

# NBTA Corps Rules 2016

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## CORPS DEFINITION

12 or more members performing a routine in unison (exception – juvenile corps – 10 or more members)

## CORPS CLASSIFICATIONS

1. Baton Twirling Corps
2. Show Corps/Twirling Corps with Props
3. Show Corps/Twirling Corps with Props and/or Scenery
4. Parade Corps – Recorded
5. Parade Corps – Live
6. Street Parade Corps

## GENERAL RULES FOR ALL CORPS & AUXILIARY UNITS

1. Twelve twirling members required. (exception – juvenile corps ten twirling members required, flag corps – doesn't apply)
2. A corps may compete ONLY ONCE in a corps classification.
3. A corps or corps MEMBER may compete in more than one classification but must have a different routine and show.
4. Any member competing with any corps cannot compete as a member of any other corps; small or large; junior or senior of the same classification.
5. At the local level corps divisions can be broken up into age, size or beginner at discretion of the contest director.
6. A roster listing corps members' names, ages (by the age definition rule), and birth date, as well as music selection, needs to be turned into contest director before the group competes.
7. Proof of age - All corps directors must be able to produce "proof of age" for each individual competing with the corps. Birth certificates, baptism records and/or drivers licenses are all acceptable. Requests for "proof of age" are by contest director and/or chief judge.
8. Members must remain within the floor boundary lines during the performance until the minimum time requirement is met.
9. Corps is responsible for damage to gym floor (this includes scuffing as well as black marks).
10. Each corps may designate one person to work musical equipment and electrical special effects who is not a member of the corps.
11. No non-members of a corps shall be on the floor or aid the members during the performance.
12. The corps is responsible for its own clean-up detail as the floor must be clean for the next competing unit.
13. Floor size 50' x 84' (except street parade corps 25' x 84')
14. If a corps has National colors from any country, then:
  - National colors must be aloft and free.
  - National colors must not be dipped.
  - National colors must not touch the ground.
  - National colors should not be lower than any other flag.
15. Timing begins with the 1<sup>st</sup> note of the music or the 1<sup>st</sup> movement whatever is 1st
16. Timing ends with the last note of music (exception – parade & street corps end with the last note of the music or the last person to cross the finish line, whatever comes later)

## PENALTIES

Any unit violating any rule, part of a rule, any tradition, custom, or breach of contest etiquette for which no specific rule is provided shall be assessed for each violation a minimum of 2.0 points and a maximum of disqualification.

### UNIT/GROUP PENALTIES

Amplification of music beyond a normal tolerance	2.0
Boundary violation	2.0
Exiting before the minimum time	2.0
Failure to turn in group roster, age list and music selections before competition	2.0
Failure to produce "proof of age" on request	2.0
Flag violations (each occurrence)	2.0
Late penalty – late of competition	2.0
Playing music approaching or leaving the competition floor	2.0
Re-entering the competition floor	2.0
Undertime/Overtime (per second)	.1
Use of pyrotechnic materials, discharge of arms, pressurized canisters, dangerous materials, inflammable liquids, etc.	2.0

### INDIVIDUAL PENALTIES

Breaks, slips, unison, pattern	.1
Coaching from the sideline	2.0

Drops	.2
Two hand catches	.2
Dropped equipment	.2
Failure to retrieve a dropped baton within a reasonable amount of time	.5
Failure of the responsible individual to retrieve a dropped baton before leaving the floor	2.0
Fall	.2
Gymnastics – Body aerials, body tosses, butterflies, cartwheels, mounts, somersaults on floor, walkovers	Disqualification
Out of step	.2

### **TWIRLING CORPS (ONE BATON ONLY)**

This is a corps in which each member must have one and only one baton. Members can borrow other member's batons to perform 2, 3 or more baton tricks. The maximum number of batons on the floor is the number of members on the floor.

AGE DIVISIONS	State – Local – Regionals	Juvenile & Open Divisions
	Nationals	Juvenile, Junior Small, Senior Small, Large
ENTRANCE	No restrictions (on or off the floor)	
EXIT	No restrictions (on or off the floor)	
FLOOR TIME	5-7 minutes	
MUSIC	Recorded	
PROP/SCENERY/BACKDROPS	None	
TWIRLING TIME	Minimum 2.5 minute (Juvenile – minimum 2 minutes)	
ADDITIONAL PENALTIES	Prop violation - 2.0 per occurrence	

### **SHOW CORPS/TWIRLING CORPS WITH PROPS**

1. At beginning of show, maximum height of prop is 36 inches.
2. During the performance, props over 36 inches must be held, touched, or manipulated (by hand, foot, or body part) while being used. Upon completion of usage, prop must immediately be returned to a maximum of 36 inches.
3. All props except the container must be hand manipulated.
4. Any props not being manipulated must be placed flat on the floor.
5. Containers may be used as long as total height of the contents and holder is a maximum of 36 inches.
6. Any props may be placed in position only by corps members prior to their performance. No additional set-up time will be allowed.
7. No additional set up time will be allowed.

AGE DIVISIONS	State – Local – Regionals	Juvenile & Open Divisions
	Nationals	Juvenile, Junior Small, Senior Small, Large
ENTRANCE	No restrictions (on or off the floor)	
EXIT	No restrictions (on or off the floor)	
FLOOR TIME	6-8 minutes (Juvenile 5-7 minutes)	
MUSIC	Recorded	
PROP/SCENERY/BACKDROPS	None	
TWIRLING TIME	Minimum 3 minute (Juvenile – minimum 2 minutes)	
ADDITIONAL PENALTIES	Prop violation - 2.0 per occurrence	

### **SHOW CORPS / TWIRLING CORPS WITH PROPS AND / OR SCENERY**

This is a corps emphasizing total development of a theme.

1. All scenery limited to 12' maximum height.
2. Scenery must stay on floor for entire show.
3. Set up time of scenery and props – seven minutes.
4. Scenery removal and clean up time – five minutes.

AGE DIVISIONS	State – Local – Regionals	Open division
	Nationals	Small, Large
ENTRANCE	No restrictions (on or off the floor)	
EXIT	No restrictions (on or off the floor)	
FLOOR TIME	6-8 minutes	
MUSIC	No restrictions	
TWIRLING TIME	Minimum 3 minute	
ADDITIONAL PENALTIES	Scenery violation - 2.0 per occurrence	

### **PARADE CORPS – RECORDED & LIVE**

A corps performing a routine suitable for a street parade with a baton.

1. All special effects and equipment (with exception of music equipment) need to be hand carried on competition floor by corps members and not rolled.
2. No scenery allowed.
3. Continuous foot motion: defined as the placement on the floor of the whole foot (not just toe or heel lift – entire foot must leave the floor) by stepping, tapping, jumping, or hopping at least every second count.
4. Parade corps must incorporate continuous foot motion throughout the entire performance.  
Allowable:
  - On beat - foot hitting every count of music.
  - Half time – foot hitting every 2<sup>nd</sup> count.
  - Double time – Foot hitting twice every beat.
  - Twirling: While twirling, individual must maintain continuous foot motion.
  - Marching: Half steps, step kicks, etc., may be used as long as unit keeps moving continuously.
5. All members must start continuous foot motion within 10 seconds after timing begins. (2 point penalty)
6. Kneeling: Kneeling is not allowed during continuous foot motion. (2 point penalty per occurrence)
7. Maximum twirling turn-a-rounds allowed is “2” turns. (2 point penalty per occurrence)
8. Street pattern: All corps members must cross the entrance line and stay within the 25 ft alley through two left turns to a “spread line”. After passing the “spread line”, drill can open up to anywhere on the floor as long as “continuous foot motion” is maintained.
9. All members must exit crossing the finish line.

AGE DIVISIONS	State – Local – Regionals (recorded) State – Local – Regionals (live) Nationals (recorded) Nationals (live)	Juvenile & Open divisions Open division Juvenile, Junior, Senior Open division
STARTING LINE	Mid-court within 25’ of alley	
FINISH LINE	Line to judges’ left	
EXIT	No restrictions (on or off the floor)	
FLOOR TIME	Max 4 minutes	
TWIRLING TIME	Minimum 1 minute	
ADDITIONAL PENALTIES	Continuous foot motion violation / unit - 2.0 Continuous foot motion violation / individual - .1 Crossing incorrect finish line - 2.0 Exit across wrong boundary line - 2.0 Incorrect starting position on floor - 2.0	

## STREET PARADE CORPS

1. Open division for new corps at local contests.
2. No ending pose allowed.
3. The groups, after competing in recorded or live division, cannot revert back to this division.
4. Scoring will be: S = Superior, E = Excellent, VG = Very Good, G = Good, and F = Fair.
5. Ribbons for each member, no trophies.
6. Enter from left of judges within the 25’ simulated street. Continue forward until last corps member crosses boundary line to right of judges.
7. Routine should consist of twirling and marching patterns performed as they would be in a parade.

AGE DIVISIONS	Local only	Open divisions
FLOOR TIME	Maximum 1.5 minutes	

## FLAG CORPS

Emphasizing variety and skill of handling various equipment while performing a variety of drill and movement formations.

1. No guard may compete with less than 12 members.
2. A flag is defined as a single piece of material attached to a flagpole.
3. Standard equipment shall consist of
  - a) Flags
    - 1) Flagpole is a minimum of 60 inches (152cm) straight and curved pieces
    - 2) Minimum flag size is 2’ x 3’
  - a) Rifles – must be made of wood or plastic. Minimum size 23.5 inches (60cm)
  - b) Sabres and swords (at World’s Competition must be either wood or plastic)
4. Set up time is two minutes.
5. All persons and equipment must be out of the competition area within 2 minutes of the last note of music. (2 point penalty)
6. Every member must use “authorized equipment” at all times except for a ten second interval while changing from one piece of equipment to another. (2 point penalty per occurrence)

7. 4 minute minimum time limit of using standard equipment by 12 members
8. Non-standard flags or banners (on a pole) are optional with no obligation of size (is not included in minimum time limit)
9. No tarp or floor covering allowed
10. No props - only authorized equipment can be used (2 point penalty)
 

AGE DIVISIONS	Open division
ENTRANCE	No restrictions (on or off the floor)
EXIT	No restrictions (on or off the floor)
FLOOR TIME	4-6 minutes

### **COLOR GUARD SOLO**

1. Each contestant marches forward in “Carry Position” to the area in front of the judge.
  - a) For flags this is “Order Arms”.
  - b) For sabers this is “Sabre Resting on Right Arm”.
  - c) For rifle this is “Right Shoulder Arms”.
2. Timing and judging begins and ends with a proper salute.
  - a) Flag-dipped.
  - b) Sabre-grasped at handle grip with right hand; sabre in vertical position in front of face.
  - c) Rifle in vertical position in front of face, barrel to the front and vertical, grasped with left hand at balance (center of rear sight leaf) or below forearm horizontal and resting against the body. Grasp bolt at the small of the stock with right hand.
3. Rifling spinning team – must have a minimum of four members (no maximum). Timing and judging begins with “Present Arms” according to above listed salute clarification, by leader at starting line and ends with same at finish line.
 

AGE DIVISIONS	Pike Solo – Open division
	Rifle Solo – Boys, Girls
	Sabre Solo – Open division
	Rifle Team – Open division
ENTRANCE	Starting line
EXIT	Finish line
FLOOR TIME	Solo 1-2 minutes / Team 2-3 minutes
TIME BEGINS	Opening salute
TIME ENDS	Closing salute
ADDITIONAL PENALTIES	Dropped equipment, two handed catches - .5
	Salute – improper or sloppy - .5
	Salute – missed required salute - .5

### **MUSIC SECTION**

Musical unit emphasizing “variety and skill in the use of various musical instruments” while performing a variety of drill and movement formations choreographed to the musical repertoire chosen.

1. A musical section shall consist of any combination of any instruments that produce a sound. If amplified music is used, it must be carried on and off the floor.
2. A minimum of three members is required for a musical section.
3. Each member must play, push, or pull a musical instrument.
4. Any “extra special effects” can be executed only by instrument players.
5. Set-up time for all equipment and personnel shall be a maximum of two minutes.
6. Unit can play during their two-minute set-up time.
7. The “commanding officer” salutes to acknowledge that the unit is ready to enter the competition floor.

AGE DIVISIONS	Open division
ENTRANCE	No restrictions (on or off the floor)
EXIT	No restrictions (on or off the floor)
FLOOR TIME	5-7 minutes

### **DRUM AND MALLET SOLO, DUET, TRIOS, AND ENSEMBLES**

1. Contests for the following:
  - a) Snare drum – defined as a size drum, with two heads, either carried or not, with same unit attached.
  - b) Multiple marching toms – any combination (other than snare) single, or double headed, timbales, tri, quads, quints, carried or not. (Snare unit on “off” will be considered tenor.)
  - c) Multiple percussion solo – defined as any combination of percussion instruments. (INCLUDES drum sets, any combination of drums/cymbals/mallets, etc.)
  - d) Bell solo – defined as glockenspiel or bell lyra. Metal bars, concert bells with or without resonators.
  - e) Marimba solo – defined as including marimbas, vibraphones and xylophones. Wood, metal or plastic bars are acceptable. Resonators are optional.

- f) Mixed duet – defined as two people playing any combination of above-mentioned instruments.
  - g) Mixed trio – defined as three people playing any combination of musical instruments (not limited to those mentioned above, may be amplified).
  - h) Mallet Ensemble – defined as a minimum of four members playing any combination of mallet instruments.
  - i) Drum Ensemble – defined as a minimum of four members playing any combination of drums.
  - j) Mixed Ensemble – defines as a minimum of four members playing any combination of 2 or more various instruments.
2. No categories above will be combined.
  3. No extra attachments such as cow bells, etc., can be used. (2 point penalty)
  4. Music must be memorized. (2 point penalty)

AGE DIVISIONS	Open division (Exception for Snare – Junior, Senior)
FLOOR TIME	Solo 2-3 minutes / Duet/Trio 3-5 minutes
TIMING BEGINS	1 <sup>st</sup> note of music
TIMING ENDS	Last note of music

## CORPS PRINCE/PRINCESS

1. In order to be eligible, one must compete with a corps in one of the AYOP corps classifications.
2. The number of nominees allowed from each corps:  
 Girls: One for every five girls.  
 Boys: No more than five.
3. Each participant must present a short and concise letter from his/her corps director, stating why the corps member is worthy. The letter must be readable. It is required that it be typed or neatly written. No photographs are to be included with the letter.
4. Contest Procedure:
  - a) Contestants will check in at the head table, get their score sheet and go to the lane of their event. Order of appearance is determined by the contest director.
  - b) Contestants will place their letters on the judge’s table and wait their turn to compete.
  - c) Each participant will wear their official corps uniform, execute a salute of their choice and perform in a basic strut square, starting with a salute of their choice to standard marching music. During the performance, arm movements are optional, but corps piece are not to be twirled, lofted, or otherwise demonstrated.
  - d) Next, the contestant will perform a short routine (maximum length – 30 seconds) that reflects the position that is held in your corps. Dancers dance, twirlers twirl, rifle spinners spin, etc. Corps equipment (rifles, batons, flags, etc) can be used to demonstrate their abilities. Drummers can demonstrate by using their drumsticks on a pad (no drumming allowed). National color carriers can demonstrate how to carry the flag properly. The routine ends with a salute.
  - e) After the salute, an interview follows with or without the corps piece.
5. A contestant may only win ONCE in their age division.

AGE DIVISIONS	Boys and girls	0-9 Juvenile
		10-12 Preteen
		13-15 Junior
		16+ Senior
ADDITIONAL PENALTIES	Out of step - .5	
	Unacceptable letter – 1.0	