



NBTA Europe rules

Edition 03.2015

NBTA Europe

Rule change from 2015

Exhibition Corps :

- There will be no Marching Time penalty.
- The rule says there must be 50% Marching and 50% Dancing, judges will take this in consideration in the captions Marching and Manoeuvring and Dance.
- There is still a restriction of a 2-spin and no illusion in Exhibition Corps

Accessory Corps/solo/duet :

- The main issue is the baton and dance combinations. To complement the routine and to show the theme the accessories are being used.
- Accessories shall not be higher than 3 meters as it enter and leave the floor.
- Maximum of 3 spins permitted
For illusion: only tricks with one illusion are allowed.
- Penalties:
 - Props exceeding limit 2.0 points
 - Exceeding 3 spin 2.0 points
 - Exceeding illusion trick 2.0 points

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3. STANDARDS

All participants in the Europe contests should be of highest level of their respective countries.

4. AGE CATEGORIES

4.1 The NBTA contest year commences on the 1st September and finishes on the 31st August of the next year. Age is determined as at 1st September of 2 years preceding the contest. i.e. for the Europe contest in 2016 the date of reference is 1st September 2014.

4.2 Solos

4.2.1 *Female:*

Juvenile	up to 9 years
Preteen	10 - 12 years
Junior	13 - 15 years
Senior	16 +

4.2.2 *Males*

Junior	less than 16 years
Senior	16 years +

4.3 Duos

Juvenile	combined ages of up to 18 years
Preteen	combined ages of 19 to 24 years
Junior	combined ages of 25 to 30 years
Senior	combined ages of 31 years +

The age of a duo is determined by the addition of the respective ages of the two contestants.

A duet contestant cannot enter two different duets, even if the age category is different

4.4 Teams

Junior	average age less than 15 years
Senior	average age 15 years +

To determine the age category of a team, the average age of all the members should be calculated.

4.5 Corps, Spectacular and Traditional Corps Events

Any age / Open or

Juvenile average age less than 12 years

Junior average age less than 14 years

Senior average age 14 years +

5. ROUTINE TIMES

Discipline	Time	Start	Stop
1 Baton Solo	2.20 - 2.30 mins	Salute	Salute
2 Baton Solo	1.30 - 2.00 mins	Salute	Salute
Rhythmic Twirl	2.00 - 2.30 mins	1st note	Last note
X Strut	1.30 - 2.00 mins	1st move	Salute
Duet	2.20 -2.30 mins	Salute	Salute
Twirl Team	2.00 -3.00 mins	Salute	Salute
Dance Team	2.00 -3.00 mins	1st note	Last note
Twirling Corps	5:00-7:00 mins	1st note	Last note
Show Production	6:00 – 8:00 mins	1 st note	Last note
Pompon	2:30 - 3.30 mins	1st note	Last note
Bannieres	4.00 - 6.00 mins	1st note	Last note
Parade Corps	3:00- 4:00 mins	1 st note	Last note
Exhibition Corps	3:00-5:00 mins	1 st note	Last note
Accessories Corps	4:00-6:00 mins	1 st note	Last note
Accessories Duet	2.00 - 2.30 mins	1st note	Last note
Accessories Solo	2.00 - 2.30 mins	1st note	Last note
Traditional Majorettes Corps	3:00- 4:00 mins	1 st note	Last note

PLEASE NOTE:

For all events with own choice of music two copies of the music on CD or USB stick are required in case of mishap. Both copies to be taken to the music control at least two competitors before own performance.

6. SOLO 1 BATON

6.1 Performance Area

Square of 5m per side or 15' X 15'

Combinations executed out of general defined area will incur a .1 penalty per trick with a maximum penalty of 2.0.

6.2 Music

Standard NBTA Music

6.3 Salute

A salute is to be given at the beginning and the end of the routine. The baton, ball upwards, to be held in the right hand up to the left shoulder, facing the judge, holding the pose for a minimum of 2 counts. Body must be in standing position with both feet on ground – position of foot is optional

6.4 Time

2.20 - 2.30 minutes

6.5 Costume

No bare midriff permitted

6.6 Acrobatics

Acrobatics are not permitted

6.7 Production

The twirling performance of one person using one baton involving variety & difficulty, speed & control, smoothness & gracefulness presented with presentation and showmanship.

6.8 Marking over 100 points

Variety	20 points
Difficulty	20 points
Speed and Control	20 points
Smoothness and Gracefulness	20 points
Showmanship/Presentation	20 points

6.9 Penalties

Drop	0.5 point
Fall	0.5 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Time over/under per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Out of area per trick (max 2.0 pts)	0.1 point
Incorrect costume	2.0 points
Rule violation	2.0 points
Acrobatics	disqualification

7. SOLO 2 BATONS**7.1 Performance Area**

Square of 5m per side or 15' X 15'

Combinations executed out of general defined area will incur a .1 penalty per trick with a maximum penalty of 2.0.

7.2 Music

Standard NBTA Music

7.3 Salute

A salute is to be given at the beginning and the end of the routine. The baton, ball upwards, to be held in the right hand up to the left shoulder, facing the judge, holding the pose for a minimum of 2 counts. Body must be in standing position with both feet on ground – position of foot is optional

7.4 Time

1.30 - 2.00 minutes

7.5 Costume

No bare midriff permitted

7.6 Acrobatics

Acrobatics are not permitted

7.7 Production

A contestant performs with two batons. Both batons should maintain continuous and simultaneous movement at all times with as many varied

combinations as possible. A two baton routine should demonstrate aerials with single & combination tricks, contact/full hand work, aerials combined with rolls, dual patterns – flat & vertical as well as front & side or back & side, dual plane & same plane, opposite direction twirling and body work.

7.8 Marking over 100 points

Variety	20 points
Difficulty	20 points
Technique	20 points
Smoothness and Gracefulness	20 points
Showmanship/Presentation	20 points

7.9 Penalties

Drop	0.5 point
Fall	0.5 point
2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Time under/over per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Out of area per trick (max 2.0 pts)	0.1 point
Incorrect costume	2.0 points
Rule violation	2.0 points
Acrobatics	disqualification

8. RHYTHMIC TWIRL

8.1 Performance Area

Total floor area

8.2 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

8.3 Salute

Salute is not obligate

8.4 Time

2.00 - 2.30 minutes

8.5 Costume

No bare midriff permitted

8.6 Acrobatics

Acrobatics are not allowed

8.7 Production

Rhythmic Twirl is a choreographed routine combining baton with dance which displays musical phrasing, tempo, rhythm and style. All baton and dance must be executed with correct technique. Judged on ability within the chosen style.

8.8 Marking over 100 points –

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

8.9 Penalties

Drop	0.5 point
Fall	0.5 point
2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Under/over time per second	0.1 point
Incorrect costume	2.0 points
Rule violation	2.0 points
Acrobatics	disqualification

9. X STRUT

9.1 Performance Area

In the form of an “X”

9.2 Music

Standard NBTA Music

9.3 Salute

A salute is to be given at the beginning after the presentation and end of the routine. The baton, ball upwards, to be held in the right hand up to the left shoulder, holding the pose for a minimum of 2 counts. The beginning salute facing the first diagonal and the ending salute facing the judge, holding the pose for a minimum of two counts.

Body must be in standing position with both feet on ground – position of foot is optional.

9.4 Time

1.30 - 2.00 minutes

9.5 Costume

No bare midriff permitted

9.6 Acrobatics

Acrobatics are not permitted

9.7 Production

The contestant performs a choreographed series of required basic steps, leaps, lunges, spins, poses, leg lifts, etc., in a smooth and graceful manner with baton movements that compliment the body.

Boys are not permitted

One baton only

One penalty of out of step will be given on each series of 4 marches if contestant is out of step for one or more marches, or for a series of 8 beats out of rhythm

The contestant must follow the pattern of the "X"

The start is at the top left-hand corner of the judges:-

1st leg - diagonal to the bottom right of the judges

2nd leg - across in front of the judges

3rd leg - diagonal to top right corner of judges

4th leg - across to the centre facing the judge

5th leg - forward towards the judge with the 4 required basic steps and finishing anywhere within the "X"

Oblique moves are not permitted during the first four legs, but back stepping is allowed

A minimum of four consecutive basic steps are required at four set times within the strut

- start of the 1st leg (after the salute)

- start of the 2nd leg

- start of the 3rd leg

- start of the 5th leg

These four steps must be the first four moves of the specified legs

From the first movement of the presentation until the final salute, twirling is not permitted

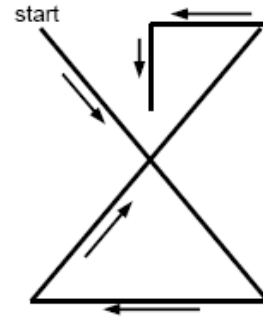
Loops and swings are permitted.

No more than two revolutions from the centre of the baton in the same hand

The baton must remain in the full of one hand or the other throughout the whole performance

Retracing is permitted

No parts of the body other than the feet should touch the floor throughout the routine



9.8 Marking over 100 points

Routine Content	20 points
Choreography	20 points
Gracefulness and smoothness	20 points
Overall Timing	20 points
Presentation	20 points

9.9 Penalties

Drop	0.5 point
Out of step	0.5 point
Twirling per violation	0.5 point
Omitted basic strut per leg	0.5 point
Floor contact	0.5 point
Break /slip	0.1 point
Incorrect floor pattern	1.0 point
Under/over time per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Performing after final salute	0.5 point
Incorrect costume	2.0 points
Rule violation	2.0 points
Acrobatics	disqualification

10. DUET

10.1 Performance Area

Square of 10 m per side or 30' X 30'

Combinations executed out of general defined area will incur a .1 penalty per trick with a maximum penalty of 2.0.

10.2 Music

Standard NBTA music

10.3 Salute

A salute is to be given at the beginning and the end of the routine. The baton, ball upwards, to be held in the right hand up to the left shoulder, facing the judge, holding the pose for a minimum of 2 counts. Body must be in standing position with both feet on ground – position of foot is optional.

One member must execute a traditional salute.

10.4 Time

2.20 -2.30 minutes

10.5 Costume

No bare midriff permitted

10.6 Acrobatics

Acrobatics are not permitted

10.7 Production

Two contestants perform simultaneously while displaying as many varied combinations as possible including exchanges, co-dependent and unison combinations which are uniquely designed for duets.

One member of the duet can use both batons for short two baton sequences.

One baton per performer

Male and female contestants are allowed

No member can compete in another duet

10.8 Marking over 100 points

Variety	20 points
Difficulty	20 points
Speed and Control	20 points
Smoothness, Gracefulness	20 points
Showmanship/Presentation	20 points

10.9 Penalties

Drop	0.5 point
Fall	0.5 point
2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Time under/over per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Out of area per trick (max 2.0 pts)	0.1 point
Incorrect costume	2.0 points
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

11. TWIRL TEAM

11.1 Age Group

Junior and Senior

11.2 Number in Team

6 - 8 members

11.3 Salute

A salute is to be given at the beginning and the end of the routine. The baton, ball upwards, to be held in the right hand up to the left shoulder, facing the judge, holding the pose for a minimum of 2 counts. Body must be in standing position with both feet on ground – position of foot is optional.

The salute may be performed by one or all of the team

11.4 Performance Area

Total floor area.

11.5 Music

Standard NBTA Music

11.6 Time

2.00 - 3.00 minutes

11.7 Costume

No bare midriff permitted

11.8 Acrobatics

Acrobatics & Mounts are not permitted

11.9 Production

Team twirl will be judged on technique and is affected by unison, exchanges and formations

One baton per performer

In the event of a drop the competitors must retrieve their baton as quickly as possible

No props are permitted

Male and female contestants are allowed

The salute may be performed by one, or all, of the team

11.10 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music. There should be no twirling/presentation between the opening salute and the start of the music

11.11 Marking over 100 points

Twirling	20 points
Teamwork	20 points
Production	20 points
Technique	20 points
Showmanship/Presentation	20 points

11.12 Penalties

Drop	0.5 point
Fall	0.5 point
2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Time under/over per second	0.1 point
Failure to salute	1.0 point
Incorrect salute	0.5 point
Incorrect costume	2.0 points
Incorrect entry / exit	2.0 points
Rule violation	2.0 points
Acrobatics &Mounts	Disqualification

12. DANCE TWIRL TEAM

12.1 Age Group

Junior and Senior

12.2 Number in Team

Between 6 and 8 members

12.3 Salute

Salute is not obligate

12.4 Performance Area

Total floor area

12.5 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

12.6 Time

2.00 - 3.00 min

12.7 Costume

No bare midriff permitted

12.8 Acrobatics

Acrobatics and Mounts are not permitted

12.9 Production

Dance team twirl will be judged on dance combined with twirling, and on the interpretation of the music

One baton per performer

In the event of a drop the competitors must retrieve their baton as quickly as possible

No props are permitted

Male and female contestants are allowed

Costumes can be in line with the theme of the music

12.10 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

12.11 Marking over 100 points

Twirling	20 points
Dance	20 points
Production	20 points
Technique	20 points
Showmanship/Presentation	20 points

12.12 Penalties

Drop	0.5 point
Fall	0.5 point
Out of step	0.5 point
2 hand catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Time under/over per second	0.1 point
Incorrect costume	2.0 points
Incorrect entry / exit	2.0 points
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

13. TWIRLING CORPS

13.1 Age Group

Open

13.2 Number in Corps

Minimum of 12 members

13.3 Salute

Salute is not obligate

13.4 Performance Area

Total floor area

Temporary marking of corners is permitted.

13.5 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

13.6 Time

5.00 - 7.00 minutes

13.7 Costume

No bare midriff permitted

13.8 Acrobatics

Acrobatics **and Mounts** are not permitted

13.9 Production

Twirling corps will be judged on twirling technique, dance series, manoeuvres and teamwork

One baton per performer

Timing commences at the first note of the music and stops on the last note

In the event of a drop the competitors must retrieve their baton as quickly as possible

During the performance no member should leave the floor

No props are permitted.

Male and female contestants are allowed

13.10 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

13.11 Marking over 100 points

Variety & Diff of Twirling Content	20 points
Variety & Diff of Twirling Teamwork	20 points
Execution	20 points
Movement	20 points
General Effect & Production	20 points

13.13 Penalties

Drop	0.2 point
Fall	0.2 point
2 hand catch	0.2 point
Out of step	0.2 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Drop of equipment	0.1 point
Time under / over per second	0.1 point
Incorrect costume	2.0 points
Incorrect entry / exit	2.0 points
Rules Violation	2.0 points
Acrobatics/Mounts	Disqualification

14 SHOW PRODUCTION CORPS

14.1 Age group

Open

14.2 Number in Corps

Minimum of 12 members twirling 1, 2, 3 or more batons simultaneously

14.3 Salute

Salute is not obligate

14.4 Performance Area

Total floor area

14.5 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

14.6 Time

6-8 minutes

14.7 Twirling Time

2:30 minute minimum. Twirling time is taken for each two revolutions.
A minimum of 12 batons must be moving

14.8 Costume

No bare midriff permitted

14.9 Acrobatics/Gymnastics

Acrobatics/gymnastics and Mounts are not permitted.

14.10 Production

Show Corps is a routine where the corps uses batons and any other equipment to make a production where the contestants perform to the music while using props and twirling equipment. Props and twirling equipment are limited to that which can be hand carried in one trip by contestants(s) only.

Minimum of 2 props must be used

Timing starts at 1st note of music and ends on last note

Props have to be used, held, touched or manipulated at some time during the show

While being used, props can exceed 24 inches/61cm. Once used, props to be placed on the floor again and must be less than 24 inches/61cm.

During the performance no member should leave the floor

Props should be picked up and removed at the end of the performance.

Decors are not allowed

14.11 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and with out music. Props to be placed on competition floor by corps members as they line up for their performance (no additional set-up time allowed for prop placement)

14.12 Marking over 100 points

Twirling content	20 points
Twirling teamwork	20 points
Execution	20 points
Movement	20 points
General Effect	20 points

14.13 Penalties

Drop	0.2 point
Fall	0.2 point
2 Hand Catch	0.2 point
Out of Step	0.2 point
Break	0.1 point

Off pattern	0.1 point
Unison	0.1 point
Drop of Equipment	0.2 point
Time under/over per sec	0.1 point
Incorrect Costume	2.0 points
Incorrect entry/exit	2.0 points
Props exceeding limit	2.0 points
Rules violation	2.0 points
Acrobatics & Mounts	Disqualification

15. PARADE CORPS

15.1 Age Category

Juvenile, Junior and Senior

15.2 Number in Corps

At least 10 members of the group must have a baton.

15.3 Salute

Salute is not obligate

15.4 Performance Area

Total floor area

15.5 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

15.6 Time

3 to 4 minutes

15.7 Costume

No bare midriff permitted. A traditional style is recommended

15.8 Acrobatics

Acrobatics and Mounts are not permitted

15.9 Production

Parade Corps is a group of 10 or more members performing in unison. A parade corps routine should be suitable for a street parade and display continuous foot motion.

All members, with exception of those carrying limited props, must use one baton.

Limited Props: Props that are hand-carried e.g. Pompons, flags, hoops, banners, streamers, sabres, etc./ equipment that can be carried in a parade.

Exchanges with baton are permitted.

No grounding of batons.

Continuous foot motion is mandatory.

Continuous foot motion is defined as the placement on the floor of the whole foot (not just toe or heel lift – entire foot must leave the floor) either stepping, tapping, jumping, or hopping at least every second count.

Marching half steps, step kicks, etc. may be used as long as continuous foot motion is attained. Allowable:

On beat – foot hitting every count of music

Half time – foot hitting every 2nd count

Double time – foot hitting twice every beat

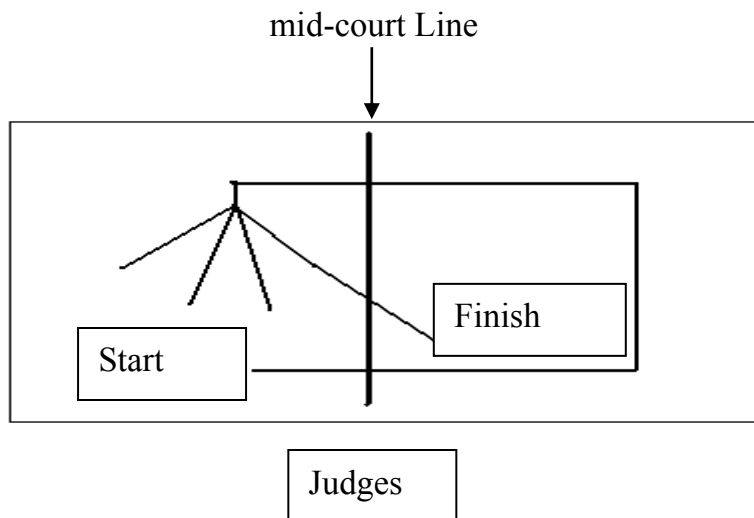
All members must start continuous foot motion within 10 seconds after timing begins

Kneeling is not permitted during continuous foot motion

Maximum twirling turns of two turns permitted

Street pattern: Corps is required to begin performance to the judges left of mid court line. 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 corps passes the mid court line. Once a member turns the 3rd corner, that individual can move anywhere on the floor for the reviewing stand section.

After completing the third corner the drill can open up to anywhere on the competition floor. As a guideline it is advised that the Reviewing Stand Section not exceed approximately 1:30 in length. All members must cross the mid court line to the judges right for the end of the performance.



Timing starts with 1st note of music and ends with last note of music
Illusions not permitted

15.10 Marking over 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.

15.11 Penalties

Drops	0.2 point
2 Hand Catch	0.2 point
Out of Step	0.2 point
Off pattern	0.1 point
Unison	0.1 point
Over/Undertime	0.1 point per sec
Crossing incorrect Finish Line	2.0 points
Incorrect Street pattern	2.0 points
Exceeding 2 Turns	2.0 points
Exceeding Limited Prop Violation	2.0 points
Kneeling	2.0 points
Continuous Foot Motion violation	2.0 points unit
Continuous Foot Motion violation	0.1 point individual
Rules Violation	2.0 points
Acrobatics & Mounts	Disqualification

16 POMPONS

16.1 Age Category

Open

16.2 Number in Team

Minimum of 12 members

16.3 Salute

Salute is not obligate

16.4 Performance Area

Total floor area

16.5 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

16.6 Time

2:30-3:30

16.7 Costume

No bare midriff

16.8 Acrobatics

Acrobatics and Mounts are not permitted

16.9 Production

Pompons corps should specifically make use of the pompons and include special effects, dance series, manoeuvres and teamwork inline with the theme of the music.

No props are permitted

Costumes can be in line with the theme of the music

Exchanges are not permitted. Tossing of poms to another team member or to **oneself is not permitted.**

Only Passes of pom from one member to another are permitted

All forms of dance are acceptable

During the performance no member should leave the floor

Grounding is permitted. Grounding is defined as holding the pom while touching the ground. Placing pom on ground without touching pom is not permitted.

16.10 Entrance and Exit

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

16.11 Marking over 100 points

Routine content	20 points
Teamwork	20 points
Production	20 points
Technique	20 points
Showmanship / Presentation	20 points

16.12 Penalties

Drop	0.5 point
Fall	0.5 point
Out of step	0.5 point
Unison	0.1 point
Over / under time per second	0.1 point
Incorrect costume	2.0 points
Incorrect entry / exit	2.0 points
Rule violation	2.0 points

Acrobatics & Mounts

Disqualification

17 BANNIERES

17.1 Age Category

Open

17.2 Number in Corp

A minimum of 12 members

17.3 Salute

Salute is not obligate

17.4 Performance Area

Total floor area

17.5 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

17.6 Time

4.00-6.00

17.7 Qualified equipment time

4:00 minute minimum. Timing starts when minimum 12 members have the qualified equipment in the hand

17.8 Costume

No bare midriff permitted

17.9 Acrobatics

Acrobatics and mounts are not permitted

17.10 Production

The choreography is based around the flags although other qualified equipment can be used in the routine

The flags being the dominant qualified equipment

Emphasis is placed on skill and handling of various equipment while performing variety of drill and movement formations

Effective use of qualified equipment

Belt buckets can be used

All material must be used and manipulated

Rifles, sabers and maces can be used and handled

Other kinds of flags than the qualified flags are optional with no obligation of size.

Equipment can be exchanged during the routine, however members must use/manipulate one piece at all times Exception: Member(s) can be without authorized equipment for a short while (maximum period of approximately 10 seconds) when changing from one piece of equipment to another

Team members are not permitted to leave the floor during the performance
No props are allowed

Costumes can be in line with the theme of the music

Teams will be allowed 2 minutes before and after their performance to place and retrieve their alternative equipment on/from the competition floor.

17.11 Qualified Equipment

Flag: A flag is one piece of material attached to a flagpole and used as a flag, with a minimum size of 152 cm (60 inches) for the flagpole. Straight and curved poles are allowed, but a complete circle or square with material on it will not be seen as a flag. Material on chains, ropes or clothing will not be seen as flags.

Rifles: Rifles must be constructed so that they look like a traditional or modern (military) rifle. Rifles must be made of wood or plastic and have a minimum size of 60 cm. (23.5 inches).

Sabers: Sabers are defined as weapons which are designed to cut or slash the opponent. Sabres have to be made of wood or plastic and may have a bend or straight blade.

17.12 Entrance and Exit.

Entrance must be from the left of the judges and exit to the right. These should be simple, quick and without music.

17.13 Marking over 100 points

Routine Content	20 points
Teamwork	20 points
Production	20 points
Technique & Quality of Performance	20 points
Appearance, Showmanship / Presentation	20 points

17.14 Penalties

Drop	0.2 point
Fall	0.2 point
Out of step	0.2 point
Drop of equipment	0.2 point
Unison	0.1 point

Under / over time per second	0.1 point
Use of qualified equipment	
Undertime per second	0.1 point
Incorrect size qualified flag	2.0 points
Incorrect costume	2.0 points
Incorrect entry / exit	2.0 points
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

18. EXHIBITION CORPS

18.1 Age category

Juvenile, Junior and Senior

18.2 Number in corps

Minimum of 10 twirling members

18.3 Salute

Salute is not obligate

18.4 Performance Area

Total floor area

18.5 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

No music for entry and exit

18.6 Time

3.00-5.00 minutes

18.7 Marching Time

2'30 minutes minimum. Marching time is taken only if 10 peoples march

18.8 Costume

No bare midriff permitted

18.9 Acrobatics

Acrobatics and mounts are not permitted

18.10 Production

A corps performing a routine with marching, and dancing combined with twirling and choreographed to the music.

Exhibition Corps choreography should display foundations of twirling and excellence of basic twirling concepts
 All members have to use one baton
 Changing of formations is encouraged
 It is necessary to have approx. 50% of marching and 50% of dance
 Exchanges are permitted
 No floor movements are permitted with exceptions of opening and final position
 No props permitted
 Maximum of 2 spins permitted
 Illusions not permitted

18.11 Marking over 100 points

Marching	20 points
Body Movements	20 points
Twirling	20 points
General Effect	20 points
Showmanship, Presentation	20 points

18.12 Penalties

Drop	0.2 point
Fall	0.2 point
2 Hand Catch	0.2 point
Out of step	0.2 point
Break	0.1 point
Off Pattern	0.1 point
Unison	0.1 point
Over/Undertime	0.1 point per sec
Marching Time	0.1 point per sec less
Rules Violation	2.0 points
Acrobatics & Mounts	Disqualification

19 ACCESSORIES CORPS

19.1 Age Category

Junior and Senior (Juvenile only for European Championship)

19.2 Number in Corps

Minimum of 10 members

19.3 Salute

Salute is not obligate

19.4 Performance Area

Total floor area

19.5 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

No music for entry and exit

19.6 Time

4.00-6.00 minutes

19.7 Costume

No bare midriff permitted

19.8 Acrobatics

Acrobatics and Mounts are not permitted

19.9 Production

A corps performing a routine to music of choice using baton and accessories. Choreography should display solid foundations of twirling and excellence of basic twirling concepts.

The main issue is the baton and dance combinations. To complement the routine and to show the theme the accessories are being used.

Baton plus a minimum of 2 accessories is obligatory.

Accessories have to be used, held, touched or manipulated at sometime during the show.

Every competitor has to use an accessory during the whole time of the routine. Exception: Member(s) can be without authorized equipment for a short while (maximum period of approximately 10 seconds) when changing from one piece of equipment to another

The candidates must start and finish touching an accessory or baton with a part of the body

During the performance no member should leave the floor

Accessories should be picked up and removed by the competitors at the end of the performance.

A maximum of 2' 00 min. is given to the group to install and remove the accessories.

Accessories shall not be higher than 3 meters as it enter and leave the floor.

Scenery, backdrops are not allowed

Maximum of 3 spins permitted

For illusion: only tricks with one illusion are allowed.

19.10 Marking over 100 points

Routine Design	20 points
Twirl & use of accessories	20 points
Body movements	20 points
Technique & Execution Quality	20 points
Showmanship, Presentation	20 points

19.11 Penalties

Drop	0.2 point
Fall	0.2 point
2 hand catch	0.2 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 remove	0.1 point per second
Costume	2.0 points
Props exceeding height limit	2.0 points
Exceeding 3 spins limit	2.0 points
Exceeding illusion limit	2.0 points
Rule Violation	2.0 points
Gymnastic & Mounts	Disqualification

20 ACCESSORIES DUET

20.1 Age Category

Juvenile, Preteen, Junior and Senior

20.2 Performance Area

Total floor area

20.3 Salute

Salute is not obligate

20.4 Music

Personal choice on CD or USB stick.
 Only one music must be reproduced on the support.
 No music for entry and exit

20.5 Time

2.00-2.30 minutes

20.6 Costume

No bare midriff permitted

20.7 Acrobatics

Acrobatics and Mounts are not permitted

20.8 Production

A duet performing a routine to music of choice using baton and accessories. Choreography should display solid foundations of twirling and excellence of basic twirling concepts

The main issue is the baton and dance combinations. To complement the routine and to show the theme the accessories are being used.

Baton plus a minimum of 2 accessories is obligatory.

Accessories have to be used, held, touched or manipulated at sometime during the show.

Every competitor has to use an accessory during the whole time of the routine. Exception: Member(s) can be without authorized equipment for a short while (maximum period of approximately 10 seconds) when changing from one piece of equipment to another

The candidates must start and finish with one accessory in hand

During the performance no member should leave the floor

Accessories should be picked up and removed by the competitors at the end of the performance.

A maximal of 45 seconds are allowed for prop placement and removal.

Accessories shall not be higher than 3 meters as it enter and the leave the floor.

Scenery, backdrops are not allowed

Maximum of 3 spins permitted

For illusion: only tricks with one illusion are allowed.

20.9 Marking over 100 points

Routine Design	20 points
Twirl & use of accessories	20 points
Body movements	20 points
Technique & Execution Quality	20 points
Showmanship, Presentation	20 points

20.10 Penalties

Drop	0.2 point
Fall	0.2 point
2 hand catch	0.2 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 remove	0.1 point per second

Props exceeding height limit	2.0 points
Exceeding 3 spins limit	2.0 points
Exceeding illusion limit	2.0 points
Costume	2.0 points
Rule Violation	2.0 points
Gymnastic & Mounts	Disqualification

21 ACCESSORIES SOLO

21.1 Age Category

Juvenile, Preteen, Junior and Senior

21.2 Performance Area

Total floor area

21.3 Salute

Salute is not obligate

21.4 Music

Personal choice on CD or USB stick.

Only one music must be reproduced on the support.

No music for entry and exit

21.5 Time

2.00-2.30 minutes

21.6 Costume

No bare midriff permitted

21.7 Acrobatics

Acrobatics are not permitted

21.8 Production

A solist performing a routine to music of choice using baton and accessories. Choreography should display solid foundations of twirling and excellence of basic twirling concepts.

The main issue is the baton and dance combinations. To complement the routine and to show the theme the accessories are being used.

Baton plus a minimum of 2 accessories is obligatory.

Accessories have to be used, held, touched or manipulated at sometime during the show.

The competitor has to use an accessory during the whole time of the routine. Exception: Member can be without authorized equipment for a

short while (maximum period of approximately 10 seconds) when changing from one piece of equipment to another

The candidates must start and finish with one accessory in hand

During the performance no member should leave the floor

Accessories should be picked up and removed by the competitor at the end of the performance.

A maximal of 45 seconds are allowed for prop placement and removal.

Accessories shall not be higher than 3 meters as it enter and the leave the floor.

Scenery, backdrops are not allowed

Maximum of 3 spins permitted

For illusion: only tricks with one illusion are allowed.

21.9 Marking over 100 points

Routine Design	20 points
Twirl & use of accessories	20 points
Body movements	20 points
Technique & Execution Quality	20 points
Showmanship, Presentation	20 points

21.10 Penalties

Drop	0.2 point
Fall	0.2 point
2 hand catch	0.2 point
Break	0.1 point
Off pattern	0.1 point
Under / over time	0.1 point per second
Overtime for accessories set up and remove	0.1 point per second
Props exceeding height limit	2.0 points
Exceeding 3 spins limit	2.0 points
Exceeding illusion limit	2.0 points
Costume	2.0 points
Rule Violation	2.0 points
Gymnastic	Disqualification

22 TRADITIONAL MAJORETTES CORPS

22.1 Age Category

Junior and Senior (juvenile only for European Championship)

22.2 Number in Corps

Minimum of 10 members.

22.3 Salute

Salute is not obligate

22.4 Performance Area

Whole floor

22.5 Music

Personal choice on CD or USB stick, music must invite to march.
Only one music must be reproduced on the support.

22.6 Time

3.00 - 4.00 minutes

22.7 Costume

Typical costume and footwear for majorettes. (skirt, trousers, jacket or dress. Shoes or boots, depending of the competition floor)
No bare midriff permitted.

22.8 Acrobatics

Acrobatics and Mounts are not permitted.

22.9 Production

All members should have one baton during the whole routine.

Mace can be used by the leader.

One member must execute traditional salute with baton or mace at the beginning and end of the routine.

Marching must be included in the performance. Simple dance series may accompany the marching. Variety of choreography and maneuvering is required.

No grounding or kneeling.

Simple dead-stick (also dead stick drop), two hands twirl and full hand moves are permitted, but aeriels and exchanges are not. (These rules are for baton and mace)

No intentional grounding of the baton is permitted.

In the event of a drop, competitors must retrieve their baton as quickly as possible.

Event will be judged on precision of marching & manoeuvres, floor coverage, teamwork and effects.

22.9 Entrance and Exit

These should be simple, quick and without music.

22.10 Marking over 100 points

Marching and maneuvering 20 points

Teamwork 20 points

Execution and Special Effects	20 points
General Effect & Production	20 points
Entertainment Value	20 points

22.11. Penalties

Drop	0.2 point
Fall	0.2 point
Out of step	0.2 point
Off pattern	0.1 point
Unison	0.1 point
Time under/over per second	0.1 point
Incorrect salute	0.5 point
Failure to salute	1.0 point
Unauthorized twirling	2.0 points
Kneeling / grounding	2.0 points
Incorrect costume	2.0 points
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

23. COSTUME

23.1 Each twirler can adopt the costume of their choice

23.2 The outfit must not show bare midriff

23.3 No part of the costume should be placed on the floor with exception of Show Production Corps and Accessory Corps categories

23.4 The following are forbidden:-
 indecent costumes
 fishnet tights
 every day wear

24. ORDER OF PERFORMANCE

24.1 For the solos, it will be in alphabetical order of surname commencing with the letters forming the name of the location of the championships e.g. 2000 was Birmingham
 Solo - B
 2 Baton - I
 X Strut - R
 Rhythmic Twirl – M

Rhythmic Twir – I
Solo Finals – N
etc

24.2 For duets, teams and corps, the order will be drawn

24.3 It is not permitted to change the order of performance

25. OTHER RULES

25.1 In the case of a personal incident during a competitor's routine such as a costume breaking, a baton snapping etc. the Commission for Disputes will decide whether the competitor can restart their routine. This does not apply for independent reasons outside of their control, such as the music stopping or the electricity going off. Contestant appearing out of order will receive a 2.0 penalty.

25.2 If the baton from another arena causes a competitor to drop their baton it will not be counted as a penalty

25.3 The use of resin on the competition floor is forbidden

25.4. Tape on baton is permitted.

25.5 Definition of a Prop

A prop is part of theme development (cape, hat, glasses, scarf, etc.) . If removed and used, a onetime 2.0 will be assessed regardless number of members using props.

Props may be used in show production corps. Limited props may be used in Parade Corps and Accessory Corps competition

26. DESCRIPTION OF THE PROCEDURES

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

26.2 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
- To arrange the preparation of score sheets for all finals and in the correct order of performance

- 26.3** Judges must not judge their own students or any members of their family.
- 26.4** The tabulators are responsible for totaling the points from the score sheets (not the judges). Overall final results are determinate 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
- 26.5** An official of *NBTA* will be responsible to highlight any irregularities in judges scoring in the technical direction of *NBTA*
- 26.6** The Co-ordinator is to liase with the delegations and the organizing country. They will inform delegations of any last minute changes
- 26.7** The Technical Director 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 Director of *WFNBTA* on all technical matters throughout the competition is final
- 26.8** At the end of the competition, the members or those accompanying the competitors are not to approach the judges concerning the results.
- 26.9** After the announcement of the results, the score sheets for the contestants are available.
- 26.10** During the Europe Championships ties will be broken by adding together the final scores from each judge. The highest final combined score will determine winner of tie

- 26.11** Complaint must initially be lodged to Technical director of country filing complaint. Technical director of respective country will then forward official complaint to NBTA.

27. DISQUALIFICATION

Will be enforced for:-

- 27.1** Speaking badly or causing injury to a person (judge, clerk, organiser)
- 27.2** Interfering with a competitor or equipment during a performance
- 27.3** Falsification of a name or age
- 27.4** A show of temper at the placing after the announcement of the results on the part of the competitor
- 27.5** Acrobatics performed during any routine (cartwheels, walkovers, body aerials, butterflys) are prohibited.
Mounts and body tosses are disallowed. 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 persons 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

28. COMPETITORS

- 28.1** To participate in any official NBTA twirling competition each soloist or group member must indicate to the organisation their forename, surname and date of birth
- 28.2** On the day of the competition all the twirlers must present at least one item of identification for verification of entries
- 28.3** The entry into an official NBTA competition implies acceptance of the current rules by the competitors, their teams or groups and their supporters.
- 28.4** The NBTA license is mandatory for the *European Championships*
- 28.5** All entrants are not registered until after acceptance by the NBTA Committee Director

28.6 There is an entry fee for solo events, duets and groups.

28.7 Contestants must hold a passport for the country she/he is representing or prove permanent residency for minimum of 3 years.

29. SELECTION FOR THE EUROPE CHAMPIONSHIPS

- 29.1** Solo 1 baton: 3 entrants from each country in each age category
- 29.2** Solo 2 batons: 3 entrants from each country in each age category
- 29.3** Rhythmic Twirl: 3 entrants from each country in each age category
- 29.4** Strutting: 3 entrants from each country in each age category
- 29.5** Duo: 1 duet from each country in each age category
- 29.6** Teams: 1 Junior & 1 Senior Twirl Team per country per age
1 Junior & 1 Senior Dance team per country per age
- 29.7** Twirling Corps 1 group per country
- 29.8** Pompon: 1 group per country
- 29.9** Bannieres: 1 group per country
- 29.10** Show production Corps: 1 per country
- 29.11** Parade Corps: 1 Juvenile, 1 Junior and 1 Senior per country
- 29.12** Exhibition Corps: 1 Juvenile, 1 Junior and 1 Senior per country
- 29.13** Accessories Corps: 1 Juvenile, 1 Junior and 1 Senior per country
- 29.14** Showtwirl Duet: 3 duets from each country in each age category
- 29.15** Showtwirl Solo: 3 solo from each country in each age category
- 29.16** Traditional Majorettes Corps: 1 Juvenile, 1 Junior and 1 Senior per country