

CORPS RULES 2018

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 & Live
5. Street Parade Corps
6. Flag Corps

GENERAL RULES FOR 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
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 into age, size or beginner divisions at discretion of the contest director.
6. A roster listing corps members' names, ages (by the age definition rule), and birth dates as well as the music selections needs to be turned into the 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 certifications, 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 are 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 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
 - 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 1st note of the music or the 1st movement whichever is 1st
16. Timing ends with the last note of the music (exception-parade & street corps end with the last note of the music or the last person to cross the finish line, whichever 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.

<u>Unit/Group Penalties</u>		<u>Individual Penalties</u>	
amplification of music beyond a normal tolerance	2.0	breaks, slips, unison, pattern	.1
boundary violation	2.0	coaching from the sidelines	2.0
exiting before the minimum time	2.0	drops	.2
failure to turn in group roster, age list and music selections before competition	2.0	two hand catches	.2
failure to produce "proof of age" on request	2.0	dropped equipment	.2
flag violations (each occurrence)	2.0	failure to retrieve a dropped baton within a reasonable amount of time	.5
late penalty-late for competition	2.0	failure of the responsible individual to retrieve a dropped baton before leaving the floor	2.0
re-entering the competition floor	2.0	fall	.2
undertime/overtime (per second)	.1	out of step	.2
use of pyrotechnic materials, discharge of arms, pressurized canisters, dangerous materials, inflammable liquids, etc	2.0	gymnastics- body aerials body tosses butterflies cartwheels mounts somersaults on floor walkovers	disqualification

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
	Nationals	Juvenile, Junior, Senior Small, Senior 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/Backdrop	None	
Twirling Time	Junior & Senior	Min. 2.5 min
	Juvenile	Min. 2.0 min
Additional Penalties	Prop violation (per occurrence)	2.0

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 by only corps members prior to their performance.
7. No additional set up time will be allowed.

Age Divisions	State-Local-Regionals	Juvenile & Open
	Nationals	Juvenile, Junior, Senior Small, Senior 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/Backdrop	None	
Twirling Time	Junior & Senior	Min. 3.0 min
	Juvenile	Min. 2.0 min
Additional Penalties	Prop violation (per occurrence)	2.0

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 – 7 minutes.
4. Scenery removal and clean up time – 5 minutes.

Age Divisions	State-Local-Regionals	Open
	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	Min. 3.0 minutes	
Additional Penalties	Scenery violation (per occurrence)	2.0

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) needs to be hand carried on competition floor by corps members and not rolled. (2 point penalty per piece)
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 2nd 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 is not allowed during continuous foot motion. (2 point penalty per occurrence)
 7. Maximum twirling turn arounds 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	juvenile & open division
	live	open division

nationals	recorded	juvenile, junior, senior
	live	open division

starting line	mid-court within 25' alley
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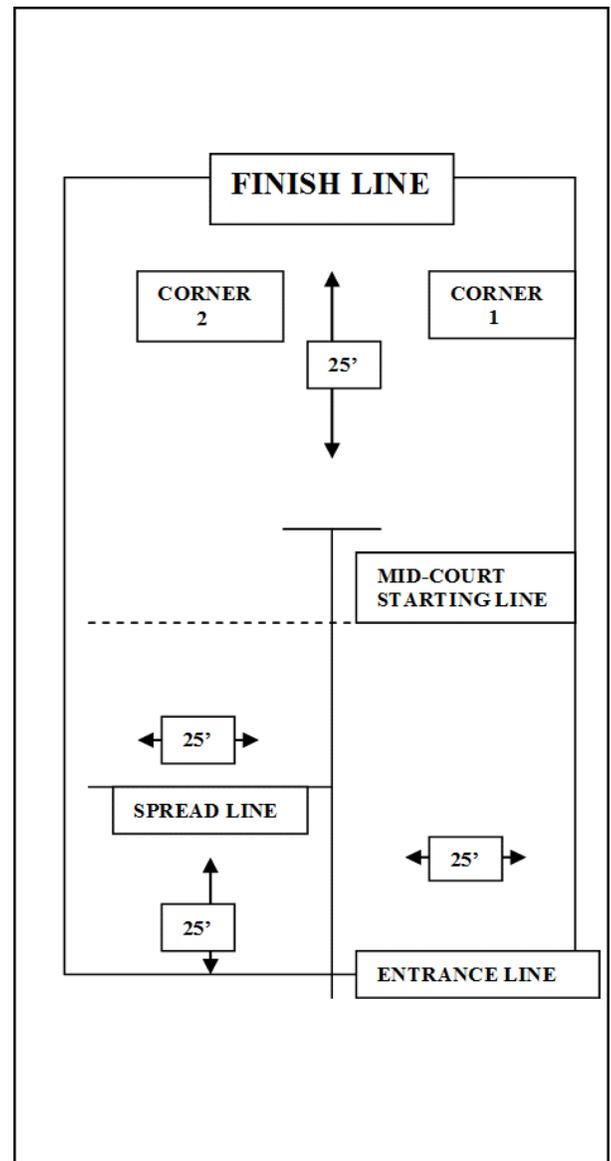
finish line	line to judges' right
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floor time	maximum 4.0 minutes
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twirling time	minimum 1.0 minutes
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additional penalties

continuous footmotion violation	
unit	2.0
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

Open division for new corps at local contests.

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

Age Divisions	Local only
Floor Time	Max. 1.5 minutes

FLAG CORPS

Emphasizing variety and skill of handling various equipment while performing 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 size of 60 inches (152 cm) - straight and curved poles
 - 2) minimum flag size is 2'x3'
 - b) Rifles- must be made of wood or plastic. Minimum size-23.5 inches (60 cm)
 - c) Swords and Sabres (at World's Competition must be either wood or plastic)
4. Set up time is two minutes.
5. All personal 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 equipment at all times except for a 10 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 tarps or floor covering allowed
10. No props allowed, only authorized equipment- 2 pt penalty

Age Divisions	Open
Entrance	No restrictions (on or off the floor)
Exit	No restrictions (on or off the floor)
Floor Time	5-6 minutes

COLOR GUARD SOLOS

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 sabre 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, saber 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 the bolt at the small of the stock with the right hand.
3. Rifling spinning team – must have a minimum of four members (no maximum). Timing and judging begins with “Present “Arms” according to the above listed salute classification, by leader at the starting line and ends with same at the 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
	missing required salute 1.0

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 instrument that produce a sound. If amplified music is used, it must be carried on and off the floor.
2. A minimum of three members are required
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
Entrance	No restrictions (on or off the floor)
Exit	No restrictions (on or off the floor)
Floor Time	5-6 minutes

DRUM AND MALLET SOLO, DUET, TRIOS, AND ENSEMBLES

1. Contests for the following:
 - a. Snare drum – 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 – any combination of percussion instruments (includes drum sets, any combination of drums/cymbals/mallets, etc.).
 - d. Bell solo – glockenspiel or bell lyra, metal bars, concert bells with or without resonators
 - e. Marimba solo – marimbas, vibraphones and xylophones. Wood, metal or plastic bars are acceptable. Resonators are optional.
 - f. Mixed duet – two people playing any combination of above mentioned instruments.
 - g. Mixed trio – three people playing any combination of musical instruments (not limited to those mentioned above, may be amplified.).
 - h. Mallet Ensemble –minimum of four members playing any combination of mallet instruments.
 - i. Drum Ensemble – minimum of four members playing any combination of drums.
 - j. Mixed Ensemble – minimum of four members playing any combination of 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 Exception – Snare (Junior, Senior)	
Entrance	1 st note of music	
Exit	Last note of music	
Floor Time	Solo	2-3 minutes
	Duet/Trio	3-5 minutes

CORPS MEMBER OF THE YEAR

1. In order to be eligible, one must compete with a corps in one of AYOP corps classifications.
2. The number of nominees allowed from each corps:
 - Girls: one for every five girls in the corps
 - Boys: no more than 5
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 to standard march music. During the performance, arm movements are optional, but corps pieces 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 drum sticks on a pad (no drumming allowed). National colors 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 Pre-teen
		13-15 Junior
		16+ Senior
Additional Penalties	Out of step	.5
	Unacceptable letter	1.0

glossary

average competition age-the sum of all the non-musician members competition ages divided by the number of non-musician members in the group

competition age-an individual's actual age on the previous September 1st

divisions-large corps- a corps with a minimum of 26 members

small corps-a corps with a maximum of 25 members

juvenile corps-a corps with an average competition age less than 11.0 with no more than 3 members with twirling age of 12 or older

junior corps-a corps with an average competition age less than 14.0 with less than 7 members with twirling age of 16 or older

senior corps-a corps with an average competition age is 14.0 and older **or** any corps that has at least 7 members of twirling age 16 or older

beginner corps- a corps that has not won more than five first place awards in beginner or novice competition **or** a first place in an advanced competition. At least 50 percent of the members have never competed in an advanced corps.

individual events-divisions are defined as 0-9 juvenile, 10-12 pre-teen, 13-15 junior, 16+ seniors

mount-any lift or form that is two stories or more

music-sounds having rhythm or melody (includes singing , chanting, and noises in a set rhythm)

prop-any piece of equipment or material that is not a baton or piece of authorized equipment

twirling time-timing while 12 or more members twirling one, two, three batons or more at the same time .Also included are aerial exchanges, momentary stops of 1 or 2 counts when part of a twirling section, twirling while marching, duet tricks when executed as a result of a toss(about 8 counts), and peel-offs while some type of twirling continues and not just poses. If 12 twirlers are twirling and one drops a baton, timing continues while the person is in the process of picking it up.

juvenile corps-same as above except 10 members instead of 12

unit-2 or more members