

# 2026 IBTF BATON TWIRLING RULEBOOK

7 NATIONS

## 2026 COMPETITION RULES

### EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP



This is Version 2 AUGUST 2025

Updates in **RED**

# **2026 EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP**

## **GENERAL INFORMATION**

- A. The European Technical Baton Twirling Championship 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 or identity card in their own name from the country he/she represents as proof of their citizenship and age.
- B. Certified judges from both the World Baton Twirling Federation (WBTF) and the World Federation of National Baton Twirling Associations (WFNBTA) will judge IBTF competitions and will utilize their own judging system.
- 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.

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## 2026 ELIGIBILITY RULE POLICIES

1. Athletes may not compete in B Level in any discipline if they previously competed in the 2023 World Technical, 2024 World Freestyle/Rhythmic Twirl, or the 2025 European Freestyle/Rhythmic Twirl Championship. This includes team members.

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

2. At the 2026 European Technical 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 Elite Solo
- Two different Twirl Teams or two different Artistic Pair or Duets

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

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.

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 (refer to a Technical Championship):

1. 1<sup>st</sup> place (only) if there are 5 or fewer in the age division;
2. 1<sup>st</sup>-3<sup>rd</sup> 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 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

5. At the 2026 European Technical Championship, athletes (including team members) may only cross two levels of competition. No athlete is permitted to compete in any Elite event and B event. For the purposes of this rule, 3 baton, teams corps and groups are considered level A.

For example, the below is permitted:

- Level A 2 Baton and Level B Solo
- Duet (elite only) and 3 Baton

- Level A Artistic Twirl and X-strut (elite only)

The below is NOT permitted

- X-strut and Level B Solo
- Artistic Pair and Level B Artistic Twirl

# GENERAL COMPETITION RULES

## 1. DISCIPLINES, LEVELS OF COMPETITION OFFERED AND NUMBERS

Following the vote conducted 14/7/25, the disciplines offered and allotments at the European Technical Baton Twirling Championship shall be as follows:

Event	Level B	Level A	Level Elite
Solo Women	3 Juvenile	3 Juvenile	-
	3 Youth	3 Youth	3 Youth
	3 Junior	3 Junior	3 Junior
	3 Senior	3 Senior	3 Senior
	-	3 Adult	3 Adult
Solo Men	3 Juvenile	3 Juvenile	-
	3 Youth	3 Youth	3 Youth
	3 Junior	3 Junior	3 Junior
	3 Senior	3 Senior	3 Senior
	-	3 Adult	3 Adult
2 Baton Women	3 Juvenile	3 Juvenile	-
	3 Youth	3 Youth	3 Youth
	3 Junior	3 Junior	3 Junior
	3 Senior	3 Senior	3 Senior
	-	3 Adult	3 Adult
2 Baton Men	3 Juvenile	3 Juvenile	-
	3 Youth	3 Youth	3 Youth
	3 Junior	3 Junior	3 Junior
	3 Senior	3 Senior	3 Senior
	-	3 Adult	3 Adult
3 Baton Women	-	-	-
	-	3 Junior	-
	-	3 Senior	-
	-	-	-
3 Baton Men	-	-	-
	-	3 Junior	-
	-	3 Senior	-
	-	-	-
Artistic Twirl Women	3 Youth	3 Youth	3 Youth
	3 Junior	3 Junior	3 Junior
	3 Senior	3 Senior	3 Senior
	-	3 Adult	3 Adult
Artistic Twirl Men	3 Youth	3 Youth	3 Youth
	3 Junior	3 Junior	3 Junior
	3 Senior	3 Senior	3 Senior
	-	3 Adult	3 Adult

**For the following Event we consider only the Elite Level**

Event	Youth	Junior	Senior	Adult
Artistic Pair	3	3	3	3
Duet	3	3	3	3
X-strut Women	3	3	3	3
X-strut Men	3	3	3	3

Event	
Twirl Team*	1: only one age division
DanceTwirl Team*	1: only one age division
Artistic Pompom group**	1: only one age division
Twirling Corp**	1: only one age division

\* Number of competing members: 6-8 members (+ 2 alternates)

Cells in green: European Champion title will be assigned

\*\* Number of competing members: 12+

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 Pompom 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.

## 2. AGE DIVISIONS

Where age divisions apply, an athlete's age shall be determined as the age as at December 31st of the competition year, 2026. The minimum age of all competitors is 12 yrs (**except the juvenile divisions**). Ages apply to the European Technical Baton Twirling Championship.

Event	Age	Category
WOMENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	9-11 YRS	JUVENILE*
	12-14 YRS	YOUTH
	15-17 YRS	JUNIOR
	18-21 YRS	SENIOR**
	22 YRS+	ADULT
MENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	9-11 YRS	JUVENILE*
	12-14 YRS	YOUTH
	15-17 YRS	JUNIOR
	18-21 YRS	SENIOR**
	22 YRS+	ADULT
DUET	COMBINED AGE	
	24-29 YRS	YOUTH
	30-35 YRS	JUNIOR

	36-41 YRS 42 YRS+	SENIOR ADULT
<b>ARTISTIC PAIR</b>	Must enter the age division that corresponds with the age of the oldest athlete 12-14 YRS 15-17 YRS 18-21 YRS 22 YRS+	YOUTH JUNIOR SENIOR ADULT
<b>TWIRL TEAM, DANCETWIRL TEAM, TWIRLING CORPS, ARTISTIC POMPOM GROUP</b>	12 YRS minimum/no maximum	One Age Division

\* only for Solo and 2 Baton

\*\* for Solo Women and Men B level and 2 Baton Women and Men B level no Adult division is offered and Senior age is 18+.

### **ALTERNATE RULES SPECIFIC TO ALL DISCIPLINES:**

Alternates may be used throughout the competition and between rounds.

\*Note: Name (s) of alternates must be declared and listed on the entry.

Alternates (reserves) are considered as part of a country'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 and IBTF European Technical Chair immediately to notify tabulation. Failure to report the replacement results in disqualification. No changes may be made after the competition begins.

An Artistic Pair, Duet, Twirl Team, DanceTwirl Team, Twirling Corps and Artistic Pompom Group may only be comprised of members who are residents of the same country.

### **Duet and Artistic Pair**

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

### **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 country's contingent.
- Alternates may be used throughout the competition and between rounds.

#### **Twirling Corps, Artistic Pompom Group:**

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

### **3. MUSIC & TIME LIMITS**

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

<b>Discipline</b>	<b>Time Limit</b>
Solo Level Elite	2:00 minutes
Solo Level B and A	1:45 minutes
2 Baton	1:30 minutes
3 Baton	1:30 minutes
Artistic Twirl & Artistic Twirl Pair	1:45 minutes
Duet	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. 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 European Technical Baton Twirling Championship music will be downloadable on the IBTF website when available.

The following events are performed to own choice music, with the following time limits:

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

### **4. RULES SPECIFIC TO ALL EVENTS**

The use of acrobatics, though permitted, is not given extra consideration or will its use contribute to 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.

## 5. SET SYSTEM FOR ALL DISCIPLINES

The Set System shall list the names of every individual, duet, team, group and/or corps (and country) in each lane (indicating the event and division). For Set #1, the Announcer shall call the set number, then the name of the athlete (s) (and country name) on each lane that corresponds to that set number. The athletes shall acknowledge to the judge (e.g., relevé with arms raised in a “V”). After all athletes for a particular set have been introduced, the Announcer will then ask, “Are the judges ready?”, say “Music” and each entrant will begin their routine when the music starts.

Upon completion of the music: The Announcer will announce the next set number and introduce the next set of performers (and their country name) on each of the lanes. The announcer will then say the following:

- the announcer will say “Judges marks for penalties” and the penalty judges will display the number of drops assessed on a white card with red numbers.
- 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.

NOTE: Judges scores are NOT displayed following each athlete’s performance.

## 6. 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 (see Appendix with Content Restriction for each level)**

- 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, Artistic Pompom Group and DanceTwirl Team.

**NOTE for Clarification:**

The penalty for executing more acrobatic moves than allowed is considered a content restriction and will be assessed a 10.0 point penalty per judge on the 100-point scale and a 1.0 point penalty per judge on the 10-point scale.

## **7. 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. 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.

## 8. APPENDIX A- CONTENT RESTRICTIONS

### APPENDIX A: CONTENT RESTICTIONS

<b>Solo Content Restrictions</b> <b>A maximum of only 2 acrobatic movements are allowed, with or without a toss</b>		
<b>CATEGORY</b>	<b>Level B</b>	<b>Level A</b>
<b>Spins</b>	<b>Spins:</b>  <b>2 Spin</b> Maximum with no restrictions on release or catch and <b>3 Spin</b> maximum allowed with standard release and catch only.	<b>Spins:</b>  <b>3 Spin</b> Maximum with no restrictions on release or catch and <b>4 Spin</b> maximum allowed with standard release and catch only.
<b>ACROBATICS</b>	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.  <b>Baton</b> Releases No Restrictions Receptions No Restrictions	A maximum of only 2 acrobatic movements are allowed, <b>with or</b> 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.  Other Double major body moves are also allowed under a toss, either traveling or stationary <b>Baton</b> Releases No Restrictions Receptions No Restrictions
<b>Stationary Complex &amp; Traveling Complex</b>	Single major body move under the toss  <b>Baton</b> Releases No Restrictions Reception No Restrictions	Single major body moves with 2 spins under toss.  <b>Baton</b> Releases No Restrictions Reception No Restrictions  Double major body move is allowed under the toss, either traveling or stationary <b>Baton</b> Releases No Restrictions Receptions No Restrictions
<b>Rolls</b>	<ul style="list-style-type: none"> <li>No continuous front neck rolls (with or without hands)</li> <li>No front neck figure 8's</li> <li>No monster rolls (partial or complete)</li> </ul>	<ul style="list-style-type: none"> <li>No Restrictions</li> </ul>
<b>Contact Material</b>	<ul style="list-style-type: none"> <li>No Restrictions</li> </ul>	<ul style="list-style-type: none"> <li>No Restrictions</li> </ul>

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

<b>2 Baton Content Restrictions</b> <b>Acrobatics movements are not permitted.</b>		
Category	Level B	Level A
<b>Spins</b>	1 spin <b>Baton</b> Releases No Restrictions Reception No Restrictions	2 spins <b>Baton</b> Releases No Restrictions Reception No Restrictions
<b>Stationary &amp; Traveling Complex</b>  Acrobatics are not allowed	Single major body under the toss(s)  <b>Baton</b> 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)  <b>Baton</b> Releases No Restrictions Receptions No Restrictions  <b>**Double major body move is NOT allowed under the toss, either traveling or stationary</b>
<b>Rolls</b>	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
<b>Contact Material</b>	<ul style="list-style-type: none"> <li>No Restrictions</li> </ul>	<ul style="list-style-type: none"> <li>No Restrictions</li> </ul>
<b>**Double Releases</b>	<ul style="list-style-type: none"> <li>Only two aerial double release allowed</li> </ul>	<ul style="list-style-type: none"> <li>No Restrictions</li> </ul>
<b>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</b>  <b>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.</b>		

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.

**\*\* Indicates updated Content Restriction from 2023**

## APPENDIX A: CONTENT RESTRICTIONS

<b>3 Baton Content Restrictions</b> <b>Acrobatics movements are not permitted</b>		
Category	Level B (not offered)	Level A
<b>Spins</b>		<b>** 1 spin</b> <b>Baton</b> Releases No Restrictions Reception No Restrictions
<b>Stationary/Traveling Complex</b> Acrobatic are not allowed		<b>** Single Major Body move only allowed under toss(s).</b> <b>Baton</b> Releases No Restrictions Reception No Restrictions  Double Element Tricks are NOT allowed Acrobatics are not allowed
<b>Rolls</b>		Partial monster roll is allowed, making 360-degree rotation around one arm
<b>Contact Material</b>		No Restrictions
<b>Triple Tosses</b>		<b>** Two sequential triple tosses allowed (either basic or high triple tosses)</b>  <b>Baton</b> Releases No Restrictions Reception No Restrictions
<b>**NOTE: Definition of a Triple Toss - A Triple Toss may be executed in two ways:</b>  <b>Sequential Triple Toss</b> - 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. <i>Basic Triple Toss - Medium, low, high. High Triple Toss - high, high, high</i> <b>Simultaneous Triple Toss</b> - 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.		

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

**\*\*Indicates updates in Content Restrictions from 2023.**

## **APPENDIX A: CONTENT RESTICTIONS**

### **X-Strut Content Restrictions**

- **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.**

## APPENDIX A: CONTENT RESTICTIONS

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

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 RESTICTIONS**

### **TWIRLING CORPS**

ACROBATIC MOVEMENTS ARE NOT PERMITTED

**applying to one or all Corps members**

## **APPENDIX A: CONTENT RESTICTIONS**

European Duet, Twirl Team – no acrobatics

Pompom Group – no acrobatics, no mounts

European Artistic Pair & DanceTwirl Team – no content restrictions

## 9. PENALTIES

The WBTF or WFNBT A base score is normalized in the tabulation program to a 10-point value. (e.g.: For the individual disciplines of Solo, 2 Baton, and 3 Baton a score on a 100-point scale is converted to a 10-point scale.) See the IBTF Competition 'Policy Handbook for all detailed information related to penalties.

Penalty	Description	Deduction
<b>DROP OR A FALL</b> Solo, 2 Baton, 3 Baton, Artistic Twirl and Artistic Pair disciplines	A (0.1) penalty per drop or fall will be deducted from each judge's score by the Penalty judge. Tabulation converts the penalty from a 100 pt. Scale to a 10 point scale to normalize the penalty to 0.1 pt.	0.1 pts.per infraction (Deducted from each Judges Score)
<b>DROP OR A FALL</b> X-Strut, Duet, DanceTwirl Team, Twirl Team	A (1.0) penalty per drop or fall deducted from each judges score by the Penalty judges from a 100 pt. Scale.	1.0 pts. per infraction (Deducted from each Judges Score)
<b>DROP OR A FALL</b> Twirling Corps	A (0.5) penalty per drop or fall deducted from each judges score by the Penalty judges on a 100 pt. Scale.	0.5 pts per infraction. (Deducted from each Judges Score)
<b>TIMING PENALTY –</b> DanceTwirl Team	Undertime/Overtime - 5 pts (deducted from each Judge's Score)	5.0 pts per infraction. (Deducted from each Judges Score)
<b>TIMING PENALTY –</b> 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)
<b>TIMING PENALTY –</b> 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)
<b>TWIRLING TIME PENALTY</b> 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)
<b>FAILURE TO SALUTE</b> 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)
<b>FAILURE TO SALUTE</b> 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)
<b>Penalties specific to X-Strut for the following:</b>	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"> <li>• Out of Step</li> <li>• Twirling (per violation)</li> <li>• Omitted basic strut per section.</li> <li>• Floor contact of Baton or body</li> <li>• Performing after final salute</li> <li>• Improper salute</li> </ul>	0.5 pts per infraction (Deducted from each Judges Score)

<b>PENALTIES (CONTINUED)</b>		
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)
RESTRICTED CONTENT for Solo, 2 Baton, 3 Baton and Artistic Twirl disciplines	A 1.0 pt. deduction per infraction from each judge's score by the Penalty judge. Tabulation converts the penalty from a 100 pt. Scale to a 10-point scale to normalize the penalty to 1.0 pt.	1.0 pt. per infraction (Deducted from each Judges Score)
RESTRICTED CONTENT for X-Strut discipline	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)
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)
ACROBATIC MOVES All levels	<b>NOTE for Clarification: December 2022</b> 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 and a 1.0 point penalty per judge on the 10-point scale.	See 11. ACROBATIC CONTENT RESTRICTIONS
COSTUME / FOOTWEAR / EQUIPMENT FAILURE - All Events	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 - 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.	1.0 point penalty per judge on the 10-point scale. 10.0 point 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.	1.0 point penalty per judge on the 10-point scale. 10.0 point penalty per judge on the 100-point scale
ARTISTIC POMPOM GROUP	<ul style="list-style-type: none"> <li>• Dropped pom pom</li> <li>• Fall</li> <li>• Out of step</li> <li>• Lack of unison</li> <li>• Time violation (under/over time)</li> <li>• Rule violation</li> <li>• Acrobatics or Mounts</li> </ul>	-0.5 point -0.5 point -0.5 point -0.1 point -0.1 point per second - 2.0 point Disqualification

## 10. 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 ½ of the shaft, divided equally from the center – when measuring only the shaft, not including ball and tip.

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

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

Color of grip tape on the Baton is free.

In a Pair/Duet, Team or Group, the grip tape must be the same.

### **COSTUME / FOOTWEAR / EQUIPMENT FAILURE - ALL EVENTS 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

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.

## 11. COMPETITION PREPARATION & WARMUPS

### a) Practice periods on the competition floor

There will be two practice periods ONLY per day on the competition floor. MORNING PRACTICE PERIOD and LUNCH TIME PRACTICE PERIOD.

The venue will be open for practice 2 hours prior to the beginning of the competition each day and for one hour only during the lunch break. "An organized morning practice schedule and an organized lunch time practice schedule will be distributed once the competition schedule has been set.

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 (Uncontrolled access area)**
  - a. Area for practice that is based upon availability.

## 12. COMPETITION PROCEDURES

### a) Number of Judges- Solo Events

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

There will be 3 judges per panel, plus a Penalty Judge to record drops and another penalty judge to assess content restriction violations is applicable.

### b) Number of Judges- Teams, Artistic Pompom Group

- **Twirling Team, DanceTwirl Team, Artistic Pompom Group**

There will be a minimum number of 6 and maximum of 10 Judges for Twirl Team, DanceTwirl Team, Twirling Corp and Artistic Pompom Group.

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.

Artistic Pompom Group will be judge by NBTA judges.

### c) Order of Disciplines

The IBTF shall determine the actual Order of Disciplines for the European Technical Baton Twirling Championship competition.

### d) Order of Rounds

- The preliminary rounds, semifinals rounds and finals rounds of different event can be mixed

### e) Order of Appearance

- Preliminary- Random Draw
- Semifinals- see Chapter 13
- 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.

### g) 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**

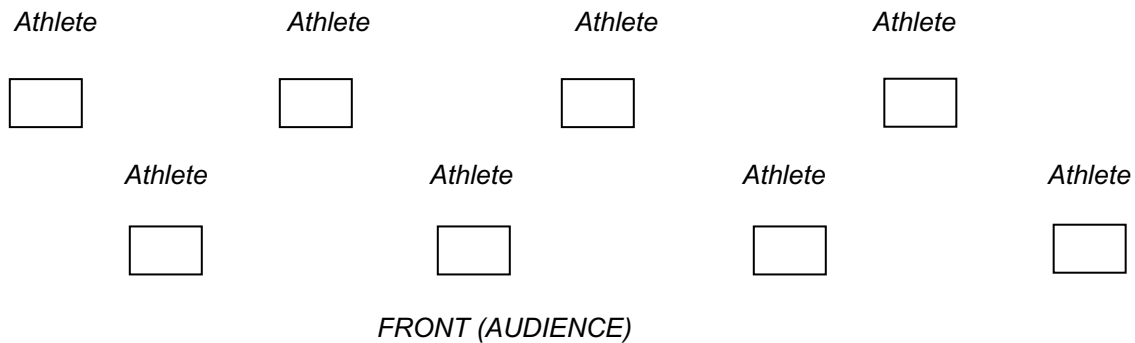
- 50 feet (15 meters) x 84 feet (25 meters) minimum (standard basketball floor size)
- For Solo, 2 & 3 Baton, X-Strut & Duet a lane shall be approximately 25-30 feet (7.5-9.0 meters) across and 15-20 feet (4.5-6 meters) deep using floor plan A

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 chairs).
- The Set Number shall be displayed prominently near the competition floor.
- **Floor Set Up – Solo, 2 & 3 Baton and Duet Disciplines:**

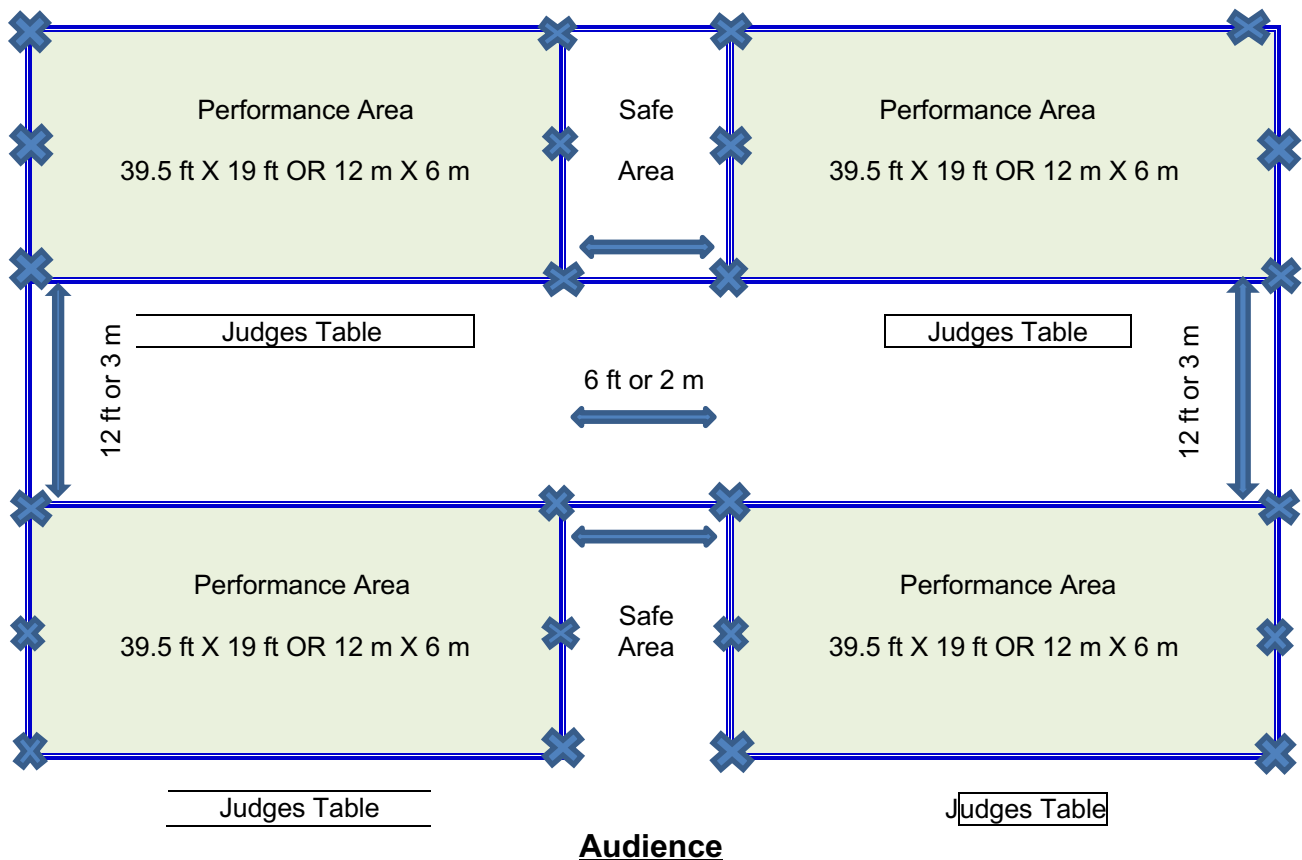
The schedule is set to run 6-8 lanes for these disciplines (based on available size of the competition floor).



**FLOOR PLAN****Floor Set Up # 1 – Artistic Twirl and Artistic Pair and X Strut Disciplines:**

- ❖ If there are 4 Lanes: In Artistic Twirl & Artistic Pair, a lane (performance area) shall be 39.5 feet (12 meters) across x 19 feet (6.0 meters) deep. The number of lanes will be divided the floor into four (4) performance areas.
  - Two tables must stay on the competition floor and two tables should stay off the competition floor.
  - Approved floor tape should be placed on the floor to mark the safe area that does not leave any residue. The horizontal marking should be 39.5 ft or 28m in length and 9.5 ft or 3m in width. The vertical marking should be 50 ft or 15m in length and 3 ft or 1m in width.

50 feet x 94 feet (15 X 28 meters) minimum (standard basketball floor size)



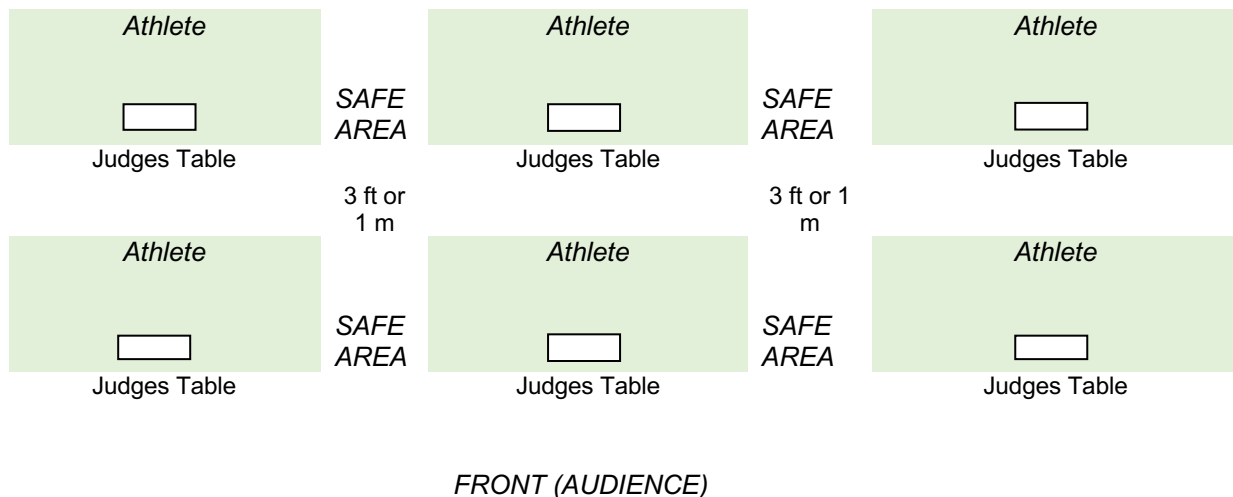
## Floor Set Up – X Strut, Artistic Twirl & Artistic Pair Disciplines:

### **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 off 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



### **Floor Set Up for all teams, twirling corps and Artistic Pompom Group:**

- 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.

## 13. 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, Artistic Twirl & 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.

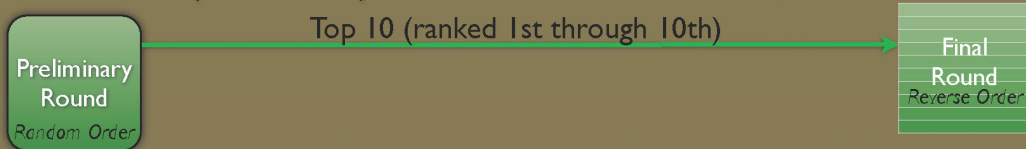
The Final Round for all divisions is up to 10 athletes, plus all athletes tied for the final qualifying position. Because the Final Round does include all athletes tied for the final qualifying position, the actual size of a Final Round division may be larger than 10 athletes, with the top 10 athletes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

2. **"Small" divisions of 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 (plus 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) plus 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 reverse 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.

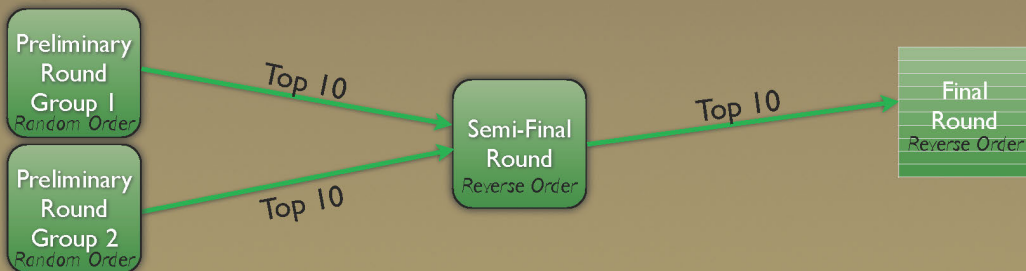
**'Small' divisions (1-29 athletes)**



**'Medium' divisions (30-46 athletes)**



**'Large' Divisions (47 or more athletes)**



## Determination of Placement

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, 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 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 first 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 (ie. the steps involving a 'Preliminary Round' are ignored).

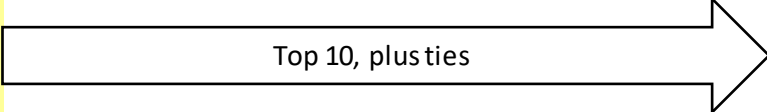
Some *Final Qualifying Position* tie examples:

**Scenario 1**

<b>Small Division, No Ties</b>			
<b>Preliminary Round</b>		<b>Semi-Final Round</b>	
<u>Name</u>	<u>Place</u>	<u>Name</u>	<u>Place</u>
Athlete 1	1		
Athlete 2	2		
Athlete 3	3		
Athlete 4	4		
Athlete 5	5		
Athlete 6	6		
Athlete 7	7		
Athlete 8	8		
Athlete 9	9		
Athlete 10	10		
Athlete 11	11		
Athlete 12	12		
Athlete 13	13		
		<b>Final Round</b>	
		<u>Name</u>	
		Athlete 10	
		Athlete 9	
		Athlete 8	
		Athlete 7	
		Athlete 6	
		Athlete 5	
		Athlete 4	
		Athlete 3	
		Athlete 2	
		Athlete 1	

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

**Scenario 2**

<b>Small Division, Tie in Prelim</b>			
<b>Preliminary Round</b>		<b>Semi-Final Round</b>	
<u>Name</u>	<u>Place</u>	<u>Name</u>	<u>Place</u>
Athlete 1	1		
Athlete 2	2		
Athlete 3	3		
Athlete 4	4		
Athlete 5	5		
Athlete 6	6		
Athlete 7	7		
Athlete 8	8		
Athlete 9	9		
Athlete 10	10		
Athlete 11	10		
Athlete 12	10		
Athlete 13	13		
		<b>Final Round</b>	
		<u>Name</u>	
		Athlete 12	
		Athlete 11	
		Athlete 10	
		Athlete 9	
		Athlete 8	
		Athlete 7	
		Athlete 6	
		Athlete 5	
		Athlete 4	
		Athlete 3	
		Athlete 2	
		Athlete 1	

- There is a tie for 10<sup>th</sup> place in the Preliminary Round, and 10<sup>th</sup> 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**

<b>Medium Division, No Ties</b>					
<b>Preliminary Round</b>		<b>Semi-Final Round</b>		<b>Final Round</b>	
<b>Name</b>	<b>Place</b>	<b>Name</b>	<b>Place</b>	<b>Name</b>	
Athlete 1	1	Top 5		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	Top 5			
Athlete 12	12				
Athlete 13	13				
Athlete 14	14				
Athlete 15	15				
Athlete 16	16	Athlete 10	5		
Athlete 17	17	Athlete 9	4		
Athlete 18	18	Athlete 8	3		
Athlete 19	19	Athlete 7	2		
...		Athlete 6	1		
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**

<b>Medium Division, Ties in Prelim</b>					
<b>Preliminary Round</b>		<b>Semi-Final Round</b>		<b>Final Round</b>	
<b>Name</b>	<b>Place</b>	<b>Name</b>	<b>Place</b>	<b>Name</b>	
Athlete 1	1	Top 5, plus ties		Athlete 10	
Athlete 2	2			Athlete 9	
Athlete 3	3			Athlete 8	
Athlete 4	4			Athlete 7	
Athlete 5	5			Athlete 6	
Athlete 6	5	Next 10, plus ties		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				
Athlete 14	14				
Athlete 15	15				
Athlete 16	16				
Athlete 17	16				
Athlete 18	18	Top 4			
Athlete 19	19				
...					
Athlete 33	33				
Athlete 34	34				
Athlete 35	35				

- There is a tie for 5<sup>th</sup> place in the Preliminary Round, and 5<sup>th</sup> 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 16<sup>th</sup> place in the Preliminary Round, and 16<sup>th</sup> 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**

<b>Medium Division, Ties in Prelim and Tie in Semi-Final</b>					
<b>Preliminary Round</b>		<b>Semi-Final Round</b>		<b>Final Round</b>	
<b>Name</b>	<b>Place</b>	<b>Name</b>	<b>Place</b>	<b>Name</b>	
Athlete 1	1	Top 5, plus ties			
Athlete 2	2				
Athlete 3	3				
Athlete 4	4				
Athlete 5	5				
Athlete 6	5				
Athlete 7	7	Athlete 17	11	Athlete 12	
Athlete 8	8	Athlete 16	10	Athlete 11	
Athlete 9	9	Athlete 15	9	Athlete 10	
Athlete 10	10	Athlete 14	8	Athlete 9	
Athlete 11	11	Athlete 13	7	Athlete 8	
Athlete 12	12	Athlete 12	4	Athlete 7	
Athlete 13	13	Athlete 11	4	Athlete 6	
Athlete 14	14	Athlete 10	4	Athlete 5	
Athlete 15	15	Athlete 9	3	Athlete 4	
Athlete 16	16	Athlete 8	2	Athlete 3	
Athlete 17	16	Athlete 7	1	Athlete 2	
Athlete 18	18			Athlete 1	
Athlete 19	19				
...					
Athlete 33	33				
Athlete 34	34				
Athlete 35	35				

- There is a tie for 5<sup>th</sup> place in the Preliminary Round, and 5<sup>th</sup> 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 16<sup>th</sup> place in the Preliminary Round, and 16<sup>th</sup> 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 4<sup>th</sup> place in the Semi-Final Round, and 4<sup>th</sup> 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 4<sup>th</sup> place in the Semi-Final Round.

**Scenario 6**

<b>Large Division, No Ties</b>				
<b>Preliminary Group 1</b>		<b>Semi-Final Round</b>		<b>Final Round</b>
<u>Name</u>	<u>Place</u>	<u>Name</u>	<u>Place</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	20	Athlete 29
Athlete 7	7	Athlete 36	19	Athlete 2
Athlete 8	8	Athlete 9	18	Athlete 28
Athlete 9	9	Athlete 35	17	Athlete 1
Athlete 10	10	Athlete 8	16	Athlete 27
Athlete 11	11	Athlete 34	15	
Athlete 12	12	Athlete 7	14	
Athlete 13	13	Athlete 33	13	
Athlete 14	14	Athlete 6	12	
Athlete 15	15	Athlete 32	11	
...		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	
		Athlete 2	4	
		Athlete 28	3	
		Athlete 1	2	
		Athlete 27	1	
<b>Preliminary Group 2</b>				
<u>Name</u>	<u>Place</u>			
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			
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 Semi-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**

Large Division, Prelim Ties		
Preliminary Group 1		Semi-Final Round
Name	Place	Name Place
Athlete 1	1	
Athlete 2	2	
Athlete 3	3	
Athlete 4	4	
Athlete 5	5	
Athlete 6	6	
Athlete 7	7	
Athlete 8	8	
Athlete 9	9	
Athlete 10	10	Athlete 13 24
Athlete 11	10	Athlete 12 23
Athlete 12	10	Athlete 11 22
Athlete 13	10	Athlete 37 21
Athlete 14	14	Athlete 10 20
Athlete 15	15	Athlete 36 19
...		Athlete 9 18
Athlete 24	24	Athlete 35 17
Athlete 25	25	Athlete 8 16
Athlete 26	26	Athlete 34 15
		Athlete 7 14
		Athlete 33 13
		Athlete 6 12
		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	
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 10<sup>th</sup> place in the Group 1 Preliminary Round, and 10<sup>th</sup> 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 10<sup>th</sup> place in the Group 2 Preliminary Round, and 10<sup>th</sup> 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 are no ties in the Semi-Final Round.
- i. The Top 10 from the Semi-Final Round advance to the Final Round.

**Scenario 8**

Large Division, Prelim Ties		
Preliminary Group 1		Semi-Final Round
Name	Place	Name Place
Athlete 1	1	
Athlete 2	2	
Athlete 3	3	
Athlete 4	4	
Athlete 5	5	
Athlete 6	6	
Athlete 7	7	
Athlete 8	8	
Athlete 9	9	
Athlete 10	10	
Athlete 11	10	
Athlete 12	10	
Athlete 13	10	
Athlete 14	14	
Athlete 15	15	
...		
Athlete 24	24	
Athlete 25	25	
Athlete 26	26	
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	
Athlete 37	10	
Athlete 38	12	
Athlete 39	13	
Athlete 40	14	
Athlete 41	15	
...		
Athlete 49	23	
Athlete 50	24	
Athlete 51	25	

Semi-Final Round		Final Round
Name	Place	Name
Athlete 13	24	Athlete 6
Athlete 12	23	Athlete 32
Athlete 11	22	Athlete 5
Athlete 37	21	Athlete 31
Athlete 10	20	Athlete 4
Athlete 36	19	Athlete 30
Athlete 9	18	Athlete 3
Athlete 35	17	Athlete 29
Athlete 8	16	Athlete 2
Athlete 34	15	Athlete 28
Athlete 7	14	Athlete 1
Athlete 33	13	Athlete 27
Athlete 6	10	
Athlete 32	10	
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	

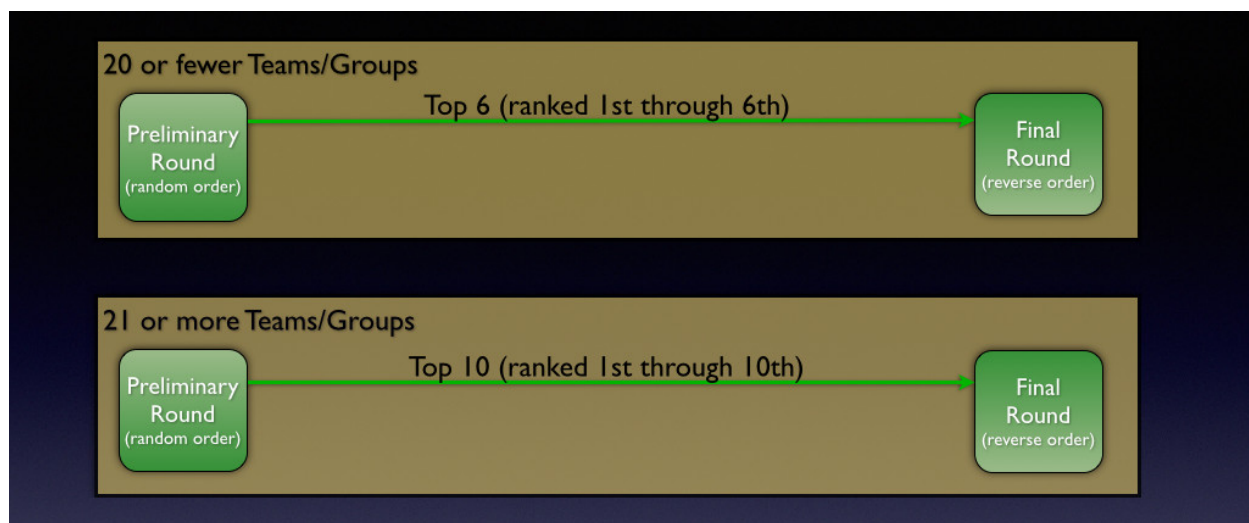
- There were 51 athletes entered in this Division. The 51 athletes were randomly divided into two Groups – Group 1 has 26 athletes and Group 2 has 25 athletes.
- There is a tie for 10<sup>th</sup> place in the Group 1 Preliminary Round, and 10<sup>th</sup> place is the Final Qualifying Position to advance 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 10<sup>th</sup> place in the Group 2 Preliminary Round, and 10<sup>th</sup> 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 Semi-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 10<sup>th</sup> place in the Semi-Final Round, and 10<sup>th</sup> 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, Twirling Corps & Artistic Pompom Group:**

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, Twirling Corps or Artistic Pompom Group move to the Finals.
  2. For divisions of 21 or more, the top 10 move to the Finals.
- Team/Corps/Pom Pom 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 place must be broken. Final Round ties at any other position are not broken.
  - i. A tie for Final Round First Place is broken by using the Preliminary Round placement. The team/corps/pompom group with the higher Preliminary Round placement is awarded First Place.

## 14. 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.

Each judge will use his or her own scoring system (i.e.: WFNBTAs judges will use their captioned scoring master. WBTF judges will use their Olympic Scoring Master. Where applicable, WFNBTAs scores will be divided by 10 to put the score into the same range as that of WBTF).

**Judges for all disciplines will** use the Place Point Ordinal Scoring System of judging. Exception: DanceTwirl Team which use the Caption Judging System.

### a) Determination of Placement

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, revert to the lowest total PLACE POINTS (adding up the places each athlete received). The lowest number of place points determine all other placements.

**Step #2** – When there is not a majority of firsts and there is a TIE in the place points, revert back to the total numerical score from all judges. The highest total score breaks the tie and determines the higher placement.

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

- a) in preliminary rounds, all athletes tied in the last advancing position advance to the next round and remain unbroken.
- b) in final round, ties for any position except 1<sup>st</sup> place remain unbroken. All Ties will remain tied and one placement will be skipped. Example: a second-place tie, the next place is fourth.
- c) If there is tie for first place, use the preliminary round placement and follow the same procedure to break the tie and determine the winner.

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

## 15. TABULATION PROCEDURES FOR PENALTIES

### a) Penalties for all Disciplines for Both Organizations:

- a. **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\*) = 2 (two) pts. (*Deducted from each Judges Score*)
- b. **Penalty for all Teams, Corps & Artistic Pompom Group**  
Athlete(s) leaving the floor, before the minimum time has been reached (for reasons other than illness, first aid, music, and costume problems\*) = 5 pts. (*Deducted from each Judges Score*)
- c. **Disqualification**  
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, 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.
- d. **Content Restriction Penalties**
  - For B and A level – All Disciplines
  - For Elite level – X-Strut and Twirling Corps

### b) For Individual, Duet, and Artistic Pair Disciplines:

- a. **WBTF** – A 1-point deduction per infraction per judge will be assessed for including material that violates the written content restrictions on a 10-point scale.
- b. **WFNBTA** – A 10-point deduction per infraction per judge for including material that violates the written content restrictions on a 100-point scale.

### c) Display of Penalties

Penalty judges are designated to display the content restriction penalties and the number of drops assessed following each performance for both organization's judges.

The IBTF Timing & Penalty Sheet will be used to record content restriction penalties, drops and any other penalties that might occur. (e.g.: undertime, overtime, leaving floor early, etc.).

- Drops will be recorded, and the number of drops will be displayed by the designated Timing/Penalty Judge following the athlete's performance to the scoring judges, athlete, and audience.
- Content Restrictions will be recorded, and the penalty will be displayed by the designated Content Restriction Judge following the athlete's performance to the scoring judges, athlete, and audience.

A yellow card with black numbers indicates content restriction penalties. A white card with red numbers indicates the number of drops assessed.

## **d) Other Penalties**

### **a. Penalties Specific to WBTF Judges**

The score received is out of a possible TEN points for Solo, 2 Baton, 3 Baton. Artistic Twirl, Duet & Artistic Pair disciplines and out of a possible ONE HUNDRED points for Teams, Corps disciplines & Artistic Pompom Group.

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

- Drops will be recorded, and the number of drops will be displayed by the Timing/Penalty Judge following the athlete's performance.
- Content Restrictions will be recorded, and the penalty will be displayed by the Content Restriction Judge following the athlete's performance.
- All other penalties are assessed in the athlete's proficiency and execution.

All penalties are recorded separately by designated penalty judges and are not reflected in the score given by the WFNBT scoring judges.

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

Drop Penalty value:

A 1% penalty which equals a one tenth of one point (0.1) penalty per drop for Solo, 2-Baton, 3-Baton, Artistic Twirl, Duet & Artistic Pair will be deducted from each judges score on a 10 pt. scale.

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

Artistic Pompom group penalty for drop is 0.5 point.

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



## **b. Penalties Specific to WFNBT A Judges**

The score received for Solo, 2 Baton, 3 Baton, X-Strut, and Duet disciplines is out of a possible ONE HUNDRED points which then is converted to a 10-point scale in tabulation. The score received for Teams, Twirling Corp and Artistic Pompom Group is out of a possible ONE HUNDRED points.

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

- Drops will be recorded, and the number of drops will be displayed by the Timing/Penalty Judge following the athlete's performance.
- Content Restrictions will be recorded, and the penalty will be displayed by the Content Restriction Judge following the athlete's performance.
- All other penalties are assessed in the athlete's proficiency and execution.

Penalties are recorded separately by designated penalty judges and are not reflected in the score given by the WFNBT A scoring judges.

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

Drop Penalty Value:

A 1.0 % penalty which equals (1.0) point penalty per drop or fall for Solo, 2-Baton, 3-Baton, X-Strut, Artistic Twirl, Duet & Artistic Pair and Teams deducted from each judge's score.

A 0.5 % which equals (0.5) point penalty per drop or fall for Twirling Corps will be deducted from each judge's score.

- A 2.0% penalty which equals (2.0) for using costume as a prop.
- A 10% penalty which equals (10) for the use of acrobatics in events where acrobatics are prohibited or when the limit of allowed acrobatics is exceeded. This penalty is all inclusive per performance and not per infraction.

**Penalties Specific to ONLY X-Strut will be deducted from each judge's score:**

- A 0.5 % penalty which equals (0.5) point penalty per out of step, twirling more than 2 revolutions, omitting required basic, floor contact with any part of body other than feet, performance after final salute, drop and incorrect salute.
- A 1% penalty which equals (1.0) point penalty for incorrect floor pattern.
- A 1% penalty which equals (1.0) point penalty for failure to salute.

The Content Restrictions penalties are recorded separately by a designated penalty judge and are given to the WFNBT A judges to deduct from their gross score following the athlete's performance.

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

### **c. Normalizing Scores for Tie Breaking Process**

The tie-breaking process happens after all scores are normalized to be out of 10 points.

- Judges score according to their own system – (WBTF / WFNBTB)
- Penalties are identified by each judge and deducted from their own score.
  - WBTF- specific penalties are only deducted from the WBTF judge scores, and
  - WFNBTB- specific penalties are only deducted from the WFNBTB judge scores
- For Solo, 2-Baton, 3-Baton & Artistic Twirl and Artistic Pair disciplines the Net scores (after penalties are deducted) are normalized into a score out of 10. Ranking and tie-breaking is done using these normalized scores.
- For Duet, Twirl Team, Twirling Corps and Artistic Pompom Group disciplines, the Net scores (after penalties are deducted) are normalized into a score out of 100. Ranking and tie-breaking is done using these normalized scores.

Tabulation shall use the IBTF Computer Tabulation Programs.

## 16. 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 showing all scores, all penalties, all placements, and final placement as quickly as possible.

The Full Tabulation Sheets with the results displaying all scores, all penalties, & all placements of each round must be given to the IBTF European Commission Chair, 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. (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.

### a) Distribution of Complete Excel Tabulation Files

The following officials are approved to receive the Excel Tabulation Files upon completion:

- IBTF European Commission Chair
- IBTF Technical Chair
- IBTF Judges Chair
- IBTF Website Administrator
- Host Country Tabulation Department

The Excel tabulation files should not be distributed elsewhere. They are the actual tabulation system which is intellectual property of the IBTF.

## 17. AWARDS CERTIFICATES

Athletes in the top ten placings will receive an official Award Certificate. The IBTF will be responsible for supplying the template to the host federation to print the certificates. Host federation will be responsible for completing certificates. Certificate to display athletes' name and country.

- Certificate to be signed by the IBTF European Commission Chair or their designate.

## **18. EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP CEREMONIES AND AWARDS**

### **a) Athletes' Protocol for Dress**

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

### **b) Opening Ceremony**

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

#### **a. Opening Parade**

- The IBTF European Commission Chair, Technical Chair, Judges Chair
- IBTF European Member Country's Presidents or Representative
- IBTF European Member Country Technical Advisors
- Official Judges of the Championships

Following introduction, all VIP's and Officials will be seated in front of the floor

#### **b. Parade of Athletes**

Countries will enter the floor in alphabetical order (using English Language alphabet). The host federation will enter last and take the center 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 country will be at the front.

National anthems will not be played at Opening Ceremonies.

#### **c. Entrance of the IBTF European Cup**

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

#### **d. Entrance of the IBTF EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP 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.

#### **e. National Flags Retire**

Once the flag of the IBTF has been hoisted the announcer will ask that the flag bearers/carriers retire their flags. 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 center of any display unit during the competition with all the other National Flags being placed 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. At this moment athletes can be seated on the floor.

#### **f. Welcome Speeches and Introductions**

IBTF European Commission Chair will do a welcome speech and will declare the opening of the competition.

### **c) EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP Awards Ceremony**

IBTF awards will not exceed price set by the IBTF Executive Board.

- a. Individuals-** The top three finalists in each division, level and discipline shall receive the following:
  - 1<sup>st</sup> Place- Gold Medallion with neck ribbon (Gold Medallist & European Champion)
  - 2<sup>nd</sup> Place- Silver Medallion with neck ribbon (Silver Medallist)
  - 3<sup>rd</sup> Place- Bronze Medallion with neck ribbon (Bronze Medallist)
- b. Teams, Corps & Artistic Pom Pom Group**
  - 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> place team members shall all receive a medallion.

1<sup>st</sup>-10<sup>th</sup> place finalists in all individual and team, corps, and Artistic Pom Pom group disciplines will receive placement certificates.

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. Certificate to display athletes' name, country and placement in the final.

### **c. Staging of the IBTF Medal Ceremonies**

The awards will take place on the centre of the floor. The Awards Risers or Podium Steps are to be placed in center of the competition floor. The Kiss n Cry stage will be used for photographs.

### **d. Protocol for Awards Presentations**

- Introduction and seating of all VIP's and Officials
- ALL age groups in each level of a particular discipline should be brought to the end of the floor at one time by the Floor Monitors (to the audience left side)
- 10<sup>th</sup> placed athlete will lead the line across the center of the floor to right side of audience (10<sup>th</sup> to 4<sup>th</sup>).
- 2<sup>nd</sup>, 1<sup>st</sup>, 3<sup>rd</sup> will stop in the center of the floor.
- They will be level with their placement stand but approximately 10 steps behind. When their name is announced the athlete will come forward and step up onto the Awards Podium:  
2<sup>nd</sup>, 1<sup>st</sup>, 3<sup>rd</sup> - 4<sup>th</sup>, 5<sup>th</sup>, 6<sup>th</sup>, 7<sup>th</sup>, 8<sup>th</sup>, 9<sup>th</sup>, 10<sup>th</sup>
- A portion of the National Anthem of the Gold Medallist will be played, and the Flags of the Gold, Silver, Bronze Medallists will either be raised or displayed electronically.
- Following the Flag Ceremony, the athletes will exit to their left and the top 3 Medallists will make their way to the back where the "Kiss and Cry Stage" is positioned for photographs.
- (Placement Holders should have the placement numbers on both sides)
- The top three finalists in each division will receive their medallion in the center of the floor on the Awards Podium by the designated IBTF European Commission member.
- The 1<sup>st</sup> -10<sup>th</sup> place finalists in each division will receive their finalist certificate on the floor to the far-right side by the designated official.

### **e. Protocol for Award Presentations Order**

- Awards to be presented in the following order for all disciplines:
  - Women: Youth, Junior, Senior, Adult Divisions
  - Men: Youth, Junior, Senior, Adult Divisions
- 1<sup>st</sup>-10<sup>th</sup> place- Placement Certificates
- 3<sup>rd</sup> Place- Bronze Medallion with White neck ribbon
- 2<sup>nd</sup> Place- Silver Medallion with Red neck ribbon
- 1<sup>st</sup> Place- Gold Medallion with Blue neck ribbon
- Awards ceremonies will be spread out through the competition.
- Awards will be presented by the IBTF European Commission member and Dignitaries present.

### **f. EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP Medal and Finalist Certificates Presentation**

- Medal Presentation Bearers carrying the medals or certificates & any other gifts/awards on pillows or trays should stand directly beside the designated Presenter to their right side.
- Athletes Names are to be read in order of reverse placement.
- Presenters then step forward and present the medals & any other gift/awards to the finalists at the same time and then exit the floor.
- After the National Anthem of the Gold Medallist is played and the Flags of the top 3 Medallists have been raised, the medallists will go to the “Kiss and Cry” Stage for photographs.

## **d) EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP Closing Ceremony**

### **a. Parade of Athletes**

Countries will enter the floor in alphabetical order. The host country will enter last and take the center 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 country's contingent.

### **b. Country Awards and the Awarding of the European Cup**

Presentation of the Country Awards to 3<sup>rd</sup> place and 2<sup>nd</sup> place and to the winning country of the EUROPEAN CUP

### **c. Closing Speeches & Presentations and lowering of the IBTF EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP Flag**

- Host federation's, European Representative and/or Federation's President
- Introduction of European Technical Baton Twirling Championship Competition Staff
- Any visiting dignitary (i.e. City official, Sponsor, etc.)

### **d. Lowering of the flag of the IBTF**

- IBTF European Commission Chair speech and they will declare the closing of the competition.

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

## **e) Medallions for EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP**

The host country is financially responsible for providing the medallions. The design and price point MUST be approved by the IBTF European commission chair prior to the order being placed and must not exceed the price allocation per medallion.

## f) The European Cup and Country Awards

The country whose athletes, pairs, teams, groups, and corps earn the highest number of accumulated place points will receive the **"IBTF EUROPEAN CUP"**.

Second and third place countries will also receive an appropriate IBTF award.

If there is a tie for 1st place in the World Cup, the tie will be broken by awarding the country with the most 1<sup>st</sup> places.

## g) European Cup Point Value and Tabulation

- Tabulation will add the number of finalists (when applicable) and the remainder of the competitors from the preliminary round in order from highest score.
- The countries' scores and final placement are also pulled in.
- Using the number entered, "European Cup" points are awarded in reverse order.
  - Example: if there are 22 competitors, the competitor who took first place would receive 22 points and the competitor in 22nd place would receive 1 point.
- Ties: if 2 competitors tied for first place, they should both receive 22 points and the competitor in third place should get 20 points
- If a competitor became ill or injured, he/she should still be counted for this process as they will still receive a point.
- If a competitor became disqualified along the way, she/she should not be included in the number used because they will not receive any points.
- Teams and Pairs are also included in the European Cup tabulation. It is configured exactly the same as the individual disciplines.

## 19. 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



## 20. 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 country (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 country 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 will appoint an appropriate-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 retrained by the 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.

## **21. 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.

## **22. LIABILITY INSURANCE**

Host country 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

## **23. MUSIC ROYALTIES**

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

## **24. PERFORMANCE MUSIC**

- Music will be played through a computer.
- Music for teams, corps and artistic groups will be submitted electronically with each federation/country's entry form via the ONLINE ENTRY SYSTEM.
- Each music file must be labeled, indicating the team's name, federation/country and should include the time code. The specific guideline is as follows:
  - Naming File: Name of Federation/country Name of Team + Time Code
  - Example: FFTB France Toulouse Twirlers + Time Code
- Following the entry deadline, the host country will download all the music files from the country 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 country 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 entrants should bring a 2<sup>nd</sup> 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.

## 25. ENTRY FEES

### a) Competition Entry Fees

Solo, Two-Baton, Three-Baton, Artistic Twirl, X-Strut	30.00 Euro per athlete
Duet, Artistic Pair	25.00 Euro per athlete
Twirling Team, DanceTwirl Team	20.00 Euro per athlete
Twirling Corps & Artistic Pompom Group	20.00 Euro per athlete (max 400 Euro)

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 2026 European Technical Baton Twirling Championship .

### c) Judge Contribution Fund

- All participating countries must contribute \$200 into the fund with entry payment to help finance the cost of providing enough officials to adjudicate the competition.
- All countries who provide judges receive a rebate which is pro-rated by taking the total amount collected and dividing by the actual number of judges at the competition.

### d) Entry Fee, Administrative Fee, and Judge Contribution Fund 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 March 1<sup>st</sup>, 2026.**

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.

## **26. 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 the 2026 IBTF European Technical Baton Twirling Championship event. I further agree to indemnify and hold the FÉDÉRATION FRANÇAISE SPORTIVE DE TWIRLING BÂTON (FFSTB), the WORLD BATON TWIRLING FEDERATION, the WORLD FEDERATION OF NATIONAL BATON TWIRLING ASSOCIATIONS, 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 the 2026 IBTF European 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 the 2026 IBTF European 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.**

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### **b) Appendix B- Participant Media Release Form**

I hereby give my permission, as the parent/legal guardian of the participating named below, to the FÉDÉRATION FRANÇAISE SPORTIVE DE TWIRLING BÂTON (FFSTB), the WORLD BATON TWIRLING FEDERATION, the WORLD FEDERATION OF NATIONAL BATON TWIRLING ASSOCIATIONS, and 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 FÉDÉRATION FRANÇAISE SPORTIVE DE TWIRLING BÂTON (FFSTB), the WORLD BATON TWIRLING FEDERATION, the WORLD FEDERATION OF NATIONAL BATON TWIRLING ASSOCIATIONS, 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 FÉDÉRATION FRANÇAISE SPORTIVE DE TWIRLING BÂTON (FFSTB), the WORLD BATON TWIRLING FEDERATION, the WORLD FEDERATION OF NATIONAL BATON TWIRLING ASSOCIATIONS, 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 FÉDÉRATION FRANÇAISE SPORTIVE DE TWIRLING BÂTON (FFSTB), the WORLD BATON TWIRLING FEDERATION, the WORLD FEDERATION OF NATIONAL BATON TWIRLING ASSOCIATIONS, 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 FÉDÉRATION FRANÇAISE SPORTIVE DE TWIRLING BÂTON (FFSTB), the WORLD BATON TWIRLING FEDERATION, the WORLD FEDERATION OF NATIONAL BATON TWIRLING ASSOCIATIONS, 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 FÉDÉRATION FRANÇAISE SPORTIVE DE TWIRLING BÂTON (FFSTB), the WORLD BATON TWIRLING FEDERATION, the WORLD FEDERATION OF NATIONAL BATON TWIRLING ASSOCIATIONS, 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.**

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**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.**

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## **27. CONCEPT SUMMARIES AND RULES**

### **CONCEPT SUMMARIES AND RULES FOR ALL BATON TWIRLING DISCIPLINES IN THE IBTF EUROPEAN TECHNICAL BATON TWIRLING CHAMPIONSHIP**



# **APPENDIX B**

## **Concept Summaries and Rules for All Baton Twirling Disciplines in The IBTF European Technical Baton Twirling Championship**



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## **THE SOLO DISCIPLINE**

### **Discipline Description**

The solo discipline is a stationary one-Baton discipline performed to standard music incorporating the 3 twirl modes of aeriels, rolls, and contact/connecting material.

### **Discipline Focus**

#### 1. Content:

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.

#### 2. Execution:

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.

#### 3. Competition Floor Measurements and Set up:

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.

Judges' tables shall be referred to as "lanes". See below for floor plan.

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

## **THE TWO BATON DISCIPLINE**

### **Discipline Description**

The Two Baton ( 2 Baton) discipline is the simultaneous manipulation of two Batons by one athlete.

### **Discipline Focus**

#### 1. Content:

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

2 Baton content exists of six combinations of the three modes of twirling. Aeriels with aeriels, aeriels with rolls, aeriels with contact.....Rolls with rolls, rolls with contact.....and contact with contact. These can all be executed utilizing dual planes, dual pattern and opposition. 2 Batons also allow for a variety of aeriels - double releases (from one or both hands), high/low, high/high, low/high.

#### 2. Execution:

The skills presented in the two-Baton discipline should be seamless in connection and demonstrate an effortless degree of continuity and flow with both Batons having equal priority. Skill and quality of execution through smooth and seamless transitions will contribute to the overall degree of excellence and successful mastery of the program in proportion to the inherent depth of skills presented.

Speed relates to the consistent rate of revolution of both Batons 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 Batons. Revolutions and speed control for the duration of the performance is reflective of the two-Baton proficiency achievement of the athlete. As proficiency increases, Batons may move at different speeds to accommodate the intricacy of the combination. This is acceptable. There is a mastery and authority of the Batons in terms of spatial awareness, which is inherent to 2 Baton training and execution. This authority is a distinguishing factor that yields value to this discipline and makes it different than solo twirling.

Presentation qualities of the 2 Baton discipline exist in the detailing of control, correct posturing and body enhancements along with performance energy, confidence, and a total commitment by the athlete to the program's effectiveness.

## **THE THREE BATON DISCIPLINE**

### **Discipline Description**

The Three Baton discipline (3 Baton) is the simultaneous manipulation of three Batons by one athlete.

### **Discipline Focus**

#### 1. Content:

The primary focus of the three-Baton discipline is the representation of the 3-Baton aerial mode complimented with rolls and contact material. The bases of the 3-Baton aerial mode is represented by various sequences: pendulums in opposition, crescent tosses, bowling pins, double/single and single/double tosses, triple tosses, vertical box showers and horizontal showers to name a few. Difficulty/demand is created through the interrelationship and intricacy of the three Batons. Multi-patterns, planes, and oppositional direction of the three-Baton aerial mode are woven into a “textured” routine where all three Batons are of equal priority. The modes of rolls and contact material are embedded within the sequences to create depth and thus, create more difficulty/demand and density.

High/low 2 Baton skills are a natural transition to 3 Baton and we would expect to see this occur as a variation from basic juggling skills. The ultimate goal is to develop beyond this stage, to frequent use of triple tosses and multiple planes, decreasing the percentage of basic juggling and thus increasing ongoing 3 Baton combinations.

#### 2. Execution:

The skills presented in the three-Baton discipline should be seamless in connection and demonstrate an effortless degree of continuity and flow with all three Batons having equal priority. Skill and quality of execution through smooth and seamless transitions will contribute to the overall degree of excellence and successful mastery of the program in proportion to the inherent depth of skills presented. There should be an obvious rhythm of juggling execution that is evident with good quality timing. The quickness of releases and receptions, spatial awareness, and continuity and flow will be a trained technique that substantiates the 3-Baton performance.

Control and consistency throughout the performance indicates the athlete's authority in regulating the flow of the Batons. There is a mastery and authority of the Batons in terms of spatial awareness, which is inherent to three-Baton training and execution. The lack of collecting the Batons shows a high proficiency of physical and mental stamina and adds value to the rhythm, continuity and flow.

Presentation qualities of the three-Baton discipline exist in the detailing of control, correct posturing and body enhancements along with performance energy, confidence, and a total commitment by the athlete to the program's effectiveness. This discipline showcases Baton handling, requiring constant shifts of rhythm and timing.

## **THE X-STRUT DISCIPLINE**

### **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**

#### 1. Content:

The X-Strut discipline is a body dominate discipline that has movement choreography displayed rhythmically enhanced with creative, yet restrictive, Baton work that may never leave the hand. Creative and varied passes, slides, loops, swings, etc will act as a “third dimension” to the rhythmically displayed body routine. A variety of leaps, kicks, lunges, spins/turns and poses will compliment the fluid choreography along with other appropriate forms of movement skills. Timing and continued rhythmic flow will be seamless and clarity of body and Baton is of utmost importance. Proper training and execution of body and Baton technique is paramount and the athlete will display moves that are compatible with the achieved skill set of the athlete. The “X” formation is the staging of the routine with the required 4 basic marching steps to begin the first, second, third, and fifth “legs” of the “X” formation. Timing of the X-Strut routine begins with the first movement and ends with the final salute.

#### 2. Execution:

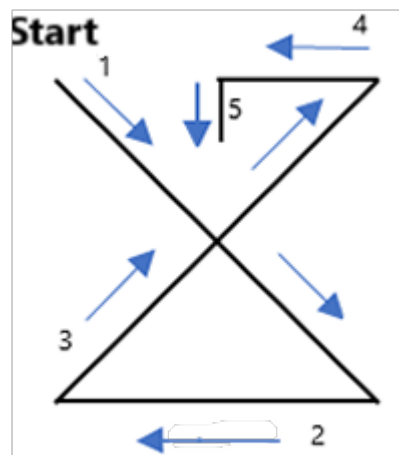
The skills presented in the X-Strut discipline should be seamless in connection and demonstrate a priority of proper body and Baton technique and reflect the prescribed timing responsibility as dictated by the music. Although not musically interpretive, the X-Strut routine must conform to the rhythm, phrasing, and timing structure of the music. The required basic marching steps must be executed beginning with the left foot and accenting the downbeat of the music. When not in basic march mode, the athlete will display a “free form” series of movements that must reflect the beat and rhythm of the music. The athlete will perform with consistent projection, eye contact, confidence and enthusiasm. The entertainment value increases when the athlete is able to draw the audience into the performance with positive energy and excitement.

### **X STRUT Additional Information**

The X Strut is a body and **restricted Baton** event performed in a specified X pattern in a rhythmical presentation which includes compulsory basic marches [at all levels of competition](#). Emphasis is on timing, balance and the simultaneous blending of an equal degree of excellence of both Baton and body skills.

## Construction

- **Athletes shall perform individually within the prescribed “X” floor pattern.**



JUDGES

- 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 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> and 5<sup>th</sup> legs
- 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.
- WFNBT A 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.
- 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 designated area.
- One penalty for out-of-step will be given for each series of 4 marching steps
- There is no forward movement permitted in the same direction before the required basic marching sections.
- 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.
- **Slides are permitted. Tosses/rolls/fingers/any form of releases are not permitted.**

- Retracing is permitted.
- **Acrobatic movements are not permitted.**
- No parts of the body other than the feet should touch the floor throughout the routine.
- 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.
- No Baton or body elements are permitted after the final salute. Bringing the Baton out of the salute position is not considered an element.

**Scoresheet Caption Values for scoring**

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



## **THE ARTISTIC TWIRL DISCIPLINE**

### **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**

#### 1. Content:

The artistic twirl discipline is a body-dominate discipline that has dance/movement choreography as its base. Embedded within the choreography will be representations of the 3 twirl modes to enhance the choreography. In addition, the “travel mode” will be represented and will enhance the use of space and proper staging, therefore giving the performance depth. A broad base of skills of Baton and body with respect to the music will be consistently present. Various “styles” of approach are possible with this discipline. The consistency and detailing of the chosen style should be a common “thread” of connection within the choreography.

#### 2. Execution:

The skills presented in the artistic twirl discipline should be seamless in connection and demonstrate a priority of proper body and Baton technique. The base of skills within the choreography should be musical. “Token” moves/sections with little to no regard for the music will receive little to no credit. The artistic twirl routine will be choreographically paced with impact moments, highs and lows, contrasts of dynamic performance qualities, and expression that yields an artistic and entertaining program. The athlete and his/her “characterization” via the routine should embody the essence of the musical composition in phrasing, rhythm, and emotion. If a specific style of movement is selected (ballet, jazz, contemporary, modern, character, for example), the athlete will adhere to that style throughout the performance. The ultimate artistic twirl performance will create an “aura of performance” that transcends a mere demonstration of varied and blended skills into an entertaining art form.

## **THE ARTISTIC PAIR DISCIPLINE**

### **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**

#### 1. Content:

The artistic pair discipline is a body-dominate discipline that has movement choreography as its base motivated by “pair aesthetics”. Embedded within the choreography will be representations of the 3 twirl modes and exchanges to enhance the choreography. In addition, the “travel mode” will be represented and will enhance the use of space and proper staging of the two athletes, therefore giving the performance depth. A broad base of skills of Baton and body with respect to the music will be consistently present and each athlete will be dependent on each other to fully present a vision of pair choreography. Various “styles” of approach are possible with this discipline as long as the routine preserves the integrity of the pair discipline.

#### 2. Execution:

The skills presented in the artistic pair discipline should be seamless in connection and demonstrate a priority of proper body and Baton technique and reflect a pair “thought process” in concept. The base of skills within the choreography should be musical. “Token” moves/sections with little to no regard for the music will receive little to no credit. The artistic pair routine will be choreographically paced with impact moments, highs and lows, contrasts of dynamic performance qualities, interrelationship, interaction and expression that yields an artistic and entertaining program. The athletes’ and his/her “characterization” via the routine should embody the essence of the musical composition in phrasing, rhythm, and emotion. If a specific style of movement is selected (ballet, jazz, contemporary, modern, character, for example), the athletes will adhere to that style throughout the performance. The ultimate artistic pair will have an innate/trained sense of the partner’s awareness as if they are “communicating” without speaking. The ultimate artistic pair performance will create an “aura of performance” that transcends a mere demonstration of varied and blended skills into an entertaining art form. It will have professional qualities that one would see similar to pair ice dancing or pair ballroom.

## **THE DUET DISCIPLINE**

### **Discipline Description**

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

### **Discipline Focus**

#### 1. Content:

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 interdependent 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.

#### 2. Execution:

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 say, 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.

## **THE TWIRL TEAM DISCIPLINE**

### **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 to a prescribed standard musical selection (presently “Gloria”).

### **Discipline Focus**

#### 1. Content:

- a. Variety and Difficulty of the 3 twirl modes both stationary and traveling executed by all members equally.
- b. Exchanges, form changes, and multiple Baton work integrated and executed interdependently.
- c. Unity of style and execution of all members is paramount.

#### 2. Execution:

The skills presented in the twirling team discipline should be seamless in connection, demonstrating a priority of proper body and Baton technique and reflecting the 3 twirl modes in concept.

The base of skills within the choreography should be rhythmic and conform to the timing considerations of the music. The program has an emphasis on musical timing and not interpretation as a Dance Twirl Team or Freestyle Team would. Trained and unified Baton skills with complimentary bodywork are paramount.

The Twirl Team should appear to twirl and move as “one” which stems from trained Baton, body, and teamwork skills.

The Twirl Team routine will be choreographically paced with impact moments, highs and lows, contrasts of dynamic performance qualities, interrelationship, interaction and expression that yields quality handling and depth of Baton skills that has an aesthetic result in performance.

**SIZE OF TEAM**      6 to 8 members, with max 2 alternates (reserves)

**MUSIC**              Teams shall perform to the IBTF World Technical Baton Twirling Championship prescribed music selection (Gloria.)

### **RULES SPECIFIC TO TWIRL TEAM**

1. Two alternates for Team are considered as part of a federation’s contingent.
2. A Team may only be comprised of members who are residents of the same country.
3. No props allowed.
4. Acrobatics are not allowed.
5. Teams shall enter from the judge’s left and exit to the judges’ right.
6. See Appendix A for restriction details.

## **THE DANCETWIRL TEAM DISCIPLINE**

### **Discipline Description**

The DanceTwirl 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.

### **Discipline Focus**

A DanceTwirl Team is a group whose performance should be rewarded for the development of staging, the blended Baton and dance combinations performed in a seamless and artistic composition reflecting the musical soundtrack. The DanceTwirl Team should vary from a traditional Twirl Team or Freestyle Team in that if the Baton was removed, the choreography, progression, and body movements would still make sense as a complete routine.

One would not expect to see a contact or roll section without attributing dance and movement. Twirling/rolling in place without intricate movement would not be relevant to a DanceTwirl Team. Aerial or stationary complex tricks will have an entrance and exit in the dance mode. These aerial movements would be musical and receive credit only if they are executed with proper Baton and body technique and staged in an artistic manner.

One would not expect to see an extended multiple Baton section in a DanceTwirl Team unless bodywork and/or movement around the floor is incorporated and is musically inspired. Additionally, neither the choreographer nor the judging panel should deem it mandatory that a multiple Baton section be incorporated into a DanceTwirl Team.

There can be a fourth mode of twirling used in a DanceTwirl Team which is the use of the “dead stick.” This is an artistic shaping of the Baton to the body that develops lines, brings out the character of the music and movement, and complements and enhances the choreography. Different and creative ways of holding the Baton/s can amplify the bodywork and delivery of the choreographer's vision by providing movement from the dead stick back to fluid Baton movement.

The judge's role in the evaluation should be to recognize and reward creative choreography in all genres of dance, ballet, jazz, contemporary, hip-hop, modern, and lyrical. The judging panel should reward the choreographer/athletes for a creative, challenging, and difficult movement that is performed technically clean and value the production even if they are unfamiliar with or dislike a certain style. A popular style or look of a routine should not inherently have more value.

***Philosophy Statement:***

For coaches, choreographers, and judges, this transformation will enforce proper criteria of the discipline to clearly distinguish between TWIRL TEAMS, FREESTYLE TEAMS and DANCETWIRL TEAMS by not having to include traditional elements that are both typical and expected in the Twirl Team and Freestyle Team disciplines. An example of this would be using standard spin tricks in the DanceTwirl Team that do not incorporate some form of dance either on the entrance or exit or within the spin itself. Choreographers should be rewarded for utilizing interesting dance moves under tosses as well as dance throughout the performance.

***Content Restrictions:***

Coaches must utilize age classification as well as the Content Restrictions for DanceTwirl Team to guide them in entering the correct classification. The penalty for exceeding the content restriction is 2.0 points per infraction (deducted from the total score of each judge).

**SIZE FOR TEAM** 6 to 8 members, with max 2 alternates (reserves)

**MUSIC** Shall be the choice of the team. All Teams must submit their music file using the online submission system by the entry deadline.

**RULES SPECIFIC TO DANCETWIRL TEAM**

1. Two alternates for team are considered as part of a federation's contingent.
2. A Team may only be comprised of members who are residents of the same country.
3. No props allowed
4. Teams shall enter from the Judge's left and exit to the Judges' right
5. See Appendix A for restriction details

## **THE TWIRLING CORPS DISCIPLINE**

### **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.

### **Discipline Focus**

#### 1. Content:

- a. Trained and quality Baton handling, exchanges, and movement are the emphasized components of this discipline. Multiple Baton, though not required, can enhance the depth of Baton content credit when completed by a minimum of 12 members
- b. Precision, unison, and teamwork are paramount.
- c. Performance qualities and mastery of the trained skills will yield the highest level of general effect.
- d. Staging, floor coverage, forms and evolution of forms/transitions is the “blueprint” of the program and will be used to showcase a controlled and uniform display of Baton and body skills.

#### 2. Execution:

The skills presented in the twirling corps discipline should be seamless in connection, demonstrating a priority of proper body and Baton technique, reflecting the modes and exchanges within the Twirling Corps concept.

The program has an emphasis on twirling in unison with limited use of featured athletes or vignettes. The program and athletes should be “one” with their timing responsibilities and demonstrate a uniform approach to execution.

The Twirling Corps routine will be choreographically paced with impact moments, highs and lows, contrasts of dynamic performance qualities, interrelationship, interaction and expression that yields quality entertainment value via an authoritarian approach of Baton and body skills.

**SIZE** Minimum of 12 members, no max / Alternates (Reserves) - max 2

**MUSIC** Music selection shall be own choice. Countries must submit their music file using the online submission system by the entry deadline.

### **RULES SPECIFIC TO CORPS**

1. A Corps may only be comprised of members of the same country
2. No props allowed
3. Acrobatics are not allowed
4. Twirling Corps to enter from the Judges’ left and exit to the Judges’ right
5. See Appendix A for restriction details

NOTE: 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 for more than 2 revolutions.

The twirling part can be at any place in the routine, fractioned throughout the routine.



## **ARTISTIC POMPOM GROUP**

A minimum of 12 member is required.

### **Discipline Description**

The objective of the Pompom discipline is to achieve a harmonious blend of pompom and body movements, presented as a cohesive artistic performance. The routine should be choreographed to music, incorporating visual effects, coordinated maneuvers and floor formations, all performed by a team of athletes to music of their choice.

Music is the team's personal choice.

A salute is not required.

The entrance must be from the left side of the judges and the exit to the right. These should be executed simply and quickly, without music.

### **Performance area**

The routine must be performed within the designated total floor area.

### **Content**

The routine must prominently feature the use of pompoms. It should include visual effects, dance sequences, coordinated movements, and teamwork, all in line with the musical theme.

- Props are not allowed;
- Costumes may align with the music theme;
- Exchanges are not allowed – tossing pompoms to oneself or to another team member is prohibited;
- Each team member must hold at least one pompom at all times, except during lifts, when another member may hold their pompoms;
- Only direct passes of pompoms from one member to another are allowed;
- All dance style are permitted;
- No member may leave the floor during the performance;
- Grounding (holding a pompom while touching the ground) is allowed. However, placing a pompom on the floor without holding it is not permitted;
- Acrobatics and mounts are strictly prohibited.

### **Scoring**

The score is out of 100 points.

The captions are:

- Routine content: 20 points
- Teamwork: 20 points
- Production: 20 points
- Technique & Quality of performance: 20 points
- Appearance / Showmanship / Presentation: 20 points

Penalty: see chapter 9.