

NBTA Team Rules 2019

There are three major divisions for NBTA Teams and their rules

1. Twirling Teams and Dance Twirls
2. Halftime Show Teams
3. Individual Events

TWIRLING TEAMS & DANCE TWIRLS

A. Age Divisions

AFTER JANUARY 1, 2019

1. Primary – average 0 – 7.99
2. Preteen – average 8 – 11.99
3. Junior – average 12 – 14.99
4. Senior – average 15 +

A contestant's age on September 1 will determine his or her competitive age for the entire contest year from September 1 through August 31.

- a. All team directors must turn in a team roster prior to each performance and be able to produce "proof of age" for each individual competing in team.
- b. Birth certificates, baptism record, and/or driver's license are all acceptable.
- c. Requests for "proof of age" are by contest director and/or chief judge.

B. Status Levels of Competition – In areas where contest entries warrant – the contest director may offer Beginner and **Advanced**.

1. Beginner – A Twirling or Dance Twirl team that has more than ½ (half) of the total members classified as Beginner team members.
2. Advanced – A Twirling or Dance Twirl team that has at least ½ (half) of the total members classified as Advanced Twirling team members.
 - a. Beginner team member is an individual twirler who has less than 5 (five) first place Twirling or Dance Twirl team wins.
 - b. Beginner team member is an individual twirler who has less than 10 (ten) uncontested first place Twirling or Dance Twirl team wins.

GUIDELINES for Twirling & Dance Twirl Teams 1st Place Wins: Competition Wins: All 1st place Twirling and Dance Twirl team wins count toward advancement for an individual twirling in team competition regardless of team classification or contest affiliation. No more than ten uncontested wins can be achieved before advancement to higher level becomes automatic and mandatory of a team member. **Protection Rule Wins:** In areas where there is a small number of teams, should a Beginner or Advanced team not demonstrate first place ability, it is recommended the judges use the 1st Place Protection Rule to prevent win from counting towards status level advancement of individual team members. After a judges' panel conference, each judge must clearly record "first" Place Protection' on score sheet. Tabulation will clearly record 1st Place Protection on team score sheet. **Uncontested Wins:** An uncontested team is defined as a 1st place win with no competition.

C. Size of Teams

1. Small – 4-8 members
2. Large – 9 or more members

If participation in the area warrants the necessity of having three team divisions, the contest director may offer a extra large division – 14 or more members. This will be permitted on Local, State, and regional levels of competition.

D. Size of Competition Floor – Full-size basketball court – 50'x84'

D. Props and Special Effects

1. No scenery or backdrops allowed.
2. No props allowed.
3. If part of a costume is removed during a performance and used as a prop (example: cape, hat, glasses, scarves), the team will be assessed a 2.0 penalty. Penalty will be assessed only one time regardless of number of number of members using props.
4. No team may use pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, inflammable liquids, etc.
5. No team may use auxiliary power sources (electric, battery, transistor, etc.).

D. Eligibility – A team member may not compete against himself/herself. Example: a team member may not compete in two Primary Small Twirling teams or two Primary Small Dance Twirl teams.

H. Judging

1. Teams will be judged by two or more judges at Local, State, Regional, and National/World championships.
2. Each judge will judge a full score sheet. If there are three or more judges, it is suggested one judge do penalties.

3. It is recommended that all teams be judged from the bleachers, not floor level.
4. If the judges view the performance as a routine not specifically constructed as a Twirling Team or Dance Twirl routine, a 2.0 penalty may be assessed by each judge.
5. A team may not perform one time only for two contest events. Example: when offered at a state/regional competition, a team may enter open team and state/regional team. When doing so, the team must perform once for open team and once again for state/regional team. When offered at a local competition, a team may enter a team competitive event and a team rating event. The team must perform once for the rating event and once again for the team competitive event.
6. A team judge is responsible for his/her own stopwatch.
7. USA/National and World Championship judging
 - a. A team judge of team preliminaries and final will be asked to sign a form stating that they have no involvement with team, team members, or teams within the division assigned.
8. Results of the teams will be determined by placement. Total score will be used to break ties in placement scores.

Penalties for Twirling Teams & Dance Twirl Teams

1. Drops (0.5)
2. Breaks (0.1) – Slips (0.1)
3. Off Pattern (0.1)
4. Unison (0.1)
5. Out of Step (0.5)
6. Undertime (0.1 per second)
7. Overtime (0.1 per second)
8. Coaching from Sideline (2.0)
9. Failure to Salute: starting line (1.0), finish line (1.0)
10. Incorrect Salute: beginning (0.5), ending (0.5)
11. Fall (0.5)
12. Failure to pick up baton within a reasonable length of time (0.5)
13. Failure to provide “proof of age” when requested by contest director and/or chief judge (2.0)
14. Any member or equipment not permitted by NBTA INTERNATIONAL rules on the floor (2.0)
15. Any team violating any rule, part of rule, or violating any tradition or custom, or breach of contest etiquettes for which there is not specific rule provided shall be assessed for each violation of not less than 2.0 points nor more than disqualification at the discretion of the chief judge.
16. Individual crossing boundary line during a team’s performance (0.1)
17. Entire team crossing out of bounds (2.0)
18. Incorrect entrance (0.1 for individual, 2.0 for entire team), exit across wrong line (0.1 for individual, 2.0 for entire team).
19. Late penalty – not reporting to contest director prior to team’s performance time (2.0)
20. Baton: Grounding of baton not allowed. Grounding is interpreted to mean the placement of a baton in such a manner that it is out of the possession of the team member and could remain so without danger of its moving or changing position indefinitely. Penalty: same as a drop.
21. Gymnastics stunts prohibited will be disallowed from all NBTA INTERNATIONAL sanctioned contest:
 - i. body aerials
 - ii. walkovers
 - iii. cartwheels
 - iv. butterflies
 - v. somersaults on floor

Explanation for duets, trios, teams and corps: The five disallowed gymnastics stunts are not permitted with or without the assistance of another person. *Cheerleading-type body mounts and body tosses are also disallowed. An illegal mount is defined as any body toss or form that is two stories or more. A story is defined as a person’s height. A ½ story is defined as a person kneeling, sitting, or lunging.*

Penalty: Disqualification.

TWIRLING TEAM

A **Twirling team** is four or more members using one baton per member performing in unison accompanied by the NBTA INTERNATIONAL music. The **primary goal** in Twirling Teams is a routine with an entrance, variety in twirling, exchanges, changing in floor patterns and an exit within the time allowed.

- A. Time Limit – Minimum of two minutes, maximum of three minutes. Timing begins with the leader’s salute on the starting line (back boundary line) and ends with leader’s salute on the finish line (back boundary line). Leader may take no more than the distance of four basic marching steps off the back boundary line for opening and closing salute.
- B. Music – Twirling teams will be accompanied by the NBTA INTERNATIONAL March music during its competition performance. On world qualifying year, the World Team music will be used for all Junior and Senior Teams in Preliminary and Final Rounds. When using World Team Music, teams may start on floor and end on floor. Salutes are required.
- C. Specific Twirling Team Rules
 - 1. **Starting line** – The far boundary line directly across from the judge’s table. **Finish line** – return to the starting line.
 - 2. Novelty batons may not be used for Twirling team competitions. The use of “novelty batons” or a second baton classifies the team as a Half-Time Show Team. (Note: Refer to Half-Time Show Team rules.)
 - 3. Each Twirling team member must enter competition floor with baton in hand.
- D. A Twirl team will be judged on:
 - 1. Twirling: 20 points
 - 2. Teamwork: 20 points
 - 3. Production: 20 points
 - 4. Technique and quality of performance: 20 points
 - 5. Appearance, showmanship, presentation: 20 points

DANCE TWIRL

A **Dance Twirl team** is four or more members whose performance is accompanied by recorded or taped music of their preference. The performances and the teacher should be creative in choreography as well as costume. The routine will be a musical interpretation through movement with expression and baton, including an introduction, dynamic effects, a conclusion and possibly a theme. **It is essential** that a Dance Twirl routine have its dance steps coordinated with the music. **It will** incorporate beauty of leg work, footwork, and body work with the baton. **It must** have combinations of baton and dance material. **It will** use space properly; the floor pattern will be a design. **All forms of dance** may be used – ballet, modern, lyrical, jazz, Irish, flamenco, country, disco, Charleston, etc. – gymnastics may not be used. The **primary goal** in Dance Twirl is a routine with the minimum to maximum time limit of continuous dance while twirling with dance steps and twirling have the same degree of difficulty.

- A. Time Limit – Minimum of two minutes, maximum of three minutes. Timing begins with first movement on introduction of music and end with last movement or conclusion of music, whichever comes first. When exit is performed with music, timing continues until last member crosses boundary line or conclusion of music, whichever comes first.
- B. Music
 - 1. A Dance Twirl team’s performance is accompanied by recorded or taped music of their own choice. A Dance Twirl team member is responsible for the quality of his/her team’s recorded or taped music – as well as volume power.
 - 2. To perform to recorded or taped music, a Dance Twirl team may use sound equipment of their own or the sound system provided by the contest director. Should a power failure occur during a team’s performance, the team will have a choice of continuing from place of power failure or starting over from the beginning
 - 3. Testing of recorded or taped music must be done prior to the beginning of Dance Twirl team competition. A Dance Twirl team director is responsible for music volume control. Excessive volume can result in a penalty of not less than 2.0 points nor more than team disqualification at the discretion of the chief judge and contest director.
- C. Specific Dance Twirl Rules
 - 1. **Entrance** – A Dance Twirl will enter competition floor from far boundary line directly across from the judge’s table. A team may position themselves anywhere they choose on the competition floor before the music starts. **Entrance** may be done with or without music. All Dance Twirl teams entering competition floor without music will be noted but not scored.
 - 2. **Exit** – A Dance Twirl team will exit to the judge’s right to leave the competition floor. **Exit** may be done with or without music. All Dance Twirl teams exiting competition floor without music will exit to judge’s right immediately following the last note of music. This exit will be noted but not scored.
 - 3. **Batons** - Grounding of baton not allowed in Dance Twirl team competition. Penalty: same as drop. Grounding is interpreted to mean the placement of a baton not in such a manner that it is out of the possession of the team member and could remain so without danger of its moving or changing position indefinitely.
- D. Dance Twirl team will be judged on:
 - 1. Twirling: 20 points
 - 2. Dancing: 20 points
 - 3. Production: 20 points
 - 4. Technique and quality of performance: 20 points
 - 5. Appearance, showmanship, presentation: 20 points

SCHOOL MAJORETTE LINE DANCE TWIRL

A school majorette team must have three or more members whose performance is accompanied by recorded or taped music of their preference. All members of a school majorette must be attending and currently enrolled in the educational institution they are representing. Example: A middle school, a high school or a college/university. A competing school must include twirlers that are representing their school. A school majorette team's routine will be choreographed for the purpose of entertainment and the performance shall be appropriate for school band performances. A school team must at all times represent their school with pride and dignity.

A. Divisions

1. Middle School
2. High School – national championship will be held each year at AYOP for this division of competition.

B. Rules for Half-time School Majorette Dance Twirl Team

1. Same rules as Dance Twirl with the exception of minimum number of twirlers



C. Dance Twirl team will be judged on:

1. Twirling: 20 points
2. Dancing: 20 points
3. Production: 20 points
4. Technique and quality of performance: 20 points
5. Appearance, showmanship, presentation: 20 points



COLLEGIATE LINE PREGAME PRIDE and TRADITION ROUTINE

Collegiate Line Pregame team must have four or more members whose performance is accompanied by recorded or taped music of their school's pregame show. A Collegiate Line Pregame Routine is to show the pride and tradition of their school's pregame routines with pride and dignity. A national championships will be held each year at AYOP for this division of competition

To be a competing member of a college/university majorette line team, a college majorette line twirler (male or female):

1. must have graduated from high school,
2. must be attending or have been accepted to attend a college or university (undergraduate or graduate) during the calendar year.
3. must have auditioned and awarded a position on the college/university college majorette line team.
4. must have committed to be a member of the college/university majorette line team for the past performance season or the future performance season.
5. must complete and be able to show proof of enrollment or acceptance letter in order to be eligible to compete.
6. must be a resident of the USA.

A. Rules for Collegiate Line Pregame

Same rules as Dance Twirl with the following additions

1. Novelty batons may not be used for Pride and Tradition competition. The use of "novelty batons" or a second baton classifies the team as a Half-Time Show Team: Disqualification.
2. Use of marching band music with or without announcer overlay. Any other music – 2.0 penalty.

B. Collegiate Line Pregame Routine will be judged on:

1. Routine Content: 20 points
2. Full Line Teamwork: 20 points
3. Production: 20 points
4. Technique and quality of performance: 20 points
5. Appearance, showmanship, presentation: 20 points

HALF-TIME SHOW TEAMS

A **Half-Time Show Team** has four or more members whose performance is accompanied by recorded or taped music of their preference. A **Half-Time Show routine** will be choreographed for the purpose of entertainment and it shall be appropriate for performances at school athletic events and other school or civic functions. The **ultimate goal** in a Half-Time Show is a routine with a high entertainment value which enables the young people of today to have the training and experience necessary to give an impressive performance before the public.

A. Age Divisions

AFTER JANUARY 1, 2019

1. Primary – average 0 – 7.99
2. Preteen – average 8 – 11.99
3. Junior – average 12 – 14.99
4. Senior – average 15 +
5. College – average age 18 and over. All members of a College Half-Time Show team must be attending a college, university, or professional school and/or furthering their education with either full-time or part-time active enrollment.

A contestant's age on September 1 will determine his or her competitive age for the entire contest year from September 1 through August 31.

- a. All team directors must turn in a team roster prior to each performance and be able to produce "proof of age" for each individual competing in team.
- b. Birth certificates, baptism record, and/or driver's license are all acceptable.
- c. Requests for "proof of age" are by contest director and/or chief judge.

B. Size of Teams

1. Regular - 4-13 members
2. Extra Large - 14 or more members.

If participation in the area warrants the necessity of having three team divisions, the contest director may offer a Small 4-8 Large 9-13 extra-large division – 14 or more members This will be permitted on Local, State, and regional levels of competition. As local, state and regional directors may split Primary (0-7.99) into Kinder (0-5.99) and Primary (6-7.99) at their discretion

C. Time Limit – Minimum of two minutes, maximum of three minutes. Timing begins with first movement on introduction of music and end with last movement or conclusion of music, whichever comes first. When exit is performed with music, timing continues until last member crosses boundary line or conclusion of music, whichever comes first.

D. Music

1. Half-Time Show team's performance is accompanied by recorded or taped music of their choice.
2. To perform to recorded or taped music, a Half-Time Show team may use sound equipment of their own or the sound system provided by the contest director. Should a power failure occur during a team's performance, the team will have a choice of continuing from place of power failure or starting over from the beginning
3. Testing of recorded or taped music must be done prior to the beginning of Half-Time Show team competition. A Half-Time Show team director is responsible for music volume control. Excessive volume can result in a penalty of not less than 2.0 points nor more than team disqualification at the discretion of the chief judge and contest director.

E. Size of Competition Floor – Full-size basketball court – 50'x84'

F. Props and Special Effects

1. No scenery or backdrops allowed.
2. Props may be used by those Half-Time Show teams specifying the use of props under the optional events. Penalties will be assessed in penalty box.
3. Decorative holder for props/equipment will be permitted. Warning: anything over 3½ feet will be considered scenery.
4. No team may use pyrotechnics, discharge of arms, pressurized canisters, dangerous materials, inflammable liquids, etc.

G. Eligibility – A team member may not compete against himself/herself. Example: a team member may not compete in two Primary Half-Time Show teams.

H. General Rules

1. **Entrance** – A Half-Time Show will enter competition floor from far boundary line directly across from the judge's table. A team may position themselves anywhere they choose on the competition floor before the music starts. **Entrance** may be done with or without music. All Dance Twirl teams entering competition floor without music will be noted but not scored.
2. **Exit** – A Half-Time Show team will exit to the judge's right to leave the competition floor. **Exit** may be done with or without music. All Half-Time Show teams exiting competition floor without music will exit to judge's right immediately following the last note of music. This exit will be noted but not scored.
3. Each Half-Time Show team member may enter the floor with or without prop/equipment in hand. The setup of prop/equipment on the competition floor must be done quickly and efficiently. All props/equipment on competition floor must be used at some time during a team's performance.

Team Etiquette: Props/equipment must be removed in a reasonable amount of time following completion of a team's

performance. Each team is responsible for its own clean-up detail as the floor **must** be clean for the next competing team.

I. Judging

1. Half-Time Show teams will be judged by two or more judges at Local, State, Regional, and National/World championships.
2. Each judge will judge a full score sheet. If there are three or more judges, it is suggested that one judge do penalties.
3. If the judges view the performance as a routine not specifically constructed as a Half-Time Show routine, a 2.0 penalty may be assessed by each judge.
4. 1st Place Protection Rule is not applicable for Half-Time Show Teams.
5. A Half-Time Show team judge is responsible for his/her own stopwatch.
6. A Half-Time Show team may not perform one time for two contest events. See example given under twirling Teams H. Judging Rule #5.

Penalties for Halftime Teams

1. Drops (0.2) – baton, prop or other special effects equipment
2. Breaks (0.1) – Slips (0.1)
3. Off Pattern (0.1)
4. Unison (0.1)
5. Loss of Balance (0.1)
6. Undertime (0.1 per second)
7. Overtime (0.1 per second)
8. Coaching from Sideline (2.0)
9. Fall (0.2)
10. Out of Step (0.2)
11. Failure to pick up baton within a reasonable length of time (0.2)
12. Gymnastics are not allowed. **Stunts are not allowed.** (Stunts being two-story or pyramids.) Penalty: disqualification. See Team Rule and Definitions.
13. Failure to provide “proof of age” when requested by contest director and/or chief judge (2.0)
14. Crossing boundary line during a team’s performance (0.1 for individual, 2.0 for entire team)
15. Incorrect entrance (0.1 for individual, 2.0 for entire team), exit across wrong line (0.1 for individual, 2.0 for entire team).
16. Use of scenery (2.0).
17. Any person on the floor illegally (2.0)
18. Late penalty – not reporting to contest director prior to team’s performance time (2.0)
19. Failure to use some type of twirling equipment or color guard equipment by 50 percent of members at the same time at some point within the Half-Time Show Twirl team routine (2.0)
20. Any team violating any rule, part of rule, or violating any tradition or custom, or breach of contest etiquettes for which there is not specific rule provided shall be assessed for each violation of not less than 2.0 points nor more than disqualification at the discretion of the chief judge.

HALF-TIME SHOW TWIRL TEAM

To fulfill the requirements for a Half-Time Show Twirl Team, 50 percent of its members must twirl some type of twirling equipment used for twirling or spinning purposes containing a baton shaft or color guard equipment (flags, rifles, sabers) at the same time at some point within the performance.

Any props or equipment with entertainment value is acceptable as part of a Half-Time Show Twirl routine. Example: Pom poms, ribbons, ropes, hats, canes, chairs, ladders, stools, scarves, umbrellas, balls, etc. Gymnastics may not be incorporated into a Half-Time Show Twirl routine. All forms of dance may be used – ballet, modern, lyrical, jazz, traditional dances from other countries, Charleston, clogging, disco, rock and roll, etc. **SPECIAL NOTE:** *A single baton by itself used by all members throughout the performance is considered a Dance Twirl team routine. A Dance Twirl team routine performed in Half-Time Show Twirl team competition will receive only 10 points in routine content, teamwork, and production captions on score sheet. Team will not receive a placement award.*

Half-time Show Twirl team will be judged on:

1. Routine Content: 20 points
2. Teamwork: 20 points
3. Production: 20 points
4. Technique and quality of performance: 20 points
5. Appearance, showmanship, presentation: 20 points

HALF-TIME SHOW POM PON TEAM

Team's performance shall display the ability to use pom pons with precision and grace combining the changing of floor patterns, group designs, and dance steps for maximum audience appeal.

A. Special Effects and Props

1. Props are not allowed.
2. If part of a costume is removed during a performance and used as a prop (example: cape, hat, glasses, scarves), the Pom Pon team will be assessed a 2.0 penalty. Penalty will be assessed only one time regardless of number of members using props.

B. General Rules

1. The Pom Pon team is allowed to ground pom pons during any part of the routine, but the use of pom pons is necessary to fulfill the requirements of the routine.

C. Pom Pon team will be judged on:

1. Routine Content: 20 points
2. Teamwork: 20 points
3. Production: 20 points
4. Technique and quality of performance: 20 points
5. Appearance, showmanship, presentation: 20 point

HALF-TIME SHOW DANCELINE TEAM

Team's performance shall display the ability to dance with uniformity in style, precision, and grace using changes in floor patterns, group designs, and change of pace for maximum audience appeal. The Danceline should also expand the variety and difficulty of the routine. Gymnastics* may not be used. The Danceline should get into character of the style of dancing, not only using feet and legs but also using the upper body and facial expressions. The goal of the Danceline should be to execute a precision routine of intricate footwork, legwork and body work.

A. Special Effects and Props

1. Props are allowed.

C. Danceline team will be judged on:

1. Dance Routine Content: 20 points
2. Teamwork: 20 points
3. Production: 20 points
4. Technique and quality of performance: 20 points
5. Appearance, showmanship, presentation: 20 points

HALF-TIME SHOW CHEERLEADING TEAM

Team's performance shall display the ability to use body and voice with precision and grace combining the changing of floor patterns and vocal cheers for maximum audience appeal.

A. Special Effects and Props

1. Props are allowed.

B. General Rules

1. Gymnastics are not allowed. Stunts are allowed. (Stunts being no more than two-story high or pyramids no more than three high with the bottom level with hands and knees on floor.)
2. Cheerleading teams may incorporate music within their routines. Maximum music time limit: 1½ minutes.

C. Cheerleading Teams will be judged on:

1. Routine Content: 20 points
2. Teamwork: 20 points
3. Production: 20 points
4. Technique and quality of performance: 20 points
5. Appearance, showmanship, presentation: 20 points

HALF-TIME SHOW DRILL TEAM

A Half-Time Show Drill Team has 12 or more members displaying the ability to move and maneuver without the use of props/equipment.

A. Special Effects and Props

1. Props are not allowed. Examples: batons, pompons, rifles, flags, sabers, scarves, capes, etc.

B. General Rules

1. Drill team shall perform without the accompaniment of recorded music.
2. Drill Team will enter competition floor to the judge's left and exit to the judge's right.
3. Floor pattern is optional.
4. Time Limit – 2:00 to 3:00 minutes. Timing begins with the first movement of drill team and ends when last member crosses the finish line.
5. Performance area – 50' x 84'
6. Performance procedure – Drill Team is a) called to attention by commanding officer, b) commanding officer gives courtesy salute or bow to judges' panel, c) followed by a command for team to start their performance, d) after completion of drill, commanding officer may give an optional courtesy salute or bow.

C. Divisions

1. Military

- a. Verbal guidelines – Verbal commands allowed by commander/officers throughout performance. Halt allowed during performance.
- b. Tempo guidelines – Every team member must display the ability to stay in step with tempo. The commander/officer's sets basic tempo standard for entire performance. No change of tempo/pace is allowed.
- c. Footwork guidelines – Military basic marching only. No dance steps allowed – examples: step ball, etc.
- d. Judging Guidelines – The Military Drill Team will be judged on the changing of floor patterns, alignment, spacing, and intervals while performing forward marching, backwards marching, to the rear, columns, and flanks. Other options: pinwheels and company front. The routine may incorporate high mark time, low mark time, side steps and change of length of stride but must maintain constant left-right tempo. The judges are to consider the uniformity of marching style (heel placement, toe placement, knee height) and the uniformity of head and hand movements while at the same time noting with scrutiny an individual's military bearing, posture, chin level, eye level, ability to perform sharp pivots and corners. Facial expression should be military (serious – no smile).
- e. Penalties – Same as halftime teams with the addition of out of step (0.2), interval (0.1), distance (0.1), alignment (0.1) and false stops and starts (0.2).

2. Free Style

- a. Verbal Guidelines – Chants, verbal commands, and vocal accompaniment allowed from team members and commanders/officers. Halt is allowed during performance time.
- b. Tempo guidelines – Every team member must display the ability to stay in step with the tempo. The commanding officer starting performance command sets basic tempo standard. A change of tempo or pace is allowed – double time, one-half time, three-fourth time.
- c. Footwork guidelines – Drill Team routine may incorporate footwork that enhances performance style but does not hinder the ability to stay in time with the temp. Examples: step ball change, step skip step hop, step skip step dig, jazz runs. "Special footwork" may be used as long as a team member's line of direction is maintained.
- d. Judging guidelines – The Free Style Drill Team will be judged on the changing of floor patterns, alignment, spacing, and intervals while performing forward marching, backwards marching, to the rear, columns, and flanks. Other options: pinwheels, company fronts, and pictures. The routine may incorporate high mark time, low mark time, side steps, change of length of stride but must maintain tempo. The judges are to consider the uniformity of marching style (heel placement, toe placement, knee height) and the uniformity of head, body, and arm movements while at the same time scrutiny an individual's commitment to posture, chin level, eye level, ability to perform sharp pivots and corners. A change of facial expression can be used with a change of mood while performing (from pleasant to serious to happy). When judging, special credit should be given to a team with costume and drill team complimenting each other that displays a theme to the audience and judge's panel.

Examples:

Name of team – Suzie's Sweethearts; Costume – Fabric of Hearts; Heart hairpieces; Part of drill design – A heart.
Name of team – Swing 'n Country Stars; Costume – Pinafore, Petticoats, Puffy sleeve leotard. Hair in doggy ears.
Freckles on face; Part of drill design – Clogging or hoedown for 16 counts to get into a formation of a star.

- e. Penalties – Same as dance lines with the addition of out of step (0.2), interval (0.1), distance (0.1), alignment (0.1) and false stops and starts (0.2), out of step (0.2)

HALF-TIME SCHOOL SHOW TWIRL

A school majorette team must have three or more members whose performance is accompanied by recorded or taped music of their preference. All members of a school majorette must be attending and currently enrolled in the educational institution they are representing. Example: A middle school, a high school or a college/university. A competing school must include twirlers that are representing their school. A school majorette team's routine will be choreographed for the purpose of entertainment and the performance shall be appropriate for school band performances. A school team must at all times represent their school with pride and dignity.

A. Divisions

1. Middle School

2. High School – national championship will be held each year at AYOP for this division of competition.

3. Collegiate – national championships will be held each year at AYOP for this division of competition.

To be a competing member of a college/university majorette line team, a college majorette line twirler (male or female):

1. must have graduated from high school,

2. must be attending or have been accepted to attend a college or university (undergraduate or graduate) during the calendar year.

3. must have auditioned and awarded a position on the college/university college majorette line team.

4. must have committed to be a member of the college/university majorette line team for the past performance season or the future performance season.

5. must complete and be able to show proof of enrollment or acceptance letter in order to be eligible to compete.

6. must be a resident of the USA.

B. Rules for Half-time School Majorette Show Twirl Team

1. All Half-Time Show Twirl Team rules apply with the exception that 100 percent of its members must twirl a baton at the same time at some point within the performance.

2. A half-time school majorette show twirl team will be judged on the half-time show twirl team score sheet with the following captions:

a. Routine Content: 20 points

b. Teamwork: 20 points

c. Production: 20 points

d. Technique and quality of performance: 20 points

e. Appearance, showmanship, presentation: 20 points

3. Props and Equipment

Each team member may enter the floor with or without prop/equipment in hand. All props/equipment on competition floor must be used at some time during a team's performance. Each team is responsible for its own clean-up detail as the floor must be clean for the next competing team.

INDIVIDUAL EVENTS

TEAM MEMBER OF THE YEAR

A. In order to be eligible, one must compete with a team in one of AYOP team competitions.

B. The number of nominees allowed from each team:

1. Girls: No more than one twirler for a team in each of the 4 age division

2. Boys – No Limit per team.

C. Each participant must present a short and concise letter from his/her corps director, stating why the team 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.

D. Contest Procedure:

1. Contestants will check in at the head table, get their score sheet and go to the lane of their event.

2. Contestants will place their letters on the judge's table and wait their turn to compete.

3. Each participant will wear their official team 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.

4. Next, the contestant will perform a short routine (maximum length-30 seconds), that reflects the position that is held in your team. The routine ends with a salute.

E. After the salute, an interview follows.

F. A contestant may only win ONCE in their age division.

G. Penalties

1. Out of step 0.5

2. Unacceptable letter – 1.0

SOLO CHEERLEADING

A Solo Cheerleading performance shall display the ability to use body and voice with precision and grace combining with vocal cheers for maximum audience appeal.

- A. Special Effects and Props
 - 1. No scenery or backdrops allowed.
 - 2. Props are allowed.
- B. General Rules
 - 1. Gymnastics are not allowed.
 - 2. No music is allowed.
- C. Solo Cheerleading will be judged on:
 - 1. Showmanship: 25 points – smile, spirit, snap, posture, uniforms, color, style, flash, attitude
 - 2. Technique: 25 points – Rhythm, gracefulness, voice volume and clarity, footwork, follow-through, smoothness, leg lines.
 - 3. Routine content and general effect: 25 points – Entrance and exit, change of pace, audience appeal, originality, effectiveness of routine and construction.
 - 4. Variety: 25 points – Use of voice, variety of footwork/arm work, intricacy of movements.
- D. Time Limit – One minute minimum, 1½ minute maximum.
- E. Penalties
 - 1. Dropped equipment (0.5)
 - 2. Overtime (0.1 per second)
 - 3. Undertime (0.1 per second)
 - 4. Fall (0.5)
 - 5. Use of scenery or backdrops (2.0)

SOLO POM PON

Solo Pom Pon performance shall display the ability to use pom pons with precision and grace combining dance steps for maximum audience appeal.

- A. Special Effects and Props
 - 1. No scenery or backdrops allowed.
 - 2. Props are not allowed.
- B. General Rules
 - 1. Gymnastics are not allowed.
 - 2. Each contestant must supply his or her own music on a standard cassette tape, which is clearly marked with his or her name on it. The tape must be cued and ready to go before the contestant's performance.
 - 3. While the contestant is allowed to place pom pons on the ground during the performance, the contestant must have the pom pons in hands at least two-thirds of entire performance.
- D. Solo Pom Pon will be judged on:
 - 1. Showmanship: 25 points – smile, spirit, snap, posture, uniforms, color, style, flash, attitude
 - 2. Technique: 25 points – Rhythm, gracefulness, coordination of pom pon with music, footwork, follow-through, smoothness, leg lines.
 - 3. Routine content and general effect: 25 points – Entrance and exit, change of pace, audience appeal, originality, effectiveness of routine and construction.
 - 4. Variety: 25 points – Use of pom pons, variety of footwork/arm work, intricacy of movements, dancing.
- D. Time Limit – One minute minimum, 1½ minute maximum.
- E. Penalties –
 - 1. Dropped equipment (0.5)
 - 2. Overtime (0.1 per second)
 - 3. Undertime (0.1 per second)
 - 4. Fall (0.5)
 - 5. Use of scenery or backdrops (2.0)
 - 6. Out of step (0.5)