

2025 IBTF MAJORETTE RULEBOOK

7 NATIONS

2025 COMPETITION RULES



INTERNATIONAL BATON TWIRLING FEDERATION

Update APRIL 2024

(Updates for 2025 are in Red Text)

2025 IBTF WORLD MAJORETTES CHAMPIONSHIP

GENERAL INFORMATION

1. All athletes and judges must be members of the organization whose Association/Federation is a member of the World Federation of National Baton Twirling Associations (WFNBTA) and/or the World Baton Twirling Federation (WBTF).
2. All athletes must hold a valid passport in their own name from the country he/she represents as proof of their citizenship and age.
3. Certified majorette 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.
4. As well as this document, Athletes and Coaches should refer to the IBTF Entry Registration Process Manual.
5. As 2025 is the IBTF World Majorette Championship, the rules incorporate the majority of events from both WBTF & WFNBTA federations. Following this competition, the rules may be revised.

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GENERAL COMPETITION RULES

1. DISCIPLINES

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

- Traditional Majorettes Corps
- Exhibition Majorette Corps
- Parade Corps
- **Parade Accessories Corps (a new discipline)**
- Showtwirl Accessories Corps
- Flag Baton Team

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**. Minimum age of all competitors is **10** yrs.

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

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

IBTF WORLD MAJORETTE CHAMPIONSHIP 2025	
ROUTINE CATEGORIES OFFERED:	AGE DIVISIONS OFFERED:
Traditional, Exhibition, Parade, Parade Accessories , Show Twirl Accessories. Flag Baton Team	Average age: Youth 10 – 13.99 yrs Junior 14 – 16.99 yrs Senior 17 yrs +

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

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

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

Majorette Corps may be comprised of any combination of men and women, including all female or all male, with a minimum of 10 twirling members.

Parade Accessories Corps may be comprised of any combination of men and women, including all female or all male, with 10 or more twirling members (a minimum 10 athletes with baton).

At least 10 members of the corps must use a baton and a minimum of 60% / maximum of 200% members of the corps using an accessory (percentage numbers / 1 - 5 = round down – 6 - 9 = round up) E.g.- A corps with 10 members using a baton must have minimum 6 accessory members / maximum 20 members using an accessories.

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

The Performance Area is the entire floor.

4. ALTERNATE (RESERVE) RULES:

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

Two (2) alternate/reserve athletes allowed per Corps/Team.

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

5. NUMBER OF MAJORETTE CORPS/TEAMS ALLOTTED PER FEDERATION:

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

6. MUSIC & TIME LIMITS:

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

Traditional Majorettes Corps	=	2:00 - 3:00 mins max
Exhibition Majorette Corps	=	2:00 - 3:00 mins max
Parade Corps	=	3:00 – 4:00 mins max
Parade Accessories Corps	=	3:00 – 4:00 mins max
Showtwirl Accessories Corps	=	3:00 – 4:00 mins max
Flag Baton Team	=	3:00 mins max

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

A back-up copy of the music is required to have available at the competition on a USB stick in case of mishap. (Only one piece of music must be reproduced on each support device). All music must be uploaded to the Fileshare system at the time entries are submitted to pre-load

ready for the music test. This should avoid any problems with music during actual performances.

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

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

7. ACROBATICS AND MOUNTS:

Acrobatic movements and mounts are not allowed in any of the Majorette disciplines and are cause for disqualification.

8. ACROBATIC and MOUNT CONTENT RESTRICTIONS

Definition of an Acrobatic Move

A movement will be considered acrobatic in a MAJORETTES 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 (eg side aerial; back flip; aerial walkover)

Definition of a Mount

Mounts are defined as any body toss or form that is two stories or more. A story (as in 10-story building) is defined as a person's height. 1/2 story is defined as a person kneeling/sitting or lunging. Stacking one person on top of another to achieve a pyramid shape or similar form is not permitted.

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

9. COSTUME, FOOTWEAR & BATON GUIDELINES

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

Traditional majorettes style costumes are allowed. Hats are optional.

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

If removed and used, it will be considered a rule violation and a one-time 2.0 pt. penalty will be assessed regardless of the number of members using/manipulating it).

Footwear - Footwear must meet the requirements of the facility.

Batons

Batons must conform to the definition of “baton”.

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

DEFINITION OF A BATON

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

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

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

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

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

USE OF GRIP TAPE ON BATONS

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

Grip tape can cover up to ½ of the shaft, divided equally from the center – when measuring only the shaft, not including ball and tip.

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

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

Tape can be of any two color (s): One color to wrap and other color to mark the center. Inside a Majorette Corps, the grip tape must be the same.

COSTUME / FOOTWEAR / EQUIPMENT FAILURE - ALL DISCIPLINES

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

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

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

The use of resin on the competition floor is forbidden.

10. ORDER OF PERFORMANCE

The order of performance will be drawn: the order of performance will be determined by Random Computer draw.

Corps/Teams appearing out of order will receive a 2.0 penalty.

11. DESCRIPTION OF THE JUDGING & TABULATION PROCEDURES –

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

The Technical Director is responsible for the current rules being applied as laid down, but should not intervene in the marking or decisions of the judges. To be responsible for the distribution and collection of the score sheets. To organize the calculation of the average penalty score for teams and corps and advise all the judges. To appoint one penalty judge To arrange the pick-up of the score sheets after the performance of each competitor. To charge the initial check of the score sheets (scores, penalties, signatures etc). To ensure that the score sheets are taken to the tabulators

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

The tabulators are responsible for totaling the points from the score sheets (not the judges). Overall final results are determined by placement after highest and lowest scores are eliminated. Penalties for teams and groups are averaged with highest and lowest eliminated. Average penalty is shared with judges for final tabulation.

The Technical Directors of the competition will study any variations in judging with the designated officials and if necessary will contact the judges concerned at the end of the day. They will chair all the judges meetings; they will decide if a conflict commission meeting is necessary; they will delegate to a member of the technical board to substitute for them if necessary. The decision of the Technical Directors on all technical matters throughout the competition is final. At the end of the competition, the members, or those accompanying the competitors, are not to approach the judges concerning the results.

After the announcement of the results, the score sheets for the contestants are available. If ties occur during the World Championships, ties will be broken by the tabulation room using the Tie Break Procedures.

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

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

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

12. DISQUALIFICATION

Will be enforced for:

- Speaking badly or causing injury to a person (judge, clerk, organizer)
- Interfering with a competitor or equipment during a performance
- Falsification of a name or age
- A show of temper at the placing after the announcement of the results on the part of the competitor
- Acrobatics performed during any routine (body aerials, walkovers, cartwheels, butterflies)
- Mounts and body tosses
- Stacking one person on top of another to achieve a pyramid shape or similar form

13. AWARDS

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

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

RULES AND DESCRIPTIONS SPECIFIC TO EACH CATEGORY OF MAJORETTE CORPS

14. TRADITIONAL CORPS

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

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

Every member of the group must use a baton.

Number of Members

Minimum of 10 members

Production Time

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

EXPECTATIONS:

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

Marching and Body movements:

Variety and Diversity

Marching with Correct Technique: upper/lower body

Unison / Uniformity

Rhythm

Various styles of small dance steps are acceptable

Maneuvering:

Variety and Difficulty of formations

Definition of the formations: Designs / Alignments / Spacings

Floor coverage / Use of the floor

Transitions

Baton:

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

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

Correct Technique and Control

Production:

Teamwork

General effects / Staging

Showmanship and Presentation/ Projection / Entertainment value

CONTENT RESTRICTIONS:

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

Total Caption Marking = 100 points

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

PENALTIES WHICH APPLIES TO TRADITIONAL CORPS

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

15. EXHIBITION CORPS

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

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

Number of Members

Minimum of 10 members

Production Time

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

CONTENT RESTRICTIONS:

- More than two-baton work is not allowed.
- All modes of twirling, exchange work and dance footwork are permitted.
- No floor movements are permitted with exceptions of opening and final position
- No props permitted
- No acrobatics or mounts allowed
- Maximum of 2 spins permitted
- Illusions are not permitted
- Kneeling is **ONLY** allowed at the beginning and end positions

Total Caption Marking = 100 points

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

Penalties

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Out of step	0.5 point
Break	0.1 point
Off Pattern	0.1 point
Unison	0.1 point
Under/Overtime	0.1 point per second
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

16. PARADE CORPS

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

All members must use a baton.

Number of Members

Minimum of 10 members with a baton

17. PARADE ACCESSORIES CORPS

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

Number of Members

Minimum of 10 members with baton + extra members with accessories

At least 10 members of the corps must use a baton and a minimum of 60% / maximum of 200% members of the corps using an accessory (percentage numbers / 1 - 5 = round down – 6 - 9 = round up)

E.g.- A corps with 10 members using a baton must have minimum 6 members / maximum 20 members using an accessory.

Description for Accessories in Parade :

Limited props that can be carried by one athlete throughout the entire performance. Pompons, flags, hoops, banners, streamers, sabers, etc. are permitted.

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

Exchanges with accessories are allowed – maximum of 16 counts without accessory.

CONTENT FOR BOTH PARADE/PARADE ACCESSORIES CORPS

Production Time

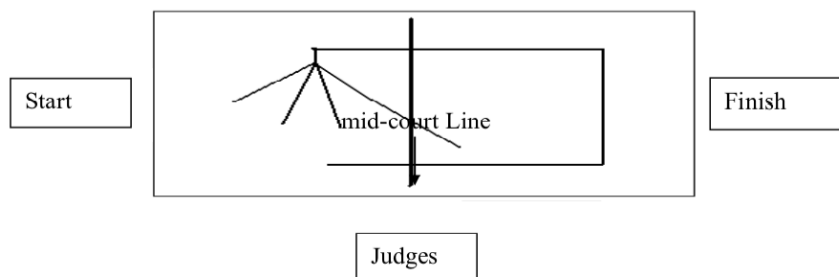
3-4 minutes. 1st note to last note of music

Required Structure of Routine:

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

STREET PATTERN: Corps must stay within the approximate 25' alley through three left turns to the reviewing stand section. The 3rd left corner may not be executed until after the front line of the of the

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



AFTER COMPLETING THE STREET PATTERN – the corps may use the entire gym floor provided the corps maintains drill movement within their program. The corps has to follow the street pattern as mentioned. All members must cross the mid court line to the judges right for the end of the performance.

As a guideline it is advised that the Reviewing Stand Section not exceed approximately 1:30 in length.

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

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

Explanations:

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

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

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

EXPECTATIONS

- Marking time with On beat-foot hitting every count of music.
- Half-time foot hitting every 2nd count.
- Double time-foot hitting twice every beat.
- All modes of twirling and dance footwork are permitted
- Marching: half steps, step kicks, etc., may be used as long as unit keeps moving continuously.
- Drill design work should be constructed in a manner which allows all members of the group to continuously advance
- Exchange work may be choreographed provided it does not inhibit movement.
- All members must start continuous foot movement within 16 counts after timing begins
- A salute is not required

CONTENT RESTRICTIONS

- Maximum 2 spins
- Kneeling **is not allowed** during the continuous foot motion
- No grounding of batons or limited props during the entire production
- **One illusion only under a toss (with baton or accessory) no other body movement combined**
- Spin(s) before or after an illusion **is(are) not allowed**
- **Single element moves only (stationary or traveling) under a toss (with baton or accessory)**

Total Caption Marking = 100 points

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

Penalties

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Out of Step	0.5 point
Off pattern	0.1 point
Unison	0.1 point
Break	0.1 point
Under/Overtime	0.1 point per second
Crossing incorrect Finish Line	2.0 points
Continuous Foot Motion violation	2.0 points per unit
Continuous Foot Motion violation	0.1 point per individual
Rule Violation (Content Restrictions)	2.0 points
Acrobatics & Mounts	Disqualification

18 SHOW TWIRL ACCESSORIES CORPS

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

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

CONTENT RESTRICTIONS:

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

EXPECTATIONS:

Members' responsibilities include:

- Teamwork
- Staging (utilization of floor, design patterns, creating pictures to music with all props including batons)
- Seamless transitions between equipment
- Precision and unison of all members with all props including batons
- Creative handling of all equipment chosen to be used as props
- Musical interpretations with all equipment chosen as props
- **Accessories:**

Any number of props/equipment can be included but a baton and a minimum of 2 accessories of props/equipment is obligatory. Credit will be given for accessories (props/equipment) used in an appropriate manner to which they are intended, highlighting the story or theme of the routine. The story or theme of the routine should be displayed in respectful and tasteful manner; keeping in mind that this is a sport.

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

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

Number of Members

Minimum of 10 members

FLOOR MOVES DESCRIPTION

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

ACCESSORIES DESCRIPTION

Accessories are limited to 2.5 meters high and 3.0 meters long maximum (accessories may extend during the production: after the first note of music till the last note of music but must meet the maximum

limit to enter and exit the floor). Scenery **and stationary** backdrops **that are not used /touched/manipulated** are not allowed. The use of hazardous or pyrotechnics props is strictly prohibited along with any product or equipment that has the ability to set off fire alarms or compromise the health and safety of anyone in attendance to the competition.

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

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

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

Total Caption Marking = 100 points

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

Penalties

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Under /over time	0.1 point per second
Overtime for accessories set up and removal	0.1 point per second
Rule Violation (Content Restrictions)	2.0 points
Gymnastic & Mounts	Disqualification

Rules violations examples: Accessory compliance / Content restrictions...

19. FLAG BATON TEAM

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

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

Qualified Equipment:

Flag is one piece of material attached to a flagpole (a special baton) and used as a flag. The flagpole must have only one flag. Swivels on the baton are mandatory. Material on chains, ropes or clothing are not permitted. The length of one-ended pole is maximum 82 cm long; Width of flag-material on Flag Baton should be according to the length of the pole. There are no restrictions for the flag size.

Number of Members

6 – 10 members

Production Time:

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

CONTENT RESTRICTIONS:

- Illusion **is** not allowed
- Maximum of 2 spins
- No other material is allowed than a **qualified** flag baton
- Flag Batons must not be intentionally placed on the floor
- **Floor movements are ONLY allowed** in opening and final positions (maximum of 16 counts)

Total Caption Marking = 100 points

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

Penalties

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Out of step	0.5 point
Break	0.1 point
Off Pattern	0.1 point
Unison	0.1 point
Over time	0.1 point per second
Rule Violation (Content Restrictions)	2.0 points
Acrobatics/Floor Mounts	Disqualification

20. COMPETITION ENTRIES

There will be a 2-Stage Entry Process:

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

All federations must submit and pay for the number of entry berths. The Official Entry One Form must be used to fill in the numbers entering in each discipline per age division **by no later than April 1st, 2025.** Names not required at this stage.

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

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

COMPETITION ENTRY FEES -

\$ 25.00 USD per athlete per discipline

Entry Fees must be paid by all alternates/reserves

ADMINISTRATIVE FEE -

All athletes must pay a \$10.00 USD administrative fee, in addition to his/her entry fees into the 2025 World Majorettes Championship.

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.

ENTRY FEES, 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, 2025.**

Entry instructions and requirements will be available in 2025.