2025 IBTF BATON TWIRLING RULEBOOK

7 NATIONS

2025 COMPETITION RULES FOR NATIONS CUP & WORLD BATON TWIRLING CHAMPIONSHIP

INTERNATIONAL BATON TWIRLING FEDERATION

This is Version 7 FINAL

Updated: with Yellow Highlight.

Correction to a printing error on number of spins allowed in the following disciplines:

Page 15 Solo A Content Restrictions
Page 19 Duet Content Restrictions
Page 20 Artistic Twirl Content Restrictions
Page 21 Artistic Pair Restrictions
Page 9-10 Team Allocations in Blue Text

2025 IBTF WORLD BATON TWIRLING CHAMPIONSHIP & NATIONS CUP

GENERAL INFORMATION

A. The World Baton Twirling Championship & Nations Cup shall be open to athletes who are members of the organization whose Association/Federation are members of the World Baton Twirling Federation and/or the World Federation of National Baton Twirling Associations. All athletes must hold a valid passport 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.

D. As 2023 was the inaugural IBTF World Championship & Nations Cup, the rules incorporated the majority of events from both WBTF & WFNBTA federations. Following these competitions, some rules have been revised.

2025 NATIONS CUP

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

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

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

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

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

TABEL OF CONTENT:

1. DISCIPLINES AND LEVELS OF COMPETITION OFFERED 6

2. AGE DIVISIONS 7

3. NUMBER OF COMPETITORS 9

A) NATIONS CUP 9
B) WORLD BATON TWIRLING CHAMPIONSHIPS 10

4. MUSIC & TIME LIMITS 11

5. RULES SPECIFIC TO ALL EVENTS 12

6. SET SYSTEM FOR ALL DISCIPLINES 12

7. ACROBATIC CONTENT RESTRICTIONS 13

8. IMPORTANT DEFINITIONS THAT APPLY TO THE CONTENT RESTRICTION CHARTS IN APPENDIX A 14

9. APPENDIX A- CONTENT RESTRICTIONS 15

10. PENALITIES 26

11. COSTUME, FOOTWEAR & BATON GUIDELINES 28

12. COMPETITION PREPARATION & WARMUPS 29

A) PRACTICE PERIODS ON THE COMPETITION FLOOR 29

13. COMPETITION PROCEDURES 29

A) NUMBER OF JUDGES- SOLO EVENTS 29
B) NUMBER OF JUDGES- TEAMS, GROUPS, CORPS 29
C) ORDER OF DISCIPLINES 30
D) ORDER OF ROUNDS 30
E) ORDER OF APPEARANCE 30
F) COMPETITION & ANNOUNCING PROCEDURES 30
G) COMPETITION FLOOR- PERFORMANCE AREA 31

14. NUMBER OF ROUNDS 34

15. SCORING PROCEDURES 44

A) DETERMINATION OF PLACEMENT 44

16. TABULATION PROCEDURES FOR PENALTIES 45

A) PENALTIES FOR ALL DISCIPLINES FOR BOTH ORGANIZATIONS: 45
B) FOR NATIONS CUP INDIVIDUAL, DUET, AND ARTISTIC PAIR DISCIPLINES: 45
C) DISPLAY OF PENALTIES 45
D) OTHER PENALTIES 46

17. POSTING OF RESULTS 49

A) DISTRIBUTION OF COMPLETE EXCEL TABULATION FILES 49

18. AWARDS CERTIFICATES 50

19. NATIONS CUP CEREMONIES AND AWARDS 50

A) ATHLETES PROTOCOL FOR DRESS: 50
B) OPENING CEREMONY 50
C) NATIONS CUP AWARD CEREMONY 51
D) NATIONS CUP CLOSING CEREMONY 52

20. WORLD BATON TWIRLING CHAMPIONSHIPCEREMONIES AND AWARDS 53

A) ATHLETES' PROTOCOL FOR DRESS 53
B) OPENING CEREMONY 53

c) WORLD BATON TWIRLING CHAMPIONSHIP AWARDS CEREMONY 54
d) WORLD BATON TWIRLING CHAMPIONSHIP CLOSING CEREMONY 56
e) MEDALLIONS FOR BOTH NATIONS CUP AND WORLD BATON TWIRLING CHAMPIONSHIP 56
f) THE WORLD CUP AND COUNTRY AWARDS 56
g) WORLD CUP POINT VALUE AND TABULATION 57

21. SPORTSMANSHIP/CODE OF ETHICS 57

22. PROTESTS AND APPEALS 58

23. DISCIPLINE COMMITTEE 59

24. LIABILITY INSURANCE 59

25. MUSIC ROYALTIES 59

26. PERFORMANCE MUSIC 59

27. ENTRY FEES 60

a) COMPETITION ENTRY FEES 60
b) ADMINISTRATIVE FEE 60
c) JUDGE CONTRIBUTION FUND 60
d) ENTRY FEE, ADMINISTRATIVE FEE, AND JUDGE CONTRIBUTION FUND PAYMENT: 60

28. FORMS THAT MUST BE COMPLETED AND SUBMITTED ON THE IBTF WEBSITE UNDER FORMS 61

a) APPENDIX A- WAIVER OF LIABILITY 61
b) APPENDIX B- PARTICIPANT MEDIA RELEASE FORM 61
c) APPENDIX C- IBTF ATHLETE'S STANDARDS OF ETHICS & CONSENT FORM 63

29. CONCEPT SUMMARIES AND RULES 78

2025 ELIGIBILITY RULE POLICIES

IBTF NATIONS CUP-WORLD BATON TWIRLING CHAMPIONSHIP

The Eligibility Rules are retroactive as of the 2023 Nations Cup and World Baton Twirling Championship in Liverpool.

1. Athletes who have competed at the World Championship level (including team members) in any IBTF discipline, may not compete at Nations Cup B Level.
   Examples:

   - Not Allowed: Level B Solo and World Championship Artistic Twirl

2. At the 2025 Nations Cup and World Championship, athletes (including team members) may enter any particular discipline only once.

   This prevents athletes from entering, for example:
   - Level B and A solo
   - Level A and World solo
   - Two different Level B Duets,
   - Two different B Twirl Teams,
   - Level A and World Twirl Team

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

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

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

   1. 1st place (only) if there are 5 or fewer in the age division.
   2. 1st-3rd place if there are 6-10 in the age division.
   3. 1st-5th place if there are 11-20 in the age division.
   4. 1st-10th place if there are more than 20 in the age division.

GENERAL COMPETITION RULES

1. DISCIPLINES AND LEVELS OF COMPETITION OFFERED

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

WORLD BATON TWIRLING CHAMPIONSHIP LEVELS:

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

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

ALLOTMENT OF NUMBER OF ATHLETES:

BASED UPON THE FOLLOWING DISCIPLINES OFFERED: Solo, 2Baton, *3Baton, Artistic Twirl, *X-Strut, Duet & *Artistic Pair (as indicated in the chart below):

Each country may elect to enter up to 4 athletes in the Nations Cup B level up to 4 athletes in the A level and up to 4 athletes in the World Championship, per discipline / per age group.

TEAMS FOR NATIONS CUP: LEVEL B AND A: Each country may elect to enter the following:

- 2 Twirl Teams
- 2 Artistic Teams **OR** 2 DanceTwirl Teams (not 2 of each)

OR

- 1 Artistic Team and 1 DanceTwirl Team. (1 of each)

TEAMS, GROUP, CORPS FOR WORLD BATON TWIRLING CHAMPIONSHIP:
Each country may elect to enter the following:
1 Twirl Team, 1 Artistic Team, 1 DanceTwirl Team, 1 Artistic Group, and 1 Twirling Corps.

Event	Nations Cup Level B	Nations Cup Level A	World Level
Solo	X	X	X
2 Baton	X	X	X
*3 Baton	*Not Offered*	X	X
Artistic Twirl	X	X	X
*X Strut	*Not Offered*	X	X
Duet	X	X	X
*Artistic Pair	*Not Offered*	X	X
Twirl Team	X	X	X
DanceTwirl Team	X	X	X
Artistic Team	X	X	X
Artistic Group	*Not Offered*	*Not Offered*	X
Twirling Corp	*Not Offered*	*Not Offered*	X

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.

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

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

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, 2025. The minimum age of all competitors is 12 yrs. Ages apply to the World Baton Twirling Championship and Nations Cup Levels A & B.

IBTF NATIONS CUP 2025		
Event	**Age**	**Category**
WOMENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	12-14 YRS 15-17 YRS 18-21 YRS 22 YRS+	YOUTH JUNIOR SENIOR ADULT
MENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	12-17 YRS 18 YRS+	JUNIOR SENIOR
DUET	COMBINED AGE 24-35 YRS 36 YRS+	JUNIOR SENIOR
ARTISTIC PAIR	Must enter the age division that corresponds with the age of the oldest athlete 12-17 YRS or 18 YRS+	JUNIOR SENIOR
TWIRL TEAM, DANCETWIRL TEAM, ARTISTIC TEAM,	12 YRS minimum/no maximum	One Age Division

IBTF WORLD BATON TWIRLING CHAMPIONSHIP 2025		
Event	**Age**	**Category**
WOMENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	12-17 YRS 18+ YRS	JUNIOR SENIOR
MENS SOLO, 2 BATON, 3 BATON, ARTISTIC TWIRL & X-STRUT	12-17 YRS 18 YRS+	JUNIOR SENIOR
DUET	COMBINED AGE 24-35 YRS 36 YRS+	JUNIOR SENIOR
ARTISTIC PAIR	Must enter the age division that corresponds with the age of the oldest athlete 12-17 YRS & 18 YRS+	JUNIOR SENIOR
TWIRL TEAM, DANCETWIRL TEAM, ARTISTIC TEAM, TWIRLING CORPS & ARTISTIC GROUP	12 YRS minimum/no maximum	One Age Division

ALTERNATE RULES SPECIFIC TO ALL DISPLINES:

Alternates may be used throughout the competition and between rounds.

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

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

An Artistic Pair, Duet, Twirl Team, DanceTwirl Team, Artistic Team, Twirling Corps and Artistic 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 federation. The choice is optional for each federation.

Note: Artistic Pair - Alternates

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

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

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

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

3. NUMBER OF COMPETITORS

a) NATIONS CUP

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

NATIONS CUP LEVEL B DISCIPLINES				
DISCIPLINE	FEMALE	MALE	EITHER	ALTERNATES (reserves)
WOMEN'S SOLO, 2 BATON, ARTISTIC TWIRL				
YOUTH	4			1 athlete
JUNIOR	4			1 athlete
SENIOR	4			1 athlete
ADULT	4			1 athlete
MEN'S SOLO, 2 BATON, ARTISTIC TWIRL				
JUNIOR		4		1 athlete
SENIOR		4		1 athlete
DUET & ARTISTIC PAIR				Choice of:
JUNIOR			4	1 complete pair or 1 athlete
SENIOR			4	1 complete pair or 1 athlete
TWIRL TEAM, DANCETWIRL TEAM, ARTISTIC TEAM (ONE DIVISION)			See below A Level	2 athletes

NATIONS CUP LEVEL A DISCIPLINES				
DISCIPLINE	FEMALE	MALE	EITHER	ALTERNATES
WOMEN'S SOLO, 2-BATON, 3-BATON, ARTISTIC TWIRL, X-STRUT				
YOUTH	4			1 athlete
JUNIOR	4			1 athlete
SENIOR	4			1 athlete
ADULT	4			1 athlete
MEN'S SOLO, 2-BATON, 3-BATON, ARTISTIC TWIRL, X-STRUT				
JUNIOR		4		1 athlete
SENIOR		4		1 athlete
DUET & ARTISTIC PAIR				Choice of:
JUNIOR			4	1 complete pair or 1 athlete
SENIOR			4	1 complete pair or 1 athlete
TWIRL TEAM, DANCETWIRL TEAM, ARTISTIC TEAM (ONE DIVISION)			See Below	2 athletes

Each country may bring up to:
2 Twirl Teams (in each level B and level A)
2 Artistic teams (in each level B and level A) **OR** 2 DanceTwirl Teams (in each level B and level A)
OR
1 Artistic Team and 1 DanceTwirl team (in each level B and Level A)

e.g. any of the following combinations in each level B and level A:
- 2 Artistic Teams and 0 Dance Twirl Teams, **OR**
- 1 Artistic Team and 1 Dance Twirl Team, **OR**
- 0 Artistic Teams and 2 Dance Twirl Teams

*Countries may not allow any team chosen to represent their country to enter the same routine/program in both the DanceTwirl Team and Artistic Team discipline.

b) WORLD BATON TWIRLING CHAMPIONSHIPS

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

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

Each country may bring:
1 Twirl Team
1 DanceTwirl Team
1 Artistic Team
1 Twirling Corps
1 Artistic Group

*Countries may not allow any team chosen to represent their country to enter the same routine/program in both the DanceTwirl Team and Artistic Team discipline

4. MUSIC & TIME LIMITS

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

Discipline	Time Limit
Solo	2:00 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 World Baton Twirling Championship and Nations Cup music will be downloadable uteson the IBTF website when available.

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

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

(*) Denotes updated time limit.

5. RULES SPECIFIC TO ALL EVENTS

The use of acrobatics, though permitted, is not given extra consideration nor 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.

6. SET SYSTEM FOR ALL DISCIPLINES

The Set System shall list the names of everyone, duo, 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 correspond**s** 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:

1) For the NATIONS CUP (with B & A Levels of competition): The Announcer will say "Judges marks for penalties" and the penalty judges will display their marks for any penalties. (A yellow card with black numbers for Content Restriction violations and a white card with red numbers for displaying the number of drops)

2) For the WORLD BATON TWIRLING CHAMPIONSHIP (only): 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.

3) 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.

7. ACROBATIC CONTENT RESTRICTIONS

Definition of an Acrobatic Move
A movement will be considered acrobatic in a Baton twirling program when the intent of the movement is for both feet to leave the floor, travel over the head and land on the floor on the opposite side. The feet can leave the floor or land on the floor either at the same time or one at a time. This applies when the move is executed on:

- the hand(s) (e.g. a cartwheel done on the hand(s))
- the arm(s) (e.g. a cartwheel done on the forearm(s))
- the head (e.g. a headstand)
- in the air with the support of another person's body (e.g. a cartwheel done while supporting the body on the leg(s) of another person)

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

Definition of an Aerial Acrobatic Move
A body movement in which the athlete turns completely over in the air without being supported or touching hands on the floor.
Examples:

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

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

ALLOWANCES FOR SPECIFIC DISCIPLINES

WORLD CHAMPIONSHIP

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

NATIONS CUP
See Appendix A for restrictions applying to specific events.

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

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

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

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

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

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

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

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

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

9. APPENDIX A- CONTENT RESTRICTIONS

APPENDIX A: CONTENT RESTICTIONS NATIONS CUP (ONLY)

Solo Content Restrictions A maximum of only 2 acrobatic movements are allowed, with or without a toss		
CATEGORY	**Level B**	**Level A**
Spins	**Spins:** **2 Spin** Maximum with no restrictions on release or catch and **3 Spin** maximum allowed with standard release and catch only.	**Spins:** **3 Spin** Maximum with no restrictions on release or catch and **4 Spin** maximum allowed with standard release and catch only.
ACROBATICS	A Single acrobatic movement under the toss for a maximum of 2 (only) acrobatic movements Aerial acrobatics are not allowed with or without the toss. **Baton** Releases No Restrictions Receptions No Restrictions	A maximum of only 2 acrobatic movements are allowed, with or without a toss. The 2 movements may be combined, or the two moves may be done separately. Only one aerial cartwheel is permitted if selected as one of the 2 acrobatic moves permitted. Other Double major body moves are also allowed under a toss, either traveling or stationary **Baton** Releases No Restrictions Receptions No Restrictions
Stationary Complex & Traveling Complex	Single major body move under the toss **Baton** Releases No Restrictions Reception No Restrictions	Single major body moves with 2 spins under toss. **Baton** Releases No Restrictions Reception No Restrictions Double major body move is allowed under the toss, either traveling or stationary **Baton** Releases No Restrictions Receptions No Restrictions
Rolls	• No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete)	• No Restrictions
Contact Material	• No Restrictions	• No Restrictions

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

APPENDIX A: CONTENT RESTICTIONS NATIONS CUP (ONLY)

2 Baton Content Restrictions Acrobatics movements are not permitted.		
Category	**Level B**	**Level A**
Spins	1 spin **Baton** Releases No Restrictions Reception No Restrictions	2 spins **Baton** Releases No Restrictions Reception No Restrictions
Stationary & Traveling Complex Acrobatics are not allowed	Single major body under the toss(s) **Baton** Releases No Restrictions Reception No Restrictions Note – open hand releases are considered "Standard"	Single Major Body move with one spin under toss(s) (this is not considered a double element trick) **Baton** Releases No Restrictions Receptions No Restrictions **Double major body move is **NOT** allowed under the toss, either traveling or stationary
Rolls	No continuous front neck rolls (with or without hands) No front neck figure 8's No monster rolls (partial or complete)	Partial monster roll is allowed, making 360-degree rotation around one arm
Contact Material	• No Restrictions	• No Restrictions
****Double Releases**	• Only two aerial double release allowed	• No Restrictions
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 **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.**		

Clarification: One major body move is allowed under a toss in Level B. **One major body move <u>with one spin</u> 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 RESTICTIONS NATIONS CUP (ONLY)

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

**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 NATIONS CUP (ONLY)

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

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

THE FOLLOWNG X STRUT CONTENT RESTRICTIONS LISTED HERE ARE FOR LEVEL A ONLY:

Category	Level A
Body movements	Double major body moves executed on one foot **ARE** permitted (i.e., double illusion or illusion into leg hold, etc.) Triple major body movements executed on one foot or simultaneously **ARE NOT** permitted stationary or traveling (i.e. triple illusion, illusion into leg hold into another illusion, double leap into illusion without changing support or landing leg etc.) Elements where the balance leg is changed are not restricted. Layback on 1 foot is allowed.
Baton Movements	**NOTE:** Baton movements are the same regardless of level (A Level or World Level) **Refer to the X Strut Concept Summary for complete details.**

Clarification: In A level - double major body elements are permitted however, they may not be combined with other major, or minor body elements unless there is a definite halt with both feet on the floor before the next element is performed.

Tips for choreographers regarding spins in X-Strut:

*It is important that choreographers do not over-use elements where a pause after the element could appear abrupt or awkward. Choosing elements that flow together (even with a pause between) will promote smooth and logical transitions. That is key to a successful X strut.

APPENDIX A: CONTENT RESTICTIONS NATIONS CUP (ONLY)

Duet Content Restrictions **Acrobatics movements are not permitted.**		
Category	**Level B**	**Level A**
Spins	**Spins:** **2 Spin** Maximum with no restrictions on release or catch and **3 Spin** maximum allowed with standard release and catch only.	**Spins:** **3 Spin** Maximum with no restrictions on release or catch and **4 Spin** maximum allowed with standard release and catch only.
Stationary & Traveling Complex Acrobatics are not allowed	Single major body move under the toss **Baton** Releases No Restrictions Reception No Restrictions	**Single major body move with 2 spins under the toss** **Baton** **Releases No restrictions.** **Reception No Restrictions** Double major body moves are allowed under the toss, either stationary or traveling **Baton** Releases No Restrictions Reception No Restrictions **Triple Major body moves are NOT allowed, either Stationary or Travelling**.
Rolls	• No continuous front neck rolls (with or without hands) • No front neck figure 8's No monster rolls (partial or complete)	• No Restrictions

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

APPENDIX A: CONTENT RESTICTIONS NATIONS CUP (ONLY)

Artistic Twirl Content Restrictions Acrobatic movements are allowed (considered as major body movements)		
CATEGORY	**Level B**	**Level A**
Spins	**Spins:** **2 Spin** Maximum with no restrictions on release or catch and **3 Spin** maximum allowed with standard release and catch only.	**Spins:** **3 Spin** Maximum with no restrictions on release or catch and **4 Spin** maximum allowed with standard release and catch only.
Aerial Acrobatic	Not Allowed with or without the toss.	Aerial cartwheels ONLY (1) under the toss **Baton** Releases No Restrictions Reception No Restrictions **Body** • Minor body moves on release only are allowed. • Reception No Restrictions • Aerial Cartwheels cannot be used in combination with any other body move. • No other aerial acrobatics moves allowed
Stationary Complex & Traveling Complex	Single major body move under the toss **Baton** Releases No Restrictions Reception No Restrictions	Single major body move with 2 spins under toss **Baton** Releases No Restrictions Reception No Restrictions Double major body move is allowed under the toss, either traveling or stationary. **No limited number**. **Baton** Releases No Restrictions Reception No Restrictions
Rolls	• No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete)	• No Restrictions

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

APPENDIX A: CONTENT RESTICTIONS NATIONS CUP (ONLY)

Artistic Pair Content Restrictions Acrobatic movements are allowed (considered as major body movements)		
CATEGORY	**Level B (not offered)**	**Level A**
Spins		**Spins:** **3 Spin** Maximum with no restrictions on release or catch and **4 Spin** maximum allowed with standard release and catch only.
Aerial Acrobatic		Aerial cartwheels ONLY (1) under the toss **Baton** Releases No Restrictions Reception No Restrictions **Body** • Minor body moves on release only are allowed • Reception No Restrictions • Aerial Cartwheels cannot be used in combination with any other body move • No other aerial acrobatics moves allowed
Stationary Complex & Traveling Complex		Single major body move with 2 spins under toss **Baton** Releases No Restrictions Reception No Restrictions Double major body move is allowed under the toss, either traveling or stationary. **No limited number**. **Baton** Releases No Restrictions Reception No Restrictions
Rolls		• No Restrictions
Clarification: Two major body moves are allowed under a toss in Level A. It is NOT allowable to add minor body moves after the toss or before the catch.		

APPENDIX A: CONTENT RESTICTIONS NATIONS CUP (ONLY)

DanceTwirl Team Content Restrictions applying to one or all team members Acrobatic movements are allowed (considered as major body move)		
CATEGORY	**Level B**	**Level A**
Spins	• 1 -2 spins **Baton** Releases No Restrictions Reception No Restrictions	• 1 - 3 spins **Baton** Releases No Restrictions Reception No Restrictions
Aerial Acrobatics (considered major body moves)	• Not allowed with or without toss	• Not allowed with or without toss
Stationary Complex & Traveling Complex	• Single major body move under the toss **Baton** Releases No Restrictions Reception No Restrictions	• Single major body move with 1 spin under toss **Baton** Releases No Restrictions Reception No Restrictions
Double Element Tricks	• Not Allowed **under the toss**	• Not Allowed **under the toss**
Rolls	• No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete)	• No Restrictions
Contact Material	• No Restrictions	• No Restrictions

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

APPENDIX A: CONTENT RESTICTIONS NATIONS CUP (ONLY)

Twirl Team Content Restrictions applying to one or all team members Acrobatic movements are not permitted.		
CATEGORY	**Level B**	**Level A**
Spins	• 1 -2 spins **Baton** Releases No Restrictions Reception No Restrictions	• 1 - 3 spins **Baton** Releases No Restrictions Reception No Restrictions
Stationary Complex & Traveling Complex	• Single major body move under the toss **Baton** Releases No Restrictions Reception No Restrictions	• Single major body move with 1 spin under toss **Baton** Releases No Restrictions Reception No Restrictions
Double Element Tricks	• Not Allowed **under the toss**	• Not Allowed **under the toss**
Rolls	• No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete)	• No Restrictions
Contact Material	• No Restrictions	• No Restrictions

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

APPENDIX A: CONTENT RESTICTIONS NATIONS CUP (ONLY)

Artistic Team Content Restrictions **applying to one or all team members** **Acrobatic movements are allowed (considered as major body move)**		
CATEGORY	**Level B**	**Level A**
Spins	• 1 -2 spins **Baton** Releases No Restrictions Reception No Restrictions	• 1 - 3 spins **Baton** Releases No Restrictions Reception No Restrictions
Aerial Acrobatics (considered major body moves)	• Not allowed with or without toss	• Not allowed with or without toss
Stationary Complex & Traveling Complex	• Single major body move under the toss **Baton** Releases No Restrictions Reception No Restrictions	• Single major body move with 1 spin under toss **Baton** Releases No Restrictions Reception No Restrictions
Double Element Tricks	• Not Allowed **under the toss**	• Not Allowed **under the toss**
Rolls	• No continuous front neck rolls (with or without hands) • No front neck figure 8's • No monster rolls (partial or complete)	• No Restrictions
Contact Material	• No Restrictions	• No Restrictions

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

APPENDIX A: CONTENT RESTICTIONS WORLD CHAMPIONSHIP (ONLY)

Artistic Group Content Restrictions	
CATEGORY	**One level Only**
Spins	• 1-2 spins **Baton** Releases No Restrictions Reception No Restrictions
Aerial Acrobatic	Not allowed with or without toss
Stationary Complex & Traveling Complex	• Single major body move under the toss **Baton** Releases No Restrictions Reception No Restrictions
Double Element Tricks	Not Allowed **under the toss**
Rolls	No continuous front neck rolls (with or without hands) No front neck figure 8's No monster rolls (partial or complete)
Contact Material	No Restrictions

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

TWIRLING CORPS

ACROBATIC MOVEMENTS ARE NOT PERMITTED

10. PENALITIES

The WBTF or WFNBTA 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
DROP OR A FALL 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)
DROP OR A FALL X-Strut, Duet, DanceTwirl Team, Twirl Team, Artistic Team and Artistic Group disciplines	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)
DROP OR A FALL 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)
TIMING PENALTY – DanceTwirl Team, Artistic Team & Artistic Group	Undertime/Overtime - 5 pts (deducted from each Judge's Score)	5.0 pts per infraction. (Deducted from each Judges Score)
TIMING PENALTY – Twirl Team	Overtime. Timing & judging will start on the first salute and end on the final salute being shown.	0.1 pt per second (Deducted from each Judges Score)
TIMING PENALTY – Twirling Corps	Overtime. Timing & judging will start on the first note of the music and end on the last note of music.	0.1 pt per second (Deducted from each Judges Score)
TWIRLING TIME PENALTY Twirling Corps	Undertime: 0.1 penalty per second undertime (deducted from each Judge's Score)	0.1 pt per second (Deducted from each Judges Score)
FAILURE TO SALUTE at the beginning and/or the end of the performance.in Twirl Team	A 0.5 pt. deduction per infraction will be deducted from each judge's score by the Penalty judges from a 100 pt. Scale.	0.5 pts per infraction (Deducted from each Judges Score)
FAILURE TO SALUTE at the beginning and/or the end of the performance.in X-Strut	A 1.0 pt. deduction per infraction will be deducted from each judge's score by the Penalty judge. from a 100 pt. Scale.	1.0 pt.per infraction (Deducted from each Judges Score)
Penalties specific to X-Strut for the following:	A 0.5 pt. deduction per infraction will be deducted from each judge's score by the Penalty judge from a 100 pt. Scale for the following: • Out of Step • Twirling (per violation) • Omitted basic strut per section. • Floor contact of Baton or body • Performing after final salute • Improper salute	0.5 pts per infraction (Deducted from each Judges Score)

PENALTIES (CONTINUED)		
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)
NATIONS CUP IBTF - RESTRICTED CONTENT for Solo, 2 Baton, 3 Baton, Artistic Twirl and Artistic Pair disciplines	A 1.0 pt. deduction per infraction from each judge's score by the Penalty judge. 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)
NATIONS CUP WFNBTA - RESTRICTED CONTENT For Duet, and X-Strut disciplines	A 10-point deduction per infraction per judge will be assessed for including material that violates the written content restrictions on a 100-point scale.	10 pt.per infraction (Deducted from each Judges Score)
NATIONS CUP RESTRICTED CONTENT DanceTwirl Team, Artistic Team, Twirl Team	A 10-point deduction per infraction per judge for including material that violates the written content restrictions on a 100-point scale.	10 pts.per infraction (Deducted from each Judges Score)
WORLD CHAMPIONSHIP RESTRICTED CONTENT for Twirling Corps	A 10-point deduction per infraction per judge will be assessed for including material that violates the written content restrictions on a 100-point scale.	10 pts. per infraction (Deducted from each Judges Score)
WORLD CHAMPIONSHIP RESTRICTED CONTENT for Artistic Group Corps ONLY	A 10-point deduction per infraction from the gross score for including material that violates the written content restrictions on a 100-point scale.	10 pts.per infraction (Deducted from the gross Score)
ACROBATIC MOVES All levels	**NOTE for Clarification: December 2022** 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.	10 pts. (Deducted from each Judges Score)

11. 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.
Grip tape can cover up to ½ of the shaft, divided equally from the center.
Clarification: The outer quarter of each end may not be covered.
Grip tape can be applied in solid, striped or spiral fashion.
Color of grip tape on the Baton is free.
Inside a Pair, 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.

12. 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.

13. COMPETITION PROCEDURES

a) Number of Judges- Solo Events

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

  There will be 4 judges per panel, plus a Penalty Judge to record drops and another penalty judge to assess content restriction violations is applicable.

  Solo, Two-Baton and Three-Baton will be judged by a mixed panel consisting of equal representation of judges each from WBTF and WFNBTA.

  Duet and X-Strut will be judged by WFNBTA Judges.
  Artistic Twirl and Artistic Pairs will be judged by WBTF Judges.

b) Number of Judges- Teams, Groups, Corps

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

  There will be a minimum number of 6 and maximum of 10 Judges for Team, Group, Corp Disciplines including Majorettes. (Equal judges per federation).
  NOTE: Artistic Group used 6 judges.

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

c) Order of Disciplines

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

d) Order of Rounds

- All Preliminary Rounds
- All Final Rounds

e) Order of Appearance

- Preliminary- Random Draw
- Final Rounds- reverse order of prelim ranking

f) Competition & Announcing Procedures

- A printed "Set System" Program shall be developed to indicate the Order of Disciplines and the order in which the competitors shall perform.

- The official "Set System" Program will be final following the close of registration. It is the responsibility of the host federation to distribute the final set system to all countries participating in the competition.

For ALL Disciplines: ADDED TO RULES SPECIFIC TO ALL DISCIPLINES

The Set System shall list the names of everyone, duo, 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:

1) For the NATIONS CUP (with B & A Levels of competition): The Announcer will say "Judges marks for penalties" and the penalty judges will display their marks for any penalties. (A yellow card with black numbers for Content Restriction violations and a white card with red numbers for displaying the number of drops)
2) For the WORLD BATON TWIRLING CHAMPIONSHIP (only): 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.
3) 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.
4) NOTE: Judges scores are NOT displayed following each athlete's performance.

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

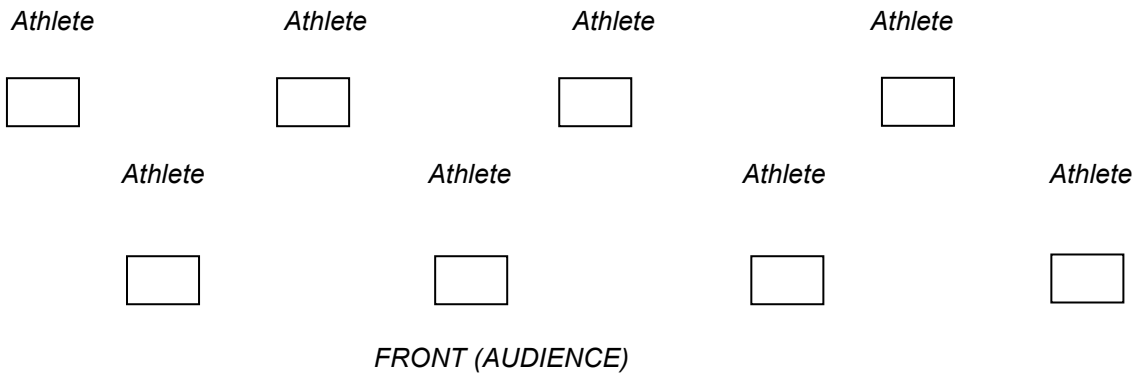
- **Measurements**
- 50 feet (15 meters) x 84 feet (25 meters) minimum (standard basketball floor size)
- For Solo, 2 & 3 Baton, X-Strut & Duet a lane shall be approximately 25-30 feet (7.5-9.0 meters) across and 15-20 feet (4.5-6 meters) deep using floor plan A or B. The number of lanes and the actual 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 chair).
- The Set Number shall be displayed prominently near the competition floor.

- **Floor Set Up – Solo, 2 & 3 Baton and Duet Disciplines:**

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

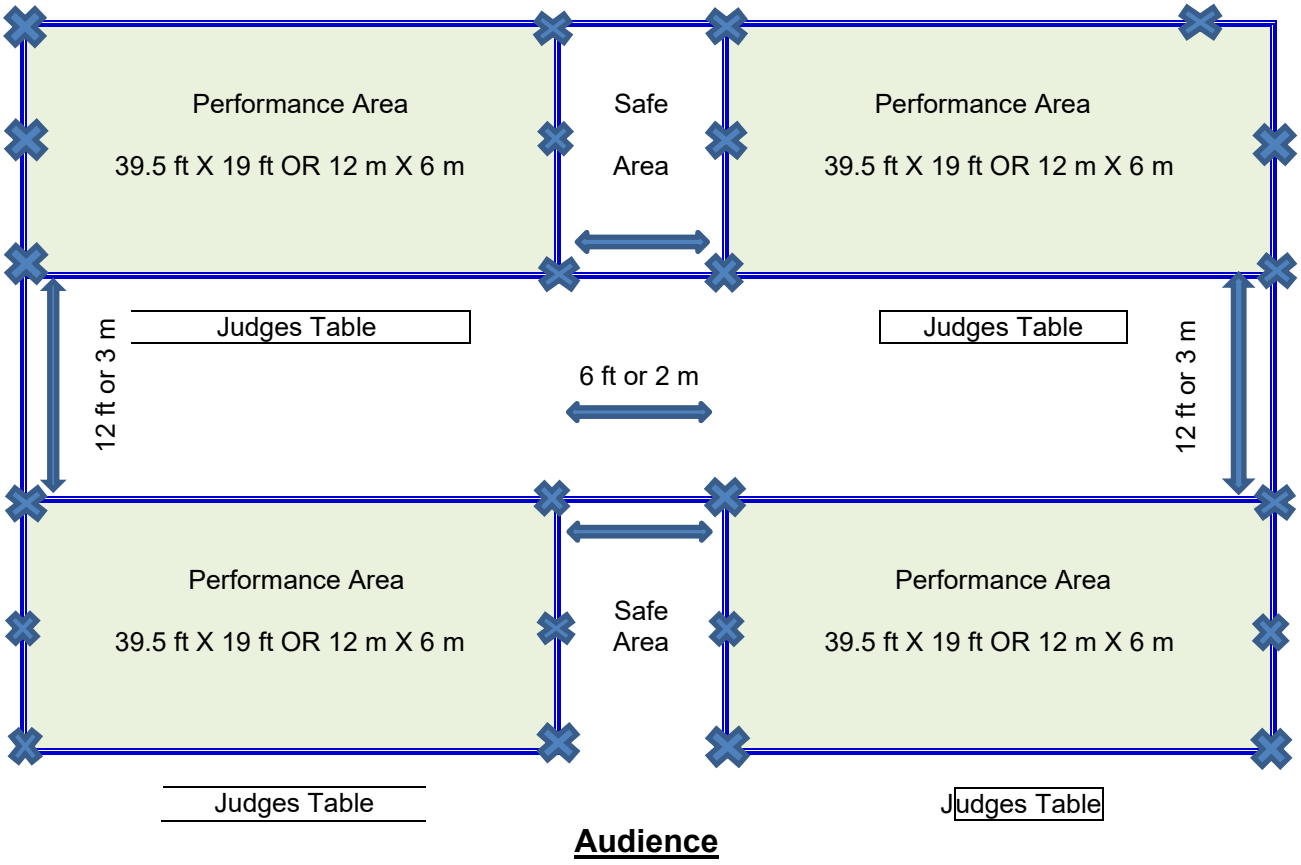
FLOOR PLAN



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 outside 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)



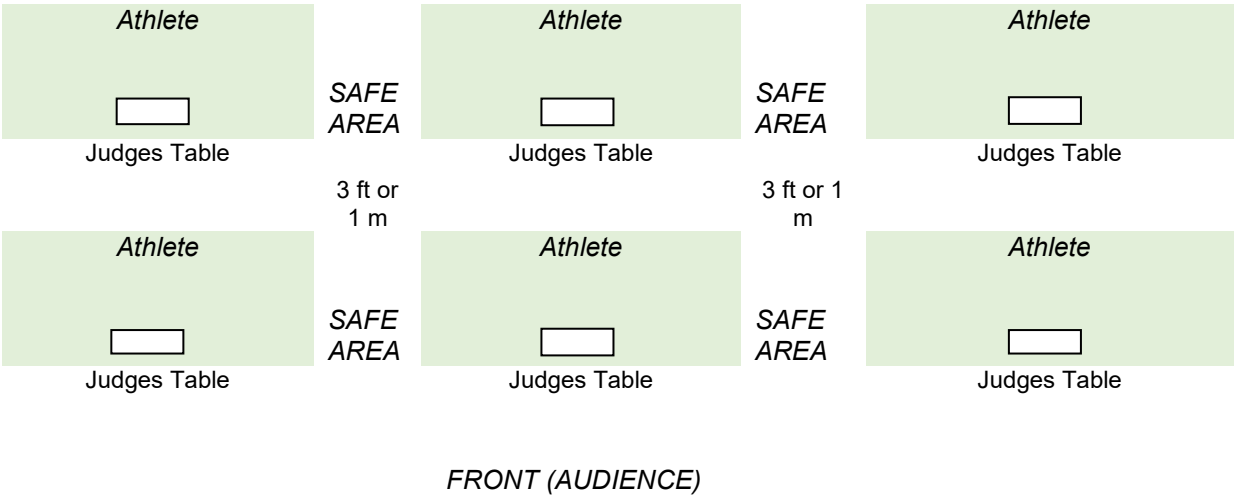
- **Floor Set Up – X Strut, Artistic Twirl & Artistic Pair Disciplines:**

<u>Floor Set Up # 2 – Artistic Twirl and Artistic Pair and X Strut Disciplines:</u>

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

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

FLOOR PLAN



- **NATIONS CUP AND WORLD CHAMPIONSHIP**

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

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

14. NUMBER OF ROUNDS

(2025 Nations Cup/World Championship)

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.

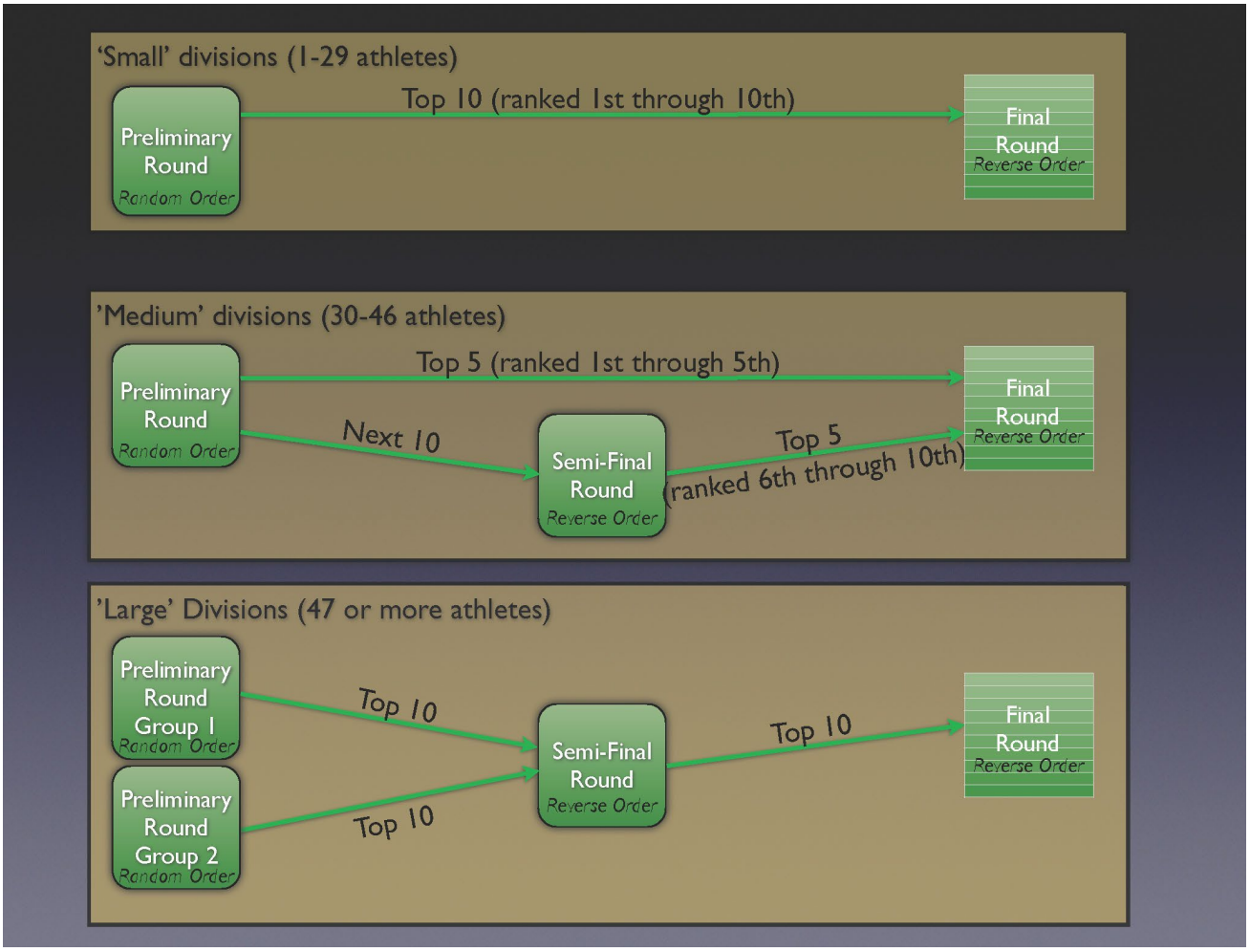
   The Final Round for all divisions is up to 10 athletes, plus all athletes tied for the final qualifying position. Because the Final Round does include all athletes tied for the final qualifying position, the actual size of a Final Round division may be larger than 10 athletes, with the top 10 athletes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

2. **"Small" divisions of 1-29 or fewer** (i.e.: between 1 and 29 athletes, inclusive) there are two rounds of competition. The athletes compete in a single Preliminary Round division, in random order. The Preliminary Round top 10 (including all ties for the *Final Qualifying Position*) move on to the Finals, competing in reverse order of Preliminary Round placement. The remaining athletes have completed competition.

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

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

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



Regarding Ties:

- In a Preliminary Round, all athletes tied for the *Final Qualifying Position* will advance to the next round (either the Final Round or the Semi-Final Round, depending on the size of the Division).
- In a Semi-Final Round, all athletes tied for the *Final Qualifying Position* will advance to the Final Round.
- In a Final Round, a tie for first 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 athlete with the higher Preliminary Round placement is awarded First Place.

Some *Final Qualifying Position* tie examples:

Scenario 1

Small Division, No Ties

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

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

Scenario 2

Small Division, Tie in Prelim

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

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

Scenario 3

Medium Division, No Ties

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

Top 5

Next 10

Top 5

- 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

Medium Division, Ties in Prelim

Preliminary Round

Name	Place
Athlete 1	1
Athlete 2	2
Athlete 3	3
Athlete 4	4
Athlete 5	5
Athlete 6	5
Athlete 7	7
Athlete 8	8
Athlete 9	9
Athlete 10	10
Athlete 11	11
Athlete 12	12
Athlete 13	13
Athlete 14	14
Athlete 15	15
Athlete 16	16
Athlete 17	16
Athlete 18	18
Athlete 19	19
…	
Athlete 33	33
Athlete 34	34
Athlete 35	35

Top 5, plus ties

Next 10, plus ties

Semi-Final Round

Name	Place
Athlete 17	11
Athlete 16	10
Athlete 15	9
Athlete 14	8
Athlete 13	7
Athlete 12	6
Athlete 11	5
Athlete 10	4
Athlete 9	3
Athlete 8	2
Athlete 7	1

Top 4

Final Round

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

Scenario 5

Medium Division, Ties in Prelim and Tie in Semi-Final

Preliminary Round

Name	Place
Athlete 1	1
Athlete 2	2
Athlete 3	3
Athlete 4	4
Athlete 5	5
Athlete 6	5
Athlete 7	7
Athlete 8	8
Athlete 9	9
Athlete 10	10
Athlete 11	11
Athlete 12	12
Athlete 13	13
Athlete 14	14
Athlete 15	15
Athlete 16	16
Athlete 17	16
Athlete 18	18
Athlete 19	19
…	
Athlete 33	33
Athlete 34	34
Athlete 35	35

Top 5, plus ties

Next 10, plus ties

Semi-Final Round

Name	Place
Athlete 17	11
Athlete 16	10
Athlete 15	9
Athlete 14	8
Athlete 13	7
Athlete 12	4
Athlete 11	4
Athlete 10	4
Athlete 9	3
Athlete 8	2
Athlete 7	1

Top 4, plus ties

Final Round

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

Scenario 6

Large Division, No Ties

Preliminary Group 1

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	11
Athlete 12	12
Athlete 13	13
Athlete 14	14
Athlete 15	15
…	
Athlete 24	24
Athlete 25	25
Athlete 26	26

Top 10

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	11
Athlete 38	12
Athlete 39	13
Athlete 40	14
Athlete 41	15
…	
Athlete 49	23
Athlete 50	24
Athlete 51	25

Top 10

Semi-Final Round

Name	Place
Athlete 10	20
Athlete 36	19
Athlete 9	18
Athlete 35	17
Athlete 8	16
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

Top 10

Final Round

Name
Athlete 5
Athlete 31
Athlete 4
Athlete 30
Athlete 3
Athlete 29
Athlete 2
Athlete 28
Athlete 1
Athlete 27

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

Scenario 7

Large Division, Prelim Ties

Preliminary Group 1

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

Top 10, plus ties

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

Top 10, plus ties

Semi-Final Round

Name	Place
Athlete 13	24
Athlete 12	23
Athlete 11	22
Athlete 37	21
Athlete 10	20
Athlete 36	19
Athlete 9	18
Athlete 35	17
Athlete 8	16
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

Top 10

Final Round

Name
Athlete 5
Athlete 31
Athlete 4
Athlete 30
Athlete 3
Athlete 29
Athlete 2
Athlete 28
Athlete 1
Athlete 27

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

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

Top 10, plus ties

Top 10, plus ties

Semi-Final Round

Name	Place
Athlete 13	24
Athlete 12	23
Athlete 11	22
Athlete 37	21
Athlete 10	20
Athlete 36	19
Athlete 9	18
Athlete 35	17
Athlete 8	16
Athlete 34	15
Athlete 7	14
Athlete 33	13
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

Top 10, plus ties

Final Round

Name
Athlete 6
Athlete 32
Athlete 5
Athlete 31
Athlete 4
Athlete 30
Athlete 3
Athlete 29
Athlete 2
Athlete 28
Athlete 1
Athlete 27

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

- Athletes compete in the Sem-Final Round in reverse order of their placement in the Preliminary Round, with the Group 1 position competing before the Group 2 position.
- There is a tie for 10th place in the Semi-Final Round, and 10th place is the Final Qualifying Position to advance to the Final Round.
  i. Twelve (12) athletes (the Top 10 plus ties for FQP) advance to the Final Round.

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

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

1. For divisions of 20 or less, the top 6 teams, Artistic Groups or Twirling Corps move to the Finals.
2. For divisions of 21 or more, the top 10 move to the Finals.

- Team/Group/Corps additions after the Entry Closing Date are not allowed.
- Withdrawals from the competition after the Entry Closing Date do not alter the number of entrants that advance to the Final Round.

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

Regarding Ties:

- In a Preliminary Round, all teams/groups/corps tied for the *Final Qualifying Position* will advance to the Final Round.
- In a Final Round, a tie for first 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/group/corps with the higher Preliminary Round placement is awarded First Place.

15. 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.: WFNBTA judges will use their captioned scoring master. WBTF judges will use their Olympic Scoring Master. Where applicable, WFNBTA 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: Artistic Groups 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 1st 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.

16. 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, Groups & Corps**
Athlete(s) leaving the floor, before the minimum time has been reached (for reasons other than illness, first aid, music, and costume problems*) = *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 NATIONS CUP – All Disciplines
- For WORLD BATON TWIRLING CHAMPIONSHIPS – X-Strut and Artistic Group ONLY

b) For NATIONS CUP 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. **NATIONS CUP Team Discipline** – A 10-point deduction per infraction per judge for including material that violates the written content restrictions on a 100-point scale.
d. **WORLD BATON TWIRLING CHAMPIONHIP** – Artistic Group ONLY- 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 Nations Cup 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

b. 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, Groups, & Corps disciplines.

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 WFNBTA 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, Groups & Corps will be deducted from each judge's score on a 100-pt. scale.

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

c. Penalties Specific to WFNBTA 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, Groups and Corps is out of a possible ONE HUNDRED points.

Penalties are recorded separately by designated penalty judges and are given to the WFNBTA 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 WFNBTA 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 WFNBTA judges to deduct from their gross score following the athlete's performance.

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

d. 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 / WFNBTA)
- Penalties are identified by each judge and deducted from their own score.
  - WBTF- specific penalties are only deducted from the WBTF judge scores, and
  - WFNBTA- specific penalties are only deducted from the WFNBTA 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, Artistic Team, Twirl Team, Twirling Corps and Artistic 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.

17. 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 President, Technical and Judges Chairs.

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

a) Distribution of Complete Excel Tabulation Files

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

- IBTF President
- IBTF Technical Chairs
- IBTF Judges Chairs
- 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.

18. AWARDS CERTIFICATES

Athletes in the top ten placings will receive an official Award Certificates. 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 federation and country.

- Certificate to be signed by the IBTF President or his/her designate.

19. NATIONS CUP CEREMONIES AND AWARDS

a) Athletes Protocol for Dress:

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

b) Opening Ceremony

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

a. Opening Parade

- The IBTF and WBTF President, The IBTF Vice and President of WFNBTA and Executive Board Members
- IBTF Member Country's Presidents or Representative
- IBTF Executive Technical Committee Members
- IBTF Member Country Technical Advisors
- IBTF Member Country Judges' Representatives and the 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 federation will be at the front.

National anthems will not be played at Opening Ceremonies.

c. Entrance of the IBTF Nations Cup 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.

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

e. Welcome Speeches and Introductions

WBTF & WFNBTA Presidents Welcome Speech (IBTF President will declare the opening of the competition.)

c) Nations Cup Award Ceremony

a. **Individuals**- The top three finalists in each division, level and discipline shall receive the following:
   - 1st Place- Medallion with neck ribbon
   - 2nd Place- Medallion with neck ribbon
   - 3rd Place- Medallion with neck ribbon
b. **Teams**
   - 1st, 2nd and 3rd place team members shall receive a medallion.

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

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

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, federation, and placement in the final.

c. Staging of the IBTF Medal Ceremonies

The Nations Cup Awards ceremonies will be spread out through the competition.

The Nations Cup awards will take place on the centre of the floor without the use of Risers or Awards steps. An Awards carpet runner should be placed across the center of the floor. The Kiss n Cry stage will be used for photographs.

d. Protocol for Award 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)
- 10th placed athlete will lead the line across the center of the floor to right side of audience (10th to 4th).
- 2nd, 1st, 3rd will stop in the center of the floor. When their name is announced the athlete will come forward and step up onto the Awards Podium:
  2nd, 1st, 3rd 4th, 5th, 6th, 7th, 8th, 9th, 10th
- The National Anthem of the 1st Place winner will not be played in the Nations Cup Awards Ceremony.
- 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 n 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 by the designated IBTF Executive Committee member.
- The 1st -10th place finalists in each division will receive their finalist certificate on the floor to the far-right side by the designated official.

d) Nations Cup Closing Ceremony

a. Closing Speeches & Presentations and lowing of the IBTF Nations Cup Flag

- Host federation's World Representative and/or Federation's President
- Introduction and Thank You's to Competition Staff
- Any visiting dignitary (i.e. City official, Sponsor, etc.)

b. Lowering of the IBTF Nations Cup Flag

- WBTF/WFNBTA Presidents Speech (IBTF President will declare the closing of the competition.)

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

20. WORLD BATON TWIRLING CHAMPIONSHIPCEREMONIES AND AWARDS

a) Athletes' Protocol for Dress

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

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 and WBTF President, The IBTF Vice and President of the WFNBTA and Executive Board Members
- IBTF Member Country's Presidents or Representative
- IBTF Executive Technical Committee Members
- IBTF Member Country Technical Advisors
- IBTF Member Country Judges' Representatives and the 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 federation will be at the front.

National anthems will not be played at Opening Ceremonies.

c. Entrance of the IBTF World Cup

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

d. Entrance of the IBTF WORLD 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 in alphabetically starting on the left of the host countries flag and the next flag placed on the right of the host country and alternating until all flags are in place.

f. Welcome Speeches and Introductions

WBTF & WFNBTA Presidents Welcome Speech (IBTF President will declare the opening of the competition.)

c) WORLD 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:

- 1st Place- Gold Medallion with neck ribbon (Gold Medallist & World Champion)
- 2nd Place- Silver Medallion with neck ribbon (Silver Medallist)
- 3rd Place- Bronze Medallion with neck ribbon (Bronze Medallist)

b. Teams, Corps & Groups

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

1st-10th place finalists in all individual and team, corps, and 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, federation, 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)
- 10th placed athlete will lead the line across the center of the floor to right side of audience (10th to 4th).
- 2nd, 1st, 3rd 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:
  2nd, 1st, 3rd 4th, 5th, 6th, 7th, 8th, 9th, 10th
- The entire National Anthem of the Gold Medalist will be played, and the Flags of the Gold, Silver, Bronze Medalists will either be raised or displayed electronically.
- Following the Flag Ceremony, the athletes will exit to their left and the top 3 Medalists will make their way to the back where the Kiss n 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 Executive Committee member.
- The 1st -10th 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: Junior, Senior Divisions
  - Men: Junior, Senior Divisions
- 1st-10th place- Placement Certificates
- 3rd Place- Bronze Medallion with White neck ribbon
- 2nd Place- Silver Medallion with Red neck ribbon
- 1st Place- Gold Medallion with Blue neck ribbon
- Awards ceremonies will be spread out through the competition.
- Awards will be presented by the IBTF Executive Committee and Dignitaries present.

f. WORLD 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 n Cry Stage for photographs.

d) WORLD BATON TWIRLING CHAMPIONSHIP Closing Ceremony

a. Parade of Athletes

Countries will enter the floor in alphabetical order. 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.

b. Country Awards and the Awarding of the World Cup

Presentation of the Country Awards to 3rd place and 2nd place and to the winning country of the WORLD CUP

c. Closing Speeches & Presentations and lowering of the IBTF WORLD BATON TWIRLING CHAMPIONSHIP Flag

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

d. Lowering of the flag of the IBTF

- WBTF/WFNBTA Presidents Speech (IBTF President will declare the closing of the competition.)

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

e) Medallions for both Nations Cup and WORLD BATON TWIRLING CHAMPIONSHIP

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

f) The World Cup and Country Awards

The federation whose athletes, pairs, teams, groups, and corps earn the highest number of accumulated place points will receive the **"IBTF WORLD 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 federation with the most 1st places.

g) World 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, "World 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 World Cup tabulation. It is configured exactly the same as the individual disciplines.

21. 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

22. PROTESTS AND APPEALS

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

THE EXCEPTION IS PENALTIES.

Penalties incorrectly assessed for drops and/or content restrictions may be challenged ONLY if the appeal is submitted to the technical director within the 30 minutes following the last competitor in the division.
An appeal must be submitted by an official delegate of the Federation (for example: Technical Advisor, or President). Appeal of an incorrectly assessed drop penalty or content restriction involves the technical director and judge's chair ability to review an officially sanctioned video which clearly displays the error.

In order to appeal a penalty, a representative from the affected federation must do so by completing the appeal form (available from the Floor Monitor) within 30 minutes of completion of that last athlete's performance in the division. The completed forms must be given to the IBTF Technical or Judges Chairs who will review a recording of the performance or 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.

23. 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.

24. LIABILITY INSURANCE

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

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

25. MUSIC ROYALTIES

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

26. PERFORMANCE MUSIC

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

27. ENTRY FEES

a) Competition Entry Fees

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

Entry Fees must be paid by all alternates/reserves.

b) Administrative Fee

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

c) Judge Contribution Fund

- All participating federations must contribute $200 into the fund with entry payment to help finance the cost of providing enough officials to adjudicate the competition.
- All Federations 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 April 15th.**

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

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

a) Appendix A- Waiver of Liability

Waiver/Indemnity of Liability: I agree to assume the risk that may occur to me, my child, or my group as a result of participation in an IBTF 2022 Nations Cup and World Baton Twirling Championship event. I further agree to indemnify and hold the NBTA ENGLAND FEDERATION, THE BRITISH BATON TWIRLING SPORT ASSOCIATION, 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 2022 IBTF Nations Cup and IBTF World 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 2022 IBTF Nations Cup and 2022 IBTF World 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 NBTA ENGLAND FEDERATION, THE BRITISH BATON TWIRLING SPORT ASSOCIATION, 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 NBTA ENGLAND FEDERATION, THE BRITISH BATON TWIRLING SPORT ASSOCIATION, 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 NBTA ENGLAND FEDERATION, THE BRITISH BATON TWIRLING SPORT ASSOCIATION, 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

SAMPLE

- Informational presentations at conferences
- Promotional video for the NBTA ENGLAND FEDERATION, THE BRITISH BATON TWIRLING SPORT ASSOCIATION, 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 NBTA ENGLAND FEDERATION, THE BRITISH BATON TWIRLING SPORT ASSOCIATION, 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 NBTA ENGLAND FEDERATION, THE BRITISH BATON TWIRLING SPORT ASSOCIATION, 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.

SAMPLE

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

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

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

1. to agree to the terms of the IBTF ANTI-DOPING CODE and IBTF COMPETITION RULES and agree
   to submit to the terms of these codes, rules, and regulations. I am aware that if I violate any of these codes and rules, I may be subject to severe disciplinary sanctions as set out in the respective code. Copies of the IBTF ANTI-DOPING CODE and IBTF COMPETITION RULES have been made available to me. Applicable law is Swiss law.

2. to accept the STATUTES of the IBTF, in particular, that the IBTF and my National Federation have jurisdiction to impose sanctions as provided in the IBTF ANTI-DOPING CODE and IBTF COMPETITION RULES as well as the exclusive competence of the Court of Arbitration for Sport (CAS) in Lausanne, Switzerland, which will resolve definitively the dispute in accordance with the Code of sport-related arbitration. Applicable law is Swiss law.

3. understands that by signing this form I am granting my consent to a urine or/and Blood sample being taken from me. I understand that the urine or/and blood sample is to be taken so that it may be analyzed to determine whether it discloses the presence of any substances prohibited under the IBTF ANTI-DOPING CODE, and that if the analysis of the sample reveals the presence of any such substance, or deviations from the normal range in the case of endogenous substances, I may be subject to disciplinary sanctions under the rules of the IBTF ANTI-DOPING CODE.

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

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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.

SAMPLE

29. CONCEPT SUMMARIES AND RULES

CONCEPT SUMMARIES AND RULES FOR ALL BATON TWIRLING DISCIPLINES IN THE IBTF WORLD BATON TWIRLING CHAMPIONSHIP AND NATIONS CUP

APPENDIX B

Concept Summaries and Rules for All Baton Twirling Disciplines in The IBTF World Baton Twirling Championship and Nations Cup

INTERNATIONAL BATON TWIRLING FEDERATION

THE SOLO DISCIPLINE **80**
THE TWO BATON DISCIPLINE **81**
THE THREE BATON DISCIPLINE **82**
THE X-STRUT DISCIPLINE **83**
THE ARTISTIC TWIRL DISCIPLINE **86**
THE ARTISTIC PAIR DISCIPLINE **87**
THE DUET DISCIPLINE **88**
THE TWIRL TEAM DISCIPLINE **89**
THE ARTISTIC TEAM DISCIPLINE **90**
THE DANCETWIRL TEAM DISCIPLINE **91**
THE TWIRLING CORPS DISCIPLINE **93**
THE ARTISTIC GROUP DISCIPLINE **95**

THE SOLO DISCIPLINE

Discipline Description

The solo discipline is a stationary one-Baton discipline performed to standard musicincorporating the 3 twirl modes of aerials, 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 andsuccessful 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 aerials, 2 Baton rolls, 2 Baton contact material), integrated and executed in various planes, patterns and directions with ambidexterity, varied body work enhancements, and an emphasis on continuity, consistency and flow. Difficulty/demand is created through the interrelationship and intricacy of the two Batons. Multi-patterns, planes, and oppositional direction of the three modes are woven into a "textured" routine where both Batons are of equal priority.

2 Baton content exists of six combinations of the three modes of twirling. Aerials with aerials, aerials with rolls, aerials 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 aerials - 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 aerialmode 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-Batonaerial 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 programin 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 inregulating the flow of the Batons. There is a mastery and authority of the Batons in termsof 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:

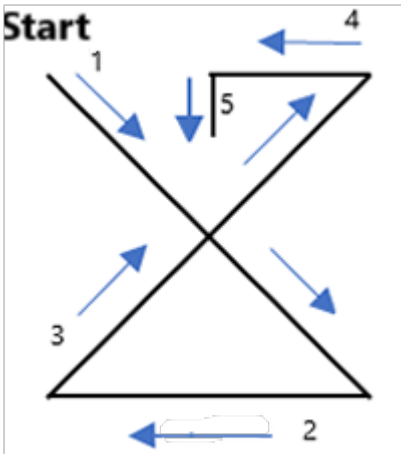
The skills presented in the X-Strut discipline should be seamless in connection and demonstrate a priority of proper body and Baton technique and reflect the prescribed timing responsibility as dictated by the music. Although not musically interpretive, the X-Strut routine must conform to the rhythm, 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 1st,2nd,3rd and 5th 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.

- WFNBTA 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 aerials, 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 DanceTwirl 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 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 ARTISTIC TEAM DISCIPLINE

Discipline Description

The Artistic 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

1. Content:

   a. Blending of the 3 twirl modes both stationary and traveling executed musically with logical and interpretive bodywork. Creativity, artistry and innovation will serve as the motivation of the program.
   b. Exchanges and multiple Baton work integrated and executed interdependently that aligns with the artistic vision of the program.
   c. Performance qualities and “mastery of the message” is inherent within the concept of the choreography.
   d. Staging, floor coverage, forms and evolution of forms/transitions is the “blueprint” of the program and will be used to showcase blended Baton/body skills and conceptual “vision” of the program.

2. Execution:

The skills presented in the artistic team discipline should be seamless in connection, demonstrating a priority of proper body and Baton technique, reflecting the modes and exchanges within the Artistic Team concept.

The base of body and Baton skills within the choreography should share equal emphasis, one not over-shadowing the other. The program has an emphasis on musical interpretation via Baton and body that results in a “message” that is complete and comprehensible. The program and athletes should be “one” with the music with their prescribed characterization ever-present.

The Artistic Team routine will be choreographically paced with impact moments, highs and lows, contrasts of dynamic performance qualities, interrelationship, interaction and expression that yields quality artistic approaches with the body and Baton simultaneously.

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.

THE ARTISTIC GROUP DISCIPLINE

Discipline Description

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

Discipline Focus

1. Content: Captions

   a. General Effect: is worth 40 points. "GE" is how the athletes "bring the show to life." Important GE components include characterization, visual perfection, surprise and/or clever moments, emotion, musicality and audience reaction/engagement.
   b. Design/Choreography: is worth 30 points. This is the "blueprint" of the program and relies heavily on the designer's ability to stage and choreograph for success. The "written" program is assessed via geometric drills/movement/floor coverage and body and Baton vocabulary.
   c. Body: is worth 15 points. This is a quality of the body vocabulary used to enhance the program. The technique development of the body as well as the range and depth of body elements are considered in this caption.
   d. Baton: is worth 15 points. This is a unique caption for the Artistic Group discipline as it is NOT judged based on content or demand. Here, the Baton is assessed as only a complimentary enhancement to the program. Content restrictions limit the use of "tricks". Creative shapes as a third dimension of the body should be the focus of the Baton caption. Timing, consistency, uniformity and overall perfection are paramount.

2. Execution:

The skills presented in the Artistic Group discipline should be seamless in connection, demonstrating perfection and uniformity throughout. The Artistic Group will perform as "one" with the music and be always visually effective.

The program has an emphasis on ENTERTAINMENT and will be accessible and appealing to a vast audience. MANY approaches of entertainment are possible and all are potentially successful. Creativity and originality should be the motivation of the Artistic Group programs.

SIZE Minimum of 10 members, no max / Alternates (reserves) - max 2

MUSIC Shall be the choice of the Group. Groups must submit their music file using the online submission system by the entry deadline.

RULES SPECIFIC TO ARTISTIC GROUP

- No props allowed.
- Artistic Groups enter from the Judge's left and exit to the Judges' right.
- The Total Score of all captions is for the Artistic Group event. Drop penalties and content restrictions penalties are displayed by the penalty judges (in different colors)
- Note: There is only one level of Artistic Group. Artistic Groups must follow the Content Restrictions for B Level.
- The content restrictions support the philosophy of the Artistic Group concept and allow coaches and judges to focus on general effect, choreography and precision.
- See Appendix A for restriction details.

ARTISTIC GROUP CONTENT RESTRICTIONS

The following penalties deducted for including material that is more than the written restrictions below shall be assessed for each illegal element:

SINGLE ACROBATIC MOVEMENTS ARE ALLOWED (these are considered as Major Body moves)