

2027 IBTF BATON TWIRLING RULEBOOK

COMPETITION RULES FOR THE World Technical Baton Twirling Championship Nations Cup & World Majorette Championship



VS. 5.0 UPDATED MARCH 2026

2027 IBTF WORLD TECHNICAL BATON TWIRLING CHAMPIONSHIP & NATIONS CUP

GENERAL INFORMATION

- A. The World Technical Baton Twirling Championship & Nations Cup shall be open to athletes who are members of the organization whose Association/Federation are members of the International Baton Twirling Federation. All athletes must hold a valid passport in their own name from the country he/she represents as proof of their citizenship and age.

For registration at all IBTF competitions any government-issued certification card that fulfill the identity requirements may be used. The identification card must include English descriptions. The identity requirements are:

Athlete nationality, birth year, gender, spelling of the name, photo of the person.

- B. Certified judges from the International Baton Twirling Federation (IBTF) will judge IBTF competitions.
- C. As well as this document, Athletes and Coaches should also refer to the IBTF Competition Policy Handbook and the IBTF Entry Registration Process Manual.

2027 NATIONS CUP

A TIER II COMPETITION FOR THE DEVELOPMENT OF ATHLETES AROUND THE WORLD

IBTF'S PHILOSOPHY STATEMENT FOR AN EQUITABLE COMPETITION AMONG NATIONS CUP ATHLETES

There will be 2 Levels of competition in the Nations Cup: Level B and Level A which are determined by Content Restrictions.

It is the responsibility of the coach and athlete to enter the appropriate level in the Nations Cup based on the athlete's true proficiency of skills and experience. The IBTF expects that all member countries will respect and honor these levels in order to uphold the integrity of the international competition and promote an honest competitive environment.

By reviewing the content restrictions and eligibility rules that are in place, athletes should enter the appropriate level based on their proficiency and competitive achievement. Athletes who compete at higher levels throughout the year in their respective countries, SHOULD NOT have routines "watered-down" in order to meet the content restriction requirement to compete at a lower-level competition.



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1. 2027 ELIGIBILITY RULE POLICIES

WORLD BATON TWIRLING CHAMPIONSHIP & NATIONS CUP

1. In any given discipline, athletes may not compete in the Nations Cup at B level if:
 - a. They are competing in the 2027 World Championship (including Team Members)
 - b. They previously competed in the 2023, 2024 or 2025 or 2026 World Championship (including Team Members)

NOTE: Exception: Artistic Group and Twirling Corps Members may compete in all B Level individual, duet and artistic pair disciplines.

2. At the 2027 Nations Cup and World Championship, athletes (including team members) may enter any particular discipline only once.

This prevents athletes from entering, for example:

- Level B and A solo
- Level A and World solo
- Two different Level B Duets,
- Two different B Twirl Teams,
- Level A and World Twirl Team

3. Once an athlete has entered Level A in any individual or duet/pair discipline, they may not enter level B in that discipline again in any future IBTF competition.

Once an athlete has entered the World Championship in any individual or duet/pair discipline, they may not enter level A in that discipline again in any future IBTF competition.

Athletes may participate in different team disciplines or in both a team discipline and an Artistic Group or Twirling Corps. Example: a member of a Twirling Team and DanceTwirl Team or a member of an Artistic Group and a member of a Twirling Corps.

4. Mandatory Advancement Rule: For all individual/duet/pair disciplines of A and B levels, athletes may not enter the same level of that discipline again, if they are awarded a placement as follows:

1. 1st place (only) if there are 5 or fewer in the age division.
2. 1st-3rd place if there are 6 or more in the age division.

- Regarding Artistic Pair and Duets: Considering the results of 2025, they must move to a level higher if they are the same members. If there is a change of one member they can continue to compete at the same level.
- Athletes/Artistic Pairs/Duets who change the age categories are not obliged to advance to the next level

GENERAL COMPETITION RULES

2. DISCIPLINES AND LEVELS OF COMPETITION OFFERED

The disciplines offered at the Nations Cup and World Technical Baton Twirling Championship shall be as follows:

WORLD TECHNICAL BATON TWIRLING CHAMPIONSHIP LEVELS:

Federations should send their top/best athletes for all World Technical Baton Twirling Championship Disciplines.

NATIONS CUP LEVELS: See APPENDIX A to determine athlete level by required content restrictions and eligibility rules.

ALLOTMENT OF NUMBER OF ATHLETES:

BASED UPON THE FOLLOWING DISCIPLINES OFFERED:

(as indicated in the chart below):

SOLO, 2BATON, 3BATON, ARTISTIC TWIRL, X-STRUT,

Each country may elect to enter:

Up to 2 athletes in the Nations Cup B level, per discipline / per age group.

Up to 3 athletes in the Nations Cup A level, per discipline / per age group.

Up to 4 athletes in the World Championship Level, per discipline / per age group.

DUET AND ARTISTIC PAIR:

Each country may elect to enter:

Up to 2 in the Nations Cup B level, per discipline / per age group.

Up to 2 in the Nations Cup A level, per discipline / per age group.

Up to 4 in the World Championship Level, per discipline / per age group.

TEAMS FOR NATIONS CUP: LEVEL B AND A:

Each country may elect to enter the following:

2 Twirl Teams

2 DanceTwirl Teams

NUMBER OF COMPETITING MEMBERS IN ALL TEAM DISCIPLINES: 6-8 MEMBERS

TEAMS, GROUP, CORPS FOR WORLD TECHNICAL BATON TWIRLING CHAMPIONSHIP:

Each country may elect to enter the following:

1 Twirl Team

1 DanceTwirl Team

1 Artistic Group

1 Twirling Corps

Event	Nations Cup Level B	Nations Cup Level A	World Level
Solo	2 per age group	3 per age group	4 per age group
2 Baton	2 per age group	3 per age group	4 per age group
3 Baton	2 per age group	3 per age group	4 per age group
Artistic Twirl	2 per age group	3 per age group	4 per age group
X Strut	2 per age group	3 per age group	4 per age group
Duet	2 per age group	2 per age group	4 per age group
Artistic Pair	2 per age group	2 per age group	4 per age group
Twirl Team	2	2	1
DanceTwirl Team	2	2	1
Artistic Group	<i>Not Offered</i>	<i>Not Offered</i>	1
Twirling Corp	<i>Not Offered</i>	<i>Not Offered</i>	1

See APPENDIX A to determine athlete level by required content restrictions.

A Duet or Artistic Pair may be comprised of female/female, male/female, male/male.

The introduction of the alternate/reserve cannot change the age division.

A Twirl Team, DanceTwirl Team, Twirling Corps, Artistic Group may be comprised of any combination of men and women, including all female or all male.

The introduction of the alternate/reserve cannot change the age division.

3. AGE DIVISIONS

Where age divisions apply, an athlete's age shall be determined as the age as at December 31st of the competition year 2027. The minimum age of all competitors is 12 yrs. Ages apply to the World Technical Baton Twirling Championship and Nations Cup Levels A & B.

IBTF NATIONS CUP 2027		
Event	Age	Category
WOMENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	12-14 YRS 15-17 YRS 18-21 YRS 22 YRS+	YOUTH JUNIOR SENIOR ADULT
MENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	12-17 YRS 18 YRS+	JUNIOR SENIOR
DUET	COMBINED AGE 24-35 YRS 36 YRS+	JUNIOR SENIOR
ARTISTIC PAIR	Must enter the age division that corresponds with the age of the oldest athlete 12-17 YRS or 18 YRS+	JUNIOR SENIOR
TWIRL TEAM, DANCETWIRL TEAM,	12 YRS minimum/no maximum	One Age Division

IBTF WORLD TECHNICAL BATON TWIRLING CHAMPIONSHIP 2027		
Event	Age	Category
WOMENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	12-17 YRS 18-21 YRS 22 YRS+	JUNIOR SENIOR ADULT
MENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	12-17 YRS 18-21 YRS 22 YRS+	JUNIOR SENIOR ADULT
DUET	COMBINED AGE 24-35 YRS 36 YRS+	JUNIOR SENIOR
ARTISTIC PAIR	Must enter the age division that corresponds with the age of the oldest athlete 12-17 YRS & 18 YRS+	JUNIOR SENIOR
TWIRL TEAM, DANCETWIRL TEAM, TWIRLING CORPS & ARTISTIC GROUP	12 YRS minimum/no maximum	One Age Division

ALTERNATE RULES SPECIFIC TO ALL DISCIPLINES:

Alternates may be used throughout the competition and between rounds.

Alternates (reserves) are considered as part of a federation’s contingent.

Any replacement in individual disciplines must happen before the first round of competition of any discipline begins and must be reported to the competition director immediately to notify tabulation. Failure to report the replacement results in disqualification. No changes may be made after the competition begins.

Duet and Artistic Pair

Duet and Artistic Pairs may replace one complete pair or one athlete of the pair/ per age group/ per federation. The choice is optional for each federation.

Note: Artistic Pair - Alternates

- The alternate(s) for a Pair must be from the age division of the Pair, or younger
- If the younger division alternate is used, the Pair will still compete in the division as entered. They will not be moved down to the younger age division.

Example: Artistic Pair (using the ages as shown above) Junior= Junior + Junior / Senior= Junior + Senior; Senior + Senior.

Twirl Team, DanceTwirl Team:

- Two (2) alternate (reserve) athletes allowed.
- Alternates (reserves) are considered as part of a federation’s contingent.
- Alternates may be used throughout the competition and between rounds.

Twirling Corps, Artistic Group:

- Four (4) alternate (reserve) athletes allowed.
- Alternates (reserves) are considered as part of a federation’s contingent.
- Alternates may be used throughout the competition and between rounds.

a) NATIONS CUP: NUMBER OF ATHLETES ALLOWED PER AGE GROUP, PER DISCIPLINE, PER COUNTRY

NATIONS CUP LEVEL B DISCIPLINES				
DISCIPLINE	FEMALE	MALE	EITHER	ALTERNATES (reserves)
WOMEN'S SOLO, 2 BATON, 3-BATOM ARTISTIC TWIRL, X-STRUT				
YOUTH	2			1 athlete
JUNIOR	2			1 athlete
SENIOR	2			1 athlete
ADULT	2			1 athlete
MEN'S SOLO, 2 BATON, ARTISTIC TWIRL				
JUNIOR		2		1 athlete
SENIOR		2		1 athlete
DUET & ARTISTIC PAIR				Choice of:
JUNIOR			2	1 complete pair or 1 athlete
SENIOR			2	1 complete pair or 1 athlete
TWIRL TEAM, DANCETWIRL TEAM, (ONE DIVISION)			See below A Level	2 athletes

NATIONS CUP LEVEL A DISCIPLINES				
DISCIPLINE	FEMALE	MALE	EITHER	ALTERNATES (reserves)
WOMEN'S SOLO, 2-BATON, 3-BATON, ARTISTIC TWIRL, X-STRUT				
YOUTH	3			1 athlete
JUNIOR	3			1 athlete
SENIOR	3			1 athlete
ADULT	3			1 athlete
MEN'S SOLO, 2-BATON, 3-BATON, ARTISTIC TWIRL, X-STRUT				
JUNIOR		3		1 athlete
SENIOR		3		1 athlete
DUET & ARTISTIC PAIR				Choice of:
JUNIOR			2	1 complete pair or 1 athlete
SENIOR			2	1 complete pair or 1 athlete
TWIRL TEAM, DANCETWIRL TEAM, (ONE DIVISION)			See below	2 athletes

Each country may bring up to:

2 Twirl Teams (in each level B and level A)

2 DanceTwirl Teams (in each level B and level A)

*Countries may not allow any team chosen to represent their country to enter the same routine/program in both the Twirl Team and Dancetwirl Team disciplines.

b) WORLD TECHNICAL BATON TWIRLING CHAMPIONSHIP

NUMBER OF ATHLETES ALLOWED PER AGE GROUP, PER DISCIPLINE, PER COUNTRY

WORLD CHAMPIONSHIP DISCIPLINES				
DISCIPLINE	FEMALE	MALE	EITHER	ALTERNATES
WOMEN'S SOLO, 2-BATON, 3-BATON, ARTISTIC TWIRL, X-STRUT				
JUNIOR	4			1 athlete
SENIOR	4			1 athlete
ADULT	4			1 Athlete
MEN'S SOLO, 2-BATON, 3-BATON, ARTISTIC TWIRL, X-STRUT				
JUNIOR		4		1 athlete
SENIOR		4		1 athlete
ADULT		4		1 athlete
DUET & ARTISTIC PAIR				Choice of:
JUNIOR			4	1 complete pair or 1 athlete
SENIOR			4	1 complete pair or 1 athlete
TWIRLING TEAM, DANCETWIRL TEAM,)			1	2 athletes
TWIRLING CORPS, ARTISTIC GROUP (ONE DIVISION)			1	4 athletes

Each country may bring:

- 1 Twirl Team
- 1 DanceTwirl Team
- 1 Twirling Corps
- 1 Artistic Group

4. MUSIC & TIME ALLOCATION

Athletes shall perform to the IBTF World Technical Baton Twirling Championship and Nations Cup prescribed music selection for these disciplines that are timed to the following allocations:

Discipline	Time Limit
Solo B Level & A Level*	1:45 minutes
Solo World Level	2:00 minutes
2 Baton	1:30 minutes
3 Baton	1:30 minutes
Artistic Twirl B Level & A Level	1:45 minutes
Artistic Pair B Level & A Level	1:45 minutes
Duet B Level & A Level *	1:45 minutes
Duet World Level	2:00 minutes
X Strut	1:45 minutes
Twirl Team	3:00 minutes

- There is no minimum time limit for individual, duet, or artistic pair disciplines therefore athletes may complete their routines prior to the completion of the music.
- *Note Duet B & A Level will also use the 2:00 min music used for the World Level but must end their routine at 1:45 min. The music will indicate the 1:45 min time with a beep.
- Judges will not assess penalties or give credit to material presented after the music ends. Judging shall discontinue at the conclusion of the music.

IBTF World Technical Baton Twirling Championship and Nations Cup music will be downloadable on the IBTF website when available.

The following disciplines are performed to own choice music, with the following time allocations:

Event	Time Limit
DanceTwirl Team	2:00-3:00 minutes max (no leeway)
Twirling Corps	3:00-3:30 minutes max (no leeway)
Artistic Group	3:00-3:30 minutes max (no leeway)

(*) Denotes updated time limit.

5. RULES SPECIFIC TO ALL DISCIPLINES

The use of acrobatics, though permitted, is not given extra consideration nor will acrobatics contribute in determining the rating and ranking of the athletes. The IBTF philosophy regarding adjudication prioritizes, first and foremost, the quality and technique of aerial work, rolls, contact material and accompanying bodywork. All other enhancements to a performance such as acrobatics, floor work, dance, novelty, etc. will not supersede the qualities and skills executed in Baton twirling. However, this is not true in DanceTwirl Team, where the top priority is dance with baton blended to complement the artistry,

6. SET SYSTEM FOR ALL DISCIPLINES

PROCEDURE FOR BRINGING ATHLETES ON TO THE COMPETITION FLOOR:

The Set System shall list the names of everyone: duet, pair, team, group and corps (and country) in each lane (indicating the event and division).

First set: The announcer will call the set number, then lane number with the corresponding athletes' name and country. The athlete shall acknowledge to the judge (e.g. relevé with arms raised in a 'V'). The announcer will then ask "Are the judges ready?" then "Athletes ready", "Music".

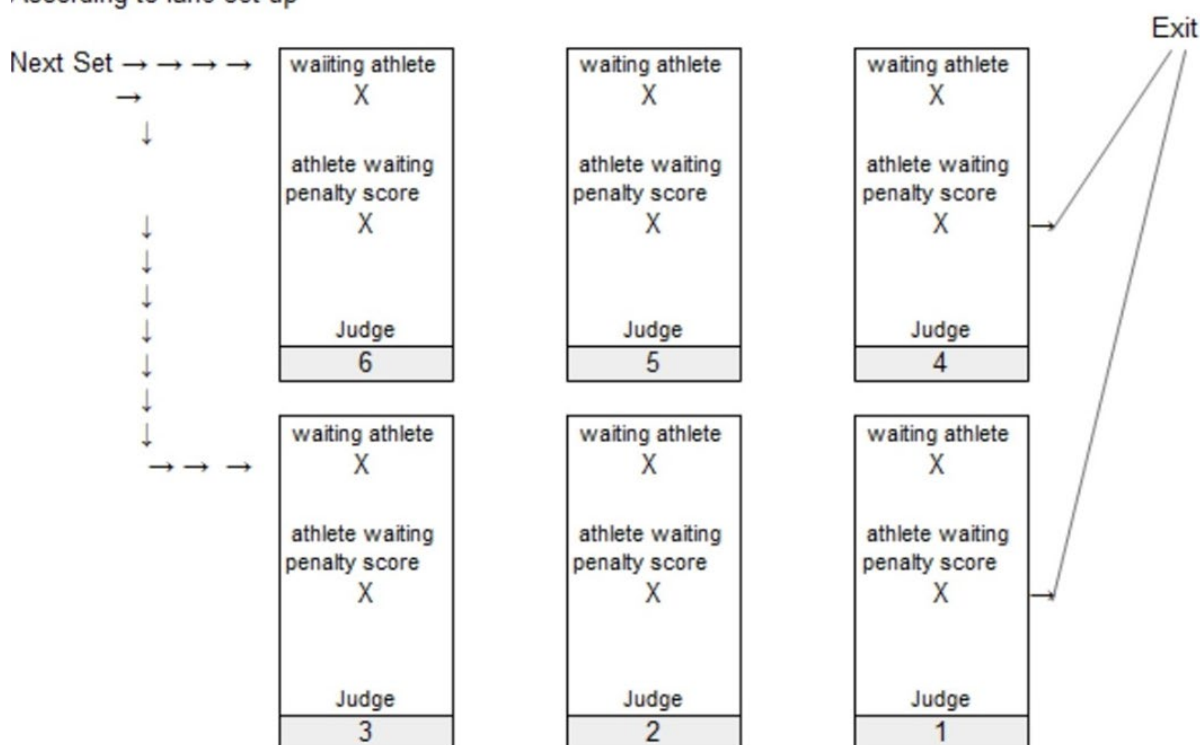
Each entrant will begin their routine when the music starts. When all athletes, in the set, have completed their routine the announcer will say "Thank you" and then ask "Judges please indicate with your cards if there were any penalties". The Athletes will hear the announcer calling next set during this time. The athletes should exit the floor after the judges have shown their penalty cards.

Sequential sets

While the preceding athletes are waiting for the penalty judge to show their penalty cards. The Announcer will call the next set, then the lane number with the corresponding athletes' name and country. The athletes will enter and **must wait at the back of their lane**. They must **not** enter the lane, even if their lane has been vacated!

When the chief judge indicates to the announcer that the judges are ready, the announcer will say "athletes please take your position". The athletes will then come forward into their lane, acknowledge to the judge (e.g. relevé with arms in a V) then take their opening position. The announcer will say "athletes ready" "Music".

According to lane set up



- 1) For the NATIONS CUP (with B & A Levels of competition) and for the WORLD TECHNICAL BATON TWIRLING CHAMPIONSHIP: The Announcer will say “Judges marks for penalties” and the judges will display their marks for any penalties. (A yellow card for Content Restriction violations-for Caption 1- and a white card with numbers for displaying the number of drops/falls- for Caption 2)
- 2) Those completing their performance and receiving their penalty marks will leave the floor and the next set of performers will take their position in front of the judges, and the Announcer will ask “Are the judges ready” and then say “Music”. This procedure will continue until all sets are completed.
- 3) **Judges’ penalties or scores will NOT be displayed on the big screen following each athlete’s performance.**
- 4) **The final results of each athlete in every division will be displayed on the big screen at the end each category.** (e.g. when all age divisions and levels of X-Strut have completed, all results for X-Strut will be displayed before the start of the 2 Baton category. The results will be displayed one Lane at a time, beginning with Lane 1, and will show all age divisions one at a time. The Results show the score and final placement of every athlete in the age division.

7. ACROBATIC CONTENT RESTRICTIONS

Definition of an Acrobatic Move

A movement 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:

- the hand(s) (e.g. a cartwheel done on the hand(s))
- the arm(s) (e.g. a cartwheel done on the forearm(s))
- the head (e.g. a headstand)
- 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, etc.

Definition of an Aerial Acrobatic Move

A body movement in which the athlete turns completely over in the air without being supported or touching hands on the floor.

Examples:

- In the air without support of the body (e.g. side aerial; back flip; aerial walkover)

NOTE: A horizontal butterfly (where the feet do not go over your head) is not considered aerial acrobatics move. It is considered a major body movement.

ALLOWANCES FOR SPECIFIC DISCIPLINES

WORLD CHAMPIONSHIP

- A maximum of 2 (only) acrobatic movements are allowed in Solo, with or without a toss. The movements may be combined or the two moves may be done separately.
- Acrobatic movements are not allowed in 2-Baton, 3-Baton, X-Strut, Duet, Twirl Team, or Twirling Corps.
- Acrobatic movements are permissible in Artistic Twirl, Artistic Pair and DanceTwirl Team.
- Single Acrobatic movements are permissible in Artistic Group [under a toss](#). No aerial acrobatic moves are allowed.

NATIONS CUP

See Appendix A for restrictions applying to specific disciplines.

Illusions are allowed in all disciplines but should not be overused.

NOTE for Clarification:

The penalty for executing more acrobatic moves than allowed is considered a content restriction and will be assessed a 10.0 points penalty per judge on the 100-point scale (Caption 1 judge).

8. IMPORTANT DEFINITIONS THAT APPLY TO THE CONTENT RESTRICTION CHARTS IN APPENDIX A

Standard Reception – (refers to type of catch) Vertical or Horizontal RH or LH catch or RH or LH grab.

Standard Release – Vertical RH or LH thumb toss. Vertical RH or LH backhand toss or Horizontal, RH or LH forward or reverse.

Major Body Move: A move that requires significant control, flexibility, strength, amplitude and extension. This classification includes any selected body move desired and includes moves such as: Illusions, walkovers, leaps, or jumps (of any type), sauté arabesque, attitude, grand battement, sauté de basque', tour jeté, cabriole, forward or reverse or deep lunge. These moves will be approximately 3 or more counts in duration.

Minor Body Moves: A move that does not require significant control, flexibility, strength, amplitude, or extension and additionally does not require horizontal or vertical reorientation to the Baton (no body rotations <turns>) or maneuvering the body upside down (illusions, bows, etc.). These moves will be approximately 2 counts in duration. This classification includes moves such as: hop, skip, chassé, piqué, step-step, and coupé, sauté. This category will often be used as preparation or follow through movements. Refer to the definition of terms not defined in this chart.

ATTENTION: The chaine' turn is in the same classification as spin. Ex. Single chaine' turn = 1 spin; double chaine' turn = 2 spins

REMINDER: Acrobatics are considered a Content Restriction in “disciplines that only allow a specific number or do not allow them and are subject to a content restriction penalty.

9. APPENDIX A- CONTENT RESTRICTIONS NATIONS CUP (ONLY)

Solo Content Restrictions		
A maximum of only 2 acrobatic movements are allowed, with or without a toss		
CATEGORY	Level B	Level A
Spins	Spins: 2 Spin Maximum with no restrictions on release or catch and 3 Spin maximum allowed with standard release and catch only.	Spins: 3 Spin Maximum with no restrictions on release or catch and 4 Spin maximum allowed with standard release and catch only.
ACROBATICS	A Single acrobatic movement under the toss for a maximum of 2 (only) acrobatic movements Aerial acrobatics are not allowed with or without the toss. Baton Releases No Restrictions Receptions No Restrictions	A maximum of only 2 acrobatic movements are allowed, with or without a toss. The 2 movements may be combined, or the two moves may be done separately. Only one aerial cartwheel is permitted if selected as one of the 2 acrobatic moves permitted. The aerial cartwheel cannot be used in combination with any other body move Other Double major body moves are also allowed under a toss, either traveling or stationary Baton Releases No Restrictions Receptions No Restrictions
Stationary Complex & Traveling Complex	Single major body move under the toss Baton Releases No Restrictions Reception No Restrictions	Single major body moves with 2 spins under toss. Baton Releases No Restrictions Reception No Restrictions Double major body move is allowed under the toss, either traveling or stationary Baton Releases No Restrictions Receptions No Restrictions
Rolls	<ul style="list-style-type: none"> • No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete) 	<ul style="list-style-type: none"> • No Restrictions
Contact Material	<ul style="list-style-type: none"> • No Restrictions 	<ul style="list-style-type: none"> • No Restrictions

Clarification: One major body move is allowed under a toss in Level B. Two major body moves are allowed under a toss in Level A. It is NOT allowable to add minor body moves after the toss or before the catch at either level.

APPENDIX A: CONTENT RESTRICTIONS NATIONS CUP (ONLY)

2 Baton Content Restrictions Acrobatics movements are not permitted.		
Category	Level B	Level A
Spins	1 spin Baton Reception No Restrictions	2 spins Baton Releases No Restrictions Reception No Restrictions
Stationary & Traveling Complex Acrobatics are not allowed	Single major body under the toss(s) Baton Releases No Restrictions Reception No Restrictions Note – open hand releases are considered “Standard”	Single Major Body move with one spin under toss(s) (this is not considered a double element trick) Baton Releases No Restrictions Receptions No Restrictions **Double major body move is NOT allowed under the toss, either traveling or stationary
Rolls	No continuous front neck rolls (with or without hands) No front neck figure 8's No monster rolls (partial or complete)	Partial monster roll is allowed, making 360-degree rotation around one arm
Contact Material	• No Restrictions	• No Restrictions
**Double Releases	• Only two aerial double release allowed	• No Restrictions
<p>Note - spins may be executed under 1 or 2 Batons. This includes both single and double releases, from one or both hands.....high/low, high/high, dual plane, dual pattern, opposition</p> <p>Note - Body Move may be executed under 1 or 2 Batons. This includes both single and double releases, from one or both hands.....high/low, high/high, high/low, dual plane, dual pattern, opposition.</p>		

Clarification: One major body move is allowed under a toss in Level B. **One major body move with one spin is allowed under a toss in Level A. It is NOT allowable to add minor body moves after the toss or before the catch at either level.

Reception:

Level B: any reception must not complete 2 or more spins under any baton.

1.5 spins IS permitted in the case of catches that require a half turn to complete.

Level A: any reception must not complete 3 spins or more under any baton.

2.5 spins IS permitted in the case of catches that require a half more turn to complete.

APPENDIX A: CONTENT RESTRICTIONS NATIONS CUP (ONLY)

3 Baton Content Restrictions Acrobatics movements are not permitted		
Category	Level B	Level A
Spins	1 spin Baton Releases No Restrictions Reception No Restrictions	** 1 spin Baton Releases No Restrictions Reception No Restrictions
Stationary/Traveling Complex Acrobatic are not allowed	<i>A major body move may not be executed under the toss(s)</i> Baton Releases No Restrictions Reception No Restrictions <i>Note – open hand releases are considered “Standard”</i>	** Single Major Body move only allowed under toss(s). Baton Releases No Restrictions Reception No Restrictions Double Element Tricks are NOT allowed Acrobatics are not allowed
Rolls	<i>No continuous front neck rolls (with or without hands)</i> <i>No front neck figure 8's</i> <i>No monster rolls (partial or complete)</i>	Partial monster roll is allowed, making 360-degree rotation around one arm
Contact Material	No Restrictions	No Restrictions
Triple Tosses	<i>No triple toss is allowed</i>	** Two sequential triple tosses allowed (either basic or high triple tosses) Baton Releases No Restrictions Reception No Restrictions
<p>**NOTE: Definition of a Triple Toss - A Triple Toss may be executed in two ways:</p> <p>Sequential Triple Toss - the execution of 3 Batons released sequentially (one at a time) into the air before one of the 3 Batons is caught. Catches may be in any order.</p> <p>Basic Triple Toss - Medium, low, high. High Triple Toss - high, high, high</p> <p>Simultaneous Triple Toss - the execution of 3 Batons released simultaneously (together), into the air before one of the 3 Batons is caught. Catches may be in any order.</p>		

**One major body move is allowed under a toss in Level A. It is NOT allowable to add minor body moves after the toss or before the catch at either level.

APPENDIX A: CONTENT RESTRICTIONS NATIONS CUP (ONLY)

THE FOLLOWING X STRUT CONTENT RESTRICTIONS LISTED HERE IN THIS BOX ARE FOR ALL LEVELS OF COMPETITION (Level B, Level A, & World Level):

- Acrobatic movements are not permitted.
- Floor contact with body parts other than the feet is not allowed.
- Intentional floor contact with the baton is permitted.
- Tosses/rolls/fingers/any form of releases are not permitted.

THE FOLLOWING X STRUT CONTENT RESTRICTIONS LISTED HERE ARE FOR LEVEL B & A:

Category	Level B	Level A
Body movements	<p>2 pure spins maximum, may NOT be combined with major body move before, during or after the spins</p> <p>1 pure spin maximum may be combined with major body move before or after</p> <p>Single major body movements (either stationary or traveling) can be executed one at a time.</p> <p>Single major body movements (illusion, leap, leg hold and layback) cannot be done in combination with each other or themselves or within a spin or turn (i.e., no double illusions, no leg hold with spin/turn, etc.)</p> <p>Deep Lunges are NOT allowed</p>	<p>3 pure spins maximum may NOT be combined with major body move before, during or after the spins</p> <p>2 pure spins maximum may be combined with major body move before or after</p> <p>Single major body movement within 1 spin/turn (only) is allowed.</p> <p>Double major body movements (either stationary or traveling) can be executed. This can be a combination of the same major body move (i.e. double illusion) or 2 different body moves (i.e. illusion + leg hold)</p> <p>Deep Lunges allowed.</p> <p>Triple / Multiple major body elements are NOT allowed</p>
Baton Movements	<p>NOTE: Baton movements are the same regardless of level (B Level, A Level or World Level)</p>	

Deep Lunge Definition: a deep lunge is a foundational stance used for balance, strength, and transitional movement. Here's how it's typically defined:

◇ Deep Lunge Key Features

- Stance: One leg is bent deeply at the knee (often close to a 90-degree angle or more). The other leg is extended straight behind, to the side, or directly to the front, with the knee lifted.
- Hips: Square and low, sinking toward the floor to deepen the stretch and stabilize the center of gravity.
- Torso: Upright or slightly forward, depending on the skill being performed

APPENDIX A: CONTENT RESTRICTIONS NATIONS CUP (ONLY)

Duet Content Restrictions Acrobatics movements are not permitted. applying to one or all Duet members		
Category	Level B	Level A
Spins	Spins: 2 Spin Maximum with no restrictions on release or catch and 3 Spin maximum allowed with standard release and catch only.	Spins: 3 Spin Maximum with no restrictions on release or catch and 4 Spin maximum allowed with standard release and catch only.
Stationary & Traveling Complex Acrobatics are not allowed	Single major body move under the toss Baton Releases No Restrictions Reception No Restrictions	Single major body move with 2 spins under the toss Baton Releases No restrictions. Reception No Restrictions Double major body moves are allowed under the toss, either stationary or traveling Baton Releases No Restrictions Reception No Restrictions Triple Major body moves are NOT allowed, either Stationary or Travelling.
Rolls	<ul style="list-style-type: none"> • No continuous front neck rolls (with or without hands) • No front neck figure 8's No monster rolls (partial or complete)	<ul style="list-style-type: none"> • No Restrictions

Clarification: One major body move is allowed under a toss in Level B. Two major body moves are allowed under a toss in Level A. It is NOT allowable to add minor body moves after the toss or before the catch at either level.

APPENDIX A: CONTENT RESTRICTIONS NATIONS CUP (ONLY)

Artistic Twirl Content Restrictions Acrobatic movements are allowed (considered as major body movements)		
CATEGORY	Level B	Level A
Spins	Spins: 2 Spin Maximum with no restrictions on release or catch and 3 Spin maximum allowed with standard release and catch only.	Spins: 3 Spin Maximum with no restrictions on release or catch and 4 Spin maximum allowed with standard release and catch only.
Aerial Acrobatic	Not Allowed with or without the toss.	Aerial cartwheels ONLY (1) under the toss Baton Releases No Restrictions Reception No Restrictions Body <ul style="list-style-type: none"> • Minor body moves on release only are allowed. • Reception No Restrictions • Aerial Cartwheels cannot be used in combination with any other body move. • No other aerial acrobatics moves allowed
Stationary Complex & Traveling Complex	Single major body move under the toss Baton Releases No Restrictions Reception No Restrictions	Single major body move with 2 spins under toss Baton Releases No Restrictions Reception No Restrictions Double major body move is allowed under the toss, either traveling or stationary. No limited number. Baton Releases No Restrictions Reception No Restrictions
Rolls	<ul style="list-style-type: none"> • No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete) 	<ul style="list-style-type: none"> • No Restrictions

Clarification: One major body move is allowed under a toss in Level B. Two major body moves are allowed under a toss in Level A. It is NOT allowable to add minor body moves after the toss or before the catch at either level.

APPENDIX A: CONTENT RESTRICTIONS NATIONS CUP (ONLY)

Artistic Pair Content Restrictions Acrobatic movements are allowed (considered as major body movements) applying to one or all Artistic Pair members		
CATEGORY	Level B	Level A
Spins	1 - 3 Spins Baton Releases No Restrictions Reception No Restrictions	Spins: 3 Spin Maximum with no restrictions on release or catch and 4 Spin maximum allowed with standard release and catch only.
Aerial Acrobatic	Not Allowed with or without the toss.	Aerial cartwheels ONLY (1) under the toss Baton Releases No Restrictions Reception No Restrictions Body <ul style="list-style-type: none"> • Minor body moves on release only are allowed • Reception No Restrictions • Aerial Cartwheels cannot be used in combination with any other body move • No other aerial acrobatics moves allowed
Stationary Complex & Traveling Complex	Single major body move under the toss Baton Releases No Restrictions Reception No Restrictions	Single major body move with 2 spins under toss Baton Releases No Restrictions Reception No Restrictions Double major body move is allowed under the toss, either traveling or stationary. No limited number. Baton Releases No Restrictions Reception No Restrictions
Rolls	No continuous front neck rolls (with or without hands) No front neck figure 8's No monster rolls (partial or complete)	<ul style="list-style-type: none"> • No Restrictions
Clarification: Two major body moves are allowed under a toss in Level A. It is NOT allowable to add minor body moves after the toss or before the catch.		

APPENDIX A: CONTENT RESTRICTIONS NATIONS CUP (ONLY)

DanceTwirl Team Content Restrictions applying to one or all team members Acrobatic movements are allowed (considered as major body move)		
CATEGORY	Level B	Level A
Spins	<ul style="list-style-type: none"> • 1 -2 spins <p>Baton Releases No Restrictions Reception No Restrictions</p>	<ul style="list-style-type: none"> • 1 - 3 spins <p>Baton Releases No Restrictions Reception No Restrictions</p>
Aerial Acrobatics (considered major body moves)	<ul style="list-style-type: none"> • Not allowed with or without toss 	<ul style="list-style-type: none"> • Not allowed with or without toss
Stationary Complex & Traveling Complex	<ul style="list-style-type: none"> • Single major body move under the toss <p>Baton Releases No Restrictions Reception No Restrictions</p>	<ul style="list-style-type: none"> • Single major body move with 1 spin under toss <p>Baton Releases No Restrictions Reception No Restrictions</p>
Double Element Tricks	<ul style="list-style-type: none"> • Not Allowed under the toss 	<ul style="list-style-type: none"> • Not Allowed under the toss
Rolls	<ul style="list-style-type: none"> • No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete) 	<ul style="list-style-type: none"> • No Restrictions
Contact Material	<ul style="list-style-type: none"> • No Restrictions 	<ul style="list-style-type: none"> • No Restrictions

Clarification: One major body move is allowed under a toss in Level B. One major body moves with one spin is allowed under a toss in Level A. It is NOT allowable to add minor body moves after the toss or before the catch at either level.

APPENDIX A: CONTENT RESTRICTIONS NATIONS CUP (ONLY)

Twirl Team Content Restrictions applying to one or all team members Acrobatic movements are not permitted.		
CATEGORY	Level B	Level A
Spins	<ul style="list-style-type: none"> • 1 -2 spins <p>Baton Releases No Restrictions Reception No Restrictions</p>	<ul style="list-style-type: none"> • 1 - 3 spins <p>Baton Releases No Restrictions Reception No Restrictions</p>
Stationary Complex & Traveling Complex	<ul style="list-style-type: none"> • Single major body move under the toss <p>Baton Releases No Restrictions Reception No Restrictions</p>	<ul style="list-style-type: none"> • Single major body move with 1 spin under toss <p>Baton Releases No Restrictions Reception No Restrictions</p>
Double Element Tricks	<ul style="list-style-type: none"> • Not Allowed under the toss 	<ul style="list-style-type: none"> • Not Allowed under the toss
Rolls	<ul style="list-style-type: none"> • No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete) 	<ul style="list-style-type: none"> • No Restrictions
Contact Material	<ul style="list-style-type: none"> • No Restrictions 	<ul style="list-style-type: none"> • No Restrictions

Clarification: One major body move is allowed under a toss in Level B. One major body move with one spin is allowed under a toss in Level A. It is NOT allowable to add minor body moves after the toss or before the catch at either level.

APPENDIX A: CONTENT RESTRICTIONS WORLD CHAMPIONSHIP (ONLY)

Artistic Group Content Restrictions	
CATEGORY	One level Only
Spins	<ul style="list-style-type: none"> • 1-2 spins <p>Baton Releases No Restrictions Reception No Restrictions</p>
Aerial Acrobatic	Not allowed with or without toss
Stationary Complex & Traveling Complex	<ul style="list-style-type: none"> • Single major body move under the toss <p>Baton Releases No Restrictions Reception No Restrictions</p>
Double Element Tricks	Not Allowed under the toss
Rolls	No continuous front neck rolls (with or without hands) No front neck figure 8's No monster rolls (partial or complete)
Contact Material	No Restrictions

Clarification: One major body move is allowed. It is NOT allowable to add minor body moves after the toss or before the catch.

TWIRLING CORPS

ACROBATIC MOVEMENTS ARE NOT PERMITTED
applying to one or all Corps members

10. CONTENT RESTRICTION PENALTIES

Penalty	Description	Deduction
NATIONS CUP IBTF - RESTRICTED CONTENT for Solo, 2 Baton, 3 Baton, Artistic Twirl and Artistic Pair disciplines	A 1.0 pt. deduction per infraction from each judge's score by the Penalty judge on a 100 pt scale	1.0 pt. per infraction (Deducted from each Judges Score)
NATIONS CUP IBTF - RESTRICTED CONTENT For Duet, and X- Strut disciplines	A 10-point deduction per infraction per judge will be assessed for including material that violates the written content restrictions on a 100-point scale.	10 pt. Per infraction (Deducted from each Judges Score)
NATIONS CUP RESTRICTED CONTENT DanceTwirl Team, Twirl Team	A 10-point deduction per infraction per judge for including material that violates the written content restrictions on a 100-point scale.	10 pts. Per infraction (Deducted from each Judges Score)
WORLD CHAMPIONSHIP RESTRICTED CONTENT for Twirling Corps	A 10-point deduction per infraction per judge will be assessed for including material that violates the written content restrictions on a 100-point scale.	10 pts. per infraction (Deducted from each Judges Score)
WORLD CHAMPIONSHIP RESTRICTED CONTENT for Artistic Group Corps ONLY	A 10-point deduction per infraction from the gross score for including material that violates the written content restrictions on a 100-point scale.	10 pts. Per infraction (Deducted from the gross Score)
ACROBATIC MOVES All levels	The penalty for executing more acrobatic moves than what is allowed in the rules for any discipline is considered a content restriction and will be assessed a 10-point penalty per judge on the 100-point scale.	See 11. ACROBATIC CONTENT RESTRICTIONS
<p>Content Restrictions will be recorded by a judge who will display a yellow card indicating a content restriction has been assessed. A white card with numbers indicates the number of drops assessed.</p>		

11. ALL OTHER PENALTIES:

Drop and Fall Definitions:

- **Drop:** when unintentionally the baton leaves the hand of the athlete and simultaneously one end of the shaft (tip and/or ball) touches the floor. If the baton is in the hand and one end touches the floor, that is not a drop.
- **Fall:** total loss of control that results in unintentional contact of the body with the floor

DROP OR A FALL Solo, 2 Baton, 3 Baton, Artistic Twirl and Artistic Pair disciplines	A 1.0 penalty per drop or fall will be deducted from each judge's score by the Penalty judge.	1.0 pt Per infraction (Deducted from each Judges Score)
DROP OR A FALL X-Strut, Duet, DanceTwirl Team, Twirl Team, and Artistic Group disciplines	A (1.0) penalty per drop or fall deducted from each judge's score by the Penalty judges from a 100 pt. Scale.	1.0 pt. per infraction (Deducted from each Judges Score)
DROP OR A FALL Twirling Corps	A (0.5) penalty per drop or fall deducted from each judge's score by the Penalty judges on a 100 pt. Scale.	0.5 pts per infraction. (Deducted from each Judges Score)
Drops will be recorded by a judge who will display a white card with numbers indicating the number of drops assessed,		
TIMING PENALTY – DanceTwirl Team, & Artistic Group	Undertime/Overtime - 5 pts (deducted from each Judge's Score)	5.0 pts per infraction. (Deducted from each Judges Score)
TIMING PENALTY – Twirl Team	Overtime. Timing & judging will start on the first salute and end on the final salute being shown.	0.1 pt per second (Deducted from each Judges Score)
TIMING PENALTY – Twirling Corps	Overtime. Timing & judging will start on the first note of the music and end on the last note of music.	0.1 pt per second (Deducted from each Judges Score)
TWIRLING TIME PENALTY Twirling Corps	Undertime: 0.1 penalty per second undertime (deducted from each Judge's Score)	0.1 pt per second (Deducted from each Judges Score)
FAILURE TO SALUTE at the beginning and/or the end of the performance.in Twirl Team	A 0.5 pt. deduction per infraction will be deducted from each judge's score by the Penalty judges from a 100 pt. Scale.	0.5 pts per infraction (Deducted from each Judges Score)
FAILURE TO SALUTE at the beginning and/or the end of the performance.in X-Strut	A 1.0 pt. deduction per infraction will be deducted from each judge's score by the Penalty judge. from a 100 pt. Scale.	1.0 pt. Per infraction (Deducted from each Judges Score)
Penalties specific to X-Strut for the following:	A 0.5 pt. deduction per infraction will be deducted from each judge's score by the Penalty judge from a 100 pt. Scale for the following: <ul style="list-style-type: none"> • Out of Step • Twirling (per violation) • Omitted basic strut per section. • Floor contact of Baton or body • Performing after final salute • Improper salute 	0.5 pts per infraction (Deducted from each Judges Score)

Penalties specific to X-Strut for Incorrect Floor Pattern.	A 1.0 pt. deduction per infraction will be deducted from each judge's score by the Penalty judge. from a 100 pt. Scale.	1.0 pt. per infraction (Deducted from each Judges Score)
COSTUME / FOOTWEAR / EQUIPMENT FAILURE - All Disciplines	The Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the Timing/Penalty Sheet	--
LEAVING THE FLOOR -	Penalty for all Individual, Duet, Artistic Pair Disciplines Any athlete leaving the floor, before the end of the music has been reached (for reasons other than illness, first aid, music and costume problems*) Penalty for all Teams, Groups & Corps Athlete(s) leaving the floor, before the minimum time has been reached (for reasons other than illness, first aid, music, and costume problems*)	2 pts. (Deducted from each Judges Score) 5 pts. (Deducted from each Judges Score)
LEAVING THE FLOOR - Unsportsmanlike Behavior	Any athlete(s) leaving the floor, before or after the end of the music has been reached due to an unsportsmanlike attitude of disgust, anger, disappointment, unprofessionalism, etc. is cause for DISQUALIFICATION (NO score). The assessment of the technical/judges chairs as to which type of departure is taken should be their decision.	DISQUALIFICATION (NO score)
REGULATION OF BATON APPARATUS	A 10-point deduction from each judges' score for non-conformance of using a standard Baton. See Baton definition on page 22.	10.0 points penalty per judge on the 100-point scale
ROSIN, POWDER, CHALK OR LIQUIDS TO ABSORB MOISTURE ON HANDS	The use of rosin, powders, chalk or other substances are permitted as long as they are not released onto the competition floor. The use of these substances must not become a danger for the following competing athletes. If any substance used on the hands leaves residue on the floor, a penalty will be assessed. Floor monitors will check the athletes' hands before entering the floor and if there are visible traces on the floor, the penalty will be applied.	10.0 points penalty per judge on the 100-point scale

The scores received for Solo, 2 Baton, 3 Baton, X-Strut, Artistic Twirl & Artistic Pair, Duet as well as all Teams, Groups and Corps disciplines are out of a possible ONE HUNDRED points (100.0 points)

Penalties are recorded separately by designated judges and are given to the judges to deduct from their gross score:

- Content Restrictions will be recorded, and the penalty will be displayed by one of the Caption 1 – Composition Judge following the athlete's performance.
- Drops will be recorded, and the number of drops will be displayed by one the Caption 2 - Execution Judge following the athlete's performance.
- Timing penalty will be recorded by one of the judges
- All other penalties are assessed in the athlete's proficiency and execution.

Penalties are deducted from each judge's gross score in tabulation to compute each judge's final net score.

Drop of Fall Penalty value:

A 1% penalty which equals a one full point tenth (1.0) penalty per drop/fall for X-Strut, Duet, all Teams, Groups & Corps will be deducted from each judge's score on a 100-pt. scale.

12. COSTUME, FOOTWEAR & BATON GUIDELINES

Costume - There should be no restrictions on costume choice for any of the disciplines, bearing in mind this is a sport. The costumes should be respectable, and the safety of the performing athlete and other competitors must be taken into consideration when choosing costuming to perform in.

Footwear

Footwear must meet the requirements of the facility.

Batons

Batons must conform to the definition of "Baton".

Penalty for non-conformance: 10 pt. Penalty from each judges' score.

DEFINITION OF A BATON

A standard Baton is a chrome-plated/silver steel shaft with varying size weights in either end.

The weights are either pounded or pressure fitted and covered with a white rubber ball (the large end) and a small white rubber tip covering the other end.

Various Batons have various balance points depending upon size and weight.

Most Batons are between 14 to 32 inches (35.5 to 81.5 cm) in length and are either 3/8 inch (10 mm), 5/16 inch (8 mm), or 7/16 inch (11 mm) in diameter. The normal standard Baton weights about 8 ounces (or 227 grams) – the length and diameter do also factor into the weight.

USE OF GRIP TAPE ON BATONS

The use of grip tape is optional, may be used bearing in mind that this is a sport.

Grip tape can cover up to 1/2 of the shaft, divided equally from the center – when measuring only the shaft, not including ball and tip.

Grip tape can cover up to 1/2 of the shaft, divided equally from the center.

Clarification: The outer quarter of each end may not be covered.

Grip tape can be applied in solid, striped or spiral fashion.

The colors of grip tape on the Baton are free.

Inside a Pair, Team or Group, the grip tape must be the same.

COSTUME / FOOTWEAR / EQUIPMENT FAILURE - ALL DISCIPLINES Procedures

The Chief Judge, the Technical Chair or the Judges' Chair may stop the competition if a costume/footwear/equipment failure occurs. Examples of situations that might warrant this stoppage are, but not limited to;

- If costume failure becomes hazardous or indecent
- If a shoelace becomes untied causing footwork to be dangerous

- Loss of footwear causing danger to the athlete slipping and falling
- Loss of ball or tip from the Baton shaft
- Baton shaft breaking
- First aid

The Technical Chair must be called upon to handle the situation and will be responsible to involve other members of the IBTF technical executive as needed. After the issue has been resolved, the IBTF Technical Chair may order a restart with performance to commence at the beginning.

13. COMPETITION PREPARATION & WARMUPS

There will be no practice periods on the competition floor.

All athletes and coaches must follow the instructions of the Practice Floor Monitor.”

- **AREA # 1 (Adjacent to the Competition Floor)**
 - a. An area large enough to accommodate one set of athletes.
 - b. Athletes will focus and get ready to go to the competition floor.
- **AREA # 2 (Controlled access area)**
 - a. Athletes are given a minimum of 5 minutes for final preparations before moving to **Area 1**
- **AREA # 3 (Controlled access area)**
 - b. Area for practice that is based upon availability and is **ONLY** reserved for athletes who are competing in the disciplines on the day’s competition schedule.

14. COMPETITION PROCEDURES

a) Number of Judges- Solo Disciplines

- **Solo, Two-Baton, Three-Baton, Artistic Twirl, X-Strut, Duet & Artistic Pairs**

There will be 4 judges per panel: 2 judges for Caption 1 – Composition and 2 judges for Caption 2 – Execution

One of the Caption 1 judges will be recorded and flashing the Content Restriction penalties.

One of the Caption 2 judges will be recorded and flashing the Drops/Fall penalties.

b) Number of Judges- Teams, Groups, Corps

- **Twirling Team, DanceTwirl Team, Twirling Corps, Artistic Group & Majorette Corps**

There will be a minimum number of 5 and maximum of 9 Judges for Team, Group, and Corps Disciplines. NOTE: Artistic Group used 6 judges.

In addition: all the disciplines listed above use two Timing/Penalty Judges to Record the time of the music, to record drops and another penalty judge to assess content restriction violations.

c) Order of Disciplines

The IBTF shall determine the actual Order of Disciplines for the World Technical Baton Twirling Championship and the Nations Cup Competition.

d) Order of Rounds

- All Preliminary Rounds
- All Semi-Final Round
- All Final Rounds

e) Order of Appearance

- Preliminary- Random Draw
- Semi-Final – Reverse Order
- Final Rounds- reverse order of prelim ranking

f) Competition & Announcing Procedures

- A printed “Set System” Program shall be developed to indicate the Order of Disciplines and the order in which the competitors shall perform.
- The official “Set System” Program will be final following the close of registration. It is the responsibility of the host federation to distribute the final set system to all countries participating in the competition.

For ALL Disciplines:

The Set System shall list the names of all athletes, pairs, duets, teams, groups and corps (and country) in each lane (indicating the event and division).

15. Competition Floor- Performance Area

Competition Floor- Performance Area

Floor boundaries (15 m x 28 m minimum; 49.21 ft x 91.68 ft minimum).
 (full basketball floor depending on location of competition)

Area	NBA		FIBA	
	Imperial	Metric	Imperial	Metric
Court length	94 ft	28.65 m	91.86 ft	28 m
Court width	50 ft	15.24 m	49.21 ft	15 m

- **Measurements**
- 50 feet (15 meters) x 84 feet (25 meters) minimum (standard basketball floor size)
- For Solo, 2 & 3 Baton, X-Strut & Duet a lane shall be approximately 25-30 feet (7.5-9.0 meters) across and 15-20 feet (4.5-6 meters) deep using floor plan A or B. The number of lanes and the actual size of each lane will be dependent on the available size of the competition floor.
- **Floor Set Up – Individual Disciplines**
- Judges’ tables shall be referred to as “lanes”. See below for floor plan. (placed on all page’s summary descriptions)
- The Music Coordinator and Announcer shall be seated in an area off the competition floor with an unobstructed view of all lanes.
- Tables shall be skirted as well as marked with Lane Number (on front of table and on the back of one of the judge’s chair).
- The Set Number shall be displayed prominently near the competition floor.
- **Floor Set Up – Solo, 2 & 3 Baton and Duet Disciplines:**

The schedule is set to run 6-8 lanes for these disciplines (based on available size of the competition floor).

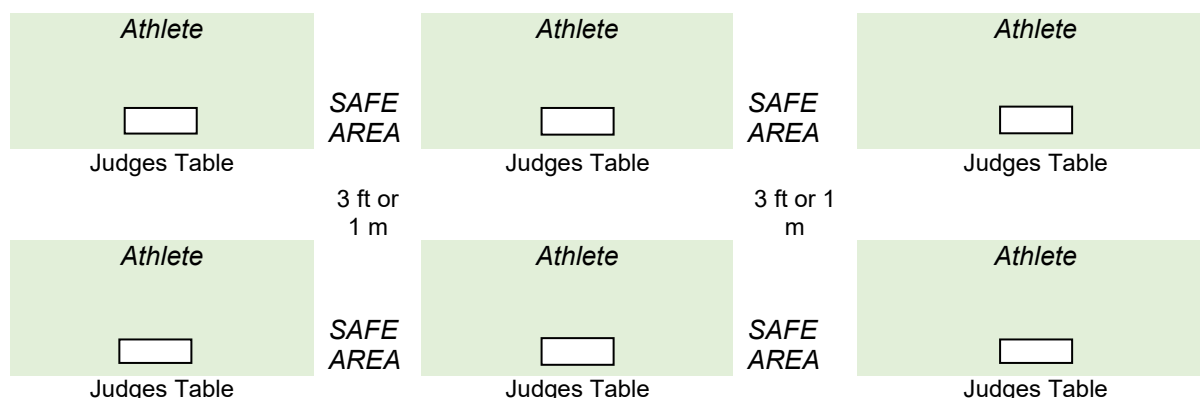
- **Floor Set Up – X Strut, Artistic Twirl & Artistic Pair Disciplines:**

Floor Set Up # 2 – Artistic Twirl and Artistic Pair and X Strut Disciplines:

If there are 6 lanes: The schedule may require that 6 lanes run for Artistic Twirl, Artistic and X Strut disciplines (based on available size of the competition floor).

- Three tables must stay on the competition floor and three tables should stay outside the competition floor.
- Approved floor tape should be placed on the floor to mark the safe area that does not leave any residue.

FLOOR PLAN



FRONT (AUDIENCE)

- **NATIONS CUP AND WORLD CHAMPIONSHIP**

Floor Set Up for all teams, twirling corps and artistic groups:

- The competition floor shall be clear and empty.
- Judges shall be seated in the stands.
- The Music Coordinator and Announcer shall be seated in an area off the competition floor with an unobstructed view of the floor.
- During Team competition, a marker approved by the facility (e.g. tape, pylon) shall be used to designate the floor boundaries in each corner and the center of competition floor shall be marked.

16. NUMBER OF ROUNDS

The rounds and advancement procedure will vary depending on whether the Division is 'Small', 'Medium', or 'Large', as of the entry closing date.

The number of rounds of competition for each division will be determined based on the set system prepared and distributed to each country according to their registration.

Athlete additions after the close of the entry deadline are not allowed

Withdrawals from the competition occurring after the entry closing date do not alter the scheduling of any Preliminary, Semi-Final or Final Rounds and do not change an age division's status as 'small', 'medium', or 'large'.

For Solo, 2-Baton, 3-Baton, X Strut, Artistic Twirl, Duet & Artistic Pair:

1. All disciplines and all age divisions will have two rounds of competition, with a Semi-Final round depending on the number of entries. All begin with a Preliminary Round and end with a Final Round.

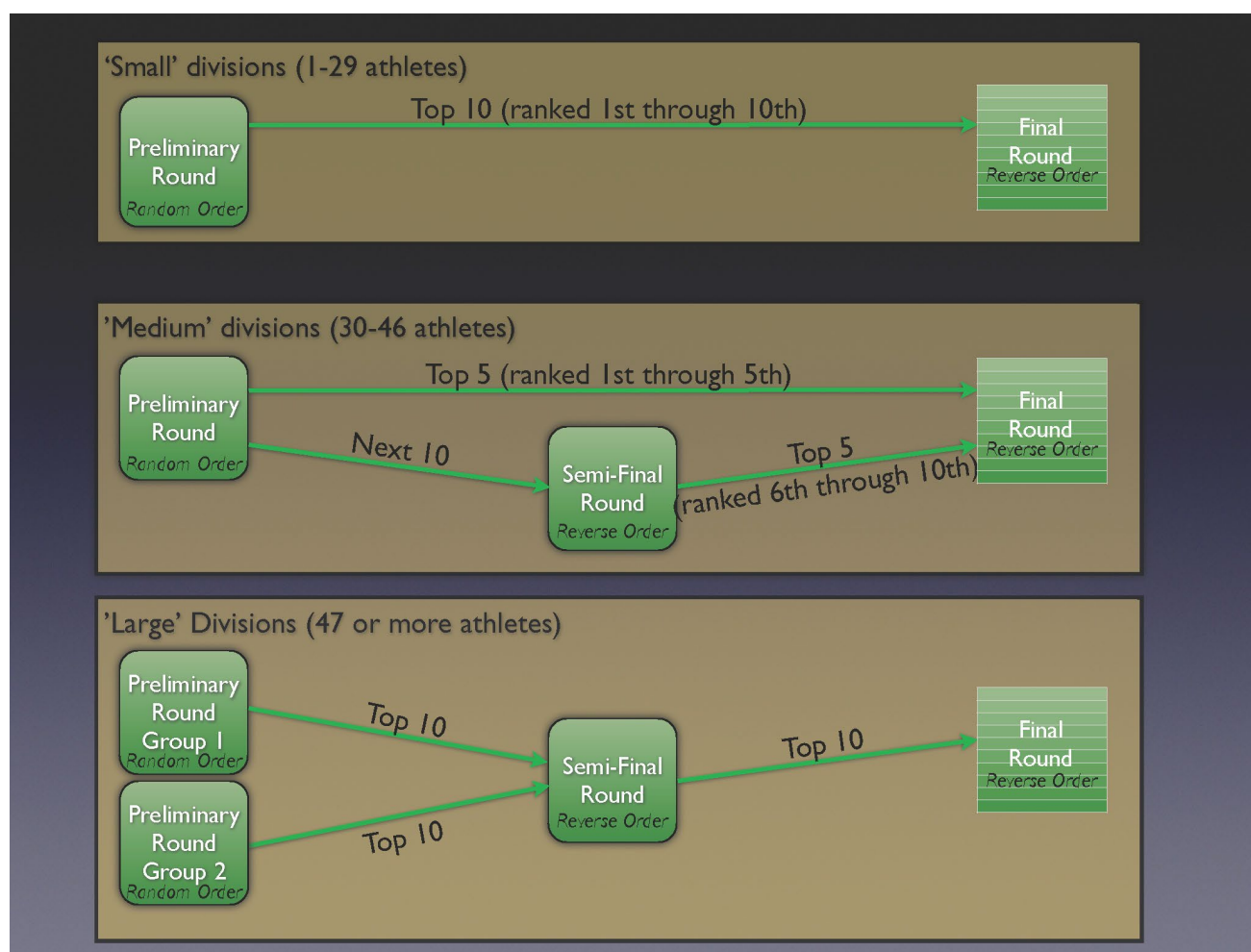
For all Rounds, the judges will use the Place Point Ordinal Scoring System of judging.

The Final Round for all divisions is up to 10 athletes, plus all athletes tied for the final qualifying position. Because the Final Round does include all athletes tied for the final qualifying position, the actual size of a Final Round division may be larger than 10 athletes, with the top 10 athletes being awarded.

2. **“Small” divisions of 1-29 or fewer** (i.e.: between 1 and 29 athletes, inclusive) there are two rounds of competition. The athletes compete in a single Preliminary Round division, in random order. The Preliminary Round top 10 (including all ties for the *Final Qualifying Position*) move on to the Finals, competing in reverse order of Preliminary Round placement. The remaining athletes have completed competition.
3. **“Medium” divisions of 30-46** (i.e. between 30 and 46 athletes, inclusive) there are three rounds of competition. The athletes compete in a single Preliminary Round division, in random order. The top 5 placements from the Preliminary Round (including all ties for the *Final Qualifying Position*) advance directly to the Final Round, competing in reverse order of Preliminary Round placement and are ranked 1st to 5th. The next 10 (Preliminary places 6 through 15) including all ties for the *Final Qualifying Position* advance to a Semi-Final Round to fill out the remaining positions in the Final Round competing in reserve order of Preliminary Round placement before the athletes that advanced from the Preliminary Round.

4. **“Large” divisions of 47 or more**, there are three rounds of competition.

- The athletes are divided randomly into two evenly sized groups and will run as separate Preliminary Rounds.
- If there is an odd number of athletes entered, Group 1 will contain the additional athlete.
- The Group 1 Preliminary Round Top 10 (including all ties for the Final Qualifying Position) and the Group 2 Preliminary Round Top 10 (including all ties for the Final Qualifying Position) advance to the Semi-Final Round.
- Athletes in the Semi-Final compete in reverse order of Preliminary Round Placement, with the Group 1 athlete competing before the Group 2 athlete. (e.g.: Group 1 10th, Group 2 10th, Group 1 9th, Group 2 9th, and so on.)
- The Semi-Final Round Top 10 (including all ties for the Final Qualifying Position) advance to the Final Round, competing in reverse order of Semi-Final Round placement.



Regarding Ties:

- In a Preliminary Round, all athletes tied for the *Final Qualifying Position* will advance to the next round (either the Final Round or the Semi-Final Round, depending on the size of the Division).
- In a Semi-Final Round, all athletes tied for the *Final Qualifying Position* will advance to the Final Round.
- In a **Final Round**, a tie for **first through third place** must be broken. Final Round ties at any other positions are not broken.

Some *Final Qualifying Position* tie examples:

Scenario 1

Preliminary Round		Semi-Final Round		Final Round
Name	Place	Name	Place	Name
Athlete 1	1			Athlete 10
Athlete 2	2			Athlete 9
Athlete 3	3			Athlete 8
Athlete 4	4			Athlete 7
Athlete 5	5			Athlete 6
Athlete 6	6			Athlete 5
Athlete 7	7			Athlete 4
Athlete 8	8			Athlete 3
Athlete 9	9			Athlete 2
Athlete 10	10			Athlete 1
Athlete 11	11			
Athlete 12	12			
Athlete 13	13			

Top 10

- There are no ties in the Preliminary Round.
 - i. The Top 10 from the Preliminary Round advance to the Final Round.

Scenario 2

Preliminary Round		Semi-Final Round		Final Round
Name	Place	Name	Place	Name
Athlete 1	1			Athlete 12
Athlete 2	2			Athlete 11
Athlete 3	3			Athlete 10
Athlete 4	4			Athlete 9
Athlete 5	5			Athlete 8
Athlete 6	6			Athlete 7
Athlete 7	7			Athlete 6
Athlete 8	8			Athlete 5
Athlete 9	9			Athlete 4
Athlete 10	10			Athlete 3
Athlete 11	10			Athlete 2
Athlete 12	10			Athlete 1
Athlete 13	13			

Top 10, plus ties

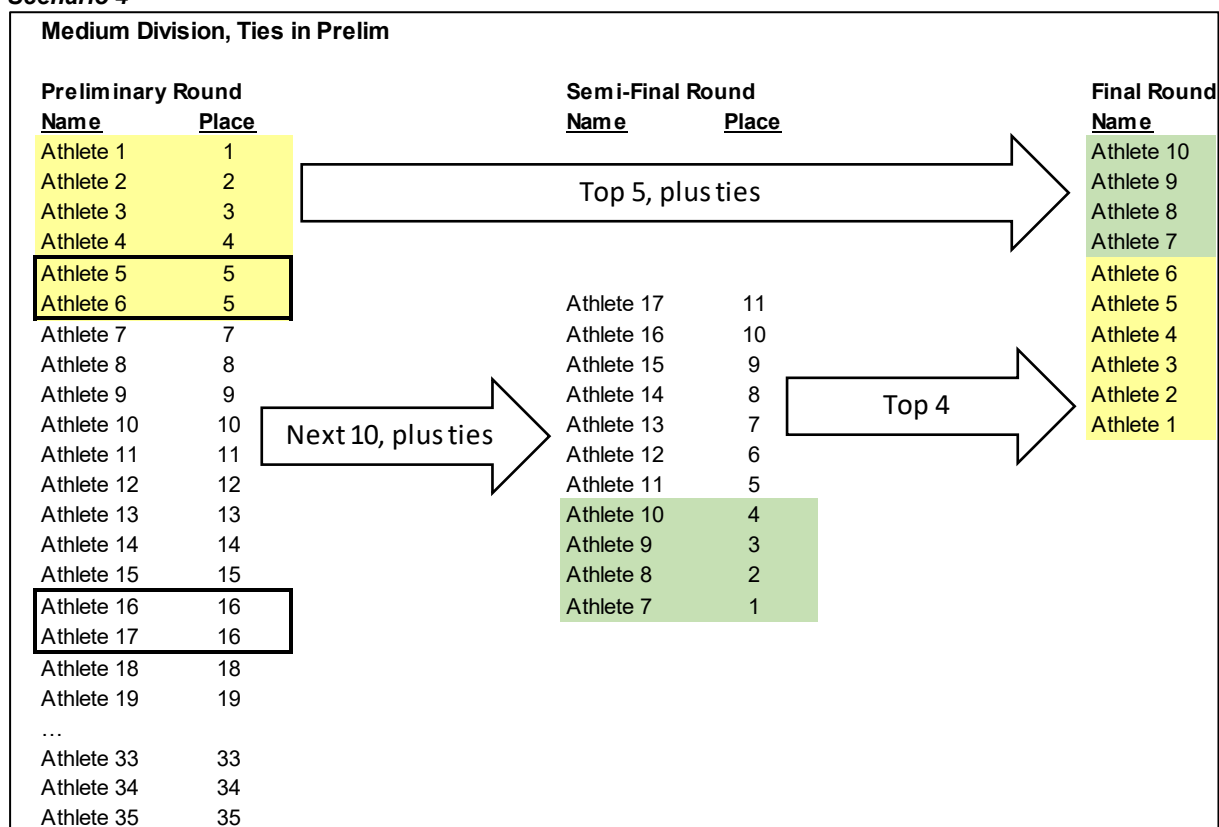
- There is a tie for 10th place in the Preliminary Round, and 10th place is the Final Qualifying Position to advance to the Final Round.
 - i. Twelve (12) athletes (the Top 10 plus ties for FQP) advance to the Final Round.

Scenario 3

Preliminary Round		Semi-Final Round		Final Round
Name	Place	Name	Place	Name
Athlete 1	1			Athlete 10
Athlete 2	2			Athlete 9
Athlete 3	3			Athlete 8
Athlete 4	4			Athlete 7
Athlete 5	5			Athlete 6
Athlete 6	6	Athlete 15	10	Athlete 5
Athlete 7	7	Athlete 14	9	Athlete 4
Athlete 8	8	Athlete 13	8	Athlete 3
Athlete 9	9	Athlete 12	7	Athlete 2
Athlete 10	10	Athlete 11	6	Athlete 1
Athlete 11	11	Athlete 10	5	
Athlete 12	12	Athlete 9	4	
Athlete 13	13	Athlete 8	3	
Athlete 14	14	Athlete 7	2	
Athlete 15	15	Athlete 6	1	
Athlete 16	16			
Athlete 17	17			
Athlete 18	18			
Athlete 19	19			
...				
Athlete 33	33			
Athlete 34	34			
Athlete 35	35			

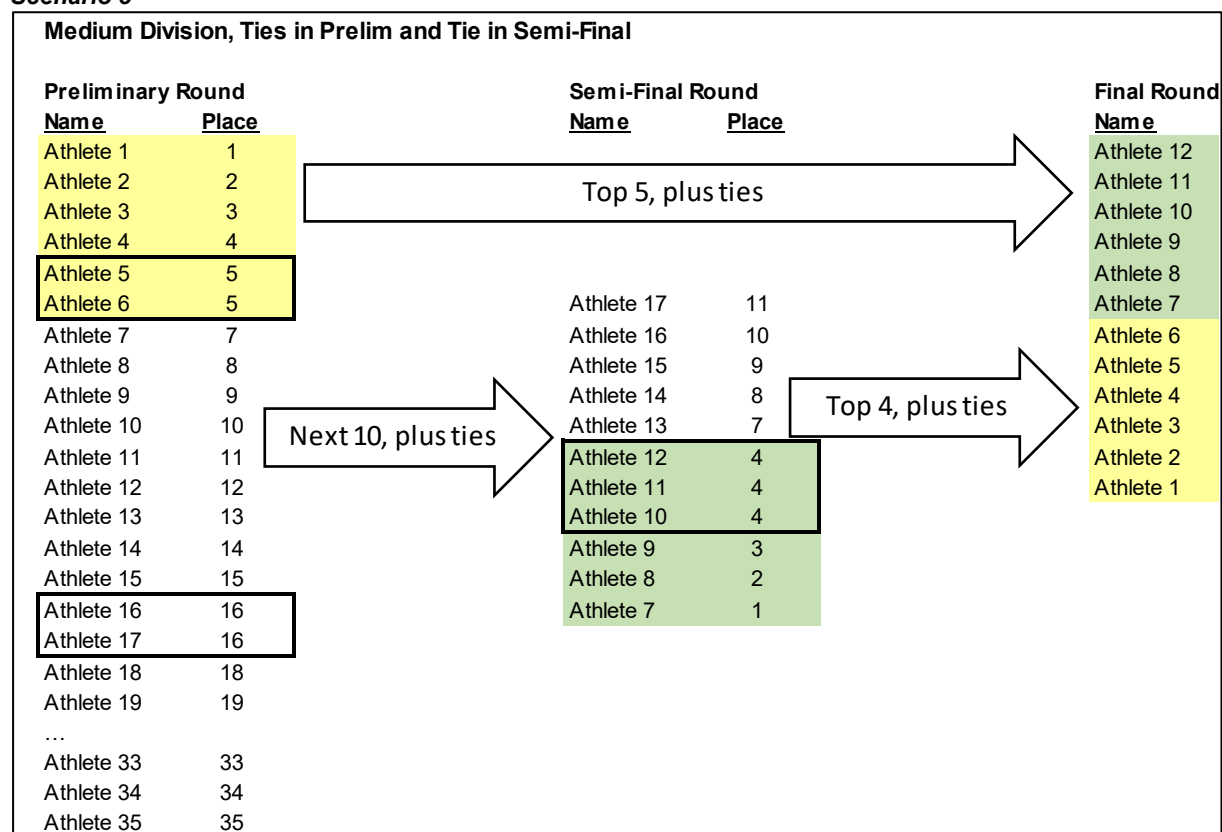
- There are no ties in the Preliminary Round.
 - i. The Top 5 from the Preliminary Round advance directly to the Final Round.
 - ii. The Next 10 from the Preliminary Round (positions 6 through 15, inclusive) advance to re-compete in the Semi-Final Round.
- There are no ties in the Semi-Final Round.
 - i. The Top 5 from the Semi-Final Round advance to the Final Round.

Scenario 4



- There is a tie for 5th place in the Preliminary Round, and 5th place is the Final Qualifying Position to advance directly to the Final Round.
 - i. Six (6) athletes (the Top 5 plus ties for FQP) advance directly to the Final Round.
- There is a tie for 16th place in the Preliminary Round, and 16th place is the Final Qualifying Position to advance to the Semi-Final Round.
 - i. Eleven (11) athletes (the Next 10 plus ties for FQP) advance from the Preliminary Round (positions 7 through 16, inclusive) to re-compete in the Semi-Final Round.
- There are no ties in the Semi-Final Round.
 - i. Only four (4) athletes from the Semi-Final Round will advance to the Final Round, because six (6) positions are already filled in the Final Round. The Semi-Final Round is used to 'complete' the 10 positions for the Final Round; the Semi-Final Round does not always 'add five' positions to the Final Round.

Scenario 5



- There is a tie for 5th place in the Preliminary Round, and 5th place is the Final Qualifying Position to advance directly to the Final Round.
 - i. Six (6) athletes (the Top 5 plus ties for FQP) advance directly to the Final Round.
- There is a tie for 16th place in the Preliminary Round, and 16th place is the Final Qualifying Position to advance to the Semi-Final Round.
 - i. Eleven (11) athletes (the Next 10 plus ties for FQP) advance from the Preliminary Round (positions 7 through 16, inclusive) to re-compete in the Semi-Final Round.
- There is a tie for 4th place in the Semi-Final Round, and 4th place is the Final Qualifying Position to advance from the Semi-Final to the Final Round.
 - i. Six (6) athletes from the Semi-Final Round will advance to the Final Round, because of the three-way tie for 4th place in the Semi-Final Round.

Scenario 6

Large Division, No Ties				
Preliminary Group 1			Semi-Final Round	Final Round
<u>Name</u>	<u>Place</u>		<u>Name</u>	<u>Name</u>
Athlete 1	1			Athlete 5
Athlete 2	2			Athlete 31
Athlete 3	3			Athlete 4
Athlete 4	4			Athlete 30
Athlete 5	5			Athlete 3
Athlete 6	6		Athlete 10	Athlete 29
Athlete 7	7		Athlete 36	Athlete 2
Athlete 8	8		Athlete 9	Athlete 28
Athlete 9	9		Athlete 35	Athlete 1
Athlete 10	10	→ Top 10 →	Athlete 8	Athlete 27
Athlete 11	11		Athlete 34	
Athlete 12	12		Athlete 7	
Athlete 13	13		Athlete 33	
Athlete 14	14		Athlete 6	
Athlete 15	15		Athlete 32	
...			Athlete 5	10
Athlete 24	24		Athlete 31	9
Athlete 25	25		Athlete 4	8
Athlete 26	26		Athlete 30	7
			Athlete 3	6
			Athlete 29	5
Preliminary Group 2			Athlete 2	4
<u>Name</u>	<u>Place</u>	→ Top 10 →	Athlete 28	3
Athlete 27	1		Athlete 1	2
Athlete 28	2		Athlete 27	1
Athlete 29	3			
Athlete 30	4			
Athlete 31	5			
Athlete 32	6			
Athlete 33	7			
Athlete 34	8			
Athlete 35	9			
Athlete 36	10			
Athlete 37	11			
Athlete 38	12			
Athlete 39	13			
Athlete 40	14			
Athlete 41	15			
...				
Athlete 49	23			
Athlete 50	24			
Athlete 51	25			

- There were 51 athletes entered in this Division. The 51 athletes were randomly divided into two Groups – Group 1 has 26 athletes and Group 2 has 25 athletes.
- There are no ties in the Preliminary Round.
 - i. The Top 10 from Preliminary Round Group 1 advance to re-compete in the Semi-Final Round.
 - ii. The Top 10 from Preliminary Round Group 2 advance to re-compete in the Semi-Final Round.
- Athletes compete in the Sem-Final Round in reverse order of their placement in the Preliminary Round, with the Group 1 position competing before the Group 2 position.
- There are no ties in the Semi-Final Round.
 - i. The Top 10 from the Semi-Final Round advance to the Final Round.

Scenario 7

Preliminary Group 1			Semi-Final Round		Final Round
Name	Place		Name	Place	Name
Athlete 1	1				Athlete 5
Athlete 2	2				Athlete 31
Athlete 3	3				Athlete 4
Athlete 4	4				Athlete 30
Athlete 5	5				Athlete 3
Athlete 6	6		Athlete 13	24	Athlete 29
Athlete 7	7		Athlete 12	23	Athlete 2
Athlete 8	8		Athlete 11	22	Athlete 28
Athlete 9	9		Athlete 37	21	Athlete 1
Athlete 10	10	Top 10, plus ties	Athlete 10	20	Athlete 27
Athlete 11	10		Athlete 36	19	
Athlete 12	10		Athlete 9	18	
Athlete 13	10		Athlete 35	17	
Athlete 14	14		Athlete 8	16	
Athlete 15	15		Athlete 34	15	
...			Athlete 7	14	
Athlete 24	24		Athlete 33	13	
Athlete 25	25		Athlete 6	12	
Athlete 26	26		Athlete 32	11	
			Athlete 5	10	
			Athlete 31	9	
			Athlete 4	8	
			Athlete 30	7	
			Athlete 3	6	
			Athlete 29	5	
			Athlete 2	4	
			Athlete 28	3	
			Athlete 1	2	
			Athlete 27	1	
Preliminary Group 2					
Name	Place				
Athlete 27	1				
Athlete 28	2				
Athlete 29	3				
Athlete 30	4				
Athlete 31	5				
Athlete 32	6				
Athlete 33	7				
Athlete 34	8				
Athlete 35	9				
Athlete 36	10	Top 10, plus ties			
Athlete 37	10				
Athlete 38	12				
Athlete 39	13				
Athlete 40	14				
Athlete 41	15				
...					
Athlete 49	23				
Athlete 50	24				
Athlete 51	25				

- There were 51 athletes entered in this Division. The 51 athletes were randomly divided into two Groups – Group 1 has 26 athletes and Group 2 has 25 athletes.
- There is a tie for 10th place in the Group 1 Preliminary Round, and 10th place is the Final Qualifying Position to advance to the Semi-Final Round.
 - i. Thirteen (13) athletes (the Top 10 plus ties for FQP) advance to re-compete in the Semi-Final Round.
- There is a tie for 10th place in the Group 2 Preliminary Round, and 10th place is the Final Qualifying Position to advance to the Semi-Final Round.
 - i. Eleven (11) athletes (the Top 10 plus ties for FQP) advance to re-compete in the Semi-Final Round.
- Athletes compete in the Sem-Final Round in reverse order of their placement in the Preliminary Round, with the Group 1 position competing before the Group 2 position.

- There is a tie for 10th place in the Semi-Final Round, and 10th place is the Final Qualifying Position to advance to the Final Round.
 - i. Twelve (12) athletes (the Top 10 plus ties for FQP) advance to the Final Round.

For Twirl Team, DanceTwirl Team, Artistic Group & Twirling Corps:

All disciplines and divisions will have two rounds of competition. They begin with a Preliminary Round and end with a Final Round. The number of entrants that advance from the Preliminary Round to the Final Round varies, depending on the number of teams/groups/corps entered in the Division as of the Entry Closing Date.

1. For divisions of 20 or less, the top 6 teams, Artistic Groups or Twirling Corps move to the Finals.
 2. For divisions of 21 or more, the top 10 move to the Finals.
- Team/Group/Corps additions after the Entry Closing Date are not allowed.
 - Withdrawals from the competition after the Entry Closing Date do not alter the number of entrants that advance to the Final Round.

The number of rounds of competition for each Division will be shown in the set system prepared and distributed to each country after the Entry Closing Date.



Regarding Ties:

- In a Preliminary Round, all teams/groups/corps tied for the *Final Qualifying Position* will advance to the Final Round.
- In a Final Round, a tie for first through third place must be broken. Final Round ties at any other positions are not broken.
 - i. A tie for **Final Round First Place through Third Place** is broken by using the Preliminary Round placement. The team/group/corps with the higher Preliminary Round placement is awarded First Place.
 - ii. If it remains unbroken the net numerical score will be used.

17. **TIE BREAKING PROCEDURE** (Added August 2025) (approved March 2024 for all competitive disciplines)

For all Rounds, the judges will use the Place Point Ordinal Scoring System of judging.

Exception: Artistic Group and DanceTwirl Team which uses the Caption Judging System.

* 5 or more judges normally serve on the panel for each team, corps, or group.

Clarification on Tie Breaking

All ties are broken for 1st through 3rd place.

Determination of Placement in the Finals

Placement is determined by place points (not the scores) received. The following steps will be utilized:

Step #1 – Any majority of firsts will determine first-place only. If there is not a majority of firsts or there is a **TIE** in the majority of firsts, revert to the lowest total PLACE POINTS (this is done by adding up the placements each athlete received.) The lowest number of place points determine all other placements.

Step #2 – When there is not a majority of firsts or there is a **TIE** in the majority of firsts and there is a **TIE** in the place points, revert back to the total net score from all judges. The highest total net score breaks the tie (minus the high and low score removed) determines the higher placement if there are 5 or more judges on the panel.

Step #3 – If Step #1 and Step #2 have been followed and a **TIE** remains, use the following procedure:

If a **TIE** still remains for 1st, 2nd or 3rd place, use the preliminary round placement and follow the same procedure to break the **TIE** and determine the winner.

1. Any majority of firsts in the Preliminary Round determines first place.
2. If there was not a majority of firsts in the Preliminary Round, revert to the lowest total place points in the Preliminary Round.
3. If a **TIE** still remains, use the Preliminary Round Total Net Score (removing the high and low Net Score if there are 5 or more judges)
 - a. * If a tie still remains, calculate the **Final Round Total Net Score** (including **all** judges) for the tied competitors. The greatest Final Round Total Net Score determines first place.
 - b. * If a tie still remains, calculate the **Preliminary Round Total Net Score** (including **all** judges) for the tied competitors. The greatest Preliminary Round Total Score determines first place.
 - c. * If a tie still remains, the tie is not broken and multiple first place awards are recognized.

*Note: If there is **ONLY** one round of competition, **point a.** above is used to break a tie (i.e.. the steps involving a 'Preliminary Round' are ignored).

18. SCORING PROCEDURES

ALL DISCIPLINES & LEVELS: Judges will be provided with Judging Master Sheets listing the names of the athletes and/or teams, groups, corps in each discipline and division they are assigned to judge. Judges shall use the Master for their own notations and to record the official score of each competitor that is sent to Tabulation. No score sheets will be issued; however, a complete copy of the Tabulation Recap Sheet for each category and round will be posted at the conclusion of each round of competition.

19. WORLD CUP TABULATION PROCEDURE:

- For all World Championship disciplines (individual, duet/pair, teams/group/corps) and divisions, points are awarded in reverse order, by placement
- In any given discipline/division, athlete placements from the Final, Semi-Final (if any), and Preliminary Rounds are pulled and a single ranking created from first position to last
- For athletes that make the Final Round, their Final Round placement determines their Overall Placement
- For athletes that make the Semi-Final Round but not the Final Round, their Semi-Final Round placement determines their Overall Placement
- For athletes that do not advance past the Preliminary Round, their Preliminary Round placement determines their Overall Placement
- The first place athlete receives 20 points for their country, down to the 20th place athlete which receives 1 point for their country
- If there is a tie for any position, both athletes receive the points for that position and the next placing athlete receives the points aligning with their position
- Example: if there was a 3-way tie for 3rd place, all three athletes would receive 18 points and the athlete in 6th place would receive 15 points
- If a competitor is unable to finish due to illness or injury (DNF), they are included in the process and are awarded the points for their final position
- If a competitor is disqualified from competition at any point (DQ), or does not compete in the Preliminary round (NS), they are excluded from the process and do not receive any points

The following example illustrates these rules:

Overall Place	Final Round Place	Semi-Final Place	Prelim Place	Name	Points
1	1		2	Athlete 1	20
2	2		4	Athlete 2	19
3	3		3	Athlete 3	18
4	4		5	Athlete 4	17
5	5		1	Athlete 5	16
6	5	2	11	Athlete 6	15
7	5	3	8	Athlete 7	14
8	8	1	9	Athlete 8	13
9	9	5	14	Athlete 9	12
10	10	4	15	Athlete 10	11
11		6	6	Athlete 11	10

12		7	13	Athlete 12	9
13		8	7	Athlete 14	8
14		0	15	Athlete 15	7
15		10	15	Athlete 16	6
16		DNF	12	Athlete 13	5
17			18	Athlete 17	4
18			19	Athlete 18	3
19			20	Athlete 19	2
20			21	Athlete 20	1
21			22	Athlete 21	0
22			23	Athlete 22	0
23			24	Athlete 23	0
24			NS	Athlete 24	0
25		DQ	10	Athlete 25	0

In this example:

- There were three rounds of competition
- Athletes 10/15/16 were in a 3-way tie for 15th place in the Preliminary Round - all advanced to the Semi-Final Round
- Athletes 5/6/7 were in a 3-way tie for 5th place in the Final Round
- Athlete 25 placed 10th in the Preliminary Round and was disqualified in the Semi-Final Round
- Athlete 13 placed 12th in the Preliminary Round and advanced to the Semi-Final, but they withdrew from the Semi-Final Round and did not compete any further
- Athlete 24 was a No-Show in the Preliminary Round

As a result:

- Because Athlete 25 was Disqualified, they are moved to last place and receive no points. All athletes that placed below Athlete 25 actually move up one spot in the Overall Placement because of the disqualification.
- Because Athlete 24 did not compete in any round, they are moved to last place and receive no points.
- Because Athletes 5/6/7 were tied for 5th in the Final Round, they each receive 16 points and the 8th place athlete receives 13 points
- Because Athletes 10/15/16 all advance to the Semi-Final Round, their Overall Place is not determined by their Preliminary Round placement.
- Athletes 15/16 did not advance to the Final Round, so their Overall Place is determined by their Semi-Final placement.
- Athlete 10 did advance to the Final Round, so their Overall Place is determined by their Final Round placement.
- Because Athlete 13 withdrew from competition in the Semi-Final Round, they are placed below those that did compete in the Semi-Final and above those that did not advance beyond the Preliminary Round

20. POSTING OF RESULTS

It is particularly important to print the Full Recaps in PDF Format for the Announcer and the Awards Ceremony Director showing the Placement order from last place to first place. Both the Announcer and Awards Director must receive the Recaps as they are completed without delay so that he/she can prepare and organize the file in preparation for the awards ceremonies.

It is also particularly important to post the completed Full Tabulation Sheets in PDF Format online showing all scores, all penalties, all placements, and final placement as quickly as possible for the Technical Advisors and Judges Representatives.

The Full Tabulation Sheets with the results displaying all scores, all penalties, & all placements of each round must be given to the IBTF President, Technical and Judges Chairs.

- The Full Tabulation Sheets must be posted in PDF format (both in print and in electronic format) within two hours of the completion of the round. (Printed copies should be posted where they are visible to all coaches and athletes. Electronic copies should be posted on the IBTF website and emailed to all technical advisors and country representatives.)
- The Order of Appearance Sheet for the next round of competition should also be posted within two hours” whenever possible” of the completion of the round.
- Copies of the Excel tabulation files with the results must be given to the IBTF Website Administrator for website posting within 2 hours of completion of the round.

21. PRESENTATION CEREMONY

The Presentation Ceremony is for all athletes in the World Majorette Championship, Nations Cup and World Technical Baton Twirling Championship. The ceremony honors the end of the World Majorette Championship and welcomes the start of the Nations Cup and World Technical Baton Twirling Championship.

Athletes Protocol for Dress:

- Opening Ceremony - Federation Track Suits or Warmups
- Awards Ceremony – Costumes
- Closing Ceremony – Federation Track Suits or Warmups
- Team athletes who were in the finals are to wear team costumes under their track suits or warm up.

The Presentation ceremony should be conducted in an efficient and very limited amount of time at a one hour maximum in duration.

All VIP's, Officials and Judges will be seated in front of the floor. The Executive Board, TSC Directors and the Main Competition Staff will be introduced and should come forward as a group at the same to the front of the officials' seating area for introductions.

a. Parade of Athletes

Countries will enter the floor in alphabetical order (using English Language alphabet). The host federation will enter last and take the centre floor position. The staging may be done in either: 1) block formation by rows 2) formation by rows. 3) Arc formation by rows

The staging will be determined by the number of countries and size of each federation's team.

The Flag Bearer and Federation Sign of each federation will be at the front.

The National anthem of the Host Country will be played.

b. Entrance of the IBTF Flag

The flag of the IBTF will enter in a manner as determined by the IBTF. The flag will be raised and will fly for the duration of the competition.

c. Entrance of the IBTF World Cup

The World Cup will enter and will be presented to the IBTF President who will place it on a special table where it will be displayed during the competition.

d. National Flags Retire

Each flag bearer/carrier will take the flag to the holding unit that will be in use for the duration of the competition and placed in the required spot.

The host countries flag should be placed in the centre of any display unit during the competition with all the other National Flags being placed in alphabetically starting

on the left of the host countries flag and the next flag placed on the right of the host country and alternating until all flags are in place.

e. Reading of the Athlete and Judge Oaths

The Athletes Commission will select the athletes to read the Athlete's Creed and the Judges will select the judges to read the Judges Creed.

f. Welcome Speeches and Introductions

Host Country President, Country Dignitary (if available, IBTF President (IBTF President will declare the opening of the competition.)

22. AWARD CEREMONIES

NATIONS CUP:

a. Individuals- The top three finalists in each division, level and discipline shall receive the following:

- 1st Place- Medallion with neck ribbon
- 2nd Place- Medallion with neck ribbon
- 3rd Place- Medallion with neck ribbon

b. Teams

- 1st, 2nd and 3rd place team members shall receive a medallion.

It should be noted that Nations Cup placement winners are titled as 1st place, 2nd place, 3rd place and on through 10th. **They are not Gold, Silver, Bronze Medalists.**

1st-10th place finalists in all individual and team disciplines will receive placement certificates.

WORLD CHAMPIONSHIP:

c. Individuals- The top three finalists in each division, level and discipline shall receive the following:

- 1st Place- Gold Medalist Medallion with neck ribbon
- 2nd Place- Silver Medalist Medallion with neck ribbon
- 3rd Place- Bronze Medalist Medallion with neck ribbon

•

d. Teams, Artistic Group and Twirling Corps

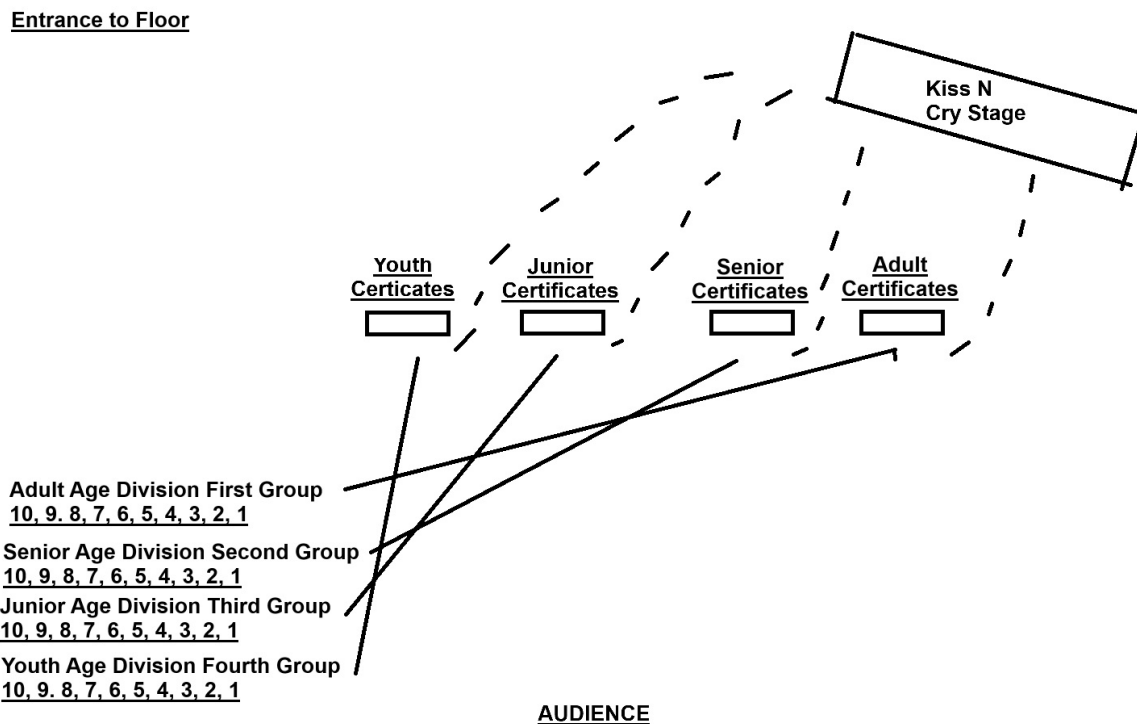
- 1st Gold Medalists, 2nd Silver Medalists and 3rd Bronze Medalists members shall receive a medallion.

STAGING OF THE TOP TEN FINALISTS AWARD CERTIFICATES CEREMONY

The finalist certificates for the Nations Cup and World Championship will be awarded in a separate ceremony immediately following the Finals and before the Medal Ceremony for the Top 3 Places.

The award ceremony of the Finalist Certificates will be conducted in assembly line fashion using 4 tables of certificates on the center of the floor. IBTF Board members will present the certificates at the 4 tables. All certificates for each discipline will be awarded at the same time beginning with the oldest age division to the youngest age division. The age groups will be staged to the left side of the floor in the order of final placement from 10th place to 1st place. When an athlete's name is called they should move forward to the table to receive their certificate and then move directly to the Kiss N Cry stage for a picture of the 10 finalists in the age group together.

TOP FINALISTS AWARD CERTIFICATE PRESENTATION DIAGRAM



(Note: Not all age divisions have 10 athletes in the Finals.)

The IBTF will be responsible for supplying the template to the host federation to print the Finalist certificates. Host federation tabulation department will be responsible for completing certificates. Each Finalist Certificate will include the athlete's name, federation, and the title of the discipline in which they achieved their placement. Certificate to be signed by the IBTF President or his/her designate.

STAGING OF THE TOP 3 MEDALISTS AWARD CEREMONY

The Nations Cup and World Championship Medal ceremonies for the 1st, 2nd, and 3rd place winners (Nations Cup) and for the Gold, Silver, and Bronze Medalists (World Championships) in all disciplines will take place following the completion of the finals.

The awards will be presented in the centre of the floor **without** the use of risers or awards steps. An Awards carpet runner should be placed across the centre of the floor. The Kiss n Cry stage will be used for photographs only.

e. Protocol for Nations Cup Award Presentations

- Introduction and seating of all VIP's and Officials who will present the Medals.
- All 1st, 2nd and 3rd place winners in all age groups of each level for every discipline should be brought to the end of the floor **at one time** by the Floor Monitors (to the audience left side)
- Names are to be read in order of reverse placement. When the name is announced the athlete, team or group will come forward to the **centre** of the floor. In this order: 3rd, 2nd, and 1st place.
- Medal Presentation Bearers carrying the medals & any other gifts/awards on pillows or trays should stand directly beside the designated Presenter to their right side.
- Presenters then step forward and present the medals by placing around the athlete (s) neck & present any other gift/awards to the finalists at the same time and then return to their seating area. .
- The medallists will then move to the Kiss n Cry Stage for photographs with placement boards in front of the K&C stage
- No National Anthems are played in the Nations Cup Awards Ceremony

f. Protocol for World Championship Award Presentations

- Introduction and seating of all VIP's and Officials who will present the Medals.
- All Gold, Silver and Bronze winners in all age groups of each level for every discipline should be brought to the end of the floor **at one time** by the Floor Monitors (to the audience left side)
- Names are to be read in order of reverse placement. When the name is announced the athlete, team or group will come forward to the **centre** of the floor. In this order: 3rd, 2nd, and 1st place.
- Medal Presentation Bearers carrying the medals & any other gifts/awards on pillows or trays should stand directly beside the designated Presenter to their right side.
- Presenters then step forward and present the medals by placing around the athlete (s) neck & present any other gift/awards to the finalists at the same time and then return to their seating area. .
- The medallists will then move to the Kiss n Cry Stage for photographs with placement boards in front of the K&C stage.

- The National Anthem of the Gold Medallist/World Championship is played while the athletes stand on the Kiss N Cry Stage before they exit from the stage.

The Awards Ceremony for Individual and Duo medal winners in the Nations Cup and World Championship follows the finals and is the closing for this portion of the competition.

The Awards Ceremony for all Teams, Artistic Group, and Twirling Corps will take place following the finals and followed by the announcement of World Cup Championships at the closing ceremonies of the event.

23. CLOSING CEREMONY

All VIP's, Officials and Judges will be seated in front of the floor.
Fanfare or Video (which ever decided)
Announcer's welcome

1. Parade of Athletes

Countries will enter the floor in alphabetical order. The host federation will enter last and take the centre floor position. The staging may be done in either: 1) block formation by rows , 2) formation by rows 3) Arc formation by rows

The staging will be determined by the number of countries and size of each federation's team.

2. National flag bearers retire their flag to the main flag holder

3. Awards

- World Country Cup Award (Top 6 placements)
- Anthem of winning country
- Special Awards and recognition certificates for Judges (called out alphabetically, please ensure they sit accordingly)
- Note: Coaches Certificates will be in each Country's registration pack

6. Baton of Friendship exchange

7. Speeches

- President of host nation
- Honoured guests
- IBTF President

8 Lowering and presentation of the flag of the IBTF and formal handover

9. IBTF President closes the Championship

The closing ceremony should be conducted in an efficient and limited amount of time.

a) Medallions for both Nations Cup and WORLD TECHNICAL BATON TWIRLING CHAMPIONSHIP

The IBTF is responsible for providing the medallions. The host country is responsible for covering the cost of the medallions and will be invoiced based on the number of medallions used, following the completion of the final inventory.

24. SPORTSMANSHIP/CODE OF ETHICS

The IBTF believes in the development and promotion of good sportsmanship during competition.

Demonstrations of unsportsmanlike conduct and/or unethical behavior will not be tolerated at the competition. (This includes unsportsmanlike behavior through social media). All penalties will be in proportion to the behavioral display.

Individual athletes, group competitors and spectators causing problems and disturbances are subject to the following treatment:

- Suspension
- Disqualification from future competitions. Time proportional to behavior.
- Retraction of placement and awards

25. PROTESTS AND APPEALS

Judges' decisions are considered final and their scores cannot be appealed.

THE EXCEPTION IS PENALTIES.

Penalties incorrectly assessed for drops and/or content restrictions may be challenged ONLY if the appeal is submitted to the technical director within the 30 minutes following the last competitor in the division.

An appeal must be submitted by an official delegate of the Federation (for example: Technical Advisor, or President). Appeal of an incorrectly assessed drop penalty or content restriction involves the technical director and judge's chair ability to review an officially sanctioned video which clearly displays the error.

In order to appeal a penalty, a representative from the affected federation must do so by completing the appeal form (available from the Floor Monitor) within 30 minutes of completion of that last athlete's performance in the division. The completed forms must be given to the IBTF Technical or Judges Chairs who will review a recording of the performance or appoint an appropriately qualified substitute. A fee of 100 USD (or equivalent value in host country's currency) must be submitted with the form which is returned should the appeal result in a change of score, otherwise this fee is retained by IBTF. Payment may be submitted by cash, credit card or PayPal.

- a. Policy/Protocol for Correcting Mistakes made in Announcing and Awarding of Wrong Athlete
- How to correct and award the correct athlete, how to stage re-presentation, how to correct award picture
 - All tabulated results are final 48 hours after the close of the competition.
 - Errors in tabulation or score calculation identified within the immediate timeframe of the competition are to be reported to the competition organizers, who will investigate and correct immediately as necessary.
 - In this case, to officially correct an error, the following procedure should be implemented:
 - Have all competitors in the category/age division who placed report to the competition director with their medallions.
 - Explain the error to the competitors, award ceremony coordinator, and announcer.
 - Schedule, as quickly as possible, a public corrected awards presentation of the division
 - An official picture of the corrected final placement is taken for historical documentation.
 - In the event all competitors cannot be contacted and/or present for a publicly corrected awards presentation for the division, the process stated below will take place:
 - the corrected placements will be announced.
 - the official photographer will need to "photoshop" the official picture with the athletes standing in their proper final placement.

INTERNATIONAL BATON TWIRLING FEDERATION REQUEST FOR REVIEW

**Form must be submitted to the designated area
within the time frame of the rules**

IBTF CONTENT RESTRICTION AND/OR DROP PENALTY CHALLENGE	
DATE:	TIME:
ATHLETE/PAIR/TEAM NAME:	CATEGORY:
	AGE DIVISION:
	SET NUMBER:
COUNTRY:	LANE NUMBER:
PRIMARY COACH NAME:	
REASON FOR APPEAL:	
SIGNATURE OF TECHNICAL ADVISOR OR COUNTRY REPRESENTATIVE:	
FOR OFFICIAL USE ONLY RESOLUTION:	
IBTF OFFICIAL SIGNATURE: DATE:	

Penalty sheet – Coaches' information

Competition

- Majorettes World Championship
- Nations Cup
- Technical World Championship



Set number

Lane number

Event

Level B A

Reason of penalty Baton Restriction

Description of the penalty

Penalty sheet – Coaches' information

Competition

- Majorettes World Championship
- Nations Cup
- Technical World Championship



Set number

Lane number

Event

Level B A

Reason of penalty Baton Restriction

Description of the penalty

26. DISCIPLINE COMMITTEE

The Discipline Committee shall be chaired by the Vice President, Executive Committee of the World Baton Twirling Federation/World Federation of National Baton Twirling Federations, as needed.

27. LIABILITY INSURANCE

Host Federation is responsible for the following insurance coverage for all related activities prior to and during the competition:

- Accident Insurance (per person) – Death, Personal Injury causing disability
- General Public Liability Insurance

28. MUSIC ROYALTIES

Host Federation is responsible for payment of music royalty licenses for all related activities prior to and during the Competitions.

29. PERFORMANCE MUSIC

- Music will be played through a computer.
- Music for teams, corps and artistic groups will be submitted electronically with each federation/federation's entry form via the ONLINE ENTRY SYSTEM.
- Each music file must be labeled, indicating the team's name, federation/federation, and should include the time code. The specific guidelines are as follows:
 - Naming File: Name of Federation/Federation Name of Team + Time Code
 - Example: FFTB France Toulouse Twirlers + Time Code
- Following the entry deadline, the host federation will download all the music files from the federation's ONLINE ENTRY System to prepare for the competition.
- If there is any change in music prior to the competition, it may be re-submitted to the website and notification must be sent to the host federation no later than 10 days prior to the first day of the competition.
- All music files must be submitted in .mp3 or AAC format - these are both compressed formats.
- All teams should bring a 2nd copy of their music with them to the competition on a flash drive in case of any unforeseen circumstances that would call for the need to replace the original copy.

30. ENTRY FEES

a) Competition Entry Fees

Solo, Two-Baton, Three-Baton, Artistic Twirl, X-Strut	\$50.00 USD per athlete
Duet, Artistic Pair	\$50.00 USD per athlete
Twirling Team, DanceTwirl Team, Artistic Team	\$25.00 USD per athlete
Twirling Corps & Artistic Group	\$25.00 USD per athlete

Entry Fees must be paid by all alternates/reserves.

b) Administrative Fee

All athletes must pay a \$10.00 USD administrative fee in addition to his/her entry fees into the 2025 Nations Cup and World Technical Baton Twirling Championship.

c) Entry Fee, Administrative Fee Payment:

An invoice will be sent from the registrar to pay for the entry fee berths, administrative fee, and judge contribution fund. The invoice must be paid to IBTF **by no later than April 15th.**

Entries will be denied if payment is not received in time. No refunds are given for withdrawals and additional entry berths may not be added on at a later date.

31. FORMS THAT MUST BE COMPLETED AND SUBMITTED ON THE IBTF WEBSITE UNDER FORMS

a) Appendix A- Waiver of Liability

Waiver/Indemnity of Liability: I agree to assume the risk that may occur to me, my child, or my group as a result of participation in an IBTF 2027 World Majorette Championship, Nations Cup and World Technical Baton Twirling Championship event. I further agree to indemnify and hold the HOST COUNTRY FEDERATION, and the INTERNATIONAL BATON TWIRLING FEDERATION its agents or employees harmless from any loss they may sustain as a result of injury to me (or my child or my group) as a result of my participation in 2027 IBTF World Majorette Championship, IBTF Nations Cup and IBTF World Technical Baton Twirling Championship event. I have read the "Parents/Legal Guardians Responsibilities" and as a condition for the organizations listed above acceptance of my child's (or my) entry in 2027 IBTF World Majorette Championship, Nations Cup and 2027 IBTF World Technical Baton Twirling Championship event, I agree to abide by and perform each of the duties that are set forth in the Waiver of Liability statement.

EACH ATHLETE MUST SUBMIT THE WAIVER OF LIABILITY FORM AT THE IBTF WEBSITE UNDER FORMS.

b) Appendix B- Participant Media Release Form

I hereby give my permission, as the parent/legal guardian of the participating named below, to the HOST COUNTRY FEDERATION, the INTERNATIONAL BATON TWIRLING FEDERATION, for the use and reproduction of the video footage, photographs, voice recordings, or writing of, and/or created by this participating athlete, including posts on website/social media sites. I understand that the use of the participant's image and voice will be primarily for the purposes of education and/or promotion by the HOST COUNTRY FEDERATION, and the INTERNATIONAL BATON TWIRLING FEDERATION,

I hereby waive any right that I may have to inspect or approve the finished athlete product that may be used in connection herein.

By signing this video release form, each Athlete and Athlete's Parent/Legal Guardian hereby assigns, transfers, or otherwise conveys all rights, titles, and interests in and to the video created for submission to the HOST COUNTRY FEDERATION, and the INTERNATIONAL BATON TWIRLING FEDERATION, including without limitation all copyrights and other intellectual property rights therein.

This video footage may be used for the following purposes:

- Presentation in public theater(s) or public locations
- Educational presentations
- Informational presentations at conferences
- Promotional video for the HOST COUNTRY FEDERATION, and the INTERNATIONAL BATON TWIRLING FEDERATION sponsored programs that may be included in a television Internet broadcast.

There is no time-limit on the validity of this release nor is there any geographic specification of where these materials may be distributed.

Athlete and Athlete's Parent/Legal Guardian represents and warrants that the video, audio, photography, and text created is original and does not infringe upon the copyright, trademark, patent, or other intellectual property rights of any third party. If the content created for submission becomes the subject of a claim, suit or allegation of copyright, trademark or patent infringement, the HOST COUNTRY FEDERATION and the INTERNATIONAL BATON TWIRLING FEDERATION shall have the right, in its sole discretion, to reject or otherwise disqualify the submission.

Coach, Athlete and Athlete's Parent/Legal Guardian agree to indemnify and hold harmless the HOST COUNTRY FEDERATION and the INTERNATIONAL BATON TWIRLING FEDERATION its officers, employees and agents from and against any and all claims, actions, costs, judgments or damages of any type relating to the production or distribution of the video submitted.

Participating athletes 18 and under in age must have parental permission.

EACH ATHLETE MUST SUBMIT THE MEDIA RELEASE FORM AT THE IBTF WEBSITE UNDER FORMS.

c) Appendix C- IBTF Athlete's Standards of Ethics & Consent Form

The named athlete as a member, license holder, of their National Organization and/or as a participant (in whatever capacity) in an International Baton Twirling competition, hereby acknowledges and agrees as follows.

1. to agree to the terms of the IBTF ANTI-DOPING CODE and IBTF COMPETITION RULES and agree to submit to the terms of these codes, rules, and regulations. I am aware that if I violate any of these codes and rules, I may be subject to severe disciplinary sanctions as set out in the respective code. Copies of the IBTF ANTI-DOPING CODE and IBTF COMPETITION RULES have been made available to me. Applicable law is Swiss law.
2. to accept the STATUTES of the IBTF, in particular, that the IBTF and my National Federation have jurisdiction to impose sanctions as provided in the IBTF ANTI-DOPING CODE and IBTF COMPETITION RULES as well as the exclusive competence of the Court of Arbitration for Sport (CAS) in Lausanne, Switzerland, which will resolve definitively the dispute in accordance with the Code of sport-related arbitration. Applicable law is Swiss law.
3. understands that by signing this form I am granting my consent to a urine or/and Blood sample being taken from me. I understand that the urine or/and blood sample is to be taken so that it may be analyzed to determine whether it discloses the presence of any substances prohibited under the IBTF ANTI-DOPING CODE, and that if the analysis of the sample reveals the presence of any such substance, or deviations from the normal range in the case of endogenous substances, I may be subject to disciplinary sanctions under the rules of the IBTF ANTI-DOPING CODE.

Athlete also understands that the analysis of my sample might reveal evidence of disease. In such an instance I have the right to be informed, however only on my own request, after a confidential notice by the laboratory. Such information will be in all disciplines remain confidential to the laboratory and myself.

Rules of Conduct (Must read and initial each statement to signify they understand and agree:)

	Athlete acknowledges IBTF jurisdiction over his/her membership.
	Athlete agrees to not make any false statement in relation to his or her competition licence.
	Athlete agrees to not make any false statement in relation to his or her application to compete in any competition.
	Athlete agrees to abide by the IBTF Athlete Code of Conduct, and the IBTF and WADA Anti-Doping Policies.
	Athlete agrees to be registered in the IBTF Registered License System and understands that it is his/her responsibility to report to the IBTF and the Anti-Doping Director their intention to become inactive or retire from competition.
	Athlete agrees to abide by the standards of ethics that are set forth in the Athlete's Code of Conduct.

EACH ATHLETE MUST SUBMIT CODE OF CONDUCT & CONSENT AT THE IBTF FILESHARE UNDER FORMS.

32. **APPENDIX B**

All Baton Twirling Disciplines Descriptions and Recaps For The World Technical Baton Twirling Championship and Nations Cup



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THE SOLO DISCIPLINE

The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The Solo discipline is a stationary one-Baton discipline incorporating the 3 twirl modes of aeriels, rolls and contact material.

Discipline Focus:

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.

The skills presented in the Solo discipline should be seamless in connection and demonstrate an effortless degree of continuity and flow. Skill and quality of execution through smooth and seamless transitions determine the overall degree of excellence and successful mastery of the program in proportion to the inherent depth of skills presented.

Speed relates to the rate of revolution of the Baton in coordination with the motion of the body during the performance.

Control and consistency throughout the performance indicates the athlete's authority in regulating the speed and handling of the Baton. Revolutions and speed control for the duration of the performance is reflective of the proficiency achievement of the athlete. Rate of revolutions and overall control of the speed is an important indication of the athlete's proficiency achievement.

Presentation qualities of the Solo discipline exist in the detailing of facial communication, eye contact, body expressiveness, performance energy, confidence, and a total commitment by the athlete to the program's effectiveness.

Age Divisions:	<u>World Championship</u>			<u>Nations Cup</u>	
	Junior Women 12 to 17 years	Senior Women 18 or + years	Adult Women 22 or + years	Youth Women 12 to 14 years	Junior Women 15 to 17 years
				Senior Women 18 to 21 years	Adult Women 22 or more years
	Junior Men 12 to 17 years	Senior Men 18 or + years	Adult Men 22 or + years	Junior Men 12 to 17 years	Senior Men 18 years or more
Levels:	A single level is offered for the Solo discipline in the World Championship			Level B and Level A are offered in the Nations Cup competition	
Music:	World Championship music: Standard (2:05)			Nations Cup music: Standard (1:45)	
Staging:	6 to 8 lanes of 7.5-9 meters across (25-30 feet) and 4.5-6 meters deep (15-20 feet) approximately				
General Scoring Information:	Placements are determined using the Place Points Ordinal System and it is judged on one hundred (100) point scale, judged based on the difficulty, execution and presentation qualities. Complete information is available on the IBTF's TwirLED portal .				
Penalties:	<p><u>Drops and falls</u>: 1.0 points per drop or fall is deducted from each judges' gross score.</p> <p><u>Restricted content</u>: 10.0 points is deducted from each judges' gross score.</p> <p><u>Costume/Footwear/Equipment failure</u>: Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the timing/penalty sheet.</p> <p><u>Illegal substance/items on the floor</u>: 10.0 points is deducted from each judges' gross score.</p> <p><u>Leaving the floor</u>: Disqualification.</p>				

THE 2 BATON DISCIPLINE

The information provided herein refers to the general aspects of the event. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The 2 Baton discipline is the simultaneous manipulation of two batons by one athlete. The finished product will reflect the continuous movement and flow of both Batons.

Discipline Focus:

Unique to multiple baton disciplines is the interrelationship, intricacy and interdependence created through the use of timing and coordination, multi-patterns/planes, opposition and a variety of aerial heights.

When the 3 modes of twirling; aerials, rolls and contact material, are used in 2 Baton, spatial awareness becomes a distinguishing factor that yields value to this discipline and sets it apart from solo twirling.

Simultaneous responsibility has become an ongoing demand for the athlete, since the management of multiple tasks at the same time becomes a necessity in the 2 Baton discipline.

Body combinations should support and compliment the batons, keeping 2 Baton handling skills the priority.

Age Divisions:	<u>World Championship</u>			<u>Nations Cup</u>	
	Junior Women 12 to 17 years	Senior Women 18 or + years	Adult Women 22 or + years	Youth Women 12 to 14 years	Junior Women 15 to 17 years
				Senior Women 18 to 21 years	Adult Women 22 or more years
	Junior Men 12 to 17 years	Senior Men 18 or + years	Adult Men 22 or + years	Junior Men 12 to 17 years	Senior Men 18 years or more
Levels:	A single level is offered for the Solo discipline in the World Championship			Level B and Level A are offered in the Nations Cup competition	
Music:	Standard (1:31min)				
Staging:	6 to 8 lanes of 7.5-9 meters across (25-30 feet) and 4.5-6 meters deep (15-20 feet) approximately				
General Scoring Information:	Placements are determined using the Place Points Ordinal System and it is judged on one hundred (100) point scale, judged based on the seamless connection of skills, control, consistency, and presentation qualities. Complete information is available on the IBTF's TwirLED portal .				
Penalties:	<u>Drops and falls:</u> 1.0 points per drop or fall are deducted from each judges' gross score. <u>Restricted content:</u> 10.0 points is deducted from each judges' gross score. <u>Costume/Footwear/Equipment failure:</u> Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the timing/penalty sheet. <u>Illegal substance/items on the floor:</u> 10.0 points is deducted from each judges' gross score. <u>Leaving the floor:</u> Disqualification.				

THE 3 BATON DISCIPLINE

The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The Solo 3 Baton is the simultaneous manipulation of three Batons by one athlete. The finished product should reflect the blending of juggling and twirling skills with continuous movement and flow of all three batons.

Discipline Focus:

3 Baton is a baton dominant and aerial dominant discipline that combines the techniques, skills and timing of “juggling” moves with the three modes of twirling.

Aerials, rolls and contact material are embedded within the framework of a variety of juggling skills. The additional use of follow-through creates the discipline called three-Baton “twirling”.

Unique to multiple baton handling is the interrelationship, intricacy and interdependence created through the use of timing and coordination, multi-patterns/planes, opposition and a variety of aerial heights.

Ultimately, 3 Baton demands the enhanced development of spatial awareness and simultaneous responsibility.

Age Divisions:	<u>World Championship</u>			<u>Nations Cup</u>	
	Junior Women 12 to 17 years	Senior Women 18 or + years	Adult Women 22 or + years	Youth Women 12 to 14 years	Junior Women 15 to 17 years
				Senior Women 18 to 21 years	Adult Women 22 or more years
	Junior Men 12 to 17 years	Senior Men 18 or + years	Adult Men 22 or + years	Junior Men 12 to 17 years	Senior Men 18 years or more
Levels:	A single level is offered for the Solo discipline in the World Championship			Level B and Level A are offered in the Nations Cup competition	
Music:	Standard (1:31)				
Staging:	6 to 8 lanes of 7.5-9 meters across (25-30 feet) and 4.5-6 meters deep (15-20 feet) approximately				
General Information:	<p>Scoring</p> Placements are determined using the Place Points Ordinal System and it is judged on one hundred (100) point scale, judged based on the seamless connection of skills, control, consistency, and presentation qualities. Complete information is available on the IBTF's TwirLED portal .				
Penalties:	<p><u>Drops and falls</u>: 1.0 points per drop or fall are deducted from each judge's gross score. <u>Restricted content</u>: 10.0 points is deducted from each judge's gross score. <u>Costume/Footwear/Equipment failure</u>: Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the timing/penalty sheet. <u>Illegal substance/items in the floor</u>: 10.0 points is deducted from each judge's gross score. <u>Leaving the floor</u>: Disqualification.</p>				

THE ARTISTIC TWIRL DISCIPLINE

The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The Artistic Twirl discipline is the interpretive performance of an individual to a standard musical selection encompassing the technical and artistic blending of the Baton and the body, prioritizing a choreographed work that could stand alone as musically reflective.

Discipline Focus:

The Artistic Twirl discipline is based on dance and movement choreography, within which representations of the three twirl modes are embedded to enhance the routine. In addition, the “travel mode” is included to enrich spatial use and staging, adding depth to the performance. A broad range of Baton and body skills in harmony with the music will be consistently present. Various stylistic approaches are possible, but the chosen style should remain consistent and detailed throughout the choreography as a unifying thread.

Skills should connect seamlessly and demonstrate proper body and Baton technique. The choreography must be musical sections lacking connection to the music will receive little or no credit. [The choreography must be musical sections with little or no regard for the music will receive minimal credit.](#) The Artistic Twirl routine should be choreographically paced with impact moments, highs and lows, contrasts of dynamics, and expressive qualities that create an artistic and entertaining program.

The athlete’s characterization through the routine should embody the essence of the musical composition—its phrasing, rhythm, and emotion. If a specific movement style is selected (such as ballet, jazz, contemporary, modern, or character), it must be maintained consistently throughout the performance.

The ultimate Artistic Twirl performance should create an “aura of performance” that transcends a simple demonstration of skills, achieving the artistry and professionalism seen in disciplines such as pair ice dancing or ballroom.

Age Divisions:	<u>World Championship</u>			<u>Nations Cup</u>	
	Junior Women 12 to 17 years	Senior Women 18 or + years	Adult Women 22 or + years	Youth Women 12 to 14 years	Junior Women 15 to 17 years
				Senior Women 18 to 21 years	Adult Women 22 or more years
	Junior Men 12 to 17 years	Senior Men 18 or + years	Adult Men 22 or + years	Junior Men 12 to 17 years	Senior Men 18 years or more
Levels:	A single level is offered for the Solo discipline in the World Championship			Level B and Level A are offered in the Nations Cup competition	
Music:	Standard (1:44)				
Staging:	4 lanes of 12 meters across (39.5 feet) and 6 meters deep (19 feet) or 6 lanes whose sizes will depend on the size of the floor				
General Information:	Scoring Placements are determined using the Place Points Ordinal System and it is judged on one hundred (100) point scale, judged based on musicality, choreographic pacing, impact moments, and expression, aiming to create an entertaining art form. Complete information is available on the IBTF’s TwirLED portal .				
Penalties:	Drops and falls: 1.0 points per drop or fall are deducted from each judges’ gross score. Restricted content: 10.0 points is deducted from each judge’s gross score. Costume/Footwear/Equipment failure: Technical Advisor or the Judges’ Chair may stop the competition for reasons listed under the header on the timing/penalty sheet. Illegal substance/items on the floor: 10.0 points is deducted from each judges’ gross score. Leaving the floor: Disqualification.				

THE ARTISTIC PAIR DISCIPLINE

The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The Artistic Pair discipline is the interpretive performance of two athletes to a standard musical selection encompassing the technical and artistic blending of the Baton and the body, prioritizing a choreographed work that could stand alone as musically reflective and interdependent on each other.

Discipline Focus:

The Artistic Pair discipline is body-dominated, with movement choreography as its base, motivated by “pair aesthetics.” Embedded within the choreography are representations of the three twirl modes and exchanges that enhance the routine. The “travel mode” is also represented, enriching spatial use and proper staging of both athletes, thus adding depth to the performance. A broad range of Baton and body skills in harmony with the music will be consistently present, with each athlete dependent on the other to fully convey the vision of pair choreography. Various stylistic approaches are possible, provided the routine preserves the integrity of the pair discipline. Skills should connect seamlessly, demonstrating proper body and Baton technique and reflecting a shared pair concept. The choreography must be musical sections with little or no regard for the music will receive minimal credit. The Artistic Pair routine should be choreographically paced with impact moments, highs and lows, contrasts in dynamics, interrelationship, interaction, and expressive qualities that create an artistic and entertaining program. The athletes’ characterization through the routine should embody the essence of the musical composition—its phrasing, rhythm, and emotion. If a specific movement style is selected (such as ballet, jazz, contemporary, modern, or character), it must be maintained consistently throughout the performance. The ultimate Artistic Pair will demonstrate an innate or trained awareness of each other, as if “communicating” without speaking. The performance should create an “aura of performance” that transcends a mere display of blended skills, achieving the artistry and professionalism seen in pair ice dancing or ballroom.

Age Divisions:	Junior 12 to 17 years (all members)	Senior 18 years or more (at least one of the members)
Levels:	<u>World Championship</u>	<u>Nations Cup</u>
	A single level is offered in the World Championship	Level B and Level A are offered in the Nations Cup competition
Music:	Standard (1:44)	
Staging:	4 lanes of 12 meters across (39.5 feet) and 6 meters deep (19 feet) or 6 lanes whose sizes will depend on the size of the floor	
General Scoring Information:	Placements are determined using the Place Points Ordinal System and it is judged on one hundred (100) point scale, judged based on musicality, choreographic pacing, impact moments, and expression, aiming to create an entertaining art form. Complete information is available on the IBTF’s TwirLED portal .	
Penalties:	<p><u>Drops and falls</u>: 1.0 points per drop or fall are deducted from each judges’ gross score.</p> <p><u>Restricted content</u>: 10.0 points is deducted from each judge’s gross score.</p> <p><u>Costume/Footwear/Equipment failure</u>: Technical Advisor or the Judges’ Chair may stop the competition for reasons listed under the header on the timing/penalty sheet.</p> <p><u>Illegal substance/items on the floor</u>: 10.0 points is deducted from each judges’ gross score.</p> <p><u>Leaving the floor</u>: Disqualification.</p>	

THE DUET DISCIPLINE

The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The Duet discipline is the simultaneous and synchronized twirling of two athletes utilizing the 3 twirl modes with the addition of exchanges, showcasing aeriels, multiple Batons, interrelated choreography and an interdependent approach, all performed to standard music.

Discipline Focus:

The primary focus of the Duet discipline is the execution of the 3 twirl modes of aeriels, rolls, and contact material with the added demands associated with the team discipline including exchanges, multiple Baton work, movement, synchronicity, layered elements, all in partnership and interdependence on each other. The program will be seamless in connection, and the athletes will demonstrate an equal and compatible skill set. Working together to convey one unified concept is key.

The skills presented in the Duet discipline should demonstrate a priority of proper body and Baton technique and reflect the idea of "two twirling as one" both in synchronicity and multi-textured disciplines within the choreography. Although the Duet discipline is not a musically interpretive discipline per se, it is, however, a program that demonstrates timing, rhythm, uniformity, coordination and unison, all inherent within the choreography and skill set of the athletes. The 3 twirl modes, along with exchanges, are seamlessly connected with the interdependence of correct technique, proper staging to best showcase the skills, and fluid movement in transitions. Expressively, the duet will utilize the elements of facial communication, both with the audience/judges and appropriately with each other, body details that enhance the aesthetics of the work, and a confident aura over the performance.

Age Divisions:	Junior 12 to 17 years (all members)	Senior 18 years or more (at least one of the members)
Levels:	<u>World Championship</u>	<u>Nations Cup</u>
	A single level is offered in the World Championship	Level B and Level A are offered in the Nations Cup competition
Music:	World Championship music: Standard (2:04)	Nations Cup music: Standard (1:45)
Staging:	6 to 8 lanes of 7.5-9 meters across (25-30 feet) and 4.5-6 meters deep (15-20 feet) approximately	
General Scoring Information:	Placements are determined using the Place Points Ordinal System and it is judged on a hundred (100) point scale, judged based on the seamless connection of skills, proper technique, and the ability to perform as "two twirling as one." Complete information is available on the IBTF's TwirLED portal .	
Penalties:	<p><u>Drops and falls:</u> 1.0 point per drop or fall is deducted from each judge's gross score.</p> <p><u>Restricted content:</u> 10.0 points are deducted from each judge's gross score.</p> <p><u>Costume/Footwear/Equipment failure:</u> Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the timing/penalty sheet.</p> <p><u>Illegal substance/items on the floor:</u> 10.0 points deducted from each judge's gross score.</p> <p><u>Leaving the floor:</u> Disqualification.</p>	

THE X-STRUT DISCIPLINE

The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The X-Strut discipline is a unique discipline incorporating movement forms and military style marching with restrictive, yet complimentary, Baton work rhythmically executed on a prescribed “X” formation to prescribed march music.

Discipline Focus:

The X-Strut discipline is body-dominated, featuring movement choreography displayed rhythmically and enhanced with creative yet controlled Baton work that remains in hand at all times. Creative passes, slides, loops, and swings add a “third dimension” to the rhythmically driven body routine. A variety of leaps, kicks, lunges, spins, turns, and poses complement the fluid choreography, along with other suitable movement skills. Seamless timing and rhythmic flow, along with clear body and Baton technique, are essential. Proper training and execution are paramount, and all movements should align with the athlete’s achieved skill level.

The “X” formation defines the staging of the routine, incorporating four required basic marching steps to begin the first, second, third, and fifth “legs” of the formation. Timing of the X-Strut routine begins with the first movement and ends with the final salute.

Skills should connect seamlessly, demonstrating proper body and Baton technique while reflecting precise timing as dictated by the music. Although not musically interpretive, the routine must align with the rhythm, phrasing, and timing structure of the music. The required basic marching steps begin with the left foot and accent the downbeat. When not marching, the athlete performs a “free-form” sequence of movements that must still reflect the beat and rhythm of the music.

The athlete should project confidence, eye contact, and enthusiasm consistently throughout the routine. Entertainment value increases when the performer draws the audience in through positive energy and dynamic presentation.

Age Divisions:	<u>World Championship</u>			<u>Nations Cup</u>	
	Junior Women 12 to 17 years	Senior Women 18 or + years	Adult Women 22 or + years	Youth Women 12 to 14 years	Junior Women 15 to 17 years
				Senior Women 18 to 21 years	Adult Women 22 or more years
	Junior Men 12 to 17 years	Senior Men 18 or + years	Adult Men 22 or + years	Junior Men 12 to 17 years	Senior Men 18 years or more
Levels:	A single level is offered in the World Championship			Level B and Level A are offered in the Nations Cup competition	
Music:	Standard (1:48)				
Staging:	4 lanes of 12 meters across (39.5 feet) and 6 meters deep (19 feet) or 6 lanes whose sizes will depend on the size of the floor.				
Salute Description:	Hold the Baton in the right hand up to the left shoulder with the ball up. Elbow shoulder height. Knuckles touching shoulder cavities or clavicle. The 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. In the X-Strut discipline 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. It is not allowed to do any figure-8 before or after the salute.				
General Scoring Information:	Placements are determined using the Place Points Ordinal System and it is judged on a hundred (100) point scale, judged on 5 captions: routine, content, choreography, technique and overall timing presentation. Each caption is worth 20 points.				

	<p>Complete information about the Place Points Ordinal System is available on the IBTF's TwirLED portal.</p>
<p>Penalties:</p>	<p><u>Drops and falls:</u> 1.0 point per drop or fall is deducted from each judges' gross score. <u>Failure to salute:</u> 1.0 point is deducted from each judge's gross score. <u>Restricted content:</u> 10.0 points are deducted from each judge's gross score. <u>Costume/Footwear/Equipment failure:</u> Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the timing/penalty sheet. <u>Illegal substance/items on the floor:</u> 10.0 points are deducted from each judge's gross score. <u>Leaving the floor:</u> Disqualification. <u>Out of step/Twirling/Omitted basic strut per section/Floor contact/Performing after final salute/Improper salute:</u> 0.5 points are deducted from each judge's gross score. <u>Incorrect floor pattern:</u> 1.0 point is deducted from each judge's gross score.</p>
<p>+Info for the Construction of the Choreography:</p>	<p>1) Athletes shall perform individually within the prescribed "X" floor pattern.</p> <div data-bbox="933 678 1157 987" data-label="Diagram"> </div> <p>2) Direction of pattern shall be as in the diagram above and the required basic marching steps with complimentary Baton work that must occur are represented by the numbers on the 1st, 2nd, 3rd and 5th legs.</p> <p>3) 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.</p> <p>4) Salute is to be given at the beginning after the opening section and the end of the routine, with the beginning salute facing the first diagonal, and the ending salute facing the judges, holding the salute position for a minimum of two counts. Movement may take an athlete slightly off the X strut pattern; however, as long as the athlete continues in the basic directional X pattern, a penalty is not assessed.</p> <p>5) The "free movement" portion after the 5th leg shall not extend beyond the borders set by leg 1. The athlete may conclude the performance at any point within the designated area.</p> <p>6) One penalty for out-of-step will be given for each series of 4 marching steps.</p> <p>7) There is no forward movement permitted in the same direction before the required basic marching sections.</p> <p>8) No more than two continuous Baton revolutions are permitted when the Baton is held by the shaft. Loops when the Baton is held by the ball or tip are unlimited. The Baton must remain in the grip of one hand or the other throughout the whole performance.</p> <p>9) Slides are permitted. Tosses/rolls/fingers/any form of releases are not permitted.</p> <p>10) Retracing is permitted.</p> <p>11) Acrobatic movements are not permitted.</p> <p>12) No parts of the body other than the feet should touch the floor throughout the routine.</p> <p>13) Baton floor contact is allowed when intentional and not a result of a loss of control which would then result in a reduced degree of excellence score.</p> <p>14) No Baton or body elements are permitted after the final salute. Bringing the Baton out of the salute position is not considered an element.</p>

<u>THE TWIRL TEAM DISCIPLINE</u>		
The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the IBTF website .		
Discipline Description: The Twirl Team discipline is a group of athletes performing a unified, rhythmic and timing-based program showcasing the three twirl modes and exchanges. Teams shall enter from the judges' left and exit to the judges' right.		
Discipline Focus: In the Twirl Team discipline, all members execute the three twirl modes -both stationary and traveling- with precision, ensuring variety and difficulty across the routine. Exchanges, form changes, and multiple Baton work are integrated seamlessly and performed interdependently, emphasizing the importance of unity of style and execution among all team members. Skills should connect smoothly, demonstrating proper body and Baton technique while reflecting the concept of the three twirl modes. The choreography is rhythmic and adheres to the timing of the music, with emphasis on musical timing rather than interpretation, as would be the case in a Dance Twirl Team or a Freestyle Team. Trained and unified Baton skills, complemented by coordinated bodywork, are essential to achieving a cohesive performance. The Twirl Team should appear to move and twirl as a single entity, a result of disciplined Baton handling, body control, and teamwork. The routine is choreographically paced with impact moments, highs and lows, and contrasts in dynamic performance qualities. Interaction, interrelationship, and expressive elements contribute to the aesthetic presentation, showcasing depth, precision, and quality in Baton handling.		
Age Divisions:	A single age division is offered	Size Of Team 6 to 8 members, with max 2 alternates (reserves)
Levels:	<u>World Championship</u>	<u>Nations Cup</u>
	A single level is offered in the World Championship	Level B and Level A are offered in the Nations Cup competition
Music:	Standard (3:01)	
Staging:	15 × 28 meters (≈ 49.2 × 91.9 feet) minimum	
Salute Description:	Hold the Baton in the right hand up to the left shoulder with the ball up. Elbow shoulder height. Knuckles touching shoulder cavity or clavicle. The 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. In the Twirl Team discipline salute is to be given at the beginning and the end of the routine. Salute may be performed by one or all of the team members.	
General Scoring Information:	Placements are determined using the Place Points Ordinal System and it is judged on a hundred (100) point scale, judged based on the seamless connection of skills, proper technique, and the ability to perform as "one." Complete information is available on the IBTF's TwirLED portal .	
Penalties:	<u>Drops and falls:</u> 1.0 point per drop or fall is deducted from each judge's gross score. <u>Failure to salute:</u> 0.5 points are deducted from each judge's gross score. <u>Restricted content:</u> 10.0 points are deducted from each judge's gross score. <u>Costume/Footwear/Equipment failure:</u> Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the timing/penalty sheet. <u>Illegal substance/items on the floor:</u> 10.0 points are deducted from each judge's gross score. <u>Leaving the floor:</u> Disqualification. <u>Timing:</u> 0.1 point per second from the first to the final salute is deducted from each judge's gross score.	

THE DANCE TWIRL TEAM DISCIPLINE

The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The Dance Twirl Team discipline is a group of athletes performing a musically interpretive program showcasing the artistry of choreography via the blending of body and Baton to music of choice. No twirl should be performed without body moves. Teams shall enter from the judge’s left and exit to the judges’ right.

Discipline Focus:

The focus of a Dance Twirl Team is on choreography, staging, and the artistic blending of Baton and body. The team’s performance is evaluated based on the seamless integration of Baton and dance combinations within an artistic composition that reflects the musical soundtrack. Unlike traditional Twirl Teams or Freestyle Teams, a Dance Twirl Team routine should make sense as a complete dance performance even if the Batons were removed, with choreography, progression, and body movements fully developed.

Contact or roll sections must be integrated with dance and movement, and twirling or rolling in place without intricate movement is not relevant. Aerial or stationary complex tricks should include entrance and exit in dance mode, be musical, and receive credit only if executed with proper Baton and body technique and staged artistically. Extended multiple-baton sections are not mandatory and should only be included if bodywork or floor movement is incorporated and musically inspired.

A fourth twirling mode, the “dead stick,” may be used to artistically shape the Baton to the body, develop lines, emphasize the character of the music, and enhance choreography. Creative use of the dead stick can amplify bodywork and the choreographer’s vision, providing transitions from the dead stick back to fluid Baton movement.

Judges are expected to recognize and reward creative choreography across all dance genres, including ballet, jazz, contemporary, hip-hop, modern, and lyrical. Routines should be evaluated for technical cleanliness, creativity, difficulty, and effective production, regardless of familiarity with or preference for a particular style. Popularity or appearance should not inherently affect the value of the performance.

For coaches, choreographers, and judges, this distinction clarifies the proper criteria of the discipline and separates Dance Twirl Teams from Twirl Teams and Freestyle Teams. Traditional elements typical of Twirl or Freestyle Teams - such as spin tricks that do not incorporate dance in the entrance, exit, or within the spin itself - are not required. Choreographers should be rewarded for integrating interesting dance moves under tosses and throughout the routine.

Age Divisions:	A single age division is offered		Size Of Team 6 to 8 members, with max 2 alternates (reserves)
Levels:	<u>World Championships</u>		<u>Nations Cup</u>
	A single level is offered in the World Championship		Level B and Level A are offered in the Nations Cup competition
Music:	Free choice	Time:	2:00 to 3:00
Staging:	15 × 28 meters (≈ 49.2 × 91.9 feet) minimum		
General Scoring Information:	<p>The Dancetwirl team discipline uses a specific judging system in which each panel of judges evaluates a different caption. It is judged on a total of 100 points, divided into four captions with the following point distribution: 30 points for Choreography - 30 points for Design and Programming, 20 points for blending of body with baton – 20 points for Execution/Precision and Unison</p> <p>Complete information is available on the IBTF’s TwirLED portal.</p>		
Penalties:	<p><u>Drops and falls</u>: 1.0 point per drop or fall is deducted from each judge’s gross score. <u>Restricted content</u>: 10.0 points are deducted from each judge’s gross score. <u>Costume/Footwear/Equipment failure</u>: Technical Advisor or the Judges’ Chair may stop the competition for reasons listed under the header on the timing/penalty sheet. <u>Illegal substance/items on the floor</u>: 10.0 points are deducted from each judge’s gross score. <u>Leaving the floor</u>: Disqualification. <u>Timing</u>: 5.0 points per infraction are deducted from each judge’s gross score.</p>		

THE ARTISTIC GROUP DISCIPLINE

The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The Artistic Group discipline is an ensemble of Baton twirling athletes that prioritizes effect and entertainment as the cornerstone for the discipline. The Artistic Group achieves this through the use of effective characterization, interesting staging, creativity, artistic detailing, and a keen sense of musical interpretation, all interlaced to create an entertaining production value.

Corps enter from the judges' left and exit to the judges' right.

Discipline Focus:

In the Artistic Group discipline, the general effect, design and choreography, body technique, and Baton technique combine to create a visually and artistically compelling program. General effect, which carries the most weight, reflects how the athletes bring the performance to life through characterization, visual precision, clever or surprising moments, emotion, musicality, and audience engagement. Design and choreography serve as the blueprint of the routine, relying on effective staging, floor coverage, geometric patterns, and a strong body and Baton vocabulary to structure the program for success. Body technique enhances the routine through the quality, range, and depth of movements, while Baton technique is assessed as a complementary enhancement, emphasizing creative shapes, timing, consistency, uniformity, and overall perfection rather than tricks or difficulty.

Execution should be seamless, demonstrating uniformity and precision throughout, with the team performing as a cohesive unit in harmony with the music. The program emphasizes entertainment and accessibility, aiming to engage a wide audience through creativity, originality, and effective visual presentation, with multiple approaches to entertainment being equally valid and potentially successful.

No props allowed

The content restrictions support the philosophy of the Artistic Group concept and allow coaches and judges to focus on general effect, choreography and precision.

Age Divisions:	A single age division is offered in the World Championship	Size Of Team	Minimum of 10 members / Maximum of 30 members plus Alternates (reserves) - max 4
Levels:	A single level is offered in the World Championship		
Music:	Free choice	Time:	3:00 to 3:30
Staging:	15 × 28 meters (≈ 49.2 × 91.9 feet) minimum		
General Scoring Information:	The Artistic Group discipline uses a specific judging system in which each panel of judges evaluates a different caption. Artistic Groups are judged on a total of 100 points, divided into four captions with the following point distribution: 40 points for general effect, 30 points for design and choreography, 15 points for body technique and 15 points for Baton technique. Complete information is available on the IBTF's TwirLED portal .		
Penalties:	<p><u>Drops and falls</u>: 1.0 point per drop or fall is deducted from each judge's gross score.</p> <p><u>Restricted content</u>: 10.0 points are deducted from each judge's gross score.</p> <p><u>Costume/Footwear/Equipment failure</u>: Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the timing/penalty sheet.</p> <p><u>Illegal substance/items in the floor</u>: 10.0 points are deducted from each judges' gross score.</p> <p><u>Leaving the floor</u>: Disqualification.</p> <p><u>Timing</u>: 5.0 points per infraction are deducted from each judge's gross score.</p>		

THE TWIRLING CORPS DISCIPLINE

The information provided herein refers to the general aspects of the discipline. For the specific regulations of each competition, please consult the official Competition Rules published on the [IBTF website](#).

Discipline Description:

The Twirling Corps discipline is a group of athletes performing a musically rhythmic and/or interpretive program showcasing twirling, maneuvering, and bodywork that results in visual effectiveness of quality precision and unison of the trained skills.

Corps to enter from the judges' left and exit to the judges' right.

Discipline Focus:

In the Twirling Corps discipline, the emphasis is on trained and high-quality Baton handling, exchanges, and coordinated movement. While the use of multiple Batons is not required, it can enhance the depth of Baton content credit when performed by at least twelve members. Precision, unison, and teamwork are essential, as they define the strength and unity of the group. Performance quality and mastery of trained skills contribute directly to the overall general effect, while staging, floor coverage, formations, and the evolution of transitions serve as the blueprint of the program, showcasing a controlled and uniform display of Baton and body skills.

The skills presented in the Twirling Corps discipline should connect seamlessly, demonstrating proper body and Baton technique while reflecting the modes and exchanges characteristics of this category. The program emphasizes synchronized twirling, with limited use of featured athletes or small vignettes. Both the program and the athletes should function as one cohesive unit, maintaining consistent timing and a unified execution style.

The routine is choreographically structured with impact moments, highs and lows, and contrasts of dynamic performance qualities. Interrelationship, interaction, and expressive components enhance the entertainment value, producing a strong and authoritative presentation of Baton and body skills.

Age Divisions:	A single age division is offered in the World Championship	Size Of Team	Minimum of 12 members / Maximum of 30 members plus Alternates (reserves) - max 4
Levels:	A single level is offered in the World Championship		
Music:	Free choice	Time:	3:00 to 3:30
Staging:	15 × 28 meters (≈ 49.2 × 91.9 feet) minimum		
General Scoring Information:	Placements are determined using the Place Points Ordinal System and it is judged on a hundred (100) point scale. Complete information is available on the IBTF's TwirLED portal .		
Penalties:	<p><u>Drops and falls</u>: 0.5 points per drop or fall are deducted from each judge's gross score.</p> <p><u>Restricted content</u>: 10.0 points are deducted from each judge's gross score.</p> <p><u>Costume/Footwear/Equipment failure</u>: Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the timing/penalty sheet.</p> <p><u>Illegal substance/items in the floor</u>: 10.0 points are deducted from each judges' gross score.</p> <p><u>Leaving the floor</u>: Disqualification.</p> <p><u>Timing</u>: 0.1 points per second are deducted from each judge's gross score.</p>		
+Info for the Construction of the Choreography:	The minimum twirl time must be at least 1½ minutes. Twirling time counts when at least 12 members of the corps are twirling at the same time executing the same content for at least two consecutive counts and for more than 2 revolutions. The twirling part can be at any place in the routine, fractioned throughout the routine.		

33. APPENDIX C

2027 IBTF BATON TWIRLING RULEBOOK

COMPETITION RULES FOR THE WORLD MAJORETTE CHAMPIONSHIP



INTERNATIONAL BATON TWIRLING FEDERATION

V.5 MARCH 2026

2027 IBTF WORLD MAJORETTE CHAMPIONSHIP

34. GENERAL INFORMATION

- a) All athletes and judges must be members of the organization whose Association/Federation is a member of the International Baton Twirling Federation.
- b) For registration at all IBTF competitions any government-issued certification card that fulfill the identity requirements may be used. The identification card must include English descriptions. The identity requirements are: Athlete nationality, birth year, gender, spelling of the name, photo of the person
- c) Selected majorette judges from the International Baton Twirling Federation will judge IBTF competitions and will utilize the IBTF judging system.
- d) As well as this document, Athletes and Coaches should refer to the IBTF Entry Registration Process Manual.

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GENERAL COMPETITION RULES

35. DISCIPLINES

The disciplines offered at the World MAJORETTE Championship shall be as follow:

- [Marching Drill Corps](#)
- Traditional Majorette Corps
- Exhibition Majorette Corps
- Parade Corps
- Parade Accessories Corps
- Showtwirl Accessories Corps
- Flag Baton Team

36. AGE DIVISIONS:

Where age divisions apply, an athlete's age shall be determined as the age as at December 31st of the competition year, 2027. Minimum age of all competitors is 10 yrs.

To determine the age category of a Corps/Team, the average age of all the official members (with alternates/reserves) should be calculated.

It's the responsibility of the coach to verify that the average age using the alternates/reserves does not change.

IBTF WORLD MAJORETTE CHAMPIONSHIP 2027	
ROUTINE DISCIPLINES OFFERED:	AGE DIVISIONS OFFERED:
Marching Drill , Traditional, Exhibition, Parade, Parade Accessories, Show Twirl Accessories, Flag Baton Team	Average age: Youth 10 – 13.99 yrs Junior 14 – 16.99 yrs Senior 17 yrs +

37. RULES & STANDARDS FOR ALL MAJORETTE CORPS & TEAMS:

All Corps / Teams should be of highest level in their respective country and may only be comprised of members who are residents of the same country.

Flag Baton Teams may be comprised of any combination of men and women, including all female or all male, with 6 – 10 members.

Majorette Corps may be comprised of any combination of men and women, including all female or all male, with a minimum of 10 twirling members [and a maximum of 30 members](#).

Parade Accessories Corps may be comprised of any combination of men and women, including all female or all male, with 10 or more twirling members (a minimum of 10 athletes with baton) and a minimum of [5](#) accessory members for a total of [15 members minimum](#).

At least 10 members of the corps must use a baton and a minimum of 50% / maximum of 100% members of the corps using an accessory (percentage numbers / 1 - 5 = round down / 6 - 9 = round up) E.g.- A corps with 10 members using a baton must have **minimum 5** accessory members / **maximum 10** members using an accessory.

Athletes may not compete against themselves in any discipline in the same age group (e.g., a member of a Junior Exhibition Corps may not compete against themselves in another Junior Exhibition Corps).

The Performance Area is the entire floor.

38. ALTERNATE (RESERVE) RULES:

Alternates/reserves are considered part of a federation's contingent.

Two (2) alternate/reserve athletes allowed per Corps/Team. Up to four (4) alternate/reserve allowed for larger Corps of 20 members or more.

The introduction of the alternate/reserve cannot change the age division.

39. NUMBER OF MAJORETTE CORPS/TEAMS ALLOTTED PER COUNTRY:

One (1) of each **Marching Drill Corps**, Traditional Majorettes Corps, Exhibition Majorette Corps, Parade Corps, Parade Accessories Corps, Showtwirl Accessories Corps and Flag Baton Team per age division per Country.

40. NUMBER OF ROUNDS

For ALL Majorette Corps and Flag Baton Teams:

*All disciplines and divisions will have two rounds of competition. They begin with a Preliminary Round and end with a Final Round. The number of entrants that advance from the Preliminary Round to the Final Round varies, depending on the number of teams/corps entered in the Division as of the Entry Closing Date.

* **EXCEPTION:** There will be **NO** Preliminary Round when there are 3 or less entries in any age division. The Corps or Team will advance straight to the Final Round.

Number to advance to the Final Round:

- With 10 corps/teams or less = 4 corps/teams advance to the final round
- With 11 to 20 corps/teams = 6 corps/teams advance to the final round
- With 21 or more corps/teams = 10 corps/teams advance to the final round

The number of rounds of competition for each Division will be shown in the set system prepared and distributed to each country after the Entry Closing Date.

41. MUSIC & TIME ALLOTMENTS:

Judges will not assess penalties or give credit to material presented after the music ends. Judging shall discontinue at the conclusion of the music.

Marching Drill Corps	=	2:00 - 3:00 min max
Traditional Majorettes Corps	=	2:00 - 3:00 min max
Exhibition Majorette Corps	=	2:00 - 3:00 min max
Parade Corps	=	3:00 - 4:00 min max
Parade Accessories Corps	=	3:00 - 4:00 min max
Showtwirl Accessories Corps	=	3:00 - 4:00 min max
Flag Baton Team	=	3:00 min max

All majorette Corps/Teams use its own choice of music.

A back-up copy of the music is required to have it available at the competition on a USB stick in case of mishap. (Only one piece of music must be reproduced on each support device). All music must be uploaded to the Fileshare system at the time entries are submitted to pre-load ready for the music test. This should avoid any problems with music during actual performances.

No music for entry and exit: entrance must be from the left of the judges and exit to the right. Should be simple, quick and without music.

Music must be respectful, keeping in mind this is a sport. Foul language, violence, political views and similar are not permitted.

42. ACROBATICS AND MOUNTS:

Acrobatic movements and mounts are not allowed in any of the Majorette disciplines. **The use of Acrobatics/Mounts will be considered as a violation and a one-time 10 pts. penalty will be assessed regardless of the number of members executing the movement.**

ACROBATIC and MOUNT CONTENT RESTRICTIONS

Definition of an Acrobatic Move

A movement will be considered acrobatic in a MAJORETTE 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:

- the hand(s) (e.g. a cartwheel done on the hand(s))
- the arm(s) (e.g. a cartwheel done on the forearm(s))
- the head (e.g. a headstand)
- 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, etc.

Definition of an Aerial Acrobatic Move

A body movement in which the athlete turns completely over in the air without being supported or touching hands on the floor

- In the air without support of the body (e.g. side aerial; back flip; aerial walkover)

NOTE: A horizontal butterfly (where the feet do not go over your head) is not considered an aerial acrobatic move. It is considered a major body move.

Definition of a Mount

Mounts are defined as any body toss or form that is two stories or more. A story (as in a 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.

43. COSTUME, FOOTWEAR & BATON GUIDELINES

Costume - there shall be no restrictions on costume choice for any of the disciplines bearing in mind that it should be in good taste and reflect that this is a sport.

Traditional majorettes style costumes are allowed. Hats are optional.

If a costume or part of the costume is removed or manipulated, it will be considered as an accessory (only allowed in Showtwirl Accessories Corps)

If removed and used, it will be considered as a rule violation and a one-time **10.0 pt.** penalty will be assessed regardless of the number of members using/manipulating it (except for the Showtwirl Accessories event).

Footwear - Footwear must meet the requirements of the facility.

Batons

Batons must conform to the definition of "baton".

Penalty for non-conformance: 10 pt. Penalty off of each judges' score.

DEFINITION OF A BATON

A standard baton is a chrome-plated/silver steel shaft with varying size weights in either end.

The weights are either pounded or pressure fitted and covered with a white rubber ball (the large end) and a small white rubber tip covering the other end.

Various batons have various balance points depending upon size and weight.

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

USE OF GRIP TAPE ON BATONS

The use of grip tape is optional, may be used bearing in mind that this is a sport.

Grip tape can cover up to 1/2 of the shaft, divided equally from the centre – when measuring only the shaft, not including ball and tip. Tape can be of any two color (s): One color to wrap and other color to mark the center only. Inside a Majorette Corps, the grip tape must be the same. Grip can be applied in solid, striped or spiral fashion.

Clarification: The outer quarter of each end may not be covered.

DEFINITION OF A MACE

In a marching drill band, a mace is a ceremonial and signalling instrument. The mace is long, lightweight staff, usually made of metal, fiberglass or carbon fibre, with heavy decorated head. The shaft may be chrome, silver or black, often with colored bands or corps insignia.

The mace is often used by the drum major to conduct and control the band; often used to signal the tempo, starts, stops and transition.

The mace in Marching Drill Corps will follow the same restrictions as the baton: not to be twirled, tossed nor released.

COSTUME / FOOTWEAR / EQUIPMENT FAILURE - ALL DISCIPLINES

The Chief Judge, the Technical Chair or the Judges' Chair may stop the competition if a costume/footwear/equipment failure occurs. Examples of situations that might warrant this stoppage are, but not limited to;

- If costume failure becomes hazardous or indecent
- If a shoe lace becomes untied causing footwork to be dangerous
- Loss of footwear causing danger to the athlete slipping and falling
- Loss of ball or tip from the baton shaft
- Baton shaft breaking

The Technical Chair must be called upon to handle the situation and will be responsible to involve other members of the IBTF technical executive as needed. After the issue has been resolved, one of the IBTF Technical Chairs may order a restart with performance to commence at the beginning.

The use of resin on the competition floor is forbidden.

44. ORDER OF PERFORMANCE

The order of performance will be drawn: the order of performance will be determined by Random Computer draw. Corps/Teams appearing out of order will receive a 2.0 penalty.

45. DESCRIPTION OF THE JUDGING & TABULATION PROCEDURES

The jury/adjudicating staff of the competition is composed of the Technical Director of the contest, the judges, [the penalty judges](#) and the tabulators.

The Majorette 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 organize the calculation of the average penalty score for teams and corps and advise all the judges. To appoint one penalty judge.

Judges must not judge their own students or any members of their family.

The tabulators are responsible for checking the scores which are keyed into the tablet system by the judges **vs the judges masters**. Overall final results are determined by **lowest total place points** after highest and lowest scores are eliminated. Penalties for teams and corps are averaged with highest and lowest eliminated. Average penalty is shared with judges for final tabulation.

The Majorette Directors 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 the judges' focus 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 Majorette Directors on all technical matters throughout the competition is final. At the end of the competition, the members, or those accompanying the competitors, are not to approach the judges concerning the results.

After the announcement of the results, the **tabulation results** are available on the IBTF website. If ties occur during the World Championships, ties will be broken by the tabulation room using the Tie Break Procedures. **All ties are broken for 1st through 3rd place.**

All coaches, technical trainers and choreographers must respect the ethical and moral code both for athletes, for parents and for the public or spectators. All the technicians mentioned above must adhere to the following:

- 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.

46. 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 after the announcement of the results on the part of the competitor

47. AWARDS

1st, 2nd and 3rd place Corps/Team members shall all receive a medallion.

1st-10th place finalists - in all disciplines will receive placement certificates

The World Majorette Awards Ceremony takes place immediately following the final rounds. All World Majorette Corps and Team athletes are to take place in the Presentation Ceremony (see page 49 / 22. Presentation Ceremony)

RULES AND DESCRIPTIONS SPECIFIC TO EACH CATEGORY OF MAJORETTE CORPS

48. MARCHING DRILL CORPS

The marching drill corps is a routine which shows the team creating formations with precision, choreographed to personal choice of traditional style music.

Main focus to be continuous marching and manoeuvring on the music with smooth transitions. The routine must be presented with proper marching technique and appropriate military like performance qualities.

Baton to be held with no revolution, no releases, no exchanges allowed.

Emphasis is to be placed on precision of marching, transitions & manoeuvring, teamwork and deportment drill throughout the entire program whilst changing formations. Team focused with no requirement of special effects or partner work.

Salute

A salute is required: One or more members must execute a salute.

Salute can be hand salute (baton/mace to be held in the other hand) or executed with baton/mace. Salute is mandatory at the beginning and end of the routine.

Number of Members

Minimum of 10 members / Maximum of 30 members

Production Time

2-3 minutes. 1st note to last note of music.

CONTENT RESTRICTIONS:

- No rotation/full revolution of the baton/mace
- No releasing/tossing of the baton/mace is permitted
- No exchanges
- Kneeling and floor moves are not allowed at anytime.
- No intentional grounding of the baton is permitted. In the event of a drop, competitor must retrieve the baton as quickly as possible.
- Stationary can not exceed 16 counts
- Music = traditional style with NO LYRICS

Total Caption Marking = 100 points

Marching	20 points
Formations & Maneuvering	20 points
Production	20 points
Quality & Execution	20 points
Presentation & Showmanship	20 points

49. TRADITIONAL CORPS

This is a routine which shows the majorette tradition, choreographed to personal choice of music. The main focus is on Marching and Maneuvering with the use of baton, choreographed to the musical phrases, tempo and rhythm and presented with proper technique and appropriate performance qualities.

Emphasis is to be placed on precision of marching & maneuvering, floor coverage, teamwork and effects throughout the entire program.

Every member of the group must use a baton.

Number of Members

Minimum of 10 members / [Maximum of 30 members](#)

Production Time

2-3 minutes. 1st note to last note of music.

EXPECTATIONS:

Entertaining and Unique routine with good balance between the use of marching and use of baton

Marching and Body movements:

Variety and Diversity

Marching with Correct Technique: upper/lower body

Unison / Uniformity

Rhythm

Various styles of small dance steps are acceptable

Maneuvering:

Variety and Difficulty of formations

Definition of the formations: Designs / Alignments / Spacings

Floor coverage / Use of the floor

Transitions

Baton:

A salute to the judges is mandatory for presentation after entering the floor, by one or more member(s)

Only basic baton handling and twirls are permitted: full hand materials, loops and swings

Hand to hand passes only (to ourself or to another team member)

Correct Technique and Control

Production:

Teamwork

General effects / Staging

Showmanship and Presentation/ Projection / Entertainment value

CONTENT RESTRICTIONS:

- No releasing/tossing of the baton is permitted
- No exchanges
- Kneeling and floor moves are not allowed at anytime.
- No intentional grounding of the baton is permitted. In the event of a drop, competitor must retrieve the baton as quickly as possible.

Total Caption Marking = 100 points

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

50. EXHIBITION CORPS

The emphasis of this discipline is a corps performing a routine with marching and changing formations, with timing, perfection and precision. The routine may begin and end anywhere on the floor. The choreography must be a mix of various style of marching and dancing with the emphasis being on the drill design, maneuvering, staging and creating pictures and patterns. The choreography should display good quality of twirling skills and concepts. Continual changing of formations and precision and unison are the key elements during the entire routine.

All members must use one baton. Salute is not required.

Number of Members

Minimum of 10 members / [Maximum of 30 members](#)

Production Time

2-3 minutes. 1st note to last note of music.

CONTENT RESTRICTIONS:

- More than two-baton work is not allowed.
- All modes of twirling, exchange work and dance footwork are permitted.
- No floor movements are permitted with exceptions of opening and final position
- No props permitted
- No acrobatics or mounts allowed
- Maximum of 2 spins permitted ([front reception /no extra turn or spin to complete the reception](#))
- Illusions are not permitted
- Kneeling is ONLY allowed at the beginning and end positions (maximum of 16 counts). = [Grounding is not permitted with exceptions of opening and final position. If starting pose on the floor, Maximum of 8 counts in order to stand up/ Maximum of 8 counts at the end in order to go on the floor/finish on the floor](#)

Total Caption Marking = 100 points

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

51. PARADE CORPS

The Parade Corps is a traditional discipline with a unique design suitable to a street parade. The key for this discipline is to maintain continuous foot motion throughout the entire performance, using the entire competition area. The emphasis is on formations and synchronization, fast and precise transition between choreographic shapes, precise body technique, high quality of marching technique. All modes of twirling and dance footwork are permitted,

Number of Members

Minimum of 10 members / [Maximum of 30 members](#)

[See Section 52 for Content/Expectations/Content restrictions/Marking points](#)

52. PARADE ACCESSORIES CORPS

The Parade Accessories Corps is a traditional discipline with a unique design suitable to a street parade with some members using a baton and some members using accessories. The key for this discipline is to maintain continuous foot motion throughout the entire performance, using the entire competition area. The emphasis is on formations and synchronization, fast and precise transition between choreographic shapes, precise body technique, high quality of marching technique. All modes of twirling and dance footwork are permitted. Accessories should underline the idea of the choreography and used to make a great amount of effects.

Number of Members

Minimum of 10 members with baton + [minimum 5 members with accessories \(refer to section 37\)](#) - [Maximum of 30 members](#)

Description for Accessories in Parade:

Limited props that can be carried by one athlete throughout the entire performance. Pompons, flags, hoops, banners, streamers, sabres, etc. are permitted. Limited props/Accessories cannot be placed on the floor at any time. Exchanges with accessories are allowed – Allowance of maximum 16 counts without accessory

Color Guards: can be part of the corps / not counted in the contingent of accessories members.

CONTENT FOR BOTH PARADE/PARADE ACCESSORIES CORPS

Production Time

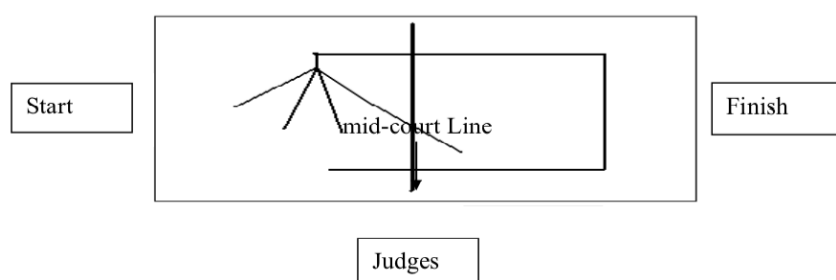
3-4 minutes. 1st note to last note of music

Required Structure of Routine:

Parade Corps must enter from the judges' left and exit to the judges' right. Parade Corps may present a 16-count introduction with the music before stepping off into the forward movement section of the routine. This requirement applies to all members (with baton and/or accessories).

STREET PATTERN: 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 of the corps passes the mid court line. Once a member turns the 3rd corner, that individual can move anywhere on the floor.



AFTER COMPLETING THE STREET PATTERN – the corps may use the entire gym floor provided the corps maintains drill movement within their program. The corps has to follow the street pattern as mentioned. All members must cross the mid court line to the judges right for the end of the performance. As a guideline it is advised that the Reviewing Stand Section not exceed approximately 1:30 in length.

Parade corps may only execute a 2-Spin and single element stationary or traveling complex moves. Immediately upon completion of the spin or complex move, the parade corps must step off on the correct count and resume continuous foot movement in step to the beat of the music.

Continuous foot movement: defined as the placement on the floor of the whole foot by stepping, tapping, jumping, or hopping at least every second count. Parade corps must incorporate continuous foot motion throughout the entire performance, but is NOT required to always be moving forward.

Explanations:

1. **Forward:** meaning ahead, front, up front
2. **Movement:** meaning action, transit, change, motion.

Types of moves which can be executed during forward continuous foot movement:

3. Any type of footwork or dance work combination that allows the group to continue moving in unison. It is possible to utilize half steps, step ball changes, pas de bourrée steps, step kicks, etc. It is also possible to turn around and march or step backwards and still continue moving.
4. When standard marching procedure is utilized, it is proper procedure to step on the left foot on the odd counts of the beat and the right foot on the even counts of the beat.

EXPECTATIONS

- Marking time with On beat-foot hitting every count of music.
- Half-time foot hitting every 2nd count.
- Double time-foot hitting twice every beat.
- All modes of twirling and dance footwork are permitted
- Marching: half steps, step kicks, etc., may be used as long as unit keeps moving continuously.
- Drill design work should be constructed in a manner which allows all members of the group to continuously advance
- Exchange work may be choreographed provided it does not inhibit movement.
- A salute is not required

CONTENT RESTRICTIONS (for Parade and Parade Accessories Corps)

- Maximum 2 spins (front reception /no extra turn or spin to complete the reception)
- Kneeling is not allowed during the continuous foot motion. No floor movements are permitted with exceptions of opening and final position = Grounding is not permitted with exceptions of opening and final position. If starting pose on the floor, Maximum of 8 counts in order to stand up/ Maximum of 8 counts at the end in order to go on the floor/finish on the floor
- No grounding of batons or limited props during the entire production
- One illusion only under a toss (with baton or accessory) no other body movement combined (front reception /no extra turn or spin to complete the reception)
- Spin(s) before or after an illusion is(are) not allowed
- Single element moves only (stationary or traveling) under a toss (with baton or accessory)
- All members must start continuous foot movement within 16 counts after timing begins

Total Caption Marking = 100 points (for Parade and Parade Accessories Corps)

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

53. SHOW TWIRL ACCESSORIES CORPS

The emphasis of this event is on entertainment and balance between the use of baton and chosen props. The main importance is the baton and dance combinations to implement the show and simultaneous blending of body and baton should be demonstrated while displaying a wide range of skills in all modes of twirling and bodywork.

Accessories must be included to compliment the chosen theme of the program to create musical interpretation and visual effectiveness. Stationary moves as well as travelling moves and floor moves are part of the choreography.

CONTENT RESTRICTIONS:

- 3 Spins maximum (front reception /no extra turn or spin to complete the reception)
- One Illusion only under a toss with baton or prop /no other body movement combined (front reception /no extra turn or spin to complete the reception)
- Spin(s) before or after illusions is(are) not allowed

EXPECTATIONS:

Members' responsibilities include:

- Teamwork
- Staging (utilization of floor, design patterns, creating pictures to music with all props including batons)
- Seamless transitions between equipment
- Precision and unison of all members with all props including batons

- Creative handling of all equipment chosen to be used as props
- Musical interpretations with all equipment chosen as props
- Accessories:

Any number of props/equipment can be included but a baton and a minimum of 2 accessories of props/equipment is obligatory. Credit will be given for accessories (props/equipment) 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; keeping in mind that this is a sport.

Accessories have to be used, held, touched or manipulated at sometime during the performance. Every athlete must use a baton or accessory during the entire performance. Exception: Members can only be without a baton or accessory for a short time (maximum period of 16 counts) when changing from one piece of equipment to another.

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

Number of Members

Minimum of 10 members / [Maximum of 30 members](#)

FLOOR MOVES DESCRIPTION

Floor moves are acceptable in Showtwirl event, keeping in mind that floor moves can be Dance moves, as long as they are not also classified as an Acrobatic Move. (See definition of Acrobatic move under General Rules on Page 6.

ACCESSORIES DESCRIPTION

Accessories are limited to 2.5 meters high and 3.0 meters long maximum (accessories may extend during the production: after the first note of music ([not before the start of the music / not while entering or taking the floor](#)) till the last note of music but must meet the maximum limit to enter and exit the floor). Scenery and stationary backdrops that are not used /touched/manipulated 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.

Costume could be used and manipulated: it will then be considered as accessories

Production Time: 3'00 – 4'00 min. 1st note to last note of music

Entrance and Exit: The corps has 1 min maximum to enter the floor and 1 min maximum to exit the floor. This time includes the introduction and removal of all accessories. Accessories have to be brought/picked up/removed by the competitors at the beginning and the end of the performance.

Total Caption Marking = 100 points

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

54. FLAG BATON TEAM

A Flag Baton Team performs a routine with marching and dancing combined with twirling a flag baton and choreographed to personal choice of music. The main focus is the combination of Marching and flag-baton twirling. The choreography should display good foundations of flag- baton twirling and excellence of basic flag-baton twirling concepts. Variety of maneuvers, floor patterns and effects are required.

Changing of formations is expected.

The athletes have to finish the choreography by holding the equipment. Salute is not required

Exchanges are allowed.

Qualified 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 mandatory. Material on chains, ropes or clothing are not permitted. The length of one-ended pole is maximum 85 cm long; Width of flag-material on Flag Baton should be according to the length of the pole. There are no restrictions for the flag size.

Number of Members

6 – 10 members

Production Time:

3.00 minutes max. 1st note to last note of music. Entrance must be from the left of the judges and exit to the right. Should be simple, quick and without music.

CONTENT RESTRICTIONS:

- Illusion is not allowed
- Maximum of 2 spins (front reception /no extra turn or spin to complete the reception)
- No other material is allowed than a qualified flag baton
- Flag Batons must not be intentionally placed on the floor
- Floor movements are ONLY allowed for opening and final positions – Allowance of maximum 16 counts = Grounding is not permitted with exceptions of opening and final position. If starting pose on the floor, Maximum of 8 counts in order to stand up/ Maximum of 8 counts at the end in order to go on the floor/finish on the floor

Total Caption Marking = 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

55. PENALTIES

Drop and Fall Definitions:

- Drop: when unintentionally the baton leaves the hand of the athlete and simultaneously one end of the shaft (tip and/or ball) touches the floor. If the baton is in the hand and one end touches the floor, that is not a drop.
- Fall: total loss of control that results in unintentional contact of the body with the floor

A 1% penalty which equals a one full point tenth (1.0 point) penalty per drop/fall for all Teams & Corps will be deducted from each judge's score on a 100-pt. scale.

All other penalties are assessed in the athlete's proficiency and execution.

Content Restriction	Description	Deduction
FAILURE TO SALUTE in MARCHING DRILL & TRADITIONAL CORPS	A 10 pts. deduction for failure to salute will be deducted from each judge's score by the Penalty judges from a 100 pt. Scale. Salute to be performed at the beginning of the performance by at least one athlete of the corps for Marching Drill and Traditional Corps. Salute to be also performed at the end of the performance for Marching Drill Corps	10 pts. per infraction (Deducted from each Judge's Score)
FLOOR CONTACT- FLOOR MOVES-KNEELING All Disciplines except Showtwirl Accessories Corps	A 10 pts. deduction per infraction from each judge's score by the Penalty judge. Rule Violation penalty. Athletes are not allowed to touch the floor (with any part of the body besides the feet) for all disciplines Allowance for the beginning and ending pose only: 8 counts max from starting position in order to stand up, and 8 counts max for ending pose to get on the floor. Valid for Exhibition, Parade, Parade Accessories and Flag Baton	10 pts. per infraction (Deducted from each Judge's Score)
RESTRICTION for MARCHING DRILL CORPS	A 10 points. deduction for stationary for more than 16 counts (consecutive counts) No Dance steps allowed, no lifting (porté of another member) allowed	10 pts. per infraction (Deducted from each Judge's Score)
RELEASES OF THE BATON for MARCHING DRILL & TRADITIONAL CORPS	A 10 pts deduction per infraction per judge will be assessed for including material that violates the written content restrictions on a 100-point scale. Content restriction = no toss, no exchange, no release of the baton (and mace in Marching Drill) In addition, No revolution/rotation of the baton/mace in Marching Drill Corps	10 pts. per infraction (Deducted from each Judge's Score)
RESTRICTED CONTENT for EXHIBITION CORPS	A 10 pts deduction per infraction per judge for including material that violates the written content restrictions on a 100-point scale. Content restrictions = Maximum 2 spins, No illusion, Max 2 batons work (3 or more batons work not allowed)	10 pts. per infraction (Deducted from each Judge's Score)
RESTRICTED CONTENT for FLAG BATON TEAM	A 10 pts deduction per infraction per judge will be assessed for including material that violates the written content restrictions on a 100-point scale Content restrictions = Maximum 2 spins / no illusion	10 pts. per infraction (Deducted from each Judge's Score)
RESTRICTED CONTENT for SHOWTWIRL ACCESSORIES CORPS ONLY	A 10 pts deduction for including material that violates the written content restrictions based on a 100-point scale. Content restrictions = Maximum 3 spins / single illusion only	10 pts. per infraction (Deducted from each Judge's Score)

PENALTIES FOR ACCESSORIES for SHOWTWIRL ACCESSORIES CORPS ONLY	A 10 pts deduction for exceeding size of 2.5 meters High and 3.0 meters long before the 1 st note of music. A 10 pts penalty if no accessory/baton being touched/hold at the beginning and at the end of the performance. A 10 pts deduction if athlete without accessory or baton for more than 16 counts.	10 pts. per infraction (Deducted from each Judge's Score)
ENTRANCE/EXIT for SHOWTWIRL ACCESSORIES CORPS	A 10 pts deduction when entrance / exit exceed the 1 minute allowance. Max 1 minute to enter and install the accessories (by athletes only) Max 1 minute to exit and remove the accessories (by athletes only)	10 pts. per infraction (Deducted from each Judge's Score)
RESTRICTED CONTENT for PARADE & PARADE ACCESSORIES CORPS	A 10 pts deduction for including material that violates the written content restrictions based on a 100-point scale. Content restriction = Maximum 2 spins / single illusion only	10 pts. Per infraction PARADE and PARADE ACCESSORIES CORPS
RESTRICTION for PARADE ACCESSORIES CORPS	A 10 pts deduction when an athlete is not holding a baton or accessory for more than 16 counts.	10 pts. Per infraction (Deducted from each Judge's Score)
STREET PATTERN for PARADE & PARADE ACCESSORIES CORPS	A 10 pts deduction for incorrect Street Pattern Content restriction = incorrect Street pattern definition	10 pts. Per infraction STREET PATTERN
CONTINUOUS FOOT MOTION for PARADE & PARADE ACCESSORIES CORPS	A 2-point deduction when the entire corps violate the continuous foot motion rule All athletes must start continuous within the first 16 counts at the beginning of the music.	10-pts per infraction (Penalty for the entire corps) Deducted from each judge's score
ACROBATIC MOVES All Disciplines	A 10 pts deduction for executing acrobatic/gymnastic moves than are not allowed in the rules for any discipline (see acrobatic definition)	10 pts. Per infraction (Deducted from each Judges Score)
MOUNT and BODY TOSS All Disciplines	A 10 pts deduction for executing mount of 2 story-height or more (has to be less than a 2 stories height) and any body toss (athlete ejected in the air without any support)	10 pts. Per infraction (Deducted from each Judges Score)
REGULATION OF BATON APPARATUS / MACE All Disciplines	A 10-points deduction from each judges' score for non-conformance of using a standard Baton. Rule violation penalty = Baton definition / Mace definition	10 pts. Rule Violation BATON DESCRIPTION MACE DESCRIPTION
REGULATION OF ACCESSORIES Showtwirl Accessories	A 10 points deduction from each judges' score for non-conformance of accessories Rule Violation penalty: limited to 2.5 meters high and 3.0 meters long maximum / accessories must be placed and removed by corps members only	10 pts. Rule Violation ACCESSORIES DESCRIPTION
ROSIN, POWDER, CHALK OR LIQUIDS TO ABSORB MOISTURE ON HANDS	The use of rosin, powders, chalk or other substances are permitted as long as they are not released onto the competition floor. The use of these substances must not become a danger for the following competing athletes. If any substance used on the hands leaves residue on the floor, a penalty will be assessed. Floor monitors will check the athletes' hands before entering the floor and if there are visible traces on the floor, the penalty will be applied.	10 pts. Per infraction (Deducted from each Judges Score).
LEAVING THE FLOOR - Unsportsmanlike Behavior	Any athlete(s) leaving the floor, before or after the end of the music has been reached due to an unsportsmanlike attitude of disgust, anger, disappointment, unprofessionalism, etc. is cause for DISQUALIFICATION (NO score). The assessment of the technical/judges chairs as to which type of departure is taken should be their decision.	DISQUALIFICATION No Score

Content Restrictions will be recorded by a judge who will display a yellow card indicating a content restriction has been assessed. A white card with numbers indicates the number of drops assessed.

56. COMPETITION ENTRIES

There will be a 2-Stage Entry Process:

- **ENTRY STAGE ONE: (PRELIMINARY)**

All federations must submit and pay for the number of entry berths. The Official Entry One Form must be used to fill in the numbers entering in each discipline per age division **by no later than April 1st, 2027.** Names not required at this stage.

- **ENTRY STAGE TWO: (DEFINITIVE)**

The names of all athletes and official delegation members, plus all other information documents and form listed above **must** be entered and submitted **by no later than May 1st, 2027.** The forms must be completed in their entirety with all necessary information completed.

COMPETITION ENTRY FEES -

\$ 25.00 USD per athlete per discipline

Entry Fees must be paid by all alternates/reserves

ADMINISTRATIVE FEE -

All athletes must pay a \$10.00 USD administrative fee, in addition to his/her entry fees into the 2027 World Majorettes Championship.

ENTRY FEES AND ADMINISTRATIVE FEE

An invoice will be sent from the registrar to pay for the entry fee berths, administrative fee, and judge contribution fund. The invoice must be paid to IBTF **by no later than April 15th, 2027.**

Entry instructions and requirements will be available in 2027.

FOR ALL OTHER RULES AND PROCEDURES PLEASE REVIEW THE PAGES IN THE EARLIER SECTIONS OF THE RULEBOOK THAT PERTAIN TO BOTH THE MAJORETTE CHAMPIONSHIP AND THE WORLD TECHNICAL BATON TWIRLING CHAMPIONSHIP & NATIONS CUP.