



SAMOBORfest

COMPETITION TWIRLING RULEBOOK

Samobor, Croatia | **REVISED:** 04/2024

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I. GENERAL PROVISIONS

1.1

Competition Rulebook for International twirling and majorette dance festival „SAMOBORfest“(Rulebook) defines the principles of work for the athletes and their accompanists, their behavior before and during competition, and procedures of competition in organization of MKS Studio.

1.2

Rulebook defines athlete’s classification in age divisions, competition categories, levels, and course of the competition.

II. COMPETITION PARTICIPATION

2.1

Participation is open to all athletes who adapted their program to the SAMOBORfest Rulebook, regardless of their National, European and World federation or association.

2.2

Participation at SAMOBORfest is approved if:

- ✓ club sends official Application form by registration deadline (April 30th, 2024) to samoborfest.internationaltwirl@gmail.com
- ✓ club uploads music by May 2nd, 2024 at the following link: <https://samoborfest-internationaltwirl.weebly.com/music-upload.html>
- ✓ club pays registration fee by the given date on the invoice.

2.3

If the invoice isn't paid by the given date, club's application is considered invalid and will be annulled. Additional registration after the registration deadline (April 30th, 2024) will not be accepted.

III. CANCELLATION REGULATION AND FEE

3.1 CANCELLATION FEE

If the following changes are made after the application has been submitted

- change of competition category
- change of age division
- change of athlete's level
- category cancellation
- other changes/modifications/cancellations

the club must pay cancellation fee is the change if received 14 days before the competition, i.e. from May 17th, 2024 onward (May 17th 2024 included). After the change is submitted the club must pay the cancellation fee. Registration fee will not be reduced for the cancelled category.

Cancellation fee is as follows:

- solo program 10€ per cancellation (per athlete)
- duet program 20 € per cancellation (for both athletes)
- team program 50€ per cancellation (per team/group)

If the cancellation is made after the registration fee is paid, the club will receive another invoice for the cancellation fee. If the cancellation is made on the day of the competition, the cancellation fee must be paid on the spot.

3.2 CONDITIONS FOR TEAM PROGRAM

In case of athletes's cancellation in team program, coach and leaders can:

- a) put registered replacement in the athlete's place
- b) perform without the athlete

3.3

If the result of these changes is different age division, registered category will be performed in registered age division as in application forms.

IV. COMPETITION CATEGORIES

Athletes may compete in the twirling discipline as follows:

- **SOLO:** Floor 1 Baton, Floor 2 Batons, Solo Dance
- **DUET:** Duet Dance
- **TEAMS:** Twirling Team, Twirling Group

V. AGE DIVISION

The date of reference to determine the age division for the athlete is the number of completed years on **September 1st, 2023**.

	SOLO PROGRAM	SOLO PROGRAM	DUET PROGRAM	TEAM PROGRAM
	Floor 1 Baton Solo Dance	Floor 2 Batons	Duet Dance	Twirling Team Twirling Group
CHILDREN	up to 9 years		combined sum of up to 18 years	7 – 9.99 years
CADETS	10 – 12 years	10 – 12 years	combined sum of 19 – 24 years	10 – 12.99 years
JUNIORS	13 – 15 years	13 – 15 years	combined sum of 25 – 30 years	13 – 15.99 years
SENIORS	16+ years	16+ years	combined sum of 31+ years	16+ years

Excel application document calculates the number of athlete's years by default.

5.2

In duets one member can be up or down one age division, but no more than one age division.

Clarification example:

Cadet duo = Cadet + Cadet, Cadet + Junior; Children + Cadet; **Cadet + Senior is not allowed**

To determine age division for the team and group, the average age of all the members should be calculated.

VI. CHECK-IN & ATHLETE REGISTRATION

CHECK-IN: the coach is present during the check-in where she/he will receive accreditations for the coaches (2 per club) and athlete's accreditations (bracelets).

ATHLETE REGISTRATION: all athletes must do a registration check on the day of the competition. At the registration desk the coach must present a valid document which must show the athlete's **picture with date of birth**. Official document for registration check can be: a) Passport b) National Identity Card or b) Official member association card.

Official valid documents are given for inspection at the registration desk before entering the competition floor – this applies to ALL the athletes (solo, duo, team).

If an athlete fails to perform a registration check at a given time, the athlete will be disqualified.

Any data manipulation will be sanctioned. Athletes do not need to be present during the athlete registration, the coach will display the documents for all the athletes for their club.

Check-in and athlete registration timeslots will be sent after the application deadline.

VII. SCHEDULE, START LIST, CATEGORY ENTRY

PROGRAM SCHEDULE

Determines the schedule of the competition categories for both days of the competition with listed warm up and lunch break periods, opening and winner ceremony start time. At least two versions of the Schedule are sent to registered clubs: one provisional and one final.

CATEGORY ENTRY

Lists all the athletes registered and sorted by discipline, category, age division and level. At least two versions of the Category entry are sent to registered clubs: one provisional and one final.

START LIST

Lists all the registered routines by numbers, starting with start number 1 for each discipline (Majorette program starts from no. 1, Twirling program starts from no. 1). Start list defines the order in which the athletes shall perform. At least two versions of the Start list are sent to registered clubs: one provisional and one final.

VIII. INSURANCE SECTION

Please note that every team must insure their athletes for the duration of the competition. Insurance must provide the team insurance for injuries and sport accidents at a sport event. **May 25th, 2024** is due date to send us (to our e-mail samoborfest.internationaltwirl@gmail.com) a PDF file or scanned document with the list of insured athletes (name, surname, date of birth, VAT identification number) with the club's stamp and president's signature.

IX. REGISTRATION FEE

Registration fee must be paid by the date specified on the invoice. Only when the registration fee is paid, registration is valid and accepted. Registration fee is as follows:

SOLO PROGRAM: 18 € per athlete per entry

DUO PROGRAM: 14 € per athlete per entry

TEAM PROGRAM: 16 € per athlete per entry

X. APPLICATION FOR COMPETITION CATEGORIES

10.1

- For solo categories it is possible to apply **1-6** athletes for every level per one age division.
- For duet categories it is possible to apply **1-4** duets for every level per one age division.
- For teams it is possible to apply **1** team for every level per age division.

10.2

Athletes in solo and duo programs can participate in one age division. Example: duet athletes cannot enter two different duos, even if the age division is different.

Athletes can compete in different levels, but only in different competition categories; example: athlete can compete at Floor 1 Baton in level INT and at Solo Dance in level ADV.

10.3

Male members are allowed in all categories. Their number in teams is not limited. In a duet is allowed one male member. They can apply in all solo categories.

XI. SET SYSTEM, COMPETITION AREA, BATON SALUTE

11.1 SET SYSTEM: SOLO AND DUET

The set system shall list the names of each athlete (and his/her country) in each lane (indicating the event and division). The announcer shall call the set number, then athlete(s) will enter the competition floor from the judges' left, salute the judges and take their starting pose. The announcer will then say „Music“ and athlete(s) will begin their routines.

After the routine is completed, the announcer will announce the next set number. Those athletes who just completed will leave the floor to the judges' right and the next will take their position on the floor from the judges' left. The announcer will then say „Music“ and the athletes will begin their routine. The procedure will continue until all sets are completed.

11.2 SET SYSTEM: TEAMS AND GROUPS

The set system shall list the names of each team (and its country) in each lane (indicating the event and division). The announcer shall call the set number, then the team will enter the competition floor from the judges' left, salute the judges and take their position. The announcer will then say „Music“ and the team will begin their routine.

After the routine is completed, the announcer will announce the next set number. The team that just completed will leave the floor to the judges' right and the next will take their position on the floor. The announcer will then say „Music“ and the team will begin their routine. The procedure will continue until all sets are completed.

11.3 COMPETITION AREA

❖ **FLOOR 1 BATON, FLOOR 2 BATONS**

It is allowed to use the 5x5m area:

- competition floor must be clear and empty
- judges shall be seated in front of the area where the athletes are performing
- judges tables shall be referred to as „lanes“
- lanes shall be marked with lane number
- arena will be marked on the floor
- the music coordinator and announcer shall be seated in the area of the competition floor with an unobstructed view of the floor

Entering the judging area is not permitted and a violation of this rule will be penalized.

❖ **SOLO DANCE, DUET DANCE, TWIRLING TEAM, TWIRLING GROUP**

It is allowed to use the entire area of the gym as a competition floor:

- competition floor must be clear and empty
- judges shall be seated on the high plateau
- the music coordinator and announcer shall be seated in the area off the competition floor with an unobstructed view of the floor

Entering the judging area is not permitted and a violation of this rule will be penalized.

11.4 BATON SALUTE

Floor 1 Baton / Floor 2 Batons: a part of competition program is a salute which must be performed at the beginning and at the end of a routine. Salute is defined as holding the baton in the right hand up to left shoulder (bigger ball up), facing the judges with both feet on the ground (leg position is arbitrary).

Solo Dance / Duet Dance / Twirling Team / Twirling Group: a part of competition program is a salute which must be performed at the beginning and at the end of a routine. Salute is arbitrary.

XII. ENTRANCE/EXIT

Entrance and exit should be simple, quick and without music.

Entrance must be from the judges' left and exit to the judges' right. Failure to follow this rule is penalised by 2,0 points.

Athletes can enter the competition floor when announced by announcer.

XIII. ROUTINE TIME FOR COMPETITION CATEGORIES

SOLO PROGRAM:

CATEGORY	AGE DIVISION	ROUTINE TIME	TIMING BEGINS	TIMING ENDS
FLOOR 1 BATON (default music)	CHILDREN	1:15 – 2:15	Salute	Salute
	CADETS			
	JUNIORS			
	SENIORS			
FLOOR 2 BATONS (default music)	CADETS	1:15-1:30	Salute	Salute
	JUNIORS			
	SENIORS			
SOLO DANCE	CHILDREN	1:30 – 2:15	1 st note	Last note
	CADETS	1:45 – 2:30		
	JUNIORS			
	SENIORS			

DUO PROGRAM:

CATEGORY	AGE DIVISION	ROUTINE TIME	TIMING BEGINS	TIMING ENDS
DUET DANCE	CHILDREN	1:30 – 2:15	1 st note	Last note
	CADETS			
	JUNIORS	1:45 – 2:30		
	SENIORS			

TEAM PROGRAM:

CATEGORY	AGE DIVISION	ROUTINE TIME	TIMING BEGINS	TIMING ENDS
TWIRLING TEAM	CHILDREN	2:00 – 3:00	1 st note	Last note
	CADETS			
	JUNIORS	2:30 – 3:30		
	SENIORS			
TWIRLING GROUP	CHILDREN	2:00 – 3:00	1 st note	Last note
	CADETS			
	JUNIORS	2:30 – 3:30		
	SENIORS			

13.1

Solo Dance, Duet Dance, Twirling Team, Twirling Group: 10 second leeway in the timing is granted. The leeway allows legal time to be 10 seconds before or after the official timing before the timing penalty is taken.

13.2

Floor 1 Baton: the minimum duration of the performance is 1:15 min, and the maximum is 2:15 min. A performance time of less than 1:15 min or more than 2:15 min is penalized with 0.1 penalty point per second.

Floor 2 Batons: the minimum duration of the performance is 1:15 min, and the maximum is 1:30 min. A performance time of less than 1:15 min or more than 1:30 min is penalized with 0.1 penalty point per second.

XIV. PRACTICE AND WARM-UP AREA

An area designated for practice and warm up during the program is on left side of the gym (view from the stands), behind the black backdrop. This area is reserved for the start numbers that are soon to be called out to the competition floor.

Before each category there will be an official warm up: e.g. after Solo Dance, but before Duet Dance there will be a warm up for Duet Dance category. During the lunch break everyone is welcomed to practice on the competition floor.

XV. DESCRIPTION OF THE COMPETITION CATEGORIES

FLOOR 1 BATON

A. General

- **Competition floor:** arena 5x5 m.
- **Music:** provided by the organizer.
- **Athlete registration:** it is possible to apply 1-6 athletes for every level per one age division.
- **Athlete can compete in one level:**
 - CHILDREN – single level
 - CADETS – levels BEG, INT, ADV, PRO
 - JUNIORS – levels BEG, INT, ADV, PRO
 - SENIORS – levels BEG, INT, ADV, PRO

B. Composition of competition performance

- Entering without music, always when announced.
- Start position.
- Execution of competition program. Part of a competition program is a salute which must be performed at the beginning and at the end of a routine. Salute for this category is defined as holding the baton in the right hand up to left shoulder (bigger ball up), facing the judges with both feet on the ground (leg position is arbitrary).
- Leaving the arena.

ENTERING COMPETITION FLOOR:

- Athletes can come to the area of performance only after being announced by the announcer.
- Coming to the competition floor is performed without music accompaniment. It should be short, quick and simple – it serves only for taking up the starting position for performance. Entering with music is penalised.
- After entering the competition floor, the athlete must take a start position.

COMPETITION PROGRAM:

- Routine must not include elements that are not allowed for desired level.
- Time measurement of the competition: timing begins with athlete's salute and ends with final salute before exiting the competition floor.
- Judging starts after opening salute and ends after ending salute.
- Athletes can complete their routines prior to the completion of the music: the minimum time of the performance must be 1:15 min.
- Routine that is shorter than 1:15 min or longer than 2:15 min will be penalised by 0,1 point per second.

EXITING COMPETITION FLOOR:

- Leaving the competition floor (arena) must be short, quick and simple.
- Exit is in front of the judges' table.

C. Music

- Music is by default and is provided by the organiser of the competition.

D. Baton

- One baton per athlete.
- Other equipment is not allowed.
- The baton is always connected with the athlete and must not be placed on the floor.
- The athlete must start and finish the choreography by holding the baton or be in contact with some part of the body.

E. Concept

- Athlete must, through variety and difficulty of body and baton movements, present their skill and knowledge throughout the performance.
- Work with the baton must include the following: vertical and horizontal sections and aerials with different catches and tosses, rolls, swings, finger twirls, tricks, contacts, etc. while respecting patterns and space lines.
- Body technique is evaluated by speed, control, accuracy, flexibility and balance. It is also considered what type of mistake was made (fall, loss of balance, element is executed wrong etc).
- The program must be executed lightly, its difficulty and effort must not be obvious, the routine must seem to be performed simply and with pleasure.

F. Evaluation basis/criteria

EVALUATION BASIS	POINTS	CRITERIA
Baton Technique	0.0 – 10.0	0.0 – 2.0 Fair
Body Technique	0.0 – 10.0	2.1 – 4.5 Average
Content	0.0 – 10.0	4.6 – 7.0 Good
Execution	0.0 – 10.0	7.1 – 9.0 Very good
		9.1 – 10.0 Excellent

FLOOR 2 BATONS

A. General

- **Competition floor:** arena 5x5 m.
- **Music:** provided by the organizer.
- **Athlete registration:** it is possible to apply 1-6 athletes for every level per one age division.
- **Athlete can compete in one level:**
 - CADETS – Lower level, Upper level
 - JUNIORS – Lower level, Upper level
 - SENIORS – Lower level, Upper level

B. Composition of competition performance

- Entering without music, always when announced.
- Start position.
- Execution of competition program. Part of a competition program is a salute which must be performed at the beginning and at the end of a routine. Salute for this category is defined as holding the baton in the right hand up to left shoulder (bigger ball up), facing the judges with both feet on the ground (leg position is arbitrary).
- Leaving the arena.

ENTERING COMPETITION FLOOR:

- Athletes can come to the area of performance only after being announced by the announcer.
- Coming to the competition floor is performed without music accompaniment. It should be short, quick and simple – it serves only for taking up the starting position for performance. Entering with music is penalised.
- After entering the competition floor, the athlete must take a start position.

COMPETITION PROGRAM:

- Routine must not include elements that are not allowed for desired level.
- Time measurement of the competition: timing begins with athlete's salute and ends with final salute before exiting the competition floor.
- Judging starts after opening salute and ends after ending salute.
- Athletes can complete their routines prior to the completion of the music: minimum time must be 1:15 min.
- Routine that is shorter than 1:15 min or longer than 1:30 min will be penalised by 0,1 point per second.

EXITING COMPETITION FLOOR:

- Leaving the competition floor (arena) must be short, quick and simple.
- Exit is in front of the judges' table.

C. Music

- Music is by default and is provided by the organiser of the competition.

D. Baton

- Two batons per athlete.
- Other equipment is not allowed.
- The baton is always connected with the athlete and must not be placed on the floor.
- The athlete must start and finish the choreography by holding the baton or be in contact with some part of the body.

G. Concept

- Athlete must, through variety and difficulty of body and baton movements, present their skill and knowledge throughout the performance.
- The two batons should always move throughout the duration of the routine, with as many combinations as possible.
- Work with the baton must include the following: vertical and horizontal sections and aerials with different catches and tosses, rolls, swings, finger twirls, tricks, contacts, etc. while respecting patterns and space lines.
- The transition between the elements must be performed with related movements in a way that the fluency of performance isn't interrupted. Transitions between vertical and horizontal sections and elements should be achieved through smooth movement.
- Body technique is evaluated by speed, control, accuracy, flexibility and balance. It is also considered what type of mistake was made (fall, loss of balance, element is executed wrong etc).
- The program must be executed lightly, its difficulty and effort must not be obvious, the routine must seem to be performed simply and with pleasure.

H. Evaluation basis/criteria

EVALUATION BASIS	POINTS	CRITERIA
Baton Technique	0.0 – 10.0	0.0 – 2.0 Fair
Body Technique	0.0 – 10.0	2.1 – 4.5 Average
Content	0.0 – 10.0	4.6 – 7.0 Good
Execution	0.0 – 10.0	7.1 – 9.0 Very good
		9.1 – 10.0 Excellent

SOLO DANCE

A. General

- **Competition floor:** not limited.
- **Music:** own choice of music.
- **Athlete registration:** it is possible to apply 1-6 athletes for every level per one age division.
 - **CHILDREN** – single level
 - **CADETS** – levels BEG, INT, ADV, PRO
 - **JUNIORS** – levels BEG, INT, ADV, PRO
 - **SENIORS** – levels BEG, INT, ADV, PRO

B. Composition of competition performance

- Entering without music, always when announced.
- **Salute:** salute is arbitrary.
- Start position.
- Competition program.
- End position.
- **Salute:** salute is arbitrary.
- Leaving (without music).

ENTERING COMPETITION FLOOR:

- Athletes can come to the area of performance only after being announced by the announcer.
- Coming to the competition floor is performed without music accompaniment. It should be short, quick and simple – it serves only for taking up the starting position for performance. Entering with music is penalised.
- After entering the competition floor, athletes must salute the judges and take a starting position.

COMPETITION PROGRAM:

- Routine must not include elements that are not allowed for desired level.
- Time measurement of the competition program starts with the 1st note of music and ends with final note.
- Judging starts with the beginning of accompanying music and ends with the athlete's final movement.
- Competition choreography is terminated by the stopping of the athlete and taking up the ending position, and it must be clearly separated from the leaving of competition floor.
- Music for performance must not continue as an accompaniment for leaving.
- Before exiting, athletes must salute the judges and then leave the competition floor.

EXITING COMPETITION FLOOR:

- Leaving the competition floor must be without music accompaniment. It should be short, quick and simple. Leaving with music is penalised.

C. Music

- Music is free of choice.
- The pace and rhythm of music are not prescribed.
- The suitability of the music for each age division is assessed by the judges, taking into account the choreography and the age of the athletes.

D. Baton

- One baton per athlete.
- Other equipment is not allowed.
- A baton is always connected with the athlete but can be placed on a floor for aesthetic and artistic reasons.
- Athlete does not have to start and finish the choreography by holding the baton.

E. Concept

- The choreographed routine must show baton work with dance which displays musical phrasing, rhythm, body and baton technique, theme and music interpretation with overall artistic impression.
- Baton and body movements and elements are used as interpretation of musical and theme ideas, feelings and attitudes.
- Body technique is evaluated by speed, control, accuracy, flexibility and balance. It is also considered what type of mistake was made (fall, loss of balance, element is executed wrong etc).
- The program has to be executed lightly, its difficulty and effort must not be obvious, the routine must seem to be performed simply and with pleasure.

F. Evaluation basis/criteria

EVALUATION BASIS	POINTS	CRITERIA
Content	0.0 – 10.0	0.0 – 2.0 Fair
Baton Technique	0.0 – 10.0	2.1 – 4.5 Average
Body Technique	0.0 – 10.0	4.6 – 7.0 Good
Execution	0.0 – 10.0	7.1 – 9.0 Very good
Artistic Impression	0.0 – 10.0	9.1 – 10.0 Excellent

DUET DANCE

A. General

- **Competition floor:** not limited.
- **Music:** own choice of music.
- **Athlete registration:** it is possible to apply 1-4 duets for every level per one age division.
 - **CHILDREN** – no levels, they compete as a single level
 - **CADETS** – lower level, upper level
 - **JUNIORS** – lower level, upper level
 - **SENIORS** – lower level, upper level

B. Composition of competition performance

- Entering without music, always when announced.
- **Salute:** salute is arbitrary.
- Start position.
- Competition program.
- End position.
- **Salute:** salute is arbitrary.
- Leaving (without music).

ENTERING COMPETITION FLOOR:

- Athletes can come to the area of performance only after being announced by the announcer.
- Coming to the competition floor is performed without music accompaniment. It should be short, quick and simple – it serves only for taking up the starting position for performance. Entering with music is penalised.
- After entering the competition floor, athletes must salute the judges and take a starting position.

COMPETITION PROGRAM:

- Routine must not include elements that are not allowed for desired level.
- Time measurement of the competition program starts with the 1st note of music and ends with final note.
- Judging starts with the beginning of accompanying music and ends with the athlete's final movement.
- Competition choreography is terminated by the stopping of the athlete and taking up the ending position, and it must be clearly separated from the leaving of competition floor.
- Music for performance must not continue as an accompaniment for leaving.
- Before exiting, athletes must salute the judges and then leave the competition floor.

EXITING COMPETITION FLOOR:

- Leaving the competition floor must be without music accompaniment. It should be short, quick and simple. Leaving with music is penalised.

C. Music

- Music is free of choice.
- The pace and rhythm of music are not prescribed.
- The suitability of the music for each age division is assessed by the judges, considering the choreography and the age of the athletes.

D. Baton

- One baton per athlete.
- Other equipment is not allowed.
- A baton is always connected with the athlete, but can be placed on a floor for aesthetic and artistic reasons.
- The athlete does not have to start and finish the choreography by holding the baton.

E. Concept

- The choreographed routine must show baton work with dance which displays musical phrasing, rhythm, body and baton technique, theme and music interpretation with overall artistic impression.
- Baton and body movements and elements are used as interpretation of musical and theme ideas, feelings and attitudes.
- Routine must show coherence between duet members: their body and baton technique equivalence and artistic abilities must be equal.
- Body technique is evaluated by speed, control, accuracy, flexibility and balance. It is also considered what type of mistake was made (fall, loss of balance, element is executed wrong etc).
- The program has to be executed lightly, its difficulty and effort must not be obvious, the routine must seem to be performed simply and with pleasure.

F. Evaluation basis/criteria

EVALUATION BASIS	POINTS	CRITERIA
Content	0.0 – 20.0	0.0 – 12.0 Fair
Baton Technique	0.0 – 20.0	12.1 – 14.5 Average
Body Technique	0.0 – 20.0	14.6 – 17.0 Good
Execution	0.0 – 20.0	17.1 – 19.0 Very good
Artistic Impression	0.0 – 20.0	19.1 – 20.0 Excellent

TWIRLING TEAM

A. General

- **Competition floor:** not limited.
- **Music:** own choice of music.
- **Number in team:** 4-9
- **Team registration:** 1 team per age division in desired level:
 - **CHILDREN** – no levels, they compete at a single level.
 - **CADETS** – lower level, upper level
 - **JUNIORS** – lower level, upper level
 - **SENIORS** – lower level, upper level

B. Composition of competition performance

- Entering without music, always when announced.
- **Salute:** salute is arbitrary.
- Start position.
- Competition program.
- End position.
- **Salute:** salute is arbitrary.
- Leaving (without music).

ENTERING COMPETITION FLOOR:

- Athletes can come to the area of performance only after being announced by the announcer.
- Coming to the competition floor is performed without music accompaniment. It should be short, quick and simple – it serves only for taking up the starting position for performance. Entering with music is penalised.
- After entering the competition floor, athlete(s) must salute the judges and take a start position.

COMPETITION PROGRAM:

- Routine must not include elements that are not allowed for desired level.
- Time measurement of the competition program starts with the 1st note of music and ends with final note.
- Judging starts with the beginning of accompanying music and ends with the athletes' final movement.
- Competition choreography is terminated by the stopping of the athletes and taking up the ending position, and it must be clearly separated from the leaving of competition floor.
- Music for performance must not continue as an accompaniment for leaving.
- Before exiting, athlete(s) must salute the judges and then leave the competition floor.

EXITING COMPETITION FLOOR:

- Leaving the competition floor must be without music accompaniment. It should be short, quick and simple. Leaving with music is penalised.

C. Music

- Music is free of choice.
- The pace and rhythm of music are not prescribed.
- The suitability of the music for each age division is assessed by the judges, considering the choreography and the age of the athletes.

D. Baton

- One baton per athlete.
- Other equipment is not allowed.
- A baton is always connected with the athletes but can be placed on a floor for aesthetic and artistic reasons.
- Athletes do not have to start and finish the choreography by holding the baton.

E. Concept

- The choreographed routine must show baton work with dance which displays musical phrasing, rhythm, body and baton technique, theme and music interpretation with overall artistic impression.
- Baton and body movements and elements are used as interpretation of musical and theme ideas, feelings and attitudes.
- Emphasis is on body and baton technique and unison, content diversity and difficulty, level of execution and artistic impression.
- All team members must show the same level of body and baton technique: if one member executes element of higher difficulty and value, it does not contribute to overall content difficulty, but if executed correctly, it can contribute to general effect.
- The program must be executed lightly, its difficulty and effort must not be obvious, the routine must seem to be performed simply and with pleasure.

F. Evaluation basis/criteria

EVALUATION BASIS	POINTS	CRITERIA
Content	0.0 – 20.0	0.0 – 12.0 Fair
Baton Technique	0.0 – 20.0	12.1 – 14.5 Average
Body Technique	0.0 – 20.0	14.6 – 17.0 Good
Execution	0.0 – 20.0	17.1 – 19.0 Very good
Artistic Impression	0.0 – 20.0	19.1 – 20.0 Excellent

TWIRLING GROUP

A. General

- **Competition floor:** not limited.
- **Music:** own choice of music.
- **Number in group:** 10-25
- **Group registration:** one group per age division.

B. Composition of competition performance

- Entering without music, always when announced.
- **Salute:** salute is arbitrary.
- Start position.
- Competition program.
- End position.
- **Salute:** salute is arbitrary.
- Leaving (without music).

ENTERING COMPETITION FLOOR:

- Athletes can come to the area of performance only after being announced by the announcer.
- Coming to the competition floor is performed without music accompaniment. It should be short, quick and simple – it serves only for taking up the starting position for performance. Entering with music is penalised.
- After entering the competition floor, athlete(s) must salute the judges and take a start position.

COMPETITION PROGRAM:

- Routine must not include elements that are not allowed for desired level.
- Time measurement of the competition program starts with the 1st note of music and ends with final note.
- Judging starts with the beginning of accompanying music and ends with the athletes' final movement.
- Competition choreography is terminated by the stopping of the athletes and taking up the ending position, and it must be clearly separated from the leaving of competition floor.
- Music for performance must not continue as an accompaniment for leaving.
- Before exiting, athlete(s) must salute the judges and then leave the competition floor.

EXITING COMPETITION FLOOR:

- Leaving the competition floor must be without music accompaniment. It should be short, quick and simple. Leaving with music is penalised.

C. Music

- Music is free of choice.
- The pace and rhythm of music are not prescribed.
- The suitability of the music for each age division is assessed by the judges, considering the choreography and the age of the athletes.
- -up contribute to the overall aesthetic impression.

D. Baton

- One baton per athlete.
- Other equipment is not allowed.
- A baton is always connected with the athlete but can be placed on a floor for aesthetic and artistic reasons.
- The athlete does not have to start and finish the choreography by holding the baton.

E. Concept

- Emphasis is on the use of effective characterization, interesting staging, creativity, artistic detailing, musical interpretation, unison.
- Choreographic routine is a story – group prioritizes effect and entertainment. Theme should be present and bounded with musical choice and content diversity.
- Baton and body movements and elements are used as interpretation of musical and theme ideas, feelings and attitudes.
- Basic baton skills must be used, judges will look for consistency and the perfection of the handling of the baton by every member.
- All members should have the same skills, every element should be mastered.
- The body (head, arms, hands, legs, feet) should be consistent: all members should work as one.
- More difficult elements can be used in choreography (in accordance with Table of restrictions) but they must contribute to general effect, and will not be valued as body and baton difficulty. These elements must be fluid and represent a logical sequence and development of the routine.
- The program must be executed lightly, its difficulty and effort must not be obvious, the choreography must seem to be performed simply and with pleasure.

F. Evaluation basis/criteria

EVALUATION BASIS	POINTS	CRITERIA
Content	0.0 – 20.0	0.0 – 12.0 Fair
Baton Technique	0.0 – 20.0	12.1 – 14.5 Average
Body Technique	0.0 – 20.0	14.6 – 17.0 Good
Execution	0.0 – 20.0	17.1 – 19.0 Very good
Artistic Impression	0.0 – 20.0	19.1 – 20.0 Excellent

XVI. RESTRICTION CONTENT TABLE

The restriction content table determines **the highest content difficulty** that is allowed for each level. Athletes do not have to execute the element of the highest difficulty. The penalty for the execution of the baton and/or body element that is not in compliance with the restriction table is 2.0 points per element executed (deduction is marked on each judges's score sheet).

Basic baton release and reception left and right open hand, left and right backhand catch.

RESTRICTIONS for FLOOR 1 BATON and SOLO DANCE (CHILDREN single level)				
	CHILDREN (single level)			
SPINS	<ul style="list-style-type: none"> • 1 spin <ul style="list-style-type: none"> ▪ Release – No restrictions ▪ Reception – No restrictions <p>Restrictions apply to both vertical and horizontal patterns.</p>			
BODYWORK WITH AERIALS	<ul style="list-style-type: none"> • Allowed: <ul style="list-style-type: none"> ▪ single illusion, cartwheel, walkover etc., as a single element under toss ▪ grand jeté as a single element under toss <p>Spins and body movements before or after an illusion, cartwheel, walkover etc. are not allowed.</p>			
ROLLS	Continuous neck rolls and master rolls are not allowed.			
BODYWORK	<ul style="list-style-type: none"> • Gymnastics with no hands support are not allowed. • Jumps, leaps and other body movements (e.g. grand jeté) are free of choice. 			

RESTRICTIONS for FLOOR 1 BATON and SOLO DANCE (CADET, JUNIOR, SENIOR)				
	BEGINNER	INTERMEDIATE	ADVANCED	PROFESSIONAL
SPINS	<ul style="list-style-type: none"> 1 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> 1 & 2 spins <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions 3 spins <ul style="list-style-type: none"> Release – Basic Reception - Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> 1, 2 & 3 spins <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions 4 spins <ul style="list-style-type: none"> Release – Basic Reception - Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> No restrictions.
BODYWORK WITH AERIALS	<ul style="list-style-type: none"> Allowed: <ul style="list-style-type: none"> grand jeté, basic jumps and leaps as a single element under toss <p>Illusion, cartwheel and walkover under toss are not allowed.</p>	<ul style="list-style-type: none"> Allowed: <ul style="list-style-type: none"> single illusion, cartwheel, walkover etc. as a single element under toss grand jeté in combination with single illusion, cartwheel, walkover etc. under toss single illusion, cartwheel, walkover etc. with 1 spin under toss <p>Multiple spins before or after single illusion, cartwheel, walkover etc. are not allowed.</p>	<ul style="list-style-type: none"> Allowed: <ul style="list-style-type: none"> single illusion, cartwheel, walkover etc. with one or multiple spins under toss double illusion, cartwheel, walkover etc. as a single element under toss grand jeté in combination with single or double illusion, cartwheel, walkover etc. under toss <ul style="list-style-type: none"> 1 aerial bodywork under the toss <p>Spins before or after double illusion, cartwheel, walkover etc. are not allowed.</p>	<ul style="list-style-type: none"> No restrictions.
ROLLS	<p>Continuous neck rolls and master rolls are not allowed.</p>	<p>Duration of continuous neck rolls and master rolls must not exceed 8 counts. Number of these rolls executed during the routine is arbitrary.</p>	<p>No restrictions.</p>	<ul style="list-style-type: none"> No restrictions.
BODYWORK	<ul style="list-style-type: none"> Gymnastics with no hands support are not allowed. Jumps, leaps, illusions, cartwheels, walkover and other body movements (e.g., grand jeté) are free of choice – execution of this body elements is not allowed under toss. 	<ul style="list-style-type: none"> Gymnastics with no hands support are not allowed. Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> Gymnastics with no hands support are allowed: <ul style="list-style-type: none"> 1 aerial bodywork without toss Aerial gymnastics can not be performed with another body movement (before or after). Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> No restrictions.

RESTRICTIONS for FLOOR 2 BATONS (CADET, JUNIOR, SENIOR)		
	Lower level	Upper level
SPINS	<ul style="list-style-type: none"> • 1 spin <ul style="list-style-type: none"> ▪ Release – No restrictions ▪ Reception – No restrictions • 2 spins <ul style="list-style-type: none"> ▪ Release – Basic ▪ Reception – Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> • 1 & 2 spin <ul style="list-style-type: none"> ▪ Release – No restrictions ▪ Reception – No restrictions • 3 spins <ul style="list-style-type: none"> ▪ Release – Basic ▪ Reception – Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>
BODYWORK WITH AERIALS	<ul style="list-style-type: none"> • Allowed: <ul style="list-style-type: none"> ▪ single illusion, cartwheel, walkover etc. as a single element under toss ▪ grand jeté in combination with single illusion, cartwheel, walkover etc. under toss <p>Spins before or after single illusion, cartwheel, walkover etc. are not allowed.</p>	<ul style="list-style-type: none"> • Allowed: <ul style="list-style-type: none"> ▪ single illusion, cartwheel, walkover etc. as a single element under toss ▪ single illusion, cartwheel, walkover etc. with 1 spin under toss ▪ double illusion, cartwheel, walkover etc. as a single element ▪ grand jeté in combination with single or double illusion, cartwheel, walkover etc. under toss <p>Multiple spins before or after a single illusion, cartwheel, walkover etc. are not allowed.</p> <p>Spins before or after double illusion, cartwheel, walkover etc. are not allowed.</p>
ROLLS	Continuous neck rolls and master rolls are not allowed .	Duration of continuous neck rolls and master rolls must not exceed 8 counts. Number of these rolls executed during the routine is arbitrary.
BODYWORK	<ul style="list-style-type: none"> • Gymnastics with no hands support are not allowed. • Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> • Gymnastics with no hands support are not allowed. • Jumps, leaps and other body movements (e.g., grand jeté) are free of choice.

RESTRICTIONS for DUET DANCE and TWIRLING TEAM			
	CHILDREN	CADET	
	Single level	Lower level	Upper level
SPINS	<ul style="list-style-type: none"> 1 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> 1 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> 1 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions 2 spins <ul style="list-style-type: none"> Release – Basic Reception – Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>
BODYWORK WITH AERIALS	<ul style="list-style-type: none"> Allowed: <ul style="list-style-type: none"> grand jeté, basic jumps and leaps as a single element under toss <p>Illusion, cartwheel and walkover under toss are not allowed.</p>	<ul style="list-style-type: none"> Allowed: <ul style="list-style-type: none"> grand jeté, basic jumps and leaps as a single element under toss <p>Illusion, cartwheel and walkover under toss are not allowed.</p>	<ul style="list-style-type: none"> It is allowed to use: <ul style="list-style-type: none"> single illusion, cartwheel, walkover etc. as a single element under toss grand jeté in combination with single illusion, cartwheel, walkover etc. under toss <p>Spins before or after single illusion, cartwheel, walkover etc. are not allowed.</p>
ROLLS	<p>Continuous neck rolls and master rolls are not allowed.</p>	<p>Continuous neck rolls and master rolls are not allowed.</p>	<p>Duration of continuous neck rolls and master rolls must not exceed 8 counts. Number of these rolls executed during the routine is arbitrary.</p>
BODYWORK	<ul style="list-style-type: none"> Gymnastics with no hands support are not allowed. Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> Gymnastics with no hands support are not allowed. Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> Gymnastics with no hands support are not allowed. Jumps, leaps and other body movements (e.g., grand jeté) are free of choice.

RESTRICTIONS for DUET DANCE and TWIRLING TEAM				
	JUNIOR		SENIOR	
	Lower Level	Upper Level	Lower Level	Upper Level
SPINS	<ul style="list-style-type: none"> 1 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions 2 spins <ul style="list-style-type: none"> Release – Basic Reception - Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> 1 & 2 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions 3 spins <ul style="list-style-type: none"> Release – Basic Reception - Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> 1 & 2 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions 3 spins <ul style="list-style-type: none"> Release – Basic Reception - Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> No restrictions.
BODYWORK WITH AERIALS	<ul style="list-style-type: none"> Allowed: <ul style="list-style-type: none"> single illusion, cartwheel, walkover etc. as a single element under toss grand jeté in combination with single illusion, cartwheel, walkover etc. under toss single illusion, cartwheel, walkover etc. with 1 spin <p>Double illusion, cartwheel, walkover etc. Under baton toss are not allowed.</p>	<ul style="list-style-type: none"> Allowed: <ul style="list-style-type: none"> single illusion, cartwheel, walkover etc., as a single element under toss single illusion, cartwheel, walkover etc. with one or multiple spins double illusion, cartwheel, walkover etc., as a single element <ul style="list-style-type: none"> 1 aerial bodywork under the toss <p>Spins before or after double illusion, cartwheel, walkover etc. are not allowed.</p>	<ul style="list-style-type: none"> Allowed: <ul style="list-style-type: none"> single illusion, cartwheel, walkover etc. with one or multiple spins double illusion, cartwheel, walkover etc., as a single element grand jeté in combination with single or double illusion, cartwheel, walkover etc. under toss <ul style="list-style-type: none"> 1 aerial bodywork under the toss (can not be performed with another body movement (before or after). <p>Spins before or after double illusion, cartwheel, walkover etc. are not allowed.</p>	<ul style="list-style-type: none"> No restrictions.
ROLLS	<p>Duration of continuous neck rolls and master rolls must not exceed 8 counts. Number of these rolls executed during the routine is arbitrary.</p>	<ul style="list-style-type: none"> No restrictions. 	<ul style="list-style-type: none"> No restrictions. 	<ul style="list-style-type: none"> No restrictions.
BODYWORK	<ul style="list-style-type: none"> Gymnastics with no hands support are not allowed. Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> Gymnastics with no hands support are allowed: <ul style="list-style-type: none"> 1 aerial bodywork without toss Aerial gymnastics can not be performed with another body movement (before or after). Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> Gymnastics with no hands support are allowed: <ul style="list-style-type: none"> 1 aerial bodywork without toss Aerial gymnastics can not be performed with another body movement (before or after). Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> No restrictions.

RESTRICTIONS for TWIRLING GROUP				
	CHILDREN	CADETS	JUNIORS	SENIORS
SPINS	<ul style="list-style-type: none"> 1 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> 1 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> 1 spin <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions 2 spins <ul style="list-style-type: none"> Release – Basic Reception - Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>	<ul style="list-style-type: none"> 1 & 2 spins <ul style="list-style-type: none"> Release – No restrictions Reception – No restrictions 3 spins <ul style="list-style-type: none"> Release – Basic Reception - Basic <p>Restrictions apply to both vertical and horizontal patterns.</p>
BODYWORK WITH AERIALS	<ul style="list-style-type: none"> Allowed: <ul style="list-style-type: none"> grand jeté, basic jumps and leaps as a single element under toss <p>Illusion, cartwheel and walkover under toss are not allowed.</p>	<ul style="list-style-type: none"> It is allowed to use: <ul style="list-style-type: none"> single illusion, cartwheel, walkover etc., as a single element under toss grand jeté in combination with single illusion, cartwheel, walkover etc. under toss <p>Spins before or after single illusion, cartwheel, walkover etc. are not allowed.</p>	<ul style="list-style-type: none"> It is allowed to use: <ul style="list-style-type: none"> single illusion, cartwheel, walkover etc., as a single element under toss single illusion, cartwheel, walkover etc. with 1 spin grand jeté in combination with single illusion, cartwheel, walkover etc. under toss <p>Multiple spins before or after an illusion, cartwheel, walkover etc. are not allowed.</p>	<ul style="list-style-type: none"> It is allowed to use: <ul style="list-style-type: none"> single illusion, cartwheel, walkover etc., as a single element under toss single illusion, cartwheel, walkover etc. with one spin grand jeté in combination with single illusion, cartwheel, walkover etc. under toss <p>Multiple spins before or after an illusion, cartwheel, walkover etc. are not allowed.</p>
ROLLS	<p>Continuous neck rolls and master rolls are not allowed.</p>	<p>Duration of continuous neck rolls and master rolls must not exceed 8 counts. Number of these rolls executed during the routine is arbitrary.</p>	<p>No restrictions.</p>	<ul style="list-style-type: none"> No restrictions.
BODYWORK	<ul style="list-style-type: none"> Gymnastics with no hands support are <u>not allowed</u>. Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> Gymnastics with no hands support are <u>not allowed</u>. Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> Gymnastics with no hands support are <u>not allowed</u>. Jumps, leaps and other body movements (e.g., grand jeté) are free of choice. 	<ul style="list-style-type: none"> Gymnastics with no hands support are <u>not allowed</u>. Jumps, leaps and other body movements (e.g., grand jeté) are free of choice.



XVII. EVALUATION BASIS

17.1

Judges evaluate program for Floor 1 Baton and Floor 2 Batons based on:

- Content
- Body Technique
- Baton technique
- Execution

Judges evaluate program for Solo Dance, Duet Dance, Twirling Team and Twirling Group based on:

- Content
- Body Technique
- Baton technique
- Execution
- Artistic Impression

Evaluation basis elaboration:

• CONTENT

Final score is based on on variety and difficulty of twirl with dance combinations, ratio of horizontal and vertical sections and elements, rolls, tricks, contacts etc., ratio of low spin elements and aerials, exchanges in choreography in subgroups, duet, and team, variety and difficulty of all content, creativity, level and technique of acrobatics, change of pace, theme development, variety of formations and elements, travel and stationary sequences, twirl appropriate to musical interpretation, variety of baton patterns and ambidexterity.

Basic **mistakes** in content:

- incoherence of elements
- uniformed and unvaried content
- repetition of elements and formation

• BODY TECHNIQUE

The final score is based on body posture and overall technique with coordination with baton. Especially the following factors are decisive for their assessment: posture of trunk, posture and movements of arms and head, step and dancing rhythm, gymnastic and acrobatic elements, precision, extent and assuredness of implementation, connection with an element, with equipment or with a change of shape, pattern, body rotations, same continuity of movement at work with equipment, during equipment changes.

Basic **mistakes** in body technique:

- bad posture of the trunk, bad posture and movement of the arms and head
- bad technique of steps, lack of precision
- loose or stiff hands, legs or back, lowered elbows
- loss of balance, failure to make an accurate position of the feet, uneven and bumpy legs, insufficiently provided feet, failure to do straight lines of legs and hands
- poor coordination of the head, shoulders, legs, feet, arms and hands
- incorrectly performed element or fall of the athlete
- imprecision in performing dance moves

- **BATON TECHNIQUE**

Final score is based on correct use of vertical and horizontal patterns and sections, flow of the baton, baton patterns, releases and receptions, smoothness, precision, ambidexterity, unison of the group in general handling, correlation of body and baton, variety in vertical and horizontal sections, rolls, tricks, contacts, aerials etc., speed and control, exchanges in choreography, technical precision.

Basic **mistakes** in baton technique:

- execution mistakes: baton catch with stepping out
- low level of baton handling
- lack of precision
- incorrectly executed element: releases and receptions, patterns
- use of unmastered elements

- **EXECUTION**

Final score is based on the level of the performance: balance and accuracy in lines, circles, diagonals etc., stop actions and speedy sequences done with precision, music interpretation, expression of music via movement, smoothness of changes in shapes and patterns, compactness of moving patterns, body posture, synchronization of a duet or a team.

- **ARTISTIC IMPRESSION**

The final score is based on overall enthusiasm, attitude and confidence of the athletes, eye contact with the judges and audience and facial expressions. Routine content should have variety of elements and level appropriate difficulty, travel and stationary sequences, dynamic effect and change of pace, formation variety, correlation of baton with the style of the music, floor coverage, transitions, musical interpretation, balance of content, diversity of elements, diversity in area utilization and pace, originality. Costume and accessories, hair and make-up add to the overall impression.

Basic **mistakes** in choreography:

- insufficient diversity and variety of the elements
- repetition
- the shapes are not sufficiently varied, monotonous pace, insufficient area utilization, dancing performance with lack of diversity
- predictability
- lack of balance use of the whole stage, low accuracy, lack of musical interpretation

XVIII. SCORING SYSTEM

ALL CATEGORIES & LEVELS: Judges will be provided with Excel Master Sheet listing the names of the athletes/teams in each event and division they are assigned to judge. Judges shall also be provided with the Score Sheets. Both formulations are used to record the official score of each athlete/team, but only Score Sheets are sent to Technical Table/Tabulation. Score Sheets and Tabulation Master will be provided to each team after the competition ends in digital form (via e-mail, max. 5 days after the end of the competition).

SCORING SCALE:

Floor 1 Baton, Floor 2 Batons

Judges will determine their score using a 40 point Scoring Scale:

Max 10 points for BATON TECHNIQUE

Max 10 points for BODY TECHNIQUE

Max 10 points for CONTENT

Max 10 points for EXECUTION

Solo Dance

Judges will determine their score using a 50 point Scoring Scale:

Max 10 points for CONTENT

Max 10 points for BATON TECHNIQUE

Max 10 points for BODY TECHNIQUE

Max 10 points for EXECUTION

Max 10 points for ARTISTIC IMPRESSION

Duet Dance, Twirling Team, Twirling Group

Judges will determine their score using a 100 point Scoring Scale:

Max 20 points for CONTENT

Max 20 points for BATON TECHNIQUE

Max 20 points for BODY TECHNIQUE

Max 20 points for EXECUTION

Max 20 points for ARTISTIC IMPRESSION

SCORE DISTRIBUTION:

0.0 – 2.0	Fair	0.0 – 12.0	Fair
2.1 – 4.5	Average	12.1 – 14.5	Average
4.6 – 7.0	Good	14.6 – 17.0	Good
7.1 – 9.0	Very good	17.1 – 19.0	Very good
9.1 – 10.0	Excellent	19.1 – 20.0	Excellent

XIX. PENALTIES

Penalties are taken if technical errors are made for solo, duet and team routines.

TERM	DESCRIPTION	PENALTY VALUE
OUT OF AREA	overstepping 5x5 floor area (Floor 1 Baton, Floor 2 Batons)	0,1
-/+ SECONDS	routine time is -/+ seconds than determined	0,1
BATON DROP	where the baton comes into contact with the floor/ground unintentionally (Floor 1 Baton, Floor 2 Batons)	0,1
BATON DROP	where the baton comes into contact with the floor/ground unintentionally (Solo Dance, Duet Dance, Twirling Team, Twirling Group)	0,5
FALL	an unintentional body contact with the floor	0,5
INCORRECT SALUTE	salute executed with the small ball up (Floor 1 Baton, Floor 2 Batons)	0,1
FAILURE TO SALUTE	omission/failure to execute the salute (all categories)	0,5
RULE VIOLATION	<ul style="list-style-type: none"> - entering the floor before the official announcement - wrong entrance/exit - element that is not allowed in age division/discipline - use of props that are not allowed - inadequate costume, hairstyle and make-up - coaching from sideline 	2,0
DISQUALIFICATION	<ul style="list-style-type: none"> - registration in wrong category - registration in wrong age division - acrobatics in levels in which they are not allowed - misconduct - continuous rule violation (example: coaching from sideline) 	∅

19.1

Pattern breaks, slips, out of unison shall not be deducted from the score but will have impact on the judge's final score.

19.2

In the event of a drop, athletes must retrieve their baton as quickly as possible. The athlete will decide whether to complete the movement first or immediately lift the baton.

It is permitted for the other contestant of the team that currently performs to pick up the baton/equipment and hand it over or throw it to the athlete that dropped it.

19.3

THE FOLLOWING IS NOT PENALISED:

- errors that happened before calling the athletes to the floor or errors made after exiting the floor
- incidents during an athlete's routine that is outside of their control, such as the music stopping or the electricity going off
- if the baton from another arena causes an athlete to drop their baton

19.4

In case of a personal incident during an athlete's routine such as costume breaking, baton snapping etc., judges will decide whether the athlete can restart their routine.

XX. OFFICIALS AT COMPETITION

- judges
- technical coordinators
- input coordinators
- athlete coordinator
- moderator
- floor manager
- lineman
- announcer
- competition secretary, PC operator
- security guards
- photographer

20.1

Judges are placed in front of the area where choreography is performed for Floor 1 Baton and Floor 2 Batons. There can be one, two or more arenas with a minimum of 2 judges for each lane. and 1 technical coordinator.

For all other categories judges and technical coordinators will be placed on a raised platform around which should be provided free space.

Athletes, coaches, accompanying members and audience must not enter the space where judges are seated. Moderator and coordinator are the only officials that can communicate with the judges.

XXI. COSTUMES, MAKE-UP, EQUIPMENT, BATON

21.1

- **Floor 1 Baton, Floor 2 Batons**

Costume should not be drafted in such way that the judges can not make out the movements of the body. A simple model is recommended, one that will enable smooth performance of the choreography and give the judges a clear view of the movements. Performance can be penalised if the costume will not be drafted in such a way.

Bare midriff and deep back are allowed only if covered with transparent material. Transparent materials such as lace, skin nylon etc. without under layer are not allowed. Costume should not be indecent.

- **Solo Dance, Duet Dance, Twirling Team, Twirling Group**

Bare midriff is allowed but in such a way that is decent. Deep back is allowed only if covered with transparent material. Transparent materials such as lace, skin nylon etc. without under layer are not allowed. Costume should not be indecent.

21.2

The costumes of the athletes, their hairstyle and make-up should correspond with the age category, character of musical accompaniment and the used equipment. The hairstyle must be neat and trim.

21.3

Tape on baton is permitted (colour is arbitrary). Bandages fixing injury are permitted.

Competition can be stopped for one of the following reasons:

- if costume failure becomes hazardous, indecent or embarrassing
- if a shoelace becomes untied causing footwork to be dangerous
- loss of footwear causing danger to the athlete slipping and falling
- loss of ball or tip from the baton shaft
- baton shaft breaking

XXII. MUSIC

Music must be sent digitaly: it must be uploaded by May 2nd, 2024 on the following link: <https://samoborfest-internationaltwirl.weebly.com/music-upload.html>. Each club representative must bring a backup of all the music. Backup music must be on a USB drive.

Music for Floor 1 Baton and Floor 2 Batons is provided by the organiser of the competition.

In the event of technical problems with the music, the athlete or coach are required to react, and the athlete will be enabled to carry out his/her program again.

There shall be no music test practice for Solo Dance, Duet Dance, Twirling Team and Twirling Group. For Floor 1 Baton and Floor 2 Batons official warm up is before the opening ceremony on the day of the competition, warm up time will be indicated in event's schedule.

XXIII. RULES FOR ATHLETES, COACHES AND ACCOMPANIES

23.1

Athletes must be ready according to the start list number and be in the roll-call area at least two numbers before their performance.

An athlete's warming up mustn't interfere with the performance of the other athletes. Athletes can enter the competition area 3 numbers before their start number. After their program, athletes must not stay in the competition area. All athletes can watch the competition from the stands.

23.2

During the program coach/choreographer cannot coach from sideline and give instructions to the athletes.

During the competition program, e.g., during competition performances, the breaks among competition performances and after termination of individual competition performances, the team leaders or assistants must not communicate with the people who are including process of results.

Not permitted communication is penalized and can lead to disqualification.

23.3

The followings are considered an interruption of the competition and unfair behavior (of athletes, leaders, their representatives or assistants or accompanying people):

- verbal or physical assault, threatening jurors, organizers, or members of the staff that work with results etc.
- disregard or contempt of the competition, results, evaluation, jurors and other members of competition officials
- if such a case occurs, the judges can disqualify all the athletes of the club that caused the interruption and annul their results

Because of the sudden health indisposition of an individual athlete before the performance begins, their start number will be moved at the end of category of their age division.

If the athlete is not feeling well to perform after that time, the leader may either keep the place in the formation empty, give it to a substitute or cancel the performance.

XXIV. BEHAVIOUR OF JUDGES

During the competition (e.g., during competition performances, the breaks among and after termination of individual competition performances) the judge must not communicate with choreographers, assistants, and athletes. Moderator and coordinator keep in contact.

XXV. CEREMONIES AND AWARDS

ATHLETES' PROTOCOL FOR DRESS:

Opening ceremony – official track suits or costumes

Awards ceremony and closing ceremony – official track suits or costumes

- **OPENING CEREMONY**

At the opening ceremony clubs will be lined up from the hallway and enter the hall from the left in alphabetical order with accompanying music. All athletes will be facing the stands.

Each club carries their own club board. The flag bearer (if desired) can be at the front of their club. Each club can have their mascot with them at the opening ceremony.

After shortened versions of every country's National anthem are played, opening speech by the organizers and sponsors follows. All athletes will leave the floor in the same order as entering the hall to the right with accompanying music.

- **AWARDS CEREMONY AND CLOSING CEREMONY:**

At the closing ceremony clubs will line up from the hallway and enter the hall from the left in alphabetical order with accompanying music. All the athletes will be facing the middle of the hall – half of the clubs will be placed to the right and half to the left.

Each club carries their own club board. The flag bearer (if desired) can be at the front of their club. Each club can have their mascot with them at the closing ceremony.

AWARDS CEREMONY

At the center there will be placed awards podium. The area in front of the podium must be empty and clean so athletes can have easy and undisturbed access to the podium, and in order to take official photos. **The first 6 places will be called out for all the disciplines, categories, and levels to receive a diploma for their placement.**

- Athletes will receive awards in every category, as follows:

1st place – Gold medal (athlete(s) and coach)

2nd place – Silver medal (athlete(s) and coach)

3rd place – Bronze medal (athlete(s) and coach)

The winning trophy for the best choreography and artistic impression will be given to solo, duo/trio and team routine by the judges as well as the best costumes.

PROTOCOL FOR AWARD PRESENTATIONS

- As their names are announced, winners will take their places on marked positions, indicated by the number (6 for sixth place, 5 for fifth, etc.).
- Sixth, fifth and fourth place will stand on the floor level, behind the number label they have won to receive their diploma.
- Third, second and first place take place on the podium.
- After all the called athletes have taken their place, the festival officials will present them with awards at the same time.
- Return of athletes to their original places.