowed during the entire production

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

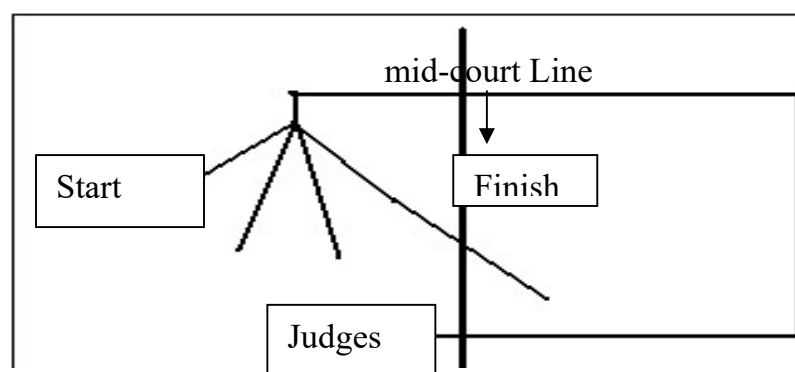
Section not exceed approximately 1:30 in length. All members must cross the mid court line to the judges right for the end of the performance.

Timing starts with 1st note of music and ends with last note of music.

1 illusion is 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.

Maximum of 2 spins permitted.

Exchanges with baton are permitted.



19.8 Marking over 100 points

Variety and Diff of Twirling Content	20 points
Marching and Manoeuvring	20 points
Execution and Special Effects	20 points
General Effect & Production	20 points
Entertainment Value	20 points

19.9 Penalties

Drop	0.2 point
Fall	0.2 point
2 hands catch	0.2 point
Out of Step	0.2 point
Off pattern	0.1 point
Unison	0.1 point
Break	0.1 point
Under/over time	0.1 point per second
Crossing incorrect Finish Line	2.0 points
Incorrect Street pattern	2.0 points
Exceeding 2 spins	2.0 points
Kneeling	2.0 points
Continuous Foot Motion violation	2.0 points unit
Continuous Foot Motion violation	0.1 point individual

Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

19.10 Number in Corps

Minimum of 10 members.

At least 10 members of the group must have a baton

19.11 Age Category

Juvenile, Junior and Senior

19.12 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.

20. 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.

20.1 Performance Area

Total floor area

20.2 Music

Personal choice

20.3 Salute

Salute is not required

20.4 Time

2.00-3.00 minutes

20.5 Costume

A traditional majorette style is recommended

20.5 Acrobatics

Acrobatics and mounts are not permitted

20.7 Content

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 have to use one baton. It is possible to work at most with 2 batons (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

20.8 Marking over 100 points

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

20.9 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands 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

20.10 Number in corps

Minimum of 10 members

20.11 Age category

Juvenile, Junior and Senior

20.12 Entrance and Exit

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

21. 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 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 manor 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; it should also be suitable for the age range of the audience.

21.1 Performance Area

Total floor area

21.2 Music

Personal choice

21.3 Salute

Salute is not required

21.4 Time

3.00-4.00 minutes

21.5 Acrobatics

Acrobatics and Mounts are not permitted

21.6 Content

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 have to be used, held, touched or manipulated at sometime during the show.

Every competitor has to 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 candidates 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 competitors 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.

21.7 Marking over 100 points

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

21.8 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands 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

21.9 Number in Corps

Minimum of 10 members

21.10 Age Category

Juvenile, Junior and Senior

21.11 Entrance and Exit

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

22. TRADITIONAL MAJORETTES CORPS

Definition

A Majorette Traditional Corps is a routine which shows the majorette 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.

22.1 Performance Area

Total floor area.

22.2 Music

Personal choice.

22.3 Salute

Salute is required: a salute is to be given at the beginning and the end of the routine by one or more members.

22.4 Time

2.00 - 3.00 minutes

22.5 Costume

A traditional majorette style is recommended

22.6 Acrobatics

Acrobatics and Mounts are not permitted.

22.7 Content

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 hands twirl and full hand moves are permitted; fingertwirls, aerials and exchanges are not permitted, you can change the baton with another person in a simple, full hand passes.

These rules are for baton and mace.

No intentional grounding of the baton is permitted.

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

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

22.8 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

22.9 Penalties

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

22.10 Number in Corps

Minimum of 10 members

22.11 Age Category

Juvenile, Junior and Senior

22.12 Entrance and Exit

These should be simple, quick and without music

23. TRADITIONAL POMPONS 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. Changings of formations are expected and encouraged.

23.1 Performance Area

Total floor area

23.2 Music

Style of recorded music is free.

23.3 Salute

Salute is not required

* **23.4 Time**

2.00 to 3.00 minutes

23.5 Costume

A traditional majorette style is recommended

23.6 Acrobatics

Acrobatics and mounts are not permitted

23.7 Content

A corps performing a routine with marching combined with the use of Pompoms 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 Pompoms. All Pompoms should be the same size and type. No props or accessories are allowed.

Exchanges and passes are not permitted.

Tossing of Pompoms 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.

23.8 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

23.9 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

23.10 Number in Corps

Minimum of 10 members

23.11 Age category

Juvenile, Junior and Senior

23.12 Entrance and Exit

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

24. COSTUME

24.1 Each twirler can adopt the costume of their choice

24.2 The outfit must not show bare midriff

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

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

24.5 The following are forbidden:

- indecent costumes
- fishnet tights
- every day wear

24.6 Ever Restrictions : **Tatoos need to be covered**

25. 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.

26. ORDER OF PERFORMANCE

- 26.1** For all European events (individuals, as well as duet, team and corps) the order of performance will be drawn: the order of performance will be determined by Random Computer draw.
- 26.2** For all finals, the order of performance will be drawn.
- 26.3** It is not permitted to change the order of performance

27. OTHER RULES

- 27.1** In the case of a personal incident during a competitor's routine such as a costume breaking, a baton snapping etc. the Commission for Disputes 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.
- 27.2** If the baton from another arena causes a competitor to drop their baton it will not be counted as a penalty
- 27.3** The use of resin on the competition floor is forbidden
- 27.4** 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). If the baton has a colored shaft and/or colored tips, it will be considered as an accessory.
- 27.5** Definition of a Prop
A prop is part of theme development (cape, hat, glasses, scarf, etc.). If removed and used, a onetime 2.0 will be assessed regardless number of members using props. Props are only to be used/manipulated in the Showtwirl Accessories events.
Limited props may be used in Parade Corps competition (Pompons, Flags, Banners.....)

28. DESCRIPTION OF THE PROCEDURES

- 28.1** The jury/adjudicating staff of the competition is composed of the Technical Director, of the contest the judges, the clerks and the tabulators.

- 28.2** The Technical Director is responsible for the current rules being applied as laid down, but should not intervene in the marking or decisions of the judges
To be responsible for the distribution and collection of the score sheets
To organize the calculation of the average penalty score for teams and corps and advise all the judges
To appoint one penalty judge
To arrange the pick-up of the score sheets after the performance of each competitor
To charge the initial check of the score sheets (scores, penalties, signatures etc)
To ensure that the score sheets are taken to the tabulators
To arrange the preparation of score sheets for all finals and in the correct order of performance
- 28.3** Judges must not judge their own students or any members of their family.
- 28.4** The tabulators are responsible for totaling the points from the score sheets (not the judges). Overall final results are determined by placement after highest and lowest scores are eliminated. Penalties for teams and groups are averaged with highest and lowest eliminated. Average penalty is shared with judges for final tabulation.
- 28.5** An official of *NBTA* will be responsible to highlight any irregularities in judges scoring in the technical direction of *NBTA*.
- 28.6** The Co-ordinator is to liaise with the delegations and the organizing country. They will inform delegations of any last minute changes
- 28.7** The Technical Director of the competition will study any variations in judging with the designated officials and if necessary will contact the judges concerned at the end of the day.
They will chair all the judges meetings
They will decide if a conflict commission meeting is necessary
They will delegate to a member of the technical board to substitute for them if necessary
The decision of the Technical Director of *NBTA Europe* on all technical matters throughout the competition is final
- 28.8** At the end of the competition, the members or those accompanying the competitors are not to approach the judges concerning the results.
- 28.9** After the announcement of the results, the score sheets for the contestants are available.

28.10 If ties occur during the Europe Championships, ties will be broken by the tabulation room using the Tie Brake Procedures document.

28.11 For Finals, the organization will follow the Finals Procedures document. Finalists will be announced after tabulation verifications.

The number of finalists will be determined as follow:

-Individuals events: 6 finalists for events with 10 or less competitors

8 finalists with 11-24 competitors

10 finalists with 25-44 competitors

15 finalists if 45 or more competitors

-Duets: 6 finalists

-Teams: 4 finalists for teams with 12 or less entries

6 finalists for more than 12 entries

28.12 Complaint must initially be lodged to Technical director of country filing complaint. Technical director of respective country will then forward official complaint to NBTA.

28.13 All teachers, technical trainers and choreographers are invited to respect the ethical and moral code both for athletes, for parents and for the public or spectators.

All the technicians mentioned above are invited to:

- do not use inappropriate themes for the age of the athletes or the public;
- do not use themes that deal with discrimination, violence, alcohol, diseases;
- do not use music, costumes or accessories with bad words.

We ask to always use good taste and always have respect for everyone.

29. DISQUALIFICATION

Will be enforced for:

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

29.2 Interfering with a competitor or equipment during a performance

29.3 Falsification of a name or age

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

29.5 Acrobatics performed during any routine (body aerials, walkovers, cartwheels, butterflies). Mounts and body tosses are disallowed. Mounts

are defined as any 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.

30. COMPETITORS

- 30.1** To participate in any official NBTA twirling competition each soloist or group member must indicate to the organization their forename, surname and date of birth
- 30.2** On the day of the competition all the twirlers must present at least one item of identification for verification of entries
- 30.3** The entry into an official NBTA competition implies acceptance of the current rules by the competitors, their teams or groups and their supporters.
- 30.4** The NBTA license is mandatory for the *European Championships*
- 30.5** All entrants are not registered until after acceptance by the NBTA Committee Director
- 30.6** There is an entry fee for solo events, duets and groups.
- 30.7** Contestants must hold a passport for the country she/he is representing or prove permanent residency for minimum of 3 years.

31. SELECTION FOR THE EUROPEAN CHAMPIONSHIPS

- 31.1** Solo 1 baton 3 Athletes from each country in each age category

- 31.2 Solo 2 batons 3 Athletes from each country in each age category
- 31.3 Solo 3 batons 3 Athletes from each country in each age category
- 31.4 Rhythmic Twirl 3 Athletes from each country in each age category
- 31.5 Super X Strutting 3 Athletes from each country in each age category
- 31.6 Duet 1 Duet from each country in each age category
- 31.7 Twirling Team 1 Team from each country in each age category
- 31.8 Dance Twirl Team 1 Team from each country in each age category
- 31.9 Baton Twirling Corps 1 Group per country
- 31.10 Pompons 1 Group per country
- 31.11 Showtwirl Accessories Solo 3 Athletes from each country in each age category
- 31.12 Showtwirl Accessories Duet 1 Duet from each country in each age category
- 31.13 Batonflag Team 1 Team from each country in each age category
- 31.14 Parade Corps 1 Group from each country in each age category
- 31.15 Exhib Majorette Corps 1 Group from each country in each age category
- 31.16 Showtwirl Acces.Corps 1 Group from each country in each age category
- 31.17 Trad. Majorettes Corps 1 Group from each country in each age category
- 31.18 Trad. Pompons Corps 1 Group from each country in each age category

32. EUROPEAN LEVELS

The following European levels are required for the European Majorettes Championships in 2020 and European Twirling Championships in 2021 :

- 32.1 Solo 1 baton

Juvenile/Preteen	Level 1
Youth/ Junior / Senior / Adult	Level 2
Juvenile-Preteen Boy	Level 1
Junior Boy / Senior Boy	Level 2
- 32.2 Solo 2 batons

Juvenile/Preteen	Level 1
Youth/ Junior / Senior / Adult	Level 2

	Juvenile-Preteen Boy	Level 1
	Junior Boy / Senior Boy	Level 2
32.3 Solo 3 batons	Youth-Junior	Level 1
	Senior-Adult	Level 2
	Junior Boy	Level 1
	Senior Boy	Level 2
32.4 Rhythmic Twirl	Juvenile/Preteen	Level 1
	Youth/ Junior / Senior / Adult	Level 2
	Juvenile-Preteen Boy	Level 1
	Junior Boy / Senior Boy	Level 2
32.5 Super X-Strut	Juvenile/Preteen	Level 1
	Youth/ Junior / Senior / Adult	Level 2
32.6 Duet	Juvenile/Preteen	Level 1
	Junior / Senior	Level 2
32.7 Twirling Team	Junior/ Senior	Level 1
32.8 Dance Twirl Team	Junior/ Senior	Level 1
32.9 Baton Twirling Corps	One age division	Level 1
32.10 Pompons	One age division	None
32.11 Showtwirl Acces. Solo	Juvenile-Preteen/ Youth	Level 1
	Junior/ Senior-Adult	Level 1
32.12 Showtwirl Acces. Duet	Juvenile/ Preteen/ Junior/ Senior	Level 1
32.13 Batonflag Team	Juvenile / Junior / Senior	None
32.14 Parade Corps	Juvenile / Junior / Senior	None
32.15 Exhibition Maj. Corps	Juvenile / Junior / Senior	None
32.16 Showtwirl Acces. Corps	Juvenile / Junior / Senior	None
32.17 Traditional Maj. Corps	Juvenile / Junior / Senior	None
32.18 Traditional Pompons Corps	Juvenile / Junior / Senior	None