

U.S. TRIALS

For the Sport of Baton Twirling



COMPETITION HANDBOOK

*Rules, Regulations, Procedures and Entry Forms for
U.S. Athletes*

Sanctioned by:

The United States Twirling Association

Produced by:

The U.S. Technical Department

2021 Edition

HANDBOOK:

Trials Handbook contains the following information:

1. Rules
2. Regulations
3. Procedures
4. Entry Information

Information not contained in the Handbook:

1. Compulsory Descriptions
2. Movement Technique Descriptions
3. Scoring Scales

Note: Members may order the Compulsory and Movement Technique information from the USTA website Shop.

U.S. Trials Competition Handbook is available online from the USTA website:

- It will be updated and accessible through the website (www.ustwirling.com) for members' convenience.

TRIALS COMPETITION INFORMATION PACKET:

U.S. Trials Information Packet [including information letter, order of appearance, and schedule of events] will also be posted on the website. No packets will be mailed.

ANNOUNCEMENTS/ADDENDUMS:

All announcements, addendums, entries and important information will be available via the website.

NEW RULES & REGULATIONS:

All new rules and regulations will be in red ink type to make it easier to locate rule changes for the current competition year.

INTRODUCTION AND CONTACT INFORMATION:

This is the official handbook of rules, regulations and procedures pertaining to the U.S. Trials for World Competition for the sport of Baton Twirling. These rules, regulations and procedures herein are based on those of the **WORLD BATON TWIRLING FEDERATION**, and are adapted for U.S. athletes wishing to compete for the honor of representing the United States of America at the World Championships.

These rule adaptations have been established by the U.S. Technical Department and sanctioned by the United States Twirling Association (USTA). Should further clarification be necessary, write U.S. Technical Advisor; Sandi Rios, Email: srios93@aol.com for interpretation of any rule, regulation, or procedure contained herein.

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The U.S. Technical Department of the United States Twirling Association.*

Section 1

General Rules & Regulations

PHILOSOPHY STATEMENT
FROM: TECHNICAL DEPARTMENT
RE: Number of participating events for World Team Members

In keeping on path with “Reclaiming Gold” the Technical Department strongly supports the philosophy that World Team members participate in only ONE event and cautiously supports the possibility of participation in two events at the World Championships.

The physical and mental demands placed on World Team members are extensive. Much preparation and training time is required on the gym floor and even more off the floor. Off the floor, the athletes continuously process and “run” his/her program through mental visualization methods and prepares the proper mind-set for success.

FOCUS is crucial in order for this training to yield quality results. An athlete participating in more than two events at a World Championship severely diminishes their opportunity for maximized success.

Time management is another very important aspect of proper quality training. With ONE event, time management and success potential is at a maximum. With even two events, the success potential begins to diminish.

For these reasons, the Technical Department would like to recommend the participation of a maximum of two events for any World Team athlete.

GENERAL RULES AND REGULATIONS

GENERAL

❖ **Fair Play**

In the desire for “fair play” and equitable conditions for all US Trials athletes, the rental of the competition facility by any baton related group/organization or individual, other than the USTA will be prohibited. This policy will be in effect from once the US Trials location announcement is made until the end of the Trials competition.

❖ **Eligibility – Age**

All athletes who are current Elite Members of USTA may participate in the categories listed below.

- **Junior Women** – female athletes who will be a minimum of 12 years of age and a maximum of 17 years of age during the year of the World Championships, (from January 1 through December 31).
- **Junior Men** – male athletes who will be a minimum of 12 years of age and a maximum of 17 years of age during the year of the World Championships, (from January 1 through December 31).
- **Senior Women** – female athletes who will be 18 years of age or older during the year of the World Championships (from January 1 through December 31).
- **Senior Men** – male athletes who will be 18 years of age or older during the year of the World Championships (from January 1 through December 31).
- **Junior Pair** – both athletes must be a minimum of 12 years of age and a maximum of 17 years of age during the year of the World Championships, (from January 1 through December 31).
- **Senior Pair** – one or both athletes must be 18 years of age or older during the year of the World Championships (from January 1 through December 31). If the Pair consists of one Junior and one Senior, they must compete as a Senior Pair.
- **Team** – male and/or female athletes must be a minimum of 12 years of age during the year of the World Championships (from January 1 through December 31).

❖ **Membership**

All athletes (including team members) must be members of the organization whose representative is a member of the World Baton Twirling Federation. In the United States, this organization is the United States Twirling Association. All competitors must be current members of the USTA. This includes all team members and alternates. Athletes must provide USTA membership number on entry form. If the USTA cannot locate and verify your current USTA Membership record, you will be required to send a photocopy of your proof of membership prior to the entry deadline before your entry will be accepted. **MEMBERSHIP MUST BE CURRENT BY THE DEADLINE DATE AND EXTENSIONS ARE NOT GRANTED.**

❖ **Passports and Health Certificates**

Passport photocopies and Health Certificates will not be required to be enclosed with an entry into the U.S. Trials Competition.

Regarding Passports:

Athletes (including team members) who qualify as U.S. Team Members from the U.S. Trials will be required to abide by the following rule:

“Only those athletes[including team members] who qualify as U.S. World Team Members from the US Trials will be required to abide by the following rule: All athletes (including team members) must hold a valid passport in his/her own name, from the country he/she represents, as proof of his/her citizenship. WBTF rule- Passport must not expire prior to March 1st, 2022. Color copy of passport pages with competitor’s name, passport number, photo, and expiration date must be submitted to the US Team Coordinator at the World Team Meeting at the US Trials. An electronic copy will also be required to be uploaded.”

Regarding Health Certificates:

All U.S. Team athletes, including team members and all alternates, must have the Official Certificate of Health signed by a doctor verifying that the athlete is in sufficiently good health to participate in the World Championships. In the event an athlete sustains an injury, either during U.S. Trials or after U.S. Trials, a newly signed and dated Health Certificate must be submitted to the U.S. Technical Advisor and U.S. Team Coordinator. This form is included in the U.S. Trials Entry and is posted on the USTA website. If an athlete is injured while AT the World Championships, a doctor’s note should still be obtained, and required, to assure the safety of the athlete, should they choose to compete.

Passports and Health Certificates for U.S. Team Members:

All U.S. Team members must supply a copy of their passport at initial U.S. Team meeting, held at the U.S. Trials. Health Certificates must be turned in to the U.S. Team Coordinator with a deadline date of May 1st.

Passport and Health Certificate Deadlines and Penalties:

In the event a U.S. Team Member misses the deadline for Passports and/or Health Certificates, a \$20.00 per day penalty, up to 10 days, will be assessed. Penalty for passports will start the Monday following Trials. Penalty for Health Certificates will start May 2nd. If the Passports and/or Health Certificates are not received after 10 days, then the athlete will be removed from the U.S. Team. Penalties must be turned in along with the Passport and/or Health Certificate.

Passports and Health Certificates for U.S. Trials Finalist (including pairs and teams):

In order to be prepared for injuries to U.S. Team members that may occur between the U.S. Trials and the World Championships, the following rule will be in effect.

“In the event of illness, injury or withdrawal from the U.S. Team, the next highest placing competitor/pair/team will be notified and will have 10 days to turn in deposit and all associated forms with becoming a member of the U.S. Team. If incomplete after 10 days, that athlete/pair/team forfeits the open position and it moves to the next highest placing athlete/pair/team with the same procedure until the spot is filled.

To further clarify: In the event that an injury does occur to a U.S. Team Freestyle/Pair/Team Member and they are not able to compete, the alternate moves up into a competing position, and the next person in line moves into the alternate position. If the appropriate paperwork is not turned in within 10 days, we will move to the next athlete based on placement.

❖ Compulsory/Movement Status

Freestyle Athletes must have PASSED up to and including the Elite Compulsories/Movement to be allowed to compete at the U.S. Trials.

All Pair and Team athletes must have PASSED up to and including the AA Compulsories/Movement to be allowed to compete at the U.S. Trials.

Athletes must have passed BY the deadline date and proof that required levels have been passed must be received by the deadline date. When completing entry, state current level of Compulsories/Movement. If the USTA cannot verify the athlete’s Compulsory/Movement status in the database records, a photocopy showing the required levels have been passed must be sent in to the USTA Membership/Entry Department (current address can be found on the USTA website and entry form).

IT IS THE RESPONSIBILITY OF THE ATHLETE TO SEE THAT ALL THEIR COMPULSORY AND MOVEMENT TECHNIQUE RECORDS ARE UP TO DATE AND HAVE BEEN ENTERED IN THE USTA DATABASE. If an athlete passes just prior to the Trials deadline, they are responsible for seeing that the Entry Department has a copy of the newest level passed.

❖ Competing at Both U.S. Trials and Pre-Trials

Freestyle and pair athletes, who have competed at the U.S. Trials and wish to participate in the Regionals/U.S. Pre Trials, may only enter the AAA or Elite divisions.

Teams, who have competed at the U.S. Trials and wish to participate in the Regionals/U.S. Pre Trials, may only enter the AAA division.

❖ **Athletes who have qualified as U.S. Team Members – competing in both U.S. Trials and Regional/U.S. Pre Trials:**

1. Freestyle athletes – who are members of the U.S. Team in the capacity of Freestyle **may not** enter Freestyle in the Regional/U.S. Pre Trials competition in the same competitive year but **may** compete in the Regional/U.S. Pre Trials in the Pair or Team event.
2. Pair athletes - who are members of the U.S. Team in the capacity of Pair member, **may not** enter Pairs in the Regional/U.S. Pre Trials competition in the same competitive year but **may** compete in the Regional/U.S. Pre Trials in the Freestyle or Team event.
3. Team athletes - who are members of the U.S. Team in the capacity of a Team member, **may not** enter Team in the Regional/U.S. Pre Trials competition in the same competitive year but **may** compete in the Regional/U.S. Pre Trials in the Freestyle or Pair event.

❖ Any member/athlete who owes funds to the USTA or whose payments are delinquent will be prohibited from participating in the U.S. Trials.

❖ **Coaches:**

It is the responsibility of all coaches and athletes to be knowledgeable in the current rules and procedures of the Trials. We recommend that primary coaches of athletes participating in the Trials event be current Professional members of USTA in order to receive benefits. These benefits include; the current Trials Handbook, clarifications and updates, floor privileges with your athlete(s) while at the competition, submit and test music, the opportunity to pick up result packets and attend the critique session. The benefits listed do not apply to all coaches.

• **Coaches Upgrades:**

All primary coaches of Trials athletes must have upgraded their memberships to Professional at least 2 weeks prior to the event where they desire to have floor privileges with their athlete(s). *Note: This means that no upgrades will be accepted on site at these competitions.*

• **Coaches Credentials:**

In order for Coaches to be considered Professional, they must possess the following:

1. At least a Level I Coach Certification

OR

2. Certified Judge Classification

• **Athlete/Coach Dual Role**

It is the policy of the Technical Department that no person shall serve as both “coach” and “athlete” in the year in which they, or their athletes, are competing. He/she must designate his/her role and will only be credentialed as either “coach” or “athlete” for said championships.

• **Coaches Privileges:**

This is to clarify that coaches must be listed as the primary coach to be given floor privileges at the U.S. Trials. Any change of primary coach must be submitted to the Technical Advisor two weeks prior to start date of competition.

• **Team Directors & Coaches Clarification:**

Team Directors who wish to have coach privileges should list both Primary Coaches, in addition to the team director, in order to receive coach privileges. They also must meet the

current criteria for a Professional Coach. Coaches must submit a roster of their competing athletes to the USTA by the entry deadline.

❖ **Selection of Soloists, Pairs and Team to be the Official U.S.A. Team at the World Championships:**

- The U.S. Trials will be held bi-annually in March or April
- Number of contestants the World Baton Twirling Federation allows each member country to enter into the World Championships:
 1. Junior Women – 3 and 1 alternate
 2. Senior Women – 3 and 1 alternate
 3. Junior Men – 3 and 1 alternate
 4. Senior Men – 3 and 1 alternate
- *Freestyle athletes will re-compete at Nationals for final placement
 5. Junior Pairs – 1 (for policy regarding alternates, see Pairs Section)
 6. Senior Pairs – 1 (for policy regarding alternates, see Pairs Section)
 7. Team – 1 (6 to 8 members and up to 2 alternates)
- Alternates are considered members of the U.S. World Team. All alternates must travel and be housed with the U.S. Delegation and are bound by the same rules, regulations, procedures, restrictions, benefits and obligations as the rest of the U.S. World Team.

❖ The team members and soloists (including alternates) who qualify as U.S. World Team Members representing the United States to the World Championships, must adhere to all obligations established by the USTA, the U.S. Technical Department and/or the WBTF, including travel and housing as the U.S. Delegation. Certain financial obligations of the athletes regarding attendance at the World Championships will be established by the U.S. Technical Department and the USTA.

❖ **USA Tour Manuals** are available from the U.S. Technical Department. They will be given to each qualifying U.S. World Team member and World Coach at the conclusion of the U.S. Trials competition and are also available on line.

❖ **Qualifying Score:**

Athletes chosen to represent the United States on the U.S. World Team must have achieved the standard qualifying score in addition to placing in the top 4 places for soloists and the top place for pairs and team. The standard qualifying scores are:

Junior Men	40.00
Junior Women	40.00
Senior Men	40.00
Senior Women	40.00
Junior Pairs	40.00
Senior Pairs	40.00
Teams	60.00

❖ **Timing and Performance Requirements for Freestyle, Pair and Team:**

- **Timing will begin with the first sound or note (whichever comes first) and ends with the last sound or note (whichever comes last).**
- Junior Soloists are required to do a Short Program (worth 25% of the total score) and a Freestyle Program (worth 75% of the total score). Junior Soloists are required to perform a freestyle program 1:20-2:10 minutes.
- Senior Soloists are required to do a Short Program (worth 25% of the total score) and a Freestyle Program (worth 75%) of the total score. Senior Soloists are required to perform a freestyle program of 1:50-2:40 minutes.
- Senior Pairs are required to perform a freestyle program of 1:50-2:40 minutes.
- Junior Pairs are required to perform a freestyle program 1:20-2:10 minutes.
- Teams are required to perform a team routine of 2:50-3:40 minutes.
- These times include a ten second (0:10) leeway in the timing due to differences in sound systems or the electric current within various buildings.

❖ **Obligations Regarding Entries:**

• **Entry Forms**

1. Online Entries: Must be filled out on the USTA website at www.ustawirling.com and submitted **ON OR BEFORE** the specified deadline date, which is determined annually.
2. Mail entries: No mailed entries accepted.
3. Faxed Entries: No faxed entries accepted.
4. Phone Entries: No phone entries accepted.
5. **DEADLINE – No Entries will be accepted for 2021.**
6. **MUSIC DEADLINE – All music must be RECEIVED by February 27, 2021 by 11:59 pm PST.**

- **Entry Fees** - Entry fees for Freestyle, Pairs and Team will be assessed. The current fees can be found on the U.S. Trials Entry Forms. All fees must accompany the entry form.

1. Entry payment must be paid via MasterCard, Visa, American Express or Discover.
2. No personal checks accepted.
3. No refunds or credits will be issued.
4. Payment must be made online by the entry deadline.

- **Entry Acknowledgement** – included in entry fee and will be sent via email to the athlete(s) and/or coach(es).

- **U.S. Trials' Entry Forms** – are available on the USTA website.

- **Music List** – A list of all music information will be required of soloists, pairs and teams. There is an official form for this information. The form must be sent with the U.S. Trials Entry Form. This form is included with the U.S. Trials Entry and on the USTA website.

- **Compulsory Records and Movement Technique Records**

1. Trials Freestyle athletes must have PASSED every level of compulsories from C through Elite and every level of Movement Technique from C through Elite, by the required deadline to be allowed to compete in the U.S. Trials. Trials Pair and Team members must have PASSED every level of compulsories from C through AA and every level of Movement Technique from C through AA by the required deadline to be allowed to complete in the U.S. Trials.

2. When completing entry, state current level of compulsories and movement technique. If the USTA cannot verify the athlete's compulsory/movement technique status in the database records, a photocopy showing the required level(s) have been passed must be sent to the USTA Membership/Entry Department, by the deadline date. IT IS THE RESPONSIBILITY OF THE ATHLETE TO SEE THAT ALL THEIR COMPULSORY AND MOVEMENT TECHNIQUE RECORDS ARE UP TO DATE AND HAVE BEEN ENTERED IN THE USTA DATABASE. If athlete passes a level just prior to the Trials deadline, they are responsible for seeing that the USTA Membership/Entry Department has a copy of the newest level passed.
 3. **Deadline date is the same as the U.S. Trials Deadline.**
 4. Athletes who do not fulfill this obligation will not be allowed to compete at the U.S. Trials.
 5. No refunds of entry fees will be given.
- **Waiver/Indemnity of Liability** – All parents of athletes under 18 years of age must read and sign the Waiver/Indemnity Statement. Athletes 18 years and older may sign the Waiver/Indemnity Form themselves. Form is provided with Entry and on the USTA website.
 - **Warm-Ups for U.S. Trials Athletes** – All athletes are REQUIRED to have the Official USA Warm-Up, as it is the required attire for all ceremonies. This includes individuals, pairs and teams. Warm-ups can be purchased through the USTA website, "Shop".
 - **Official Compulsory/Short Program Leotards** – Trials athletes must wear the official USTA leotard.

❖ Obligations Regarding Attendance at the World Championships

Please see the U.S. World Team Member Manual for all requirements and expectations.

- **USA Tour Package** – All U.S. World Team athletes, Official USA coaches and Responsible Persons will be required to purchase the designated USA Tour Package. This is a ground package only and DOES NOT include air transportation from the U.S. to the World Championship Country. The package will include transfers from and to World Championships city airport, to and from the host city accommodations, breakfast, transfers to and from venue, Official World Championship program, booster bags, all tips, travel insurance, tour incidentals, USA Welcome Party, USA Kick Off Party and Closing Reception. Air transportation is not included. All personal expenses will be the financial obligation of the athlete. **ATHLETE MUST MEET ALL DEPOSIT DEADLINES OR THEY WILL BE REPLACED ON THE TEAM.**
- **Photos for ID Badge at World Championships and World Championships Program**
 1. **Athletes**
 - a. **Individual Photos** ("head shots") for All U.S. Team Members (Freestyle, Pair, Team)
 - I. The USTA will take "head shots" of each U.S. Team Member at the conclusion of the U.S. Trials.
 - II. In the event the USTA cannot provide this service, each athlete must submit a passport style colored photo of the athlete alone, facing front ("head shots"). It should be 144 x 144 pixels.
 - III. Must be submitted to the Tour Coordinator by May 1st.
 - IV. These pictures must be professionally done (studio), with a plain background.
 - V. What to wear:
 - i. Soloists must wear the compulsory uniform.

- ii. Pairs must wear their pair's uniform for their individual picture.
 - iii. Team Members must wear their team uniform for their individual pictures.
- VI. Any individual participating in several categories must submit a photo for each category, dressed in the appropriate uniform.

b. **Pair Photos**

Each pair must also send two (2) copies of a group shot of the Pair by May 1st.

c. **Team Photos**

The team photo will be taken at Trials, but you have until April 15th to submit a new photo.

2. **Coaches**

Coaches traveling to the World Championships as Official USA World Team Coaches must send two (2) passport size photos to the Tour Coordinator by May 1. The USTA will include USA World Coaches when taking photos after the U.S. Trials. In the event this service is not possible, the coaches will be responsible for sending in photos by the deadline date.

• **Forms Required for ALL World Team Qualifiers**

Reference the U.S. World Team Manual for the following required forms:

1. ***Intent to Compete Form*** for the World Championships or ***Intent to Withdraw Form***
2. Any required insurance or medical forms
3. Waiver of Liability
4. ***Coach's Declaration Form***
5. ***The World Team Contract***

Signing these documents (and any other forms deemed necessary by the Technical Department) will be done immediately following the U.S. Trials.

❖ **Photography Rules at U.S. Trials**

- No flash photography or special lighting for photography or filming will be permitted (exception – official USTA photographer and/or press/TV).
- All other photography, videotaping, etc. will be allowed when there is not special lighting required. Videotaping must be restricted to specially designated areas (if required by the Technical Department).
- Portions or all of the U.S. Trials will be videotaped by the USTA. These tapes will be used for such purposes as educational, entertainment, promotion of the sport to people inside and outside the field, and, in general, growth of the sport and of the World Class Programs.
- The USTA has exclusive rights to sell videotapes, films, etc. of these events.

❖ **Illegal substance or items (See Penalty Chart for Specific Information)**

- No substance such as powder, rosin, water or other substance may be used on the competition floor by any athlete for any reason. Penalty: (see *Trials Penalty Sheet* in handbook), to be subtracted from the Freestyle Percentage Score for Freestyle and the Judge's' Average Score for pairs and teams.
- Athletes may not take towel or other items onto the competition floor.

❖ **Technical Description of Baton**

- A standard baton is a chrome-plated steel shaft with varying sizes and weights in either end.
- The weights are either pounded or pressure fitted.
- The weights are covered with a white ball (the large end) and a small white rubber tip covering the other end.
- Various batons have various balance points, depending upon the size and weight.
- Most batons come in sizes from 13 to 32 inches and are either 3/8 inch in diameter or 7/16 inch in diameter. Some batons are available in 5/16 inch diameter.
- The normal standard baton weighs about 8 ounces – the length would also affect the weight.

❖ **Use of Grip Tape**

The floor monitor will inspect all baton(s). The use of Grip Tape is optional. If Grip Tape is used, the following guidelines must be adhered to:

- Grip tape can cover up to 1/2 of the shaft, divided equally from the center.
- Grip tape can be applied in solid, striped or spiral fashion.
- Tape can be of any color(s).
- Within a Pair or Team, the grip tape must be the same.

❖ **Beginning and Ending Presenting Pose, Salute**

- For all events, the athlete(s) must perform a presenting pose of their choice (maximum of 4 counts) to the judging panel at both the beginning and end of their routine.
- The opening acknowledgement should happen before the call for the start of the music happens.

❖ **Costuming**

- All athletes must wear a costume of their own choice bearing in mind that this is a sport.
- Athletes (Freestyle, Pairs and Team) are not permitted to have a costume that covers the palm of the hand.
- All athletes must wear sport shoes of their choice bearing in mind this is a sport. Shoe soles must meet facility regulations.
- Socks or tights, of their choice, may be worn bearing in mind this is a sport.
- Athletes may wear glasses, if necessary. No sunglasses are allowed.
- Athletic bandages are allowed.
- **Hair and Accessories**
 - Must be secured by any method bearing in mind that this is a sport.
 - Any hair accessory may be used, but must not cover any part of the face below the eyebrows and must be reasonable, bearing in mind that this is a sport.
 - No jewelry of any kind or body piercing allowed.
- **Make-up**

Moderate stage make-up, to enhance natural facial features, is recommended. Make-up should be designed bearing in mind that this is a sport. Athletes are not permitted to have any of the following:

- Body or face paint; No glitter; No adornment
- Anything stuck to the face or body
- Anything drawn/stenciled on the face or body

At the U.S. Trials, during the costume check, the TA will have the final decision on costume, make-up, hair and accessories.

❖ **Costume Violations**

- **Inspection:**

All competitors must report to the Floor Monitor in the designated area for a costume check before each round of their prospective event(s). The Floor Monitor is responsible for pointing out infractions in costuming as soon as possible to the competitors in the event that an acceptable article of apparel may be substituted in sufficient time. Athletes should report approximately 15 minutes before their set number for Short Program, Freestyle, Pairs and Team.

- If an athlete(s) intentionally disregards the costume infraction pointed out by the Floor Monitor, then the Floor Monitor will inform the Technical Advisor who will then inform tabulation to assess the penalty. (See *Trials Penalty Sheet* in this handbook).
- Once the athlete(s) has passed inspection by the Floor Monitor and begins their performance, they will not be assessed a penalty in the event a member of the judging panel notices a costume violation.

❖ **Competition Procedures**

- The freestyle athlete will use only one baton.
- Each pair/team athlete will use only one baton, but the pair/team program may include two/three baton moves performed by one athlete.
- Baton shaft may be of any color(s). Tape, of choice, may be used, bearing in mind this is a sport.
- Pair and team athletes – batons must be alike and taped (if used) alike.
- The freestyle athlete/pair/team enters the performance area upon signal from the announcer to “take the floor for competition”. Upon reaching starting formations, the announcer will say “music”.
- Starting position may be anywhere on the floor, but entry onto the floor must be from judges’ left and from behind the boundary lines. No music allowed on entry.
- Athletes may not take towels (or other items) onto the competition floor or a penalty will be assessed. (See penalty sheet in this handbook)
- Athletes may wipe hands or batons on their own person.
- Leaving the competition floor during a performance:
 - Freestyle** – If an athlete leaves the competition floor for any reason during the performance, he/she shall be disqualified unless minimum time has been reached; exceptions are made for music, injury or uniform problems.
 - Pairs** – If one of the athletes leaves the competition floor for any reason during the performance, the pair shall be disqualified unless minimum time has been reached; exceptions are made for music, injury or uniform problems.

Team – A team will be penalized if, during the performance, one or more of the members leave the floor before the minimum time requirement has been reached, except for first aid purposes (sick, injured, etc.). In the event that a team has the minimum amount of members (6), and some time during the performance one of the members leaves the floor, that team would then be disqualified because there would then be fewer than the minimum required number of members performing. However, if that member or members left the floor for first aid purposes, the team would not be disqualified.

- After each Freestyle/Pair/Team program is completed, athlete(s) goes to the designated spot to view the scores. Once an athlete(s) has reached the designated area, the next athlete(s) may enter the competition floor to await signal to begin.
- All athletes must be prepared to perform under spot/television lights, if deemed necessary by a television production company and/or the USTA. Some athletes may be televised and others may not. All of them must be prepared.
- In the event that an athlete is participating in more than one event (freestyle, pairs, team) and the events are scheduled back-to-back, a minimum of 5 minutes between sets will be scheduled.
- Athletes must exit immediately to the judges' right. The freestyle athlete/pair/team may leave the floor with the music if the minimum time has been reached.

❖ Competition Procedures (continued)

Freestyle

- There will be one round of short program competition.
- The procedure to be used in selecting the number of athletes in Freestyle preliminaries and determining the number of rounds will be as follows:
 1. 0 to 15 competitors – There will be two rounds of competition (NO semi-final round); the top 6 athletes from the Preliminary Round will advance to the Final Round.
 2. 16 to 30 competitors – There will be three rounds of competition (a semi-final round will take place); the top 12 athletes from the Preliminary Round will advance to the Semi-Final Round; the top 6 athletes from the Semi-Final Round will advance to the Final Round.
 3. 31 to 45 competitors – There will be three rounds of competition (semi-final round will take place); the top 20 athletes from the Preliminary Round will advance to the Semi-Final Round; the top 10 athletes from the Semi-Final Round will advance to the Final Round.
 4. 46 to 60 competitors - There will be three rounds of competition (semi-final round will take place); the top 30 athletes from the Preliminary Round will advance to the Semi-Final Round; the top 10 athletes from the Semi-Final Round will advance to the Final Round.
 5. 61 to 75 competitors - There will be three rounds of competition (semi-final round will take place); the top 35 athletes from the Preliminary Round will advance to the Semi-Final Round; the top 10 athletes from the Semi-Final Round will advance to the Final Round.
 6. Preliminary Freestyle Scores are never used to compute the Final Score. For more Tabulation information, see Section 8 – Tabulation.

Pairs

1. There will be two rounds of competition; the top 6 pairs from the Preliminary Round will advance to the Final Round.
2. Preliminary Scores are never used to compute Final Score. For more Tabulation information, see Section 8 – Tabulation.

Teams

1. There will be two rounds of competition; the top 6 teams from the Preliminary Round will advance to the Final Round.
2. Preliminary Scores are never used to compute Final Score. For more Tabulation information, see Section 7 – Tabulation.

Section 2

Procedures

PROCEDURES

❖ Order of Performance

- Drawing for order of performance will be held in advance of the U.S. Trials and will be posted on the USTA website at www.ustwirling.com. This order will indicate the first round only. For Soloists, this is the short program round, for Pairs and Teams, the preliminary round. Soloists will be seeded and re-drawn after each round. Pairs and Teams will be re-drawn after each round and depending upon the number of pairs/teams, may be seeded.
- **Seeding**
 - To determine the placement for seeding, use the Short Program Percentage Score.
 - The placements are then subdivided into 3 equal groups (e.g. 15 = 5, 5, 5) OR when there is an unequal number in the subgroups (e.g. 20 = 6, 7, 7) the top seed group is the group that will use the lesser number.
 - A random draw within each subgroup will determine order of performance. In the Final Round only, the final six freestyles, pairs and teams will compete in reverse order of their placement of the previous round.
 - The lowest place subgroup will perform first.
- All drawings will be done by computer under the auspices of the U.S. Technical Department.
- In the event that equipment failure prohibits drawing by computer, the official way in which the drawing is to be conducted is that names will be drawn from one container while the number representing the order of performance is drawn from a separate container simultaneously. This is done in designated groupings.

❖ Music

- Music at the U.S. Trials will be played through a digital media source, such as a computer, iPad, iPod or mp3 player. All music files must be submitted in .mp3 or AAC format. **The specific guideline for naming the music file, is as follows:**
 - Athlete/Pair/Team Name_Category Age Division_Time_Coach.mp3 or AAC format.
(Example: Susie Baton_Freestyle Sr AA_2:30_Coach Mary Smith.mp3 or AAC format)
- **Music for all athletes, pairs and teams must be submitted electronically via email to: USTrialsmusic@ustwirling.com.**
- **The subject line of the email must match the music file name.**
Example: Susie Baton_Freestyle Sr AA_2:30_Coach Mary Smith.mp3
- **Music must be received no later than **Saturday, February 27, 2021, by 11:59 pm Pacific.****
- If music needs to be changed after submission, whether it is a complete music change or simply a different edit of music, the latest submission date will be 2 weeks prior to the start date of the competition. In addition, an official statement indicating the new music that will be used must be sent from the Coach to the Contest Director & Designated Music Organizer.
- CD's will no longer be used as the primary source.
- **An electronic copy must be available for back-up use.**
- Each soloist, pair and team will have the opportunity to test their music for volume and accuracy prior to performance using the official sound system.
- Only Primary Coaches may submit and test music. It is the express responsibility of the coach to provide quality recordings for the competition.

❖ **Music (continued)**

- A music test is provided for each athlete, pair and team prior to the competition. During this time, primary coaches will be allowed to test the volume only of their athlete's music. The official sound equipment will be used. 2:00 minutes time to each Junior Athlete/Pair; 2:30 minutes to each Senior Athlete/Pair; and 5:00 minutes per Team. Timing includes: Announcer calls music to designated time limit.
- It is the Designated Sound Technician's responsibility to set the desired volume that was determined at the music test for each performance. No one other than the sound technician and/or official competition staff may touch the official sound equipment, unless specifically requested to by the Competition Director. Coaches may observe the technician for correct placement of the volume.
- Due to the electronic submission, no speed adjustments can be made.
- Volume control is the sole responsibility of the sound technician.
- **Music Failure:** A failure of the music after performance has started will constitute a restart. Music failure is defined as: Digital skips, sticks or will not play. Only one restart will be allowed (from the beginning of the program) using "back-up" electronic copy, if needed. No additional test will be allowed.
- **System Failure:** A failure of the music after performance has started will constitute a restart. System failure is defined as: system fails to operate, volume obviously fading in and out, sound cutting in and out. In this situation, and at the discretion of the Competition Director, the athlete, pair or team has the opportunity to test their music on an alternative sound system, their own sound system, or on the official sound system after repairs have been made. After it has been determined by the Competition Director that the system is working properly, or that appropriate alternative equipment has been put in place, the athlete, pair or team will be allowed to restart at the beginning of their program.
- Each athlete, pair and team is encouraged to have a "back-up" electronic copy of their music.

❖ **Competitor not Appearing**

- Any Soloist, Pair or Team not reporting when their name is announced will be considered late and thus, disqualified.
- In the event that a Soloist, Pair or Team is a "no show", the next Soloist, Pair or Team will be given sufficient time in which to report. (Minimum of 5 minutes)
- At the U.S. Trials, in the event that a solo competitor who has been chosen to compete in semi-finals cannot for any reason compete in that round, that athlete will be disqualified and relinquish his/her placement and award. The next lower athlete will be allowed to compete, providing it is possible to notify that athlete in time. In the event that athlete cannot perform the next lower placed athlete will be asked, etc. This rule would also be in effect for the Finals Round. There will be an attempt to always have the maximum number of competitors in each round.

❖ **Uniform Failure**

The Chief Judge, the Technical Chair or the Judges' Chair may stop the competition for one of the following reasons:

- If costume failure becomes hazardous, indecent or embarrassing
- If a shoe lace 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 breaking

The Technical Advisor must be contacted to handle the situation.

The Technical Advisor will contact the Competition Director and competition staff.

The Technical Advisor may order a restart.

Judging to commence at the **beginning**.

❖ **Ties:** See Tabulation Section for full explanation.

❖ **Obstruction or Unusual Circumstances**

- If a Soloist, Pair or Team is hindered in his/her performance by an outside obstruction or unusual circumstance, that Soloist, Pair or Team may have an opportunity to re-compete at the discretion of the judges, upon approval of the U.S. Technical Department and the Competition Director.

❖ **Injuries**

To ensure the health and safety of the athlete, the following procedures and guidelines will apply:

1. The Competition Director, Technical Advisor, the Judges' Chair, Chief Judge or a Judge on the panel shall have the authority to immediately stop the competition whenever a risk factor related to safety becomes evident.
2. Procedure
 - a. Freestyle and Pairs – if, due to an injury or illness
 - I. An athlete DOES NOT leave the competition floor, nor is the performance stopped by an official after the injury or illness occurs:
 - He/she will not be allowed to re-compete in that particular round.
 - Judges will score. If the score is sufficient to advance to the next round, the athlete may participate in the next round of competition.
 - There will be no timing penalty assessed due to the under time of the performance
 - II. An athlete DOES leave the competition floor or the performance is stopped prematurely by an official after the injury or illness occurs:
 - Athlete will be assessed by authorized medical personnel.
 - Competition Director and U.S. Technical Advisor in consultation with authorized medical personnel shall determine whether the athlete(s) is physically capable of continuing the competition.
 - If the athlete is able to continue, performance will begin at the point of interruption.
 - If the athlete is unable to continue, judges will score the portion of performance that had been completed. The athlete will not be allowed to continue to compete.
 - There will be no penalty assessed for under time of performance due to injury.
 - b. Teams – If, due to an injury or illness:
 - I. The team is unable to complete their program the above procedures (1-2) will be enforced.
 - II. In the case of a team continuing their performance, from the point of interruption, they may do so using an alternate, with fewer members (at least minimum number), or with the “injured” member once authorized Medical Personnel has determined the athlete is physically capable of continuing.

❖ Critiques

All U.S. Team members (soloists, pairs and teams) have the option of receiving a critique. ONLY Primary Coaches are allowed to attend critiques.

❖ Awards

- All awards are based on the number of athletes listed on entry form for each respective competition. No additional awards will be presented.
- All U.S. Trials participants, including members of Team and the alternates will receive:
 1. Certificate of Participation
 2. U.S. Trials pin and year bar (1 pin regardless of the number of events entered)
- U.S. World Team Members only (soloists, pairs and team members) who have reached the qualifying score, will receive the following awards:
 1. Freestyle (see General Rules for re-compete)
 - a. Top 3 Soloists in each division will receive Gold, Silver and Bronze medallions
 - b. Alternates (4th Place Soloists) will receive a medallion
 - c. 5th and 6th Place – each will receive medallions
 - d. Any athlete who makes the top 6, but does not reach the qualifying score, will be awarded a medallion at the U.S. Trials.
 - e. All Freestyle athletes receive a folder with official results of their division.
 2. Pairs
 - a. Top 3 Pairs will receive Gold, Silver and Bronze medallions
 - b. 4th through 6th Place will receive medallions
 - c. Each Pair receives one folder with the official results of their division
 3. Team
 - a. Each member (including 2 alternates) of the top 3 Teams will receive Gold, Silver and Bronze medallions
 - b. 4th through 6th Place will receive one plaque per Team
 - c. Each Team receives one folder with the official results of their division
- Picture Plaques: Every member of the U.S. World Team (all soloists, including alternates, team member, including up to two alternates and pairs) will be given a plaque containing a picture of that year's official U.S. World Team. These will be presented at the U.S. Pre Trials/National Championships.

❖ Scheduling – U.S. Trials

- To ensure the efficiency of running the U.S. Trials competition and ensuring the accuracy of the judging process, each event (Freestyle, Pairs and Team) must be run in its entirety within each round of competition.

❖ Performance Area

- **Freestyle:** Competition floor area is 50 feet by 60 feet.
The boundaries of 50 feet by 60 feet for the freestyle will not be strictly interpreted as boundaries per se, but as the size of the floor that is available to the athlete. Should an athlete step on or across the lines, the judges will each determine individually whether or not this is cause for lowering the score, based on the athlete's pattern and use of space.
- **Pairs and Teams:** Competition floor is 50 feet by 80 feet.

- The boundaries of 50 feet by 80 feet for the pair/team will not be strictly interpreted as boundaries per se, but as the size of the floor that is available to the athlete. Should an athlete step on or across the lines, the judges will each determine individually whether or not this is cause for lowering the score, based on the pairs/teams pattern and use of space.

GLOSSARY OF TERMINOLOGY

ARABESQUE	One of the basic poses in ballet, arabesque takes its name from a form of Moorish ornament. In ballet it is a position of the body, in profile, support on one leg, which can be straight or demi-plié, with the other leg extended behind and at right angles to it, and the arms held in various harmonious positions creating the longest possible line from the finger to the toes.
ATTITUDE	A position on one leg with the other lifted in back, the knee bend at an angle of ninety degrees and will turned out so that the knee is higher than the foot. The arm on the side of the raised leg is held over the head in a curved position while the other arm is extended to the side.
BATTEMENT, GRANDE	Large beating of the leg. An exercise in which the working leg is raised from the hip into the air and brought down again, the accent being on the downward movement, both knees straight.
BEGIN	Cue to start compulsory move.
CABRIOLE	Caper. A step of elevation in which the extended legs are beaten in the air. The working leg is thrust into the air; the underneath leg follows and beats against the first leg sending it higher. The landing is then made on the underneath leg. Cabriole may be done in all directions of the body.
CATCH	When used with a vertical aerial, facing front in standard direction of twirl, position of L hand on reception is palm up in front with thumb up, and when used with a vertical aerial, facing back in reverse standard direction of twirl, position of R hand on reception is palm up in back with thumb up. With a horizontal aerial, position of hand on reception (L or R hand) is palm up with thumb up.
CENTER OF BATON	The center on-third of the baton shaft. The hand is positioned on the shaft so that the thumb is well within the center one-third.
CHAINE	Chains, links. A series of rapid turns on the pointes or demi-pointes done in a straight line or in a circle.
CHASSE	In the Cecchetti method of a chasse is a glide into an open position and is finished in demi-plié. This movement can be executed in all the directions making seven chasses.
CLOCKWISE HORIZONTAL	(C) Will be understood as horizontal forward direction of the baton above eye level. Looking up at the baton, it is revolving clockwise.
CLOCKWISE VERTICAL	(C) Will be understood as vertical forward direction of the baton. If the athlete moves the baton to the back or behind the body and/or while facing or looking at the baton, it is revolving counter clockwise.
CONTACT MATERIAL	The intermixture or succession of different things (diversity & change). Covering finger twirls, flips, full hand moves, wraps, swings & slides, including releases and catches. Complex use of all types with the R & L hands used equally; the risk factor involved and the consistency of it; The intricacy of the baton and body as a unit, including the releases and catches.
COUNTER CLOCKWISE HORIZONTAL	Will be understood as horizontal forward direction of the baton below eye level. Looking down at the baton, it is revolving counter clockwise.
COUNTER CLOCKWISE VERTICAL	(CC) Will be understood as vertical forward direction of the baton if the athlete moves the baton to the back or behind the body and/or while facing or looking at the baton, it is revolving counter clockwise, but in a forward direction.
COUPE	Cut, cutting. A small intermediary step done as a preparation or impetus for some other step. It takes its name from the fact that one foot cuts the other away and takes place.
DIRECTIONAL CHANGE	Refers to a movement changing directions of the baton from CC to C or from C to CC, going from forward direction to reverse direction.
DOUBLE ELEMENT TRICK	Any combination of 2 major body moves executed together under a toss.
FLIP	Any release (RH or LH) where the center of the baton, at its greatest distance, is only at arm's length or less away from the body.
FLOURISH (LH)	Circle L arm CC across body & up into one forward outside loop at L side above shoulder level with left arm extended from shoulder. L arm is in a "V" position on the loop.
FLOURISH (RH)	Circle R arm C across body & up into one forward outside loop at R side above shoulder level with right arm extended from shoulder. R arm is in a "V" position on the loop.
FLOURISH WHIP (LH)	Circle L arm CC across body & up into one forward outside loop at L side above shoulder level with left arm extended from shoulder. L arm is in a "V" position on the loop. Swing arm down, ball leading and bring baton to center back at hip level; pull hand up to waist, baton at center back; bring (tip forward) to center front (remaining at waist level); rotate hand to center front position, full hand grip, palm down, waist level. While baton is behind the back, hand should not be visible.
FLOURISH WHIP (RH)	Circle R arm CC across body & up into one forward outside loop at R side above shoulder level with right arm extended from shoulder. R arm is in a "V" position on the loop. Swing arm down, ball leading and bring baton to center back at hip level; pull hand up to waist, baton at center back; bring (tip forward) to center front (remaining at waist level); rotate hand to center front position, full hand grip, palm down, waist level. While baton is behind the back, hand should not be visible.
FOLLOW THROUGH	Refers to the smooth continuation of movement from one skill to another after the reception or the completion of the Compulsory Move. A basic movement will lead out of the Compulsory move to a stop position.
FOURTH POSITION	Front leg is demi-plié, back leg tendu back: hips and shoulders squared LUNGE over front leg, body erect, head facing in direction of front leg.

GLOSSARY OF TERMINOLOGY (continued)

FREE ARM	Refers to the arm without the baton.
GLISSADE	<p>Glide. A traveling step executed by gliding the working foot from the fifth position in the required direction, the other foot closing to it. Glissade is used to link other steps. After a demi-plié in fifth position the working foot glides along the floor to a strong point a few inches from the floor.</p> <p>The other foot then pushes away from the floor so that both knees are straight and both feet strongly pointed for a moment; then the weight is shifted to the working foot with a tendu. The other foot, which is pointed a few inches from the floor, slides into the fifth position in demi-plié.</p>
GRAB	When used with a vertical aerial, position of hand on reception is palm out to front with fingers pointing up and when used with a horizontal aerial, position of hand on reception is palm up with fingers pointing back.
HAND & ARM POSITIONS	Will be definite on all spins. Also refers to the placement of the hands and/or arms before, during and after a move.
HOP	Executed on one foot with the leg remaining straight down toward the floor. The opposite leg may be bent "knee up" or the leg may be held in a straight position either slightly in front or in back of the working leg.
ILLUSION	A gymnastics move in which the working leg, head and torso make a complete circle and remain in alignment with the supporting leg throughout the entire move. Arms start parallel to the ground and remain out as the body makes its vertical circular motion.
INTERRUPTED SPINS	Combining spins with body moves (major and minor) that stop the flow of the spin from its original horizontal rotation or spins which change direction. Interrupted spins are considered stationary complex moves when the spin is interrupted with a MAJOR body move. Interrupted spins are considered spin tricks when the spin is interrupted with a MINOR body move.
JETE EN TOURNANT (TOUR JETE)	Jump from one leg to the other in which the working leg is brushed into the air and appears to be thrown. At the same time the body is to turn while executing the step and the working foot passes in front of the supporting foot.
LATERAL BODY DEVELOPMENT	Equal/Unequal. The concept of the development of both sides of the body, right and left, independently and in relation to each other. This encompasses torso and limbs. Physiologically it is important that both sides equally; over-development on one side can cause injuries to the under-developed side.
LAYBACK	While stretching the working leg forward the weight is on the standing leg as you lay back, arching the back and dropping the head back in a controlled manner as you return to the starting position. Relax the neck muscles throughout.
LEFT HAND (LH)	Determines which hand is used, in this case, the left.
LEFT LEG (LL)	Determines which leg is used, in this case, the left.
LOOP	Full revolution of the baton using wrist action – forward or reverse – inside or outside.
LUNGE	Only one foot moves – see descriptions of each compulsory move where lunges are used. Technique to be considered (direction of hips determines type of lunge): proper turn out must be maintained; supporting leg must bend, back straight, head in line with body.
MAJOR BODY MOVE	A move that requires significant control, flexibility, strength, amplitude and extension. This classification includes any body move desired and includes moves such as: Illusions, walkovers, leaps or jumps (of any type), sauté arabesque, attitude, grand battement, sauté basque, tour jute, cabriole'. Minor body moves can become major body moves when executed with a high degree of amplitude or extension. These moves will be approximately 3 or more counts in duration.
MILITARY ATTENTION	Feet together, hands on hips, fingers together, baton in RH, head forward, baton resting against R arm with tip end touching R elbow.
MINOR BODY MOVE	A move that does not require significant control, flexibility, strength, amplitude or extension and additionally does not require horizontal or vertical re-orientation to the baton (no body rotations [turns] or maneuvering the body upside down [illusions, bow, etc.]). These moves will be approximately 2 counts in duration. This classification includes moves such as: hop, skip, chasse, pique, step-step, sauté and coupe'. This category will often be used as preparation or follow through movements.
NUCLEUS	The primary component(s) of a move or series.
NUMBERS OF THE CLOCK	Used to determine arm position from the athlete facing the clock or from the judge's viewpoint.
PASS	Means to move the baton from one hand to another.
PATTERN CHANGE	(PC) refers to the change of the twirling plane of the baton from vertical to horizontal or horizontal to vertical.

PIQUE	Pricked, pricking. Executed by stepping directly on the pointe or demi-pointe of the working foot in any desired direction or position with the other foot raised in the air.
POSTURE	Must be perfectly maintained on all spins with head in line with body on spins. Must be perfect for all moves.
PRIMARY MOVE	The major body element/elements displayed in each movement. This usually is one major element, but occasionally are two major elements. The PRIMARY MOVE will always be established in the Title of the movement. The primary move may be repeated in directions.

GLOSSARY OF TERMINOLOGY (continued)

PUSH OFFS	For spins: to be done with the ball of the push off foot touching forward (push off foot must be 90 degrees front to side opposite the spin direction). Supporting leg in relevé with leg extended (or straight). Not all spins are to be done with push-offs – see individual compulsory move details. No extra footwork preparation before the push off is permitted.
RECEPTIONS	Are to be in the center of baton. Refers to the type of catch or grab on an aerial and how it is received into the hand.
RELEASES	Are to be released from center of baton; refers to the type of aerial and how it is released from the hand.
RELEVÉ	Raised. A rising of the body on the pointes or demi-pointes.
REVERSE FLOURISH (LH)	Circle arm C into one reverse outside loop at L side above shoulder level (L arm is in a “V” position on the loop); continue circling L arm extended from shoulder so that circle is large and crosses in front of body.
REVERSE FLOURISH (RH)	Circle R arm CC into one reverse outside loop at R side above shoulder level (R arm is in a “V” position on the loop); continue circling R arm extended from shoulder so that circle is large and crosses in front of body.
REVERSE FLOURISH, REVERSE WHIP (LH)	Circle L arm C into one reverse outside loop at L side, above shoulder level (L arm is in a “V” position on the loop); continue circling L arm, extended from shoulder, so that circle is large and lead baton (thumb down) into midline of body to waist level. Back of hand then follows waist line from navel to center back, ball leading, extend arm down and out to L side.
REVERSE FLOURISH, REVERSE WHIP (RH)	Circle R arm CC into one reverse outside loop at R side, above shoulder level (R arm is in a “V” position on the loop); continue circling R arm, extended from shoulder, so that circle is large and lead baton (thumb down) into midline of body to waist level. Back of hand then follows waist line from navel to center back, ball leading, extend arm down and out to R side.
REVERSE WHIP (LH)	Lead baton (thumb down) into midline of body to waist level. Back of hand then follows waist line from navel to center back, ball leading, extend arm down and out to L side.
REVERSE WHIP (RH)	Lead baton (thumb down) into midline of body to waist level. Back of hand then follows waist line from navel to center back, ball leading, extend arm down and out to R side.
REVOLUTIONS	Are to be definitely maintained on all aerials. Refers to the number of times the baton makes a complete turn after it is released from the hand. One revolution being released thumb to ball at the point of release, the baton turns over one time and is received in the hand thumb to ball.
RIGHT HAND (RH)	Determines which hand is used.
RIGHT LEG (RL)	Determines which leg is used.
SAUT DE BASQUE	Basqué jump: a traveling step in which the dancer turns in the air with one foot drawn up to the knee of the other leg. 5 th position, right foot front. Step to the 2 nd position in demi-plié on right foot, turning en dedans so that the back is to the audience, immediately thrust the left leg to the 2 nd position in l’air, pushing off the floor with the right foot. Complete the turn with the right leg bent in a raccourci devant. The landing is made in demi-plié on the left foot. Both legs should be fully turned out during this step.
SAUTÉ	To jump, as for example in echappé sauté. Note: In all movements the tips of the toes should be the first to reach the ground after the jump, then the sole of the foot followed by the heel.
SECONDARY MOVE	The “lead-in” or “follow-through” move, subordinate in nature.
SECOND POSITION LUNGE	Feet in 2 nd position, one leg in demi-plié, the other in tendu to side; hips and shoulders squared front, equal turn out of legs and feet; body erect, head facing front.
SERIES	Two or more twirls combined one after the other.
SHIFT (OF WEIGHT)	Foot is <u>not</u> lifted completely off the floor before the weight is placed on that foot.
SINGLE BODY MOVE	Either minor or major body move done in isolation or with a spin.
SLIDE	Refers to a release of grip on the baton without losing control.
SOUSSOUS	Under cover. Soussous is a relevé in 5 th position traveled forward, backward or to the side. Dancer springs onto the pointes, drawing the legs and feet tightly together with the heel forced forward so that they give the impression of one foot.
SPIN(S)	A rotation of one or more turns of the body on the ball of the foot. Number of spins refers to the amount of turns the body makes. All spins to the left are done on the ball of the left foot with the right foot closing against the left ankle, knee forward. All spins to the right are done on the ball of the right foot with the left foot closing against the right ankle, knee forward. The supporting leg is extended (straight) during spin.
SPOTTING	This is a term given to the movement of the head in spins, chaîné turns, pirouettes, deboules, fouetté, ronde de jambe en tournant, etc. In these turns, the dancer chooses a spot in front and as the turn is made away from the spot, the head is the last to leave and the first to arrive as the body completes the turn. This rapid movement or snap of the head gives the impression that the face is always turned forward and prevents the dancer from becoming dizzy.
STANDARD	Vertical or Horizontal RH or LH catch or RH or LH grab.
STANDARD RELEASE	Vertical RH or LH thumb toss, Vertical RH or LH Backhand toss, or Horizontal RH or LH toss.

STANDING/SUPPORTING LEG	The leg which bears the body weight.
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GLOSSARY OF TERMINOLOGY (continued)

START POSITION	Refers to the position of the body and baton before going into a compulsory move.
STEP	Foot is to be <u>lifted slightly</u> and placed on the floor to execute the step.
STOP	In compulsories or movement technique: means to end the movement and wait for the judge to signal.
SWING	1/2 revolution of the arm.
TENDU	Stretched, as for example, in battement tendu
THUMB TO BALL (TTB)	Refers to the fact that if the thumb were stretched out on the shaft of the baton, it would point to the ball.
THUMB TO TIP (TTT)	Refers to the fact that if the thumb were stretched out on the shaft of the baton, it would point to the tip.
TOSS	<u>More than one</u> revolution of the baton from the point of release to the point of reception.
TRADE (WEIGHT)	Foot is <u>not lifted</u> completely off the floor before the weight is placed on that foot.
TRANSFER (OF WEIGHT)	Foot is <u>not lifted</u> completely off the floor before the weight is placed on that foot.
TURN	A movement resulting in direction change or (rotation) of the body. A turn can be executed on either one or both feet (as in chainé turn).
WHIP (RH or LH)	Swing arm down, ball leading and bring baton to center back at hip level; pull hand up to waist, baton at center back; bring (tip forward) to center front (remaining at waist level), rotate hand to center front position, full hand grip, palm down, waist level. While baton is behind the back, hand should not be visible.
WORKING LEG	The leg which is moving without weight.

Section 3

Short Program

SHORT PROGRAM

- **Required for all Junior and Senior Women and Men Elite Athletes**
- **Short Program replaces Compulsory Competition**

SHORT PROGRAM FOR JUNIORS

❖ CONCEPT

Short Program for Juniors is a structured event that is a display of required skills that are composed of the Short Program elements. It is performed to a standard musical selection and the elements must be performed on specific counts. Short Program is structured from required elements that are derived from 5 categories of twirls (spins, stationary complex, traveling complex, rolls and contact material) which must be strictly performed as prescribed.

❖ PHILOSOPHY STATEMENT FOR JUNIOR

Short Program for Juniors introduces the foundation of skills that are needed for the Short Program for Seniors and Adults. When executing the 8 required elements, technique of body and baton are expected to be correct. Music is a factor in that athletes must execute the elements on specific counts of the music.

❖ PRIMARY FOCUS

- It is mandatory that the execution of the required elements be as prescribed, same order and facing front.
- Prime consideration will be given to the technique of body and baton during the execution of eight required elements derived from the three Modes of Twirling (aerials, rolls and contact material).
- Short Program the additional responsibilities of performing the required elements at specific points in the music. Athletes will have an approximate 8 count break between elements, at which point they will return to the center of the floor.

ELIGIBILITY AND MUSIC

Junior Men and Women will perform to different musical selections.

SHORT PROGRAM FOR SENIOR

❖ Concept

Short Program is the 'bridge' between the totally structured event of Compulsories and the 'freedom' of Freestyle. It is performed to standard music and combines qualities for both events, weaving a program of required moves into a creative musical production that is shorter than Freestyle requirements and more entertaining than the Compulsory requirements.

Short Program is structured from required elements that are derived from 5 categories of twirls (spins, stationary complex, traveling complex, rolls and contact material) which must be strictly performed as prescribed.

❖ Philosophy Statement

Short Program lays the foundation of skills needed for the Freestyle Program when focusing on qualities such as musical interpretation and composition and performance. When executing the

8 required elements and during the accessory material, technique of body and baton are expected to be correct. Musicality is a factor developing rhythmic variation, use of accents, conforming to the style of the music and musical phrasing. Design concepts of staging, logic, contrast and dynamics are introduced.

❖ **Primary Focus**

- It is mandatory that the execution of the required elements be as prescribed.
- Prime consideration will be given to the Technique of body and baton during the execution of eight required elements derived from the three Modes of Twirling (aerials, rolls and contact material).
- Short Program requires the additional responsibilities of conforming to the Music and displaying performance skills and develops musical interpretation, simultaneous responsibility, movement in space, staging and continuity. These factors will be considered in composition & performance.

❖ **Eligibility and Music**

- Men and Women will perform to different musical selections.

❖ **Scoring**

- Each element is worth 10 points, totaling 80% of the Score.
- Composition + Performance is worth 20 points, totaling 20% of the Score for Senior Women and Men only.
- All other errors and illegal moves will be considered in the Short Program Net Percentage Score.
- Athlete must start on count 1 of the required 8 count phrase of the Element.
- If the athlete does not start on Count 1 of the required 8 count phrase of the Element, they will receive a 0.1 deduction. There is a box for each Element on the Composition & Performance Scoresheet. The deductions will be taken by the judge off the Performance Score.

❖ **General Rules for Junior Short Program**

- All required elements must be performed facing the front and as prescribed.
- While executing required elements, the baton must rotate in standard direction of twirl.
- Short Program will use between 1/3 and 1/2 of the competition floor.
- All required elements must begin on count #1, but may end before the 8 count phrase is finished, depending on the athlete's proficiency.
- If the required element is completed in less than 8 counts, the athletes will stop and wait for the next required element to begin on Count #1.
- Facial expressions while executing Required Elements are acceptable and will be expected to match the music.

❖ **General Rules for Senior Short Program**

- All required elements must be performed facing the front and as prescribed.
- While executing required elements, the baton must rotate in standard direction of twirl.
- Short Program will use between 1/3 and 1/2 of the competition floor.

- All required elements must begin on count #1, but may end before the 8 count phrase is finished, depending on the athlete's proficiency.
- If the required element is completed in less than 8 counts, the athlete may continue with accessory material.
- All dance movements are allowed.
- Acrobatic moves that are allowed include: cartwheels (1 or 2 hands), illusions, walkovers (1 or 2 hands, front or back), splits and floor rolls. All other acrobatic movements are not allowed (such as; aerial gymnastic moves and handstands).
- Accessory material is used between required elements. See definition at end of Required Element Descriptions.
- Facial expressions while executing Required Elements are acceptable and will be expected to match the music.

❖ **Costuming**

Junior and Senior athletes (men and women) must perform in the Official Compulsory Leotard/Uniform of their country.

❖ **Judging Criteria for Short Program (Resource: WBTF Judges Manual)**

- We will use the existing compulsory judging system as a basis to judge the required elements.
- We will use the existing freestyle judging system as a basis to judge the Performance and Composition captions for the Senior Division.

A. Drops/Errors:

- We will use the existing compulsory violation definition for assessing drops and other errors in the required elements (i.e. violations 0.5 to 1.0 deductions and a drop 2.0 deduction).
- In the required elements, the judge will only judge to the point at which the athlete has completed the element (i.e. where the drop occurred or the roll was stopped) and the judge will consider the violations and errors the same as they would in compulsories.
- We will consider all drops (required or accessory) in the performance score by evaluating the drop in relation to how it affected the performance.

B. Prohibited Material:

- We will deduct a 2.0 penalty from the total score for each time that the athlete performs prohibited accessory material (i.e. front aerial).

C. Contact Material Series:

- On the contact material series, there is no defined entrance/nucleus/exit to this required element, it is all considered to be the nucleus.
- If there is a drop in the contact material series the athlete will continue and the judge must determine how much material was completed and how successful they were.
- A 2.0 penalty will be deducted for each drop during the 24 count contact material.
- If there are missed fingers or any other violation they will be assessed as they would be in compulsories (0.5 to 1.0 deduction from the score depending on the severity).

D. Other Considerations:

- We will maintain the minimum score of 0.5 for the required element.
- If there is a fall anywhere in the program, there will be no specific penalty assessed, however, it will be considered in the performance caption.

E. Timing/Music Errors:

- The required elements are to begin on the first count of the musical phrase as outlined in the Short Program description and are completed within the 8 counts. The speed and skill level of the athlete will determine the time it takes them to complete the move. There is no minimum amount of counts that the move must be completed.

REQUIRED ELEMENTS:

General Statements:

- The head remains upright during the execution of all required elements.
- Facial expressions while executing Required Elements are acceptable and will be expected to fit the music.
- The “counts” listed for Required Element #1 and #7 are for learning purposes only. The athlete may execute the move in less than 8 counts.

1. TRAVELING COMPLEX**Right Leg**

- 1 - 2 Body direction facing L front oblique (head, hips and shoulders facing L oblique); R chassé with RH reverse figure 8, L arm extended shoulder level to L side
- 3 Step L – Right thumb release into a vertical toss
- 4 R grand jeté [développé or straight leg] (+ landing); Left arm moves down next to the left side of the body (en bas), then up to Third Arabesque position (arm straight out in front of the body, slightly above shoulder level, palm down) while the right arm moves in a natural movement to the right side – Arabesque Third. The shoulder and hips must be square and perpendicular to the leg during the leap. The head will be positioned to spot the baton.
- 5 Step L (demi plié) catch (RH standard catch). The Left arm will move to a la second (straight out to the left side at shoulder level, palm down).
- 6 Step R on toe in 4th position. Left arm moves down next to the left side of the body (en bas). Baton loops to follow through to a locked position on the right arm. Right arm continues to circle in a clockwise direction (from the athlete’s point of view).
- 7 Finish in relevé in 4th position, right leg in front. Arms finish in Third Arabesque (Left arm straight in front slightly above shoulder level, Right arm to the back slightly below shoulder level, both arms palm down).

Left Leg

- 1 - 2 Body direction facing R front oblique (head, hips and shoulders facing R oblique); L chassé with RH reverse figure 8, L arm extended shoulder level to L side
- 3 Step R – Right thumb release into a vertical toss
- 4 L grand jeté [développé or straight leg] (+ landing); Right arm moves in a natural movement to Third Arabesque position (arm straight out in front of the body, slightly above shoulder level, palm down) while the left arm stays extended should level to L side. The shoulders and hips must be square and perpendicular to the leg during the leap. The head will be positioned to spot the baton.
- 5 Step R (demi plié) catch (RH standard catch). The Left arm will remain to the side.
- 6 Step L on toe in 4th position. Left arm moves down next to the left side of the body (en bas). Baton loops to follow through to a locked position on the right arm. Right arm continues to circle in a clockwise direction (from the athlete’s point of view).
- 7 Take R step, continuing in the direction of the leap, into 4th position relevé, right leg in front. Arms finish in Second Arabesque (Left arm straight in front, slightly above shoulder level, Right arm to the back slightly below should level, both arms palm down).

REQUIRED ELEMENTS:

General Statements:

- The head remains upright during the execution of all required elements.
- Facial expressions while executing Required Elements are acceptable and will be expected to fit the music.
- The “counts” listed for Required Element #1 and #7 are for learning purposes only. The athlete may execute the move in less than 8 counts.

1. TRAVELING COMPLEX**Right Leg**

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- 7 Finish in relevé in 4th position, right leg in front. Arms finish in Third Arabesque (Left arm straight in front slightly above shoulder level, Right arm to the back slightly below shoulder level, both arms palm down).

Left Leg

- 1 - 2 Body direction facing R front oblique (head, hips and shoulders facing R oblique); L chassé with RH reverse figure 8, L arm extended shoulder level to L side
- 3 Step R – Right thumb release into a vertical toss
- 4 L grand jeté [développé or straight leg] (+ landing); Right arm moves in a natural movement to Third Arabesque position (arm straight out in front of the body, slightly above shoulder level, palm down) while the left arm stays extended should level to L side. The shoulders and hips must be square and perpendicular to the leg during the leap. The head will be positioned to spot the baton.
- 5 Step R (demi plié) catch (RH standard catch). The Left arm will remain to the side.
- 6 Step L on toe in 4th position. Left arm moves down next to the left side of the body (en bas). Baton loops to follow through to a locked position on the right arm. Right arm continues to circle in a clockwise direction (from the athlete’s point of view).
- 7 Take R step, continuing in the direction of the leap, into 4th position relevé, right leg in front. Arms finish in Second Arabesque (Left arm straight in front, slightly above shoulder level, Right arm to the back slightly below should level, both arms palm down)

REQUIRED ELEMENTS (continued):**2. VERTICAL RH THUMB TOSS 1 ½ SPIN TO LEFT, LH BLIND CATCH**

- RH vertical flourish (extending R arm) TTB or TTT – step forward on RF; Whip – pull LF into RF to 5th position relevé; L arm extended at shoulder level to L side
- Step forward on R toe into 4th position relevé
- RH thumb release (center of baton, center of body); 2-3 revolutions of baton
- Push off into 1 ½ spin L on ball of L foot (R foot closes against L ankle), erect posture maintained with head in line with body on spin; hands placed at sides of hips, palms against body, fingers together in downward position)
- Finish spin facing back lunging L in 4th position by pushing R foot back (against floor) toward judge
- LH blind catch TTB or TTT with LH above L shoulder close to L ear, L arm bent, center of baton (last eye contact with baton is off R shoulder), RH remains at side of hip for reception
- Swing L arm down in back to a matched hand pass down in back (elbows straight) while turning R to face front, RH vertical flourish while stepping R foot to R side; arms passing through in “V” position with palm facing L side
- Tendu L in 2nd position

3. 4 CONTINUOUS ELBOW ROLLS WITH RIGHT ARM LAY OUT

- Feet in 5th position relevé (RF front); RH vertical flourish (extending R arm), TTB; L arm extended shoulder level to L side; swing baton down across legs (while moving RH down from center on baton) and change to L front oblique pattern
- Step on L foot to L front oblique; body direction facing L front oblique (heads, hips and shoulders to L oblique); begin roll on elbow (oblique pattern)
- 4 continuous elbows, L-R-L-R with matching feet L-R-L-R turning on ball of each foot (coordinating elbows with feet)
- Footwork executed in an arc (semi-circle) as follows:
Step #1 with L foot, hips to L oblique; Step #2 is a turn on R foot; Step #3 is a step toward the front on L foot with hips facing R side; Step #4 is on R foot directly to R side (or slightly forward), R toe may be facing diagonal R side on step, hips are facing front; slight hesitation will occur between steps #3 and #4
- R arm lay out roll (directly to R side); opening L arm with palm up; shoulders and hips facing front; head to front, (weight is on R foot, Tendu L in 2nd position)

REQUIRED ELEMENTS (continued):**4. 2 ½ CONTINUOUS FLAT NECK ROLLS**

- One horizontal reverse figure 8 with chaîné turn L (loop under, over) with baton in front of the body between width of shoulders, LH extended shoulder level to L side of body; stepping L, R on turn to L front oblique
- Move RH slightly down from center of baton while swinging baton across body (oblique pattern downward) to L side of neck
- As baton is placed on L side of neck, body direction is facing L front oblique (shoulder, hips and head facing L oblique)
- 2 ½ continuous back neck rolls (oblique baton pattern); footwork for entire roll executed in an arc (semi-circle); both arms down and away from torso during the neck roll (elbows straight); palms facing down; thumbs of free hands at same level of other fingers
- Roll Count 1 – baton released at L side of neck; step LF to L oblique corner (head, hips, shoulders facing L oblique)
- Roll Count 2 – baton R side of neck; step R with ‘turning’ step
- Roll Count 3 – baton on L side of neck, step L with body facing R side
- Roll Count 4 – baton on R side of neck; step R with ‘turning’ step
- Roll Count 5 – baton L side of neck; step L directly to L side with body facing back; slight hesitation before receiving baton LH pal down at R shoulder with R arm parallel to floor; body direction is directly to the back, feet in 2nd position relevé

5. HORIZONTAL LH TOSS, 1 ½ SPIN TO RIGHT, RIGHT HAND FLAT BACK CATCH

- Feet in 5th position relevé, LF front, LH horizontal figure 8 (loop over, under)
- TTB; R arm extended shoulder level to R side
- Step forward on L toe into 4th position relevé
- LH horizontal toss (center of baton, center of body); 2-3 revolutions of baton
- Push off into 1 ½ spin R on ball of R foot (close L foot to R ankle in spin; erect posture maintained, head in line with body on spin; hands on hips with fingers together on spin)
- RH horizontal back catch (center of baton, center of waist); (last eye contact with baton over L shoulder); while pushing L foot back (against floor) toward judge into R 4th position lunge and simultaneously extending L arm diagonally up to back (head in line with arm, back straight, upper body in line with extended leg)
- Step on L foot to R side; turn to face front with RH vertical flourish (extending R arm) while stepping R foot to R side facing front; tendu L in 2nd position, L arm remains diagonal from a “V” in front with flourish; palm facing L side

REQUIRED ELEMENTS (continued):**6. Short Program Contact Series (Final)**

February 1, 2020 Revision

Vertical 8-Count Series

Count	Body	Baton
Start Position	Face L side RF tendu devant (to the front of body) Arms in low 'V'	Baton in RH, TTB
1	Step back with R foot through first position using whole foot, to 4th position derriere on demi pointe	RH reverse Figure-8 at shoulder height
2	Extend LF back to tendu derriere, lowering R heel, finishing in 4th position lunge on RF with LF stretched	RH thumb flip (1 to 1.5 rev), catch LH palm up, R arm in low 'V' on reception
3, 4	Transferring weight to LF, RF tendu to side	LH flourish to L (back plane) facing back wall, R arm remains in low 'V'
5, 6	1/4 turn to look over L shoulder to front, Weight remains on LF RF remains in tendu to side (same position as ending of count 4) The body in the flips (counts 5-6 & 7-8) is turned according to the shoulder flexibility of the athlete to maintain the correct pattern on the baton	LH BH flip (1 to 1.5 rev) Catch RH in Back Catch in Front Plane The flip should be released and caught in center of back
7, 8	Still facing back wall, look over R shoulder for thumb release, look over L shoulder for RH catch (Flash Back) Weight remains on L foot with R foot in tendu to side	RH flip (1.5 to 2 rev), catch RH in Back Catch (Flash Back) Front Plane, Arms finish in low 'V' The flip should be released and caught in center of back. Both flips (count 5-6 & 7-8, should be in the same position.

Note: The definition of a flourish states the arm is straight

Junior athletes will have 8 counts of music between the Vertical and Horizontal Series

Senior athletes will have 8 counts of accessory material between the Vertical and Horizontal Series

Short Program Contact Series (Final)

Horizontal 8-Count Series

Count	Body	Baton
Start Position	Facing R front corner RF tendu to R front corner Arms in Low 'V'	Baton in RH, TTB
1 and 2	Step forward RF, Step forward LF (to ballet 4th position) with LF in front on demi-pointe. L arm extended from shoulder to 2nd position (body remains facing R front corner).	One RH Horizontal loop under R arm
2	L arm remains extended from shoulder. On reception, body remains facing R front corner.	RH Horizontal thumb flip in High Horizontal Plane (1 rev) Catch overhead in R in front above head level
3, 4	Left arm remains extended from shoulder to L side (2nd position) On LH Reception, R arm extends from shoulder to R side (2nd position) Note: the LH reception is in front above head level, facing front	RH Horizontal thumb flip in High Horizontal Plane (1 rev). Step LF to L (facing front) Catch in front above head level (fingers up with palm of the LH facing towards to body) in LH
5, 6	Turn Left to face back wall, weight remains on L leg throughout turn. Right leg extended	From LH catch, 1/2 horizontal loop under L arm
7, 8	Facing Back Wall, Lunge to R, LF in tendu to 2nd position Arms finish extended back in 'V' Level with waist	LH release, eyes and head facing back (Palm Up) in front plane (back of body) in waist-high Horizontal pattern to RH BH catch in front plane (back of body) (1 to 1.5 revolutions)

7. STATIONARY COMPLEX – REVERSE ILLUSION

- Right supporting leg
 - 1 Vertical RH whip – step forward on RF
 - 2 – 3 Flourish – pull LF into RF to 5th position relevé
 - 4 Step forward or at a slight diagonal to L side (maintaining turn out) on R toe into 4th position relevé with release (L arm extended to L side, shoulder level)
 - 5 – 6 R reverse illusion – arms extended to side – finish with body facing front, feet in 5th position relevé (RF front)
 - 7 Spot baton
 - 8 Catch
- Left supporting leg: exactly the reverse, but finish in 5th position relevé (LF front)

REQUIRED ELEMENTS (continued):

8. VERTICAL RH THUMB TOSS, 2 SPIN LEFT, LEFT HAND CATCH

- RH vertical flourish, (extending R arm) TTB or TTT, - step forward on RF; Whip – pull LF into RF to 5th position relevé; L arm extended at shoulder level to L side; Step forward on R toe into 4th position relevé
- RH thumb release (center of baton, center of body); 2-3 revolutions of baton
- Step forward on R toe into 4th position relevé
- RH thumb release (center of baton, center of body) 2-3 revolutions of baton
- Push off into two spin L on ball of L foot (R foot closes against L ankle) erect posture maintained with head in line with body on spin (no extra preparation of footwork is permitted before push off); hands on hips, fingers together when spinning
- LH catch (TTB or TTT) in R lunge 4th position facing front; RF forward, LF back (center lunge by stepping on R foot slightly in front of L foot while sliding L foot back (against floor) into R 4th position lunge); RH extended to R side, shoulder level
- LH vertical reverse flourish (extending L arm), spinning L (begin spin by changing weight onto ball of L foot with slight draw-in of L foot, while swinging R arm down by leg and circling over the top of the back); Step down on RF into tendu L in 2nd position (with arms down to sides)

ALL THE REQUIRED ELEMENTS MUST BE PERFORMED FACING FRONT AS PRESCRIBED

ACCESSORY MATERIAL:

Accessory material is the material executed between required elements and it is limited to:

1. Those twirls in the contact material mode (flips*, swings, wraps, full hand, fingers and dead stick material)
2. Body/dance moves
3. The prescribed acrobatic movements
4. Hand rolls and other single element rolls will be allowed

*Definition of Vertical flip: will be any release (RH/LH) where the center of the baton, at its greatest height, is never higher than an arm's length above the head OR a 1 revolution flip at any height.

*Definition of Horizontal flip: when the baton (RH/LH) rotates no more than 1 ½ revolutions in a horizontal pattern in any plant.

*Single element rolls: A single element roll is when the baton rolls on only one part of the body with one or less revolutions of the baton. No continuous or repetitive rolls apply.

Some examples of single element rolls are:

- Arm roll
- Hand roll
- Leg roll
- Elbow roll
- Single elbow pop
- ½ angel roll
- ½ fishtail
- Shoulder wrap (roll)
- Waist wrap (roll)
- Neck wrap (roll)

Some examples of rolls not allowed are:

- Whole fishtails
- No full angel rolls

All dance movements are allowed.

Acrobatic moves that are allowed include: cartwheels (1 or 2 hands), illusions, walkovers (1 or 2 hands, front or back), splits and floor rolls.

All other acrobatic movements are not allowed (such as: aerial gymnastic moves and handstands)

Short Program Computation Process: (these steps are followed for each athlete)

1. The judges' scores for each Required Element are summed to get Total Each Required Element
2. The high and low score of EACH Required Element are eliminated
3. The remaining judges' scores for each Required Element are summed by the number of judges minus (high and low) to get the Judges' Average Score

4. The Judges' Average Score is divided by the number of Required Elements (8) to get the Average Required Element Score
5. The judges' scores for Composition & Performance are summed to get Total Composition & Performance Score
6. The high and low score for EACH Composition & Performance Score are eliminated
7. The remaining judges' scores for Composition & Performance are summed by the number of judges minus (high and low) to get the Judges' Average Score
8. The Judges' Average Score is divided by (2) Composition & Performance to get the Average Composition & Performance Score
9. The Average Required Element Score and the Average Composition & Performance Score are summed to get the Total Average Short Program Score
10. The Total Average Short Program Score is then multiplied by the conversion factor of 2.5 to get the Short Program Percentage Score. This conversion factor brings the Short Program Score to 25% of the Total Score
11. Any prohibited Material Penalties are then subtracted from this to get the Net Short Program

Short Program Penalty:

If the athlete does not start on Count 1 of the required 8 count phrase of the Element, they will receive a 0.1 deduction. A box for each Element will be added to the Composition & Performance Scoresheet. The judge will check the box for Elements that do not start on Count 1. The deductions will be taken by the judge off the **Performance** score.

The Short Program percentage scores will be used to seed Senior Freestyle athletes by groupings for Freestyle.

POLICY

- *If there are 5 or more judges on the Required Element Judges Panel, the high and low scores are thrown out.*
- *If there are 4 or less judges on the Required Element Panel, the high and low scores remain to be counted in the total.*
- *If there are 5 or more judges on either the Composition & Performance Judges Panel, the high and low scores are thrown out.*
- *If there are 4 or less judges on the Composition & Performance Judges Panel, the high and low scores remain to be counted in the total.*
- *Regardless of the number of judges on the panel, it will be split, with part of the judges judging the required elements and part judging composition and performance.*

Section 4

Freestyle

FREESTYLE

❖ Freestyle Program

- All soloists must perform the freestyle program
- The freestyle program will be worth 75% of the total score
 - In order for freestyle athletes to participate in the U.S. Trials, athletes must have passed every level of compulsories from C through Elite and every level of Movement Technique from C through Elite, by the required deadline.

❖ Guidelines for Constructing an Individual Freestyle Program

These are recommended guidelines and not required.

Aerial Mode

- Juniors: 5 aerials
- Seniors: 5 or 6 aerials

We suggest the following be included

- 1 spin (continuous)
- 1 stationary complex
- 1 traveling complex
- 2 free (Junior) or 2-3 free (Senior)
- (at least) 1 must be Horizontal Pattern
- (at least) 1 catch must be Non-Standard

Rolls Mode

- Should be in both Horizontal and Vertical pattern

Contact Mode

- Should be in both Horizontal and Vertical pattern

❖ Age Limit

- The Junior Division will consist of athletes who will be a minimum of 12 years of age and a maximum of 17 years of age during the year of the World Championships (from January 1 through December 31).
- The Senior Division will consist of athletes who will be 18 years of age or older during the year of the World Championships (from January 1 through December 31).

❖ Timing

- Time limit for freestyle:
 1. **JUNIOR SOLOISTS** is one minute-twenty seconds (1:20) minimum and two minutes-ten seconds (2:10) maximum. This includes a ten second (0:10) leeway in the timing due to the difference in sound systems or the electric current within the various buildings.
 2. **SENIOR SOLOISTS** is one minute-fifty seconds (1:50) minimum and two minutes-forty seconds (2:40) maximum. This includes a ten second (0:10) leeway in the timing due to the difference in sound systems or the electric current within the various buildings.
- An official timer performs the official timing during the performance.
- **It is the responsibility of the coach to make sure the timing is within the limits set in rules. It is highly recommended that coaches not use the leeway time when setting the program length for their athletes.**
- **Timing will begin with the first sound or note (whichever comes first) and ends with the last sound or note (whichever comes last). No credit is to be given for anything**

executed after the sound of music has stopped. This means that if an element is not finished with the music it will not be judged.

❖ **Music**

- Refer to Procedures, Section 2

❖ **Performance Area**

- Refer to Procedures, Section 2

❖ **Competition Procedures**

- Refer to General Rules and Regulations, Section 1

❖ **Costuming**

- Refer to General Rules and Regulations, Section 1

❖ **Judging Procedures**

- Number of Judges
 1. There will be five judges for the freestyle competition at the U.S. Trials. They will not necessarily be the same judges as Short Program.
 2. In the event that there are not 5 qualified Trials judges available to judge the U.S. Trials Competition, the competition will be judged by three or four qualified Trials Judges.
- The judges will sit in the audience for the freestyle program in an elevated section of the stands and in the center of the performance area.
- The freestyle program will be judged on:
 - Technical Merit** – to include technique, speed, variety, difficulty, clearness and sureness
 - Artistic Expression** – to include general content, conformity and interpretation of the music, utilization of space, effectiveness of change of pace, skill required, excellence of performance, precision, entertainment value, professionalism.
- Technical Merit and Artistic Expression are each scored on a scale of 1-10 points with 10 points being the best score. When five judges officiate, the high and low scores are thrown out for TM and for AE; the remaining scores are totaled and then averaged. Judges score as follows:

9.1 - 10.0	SUPERIOR
7.1 - 9.0	EXCELLENT
4.6 - 7.0	GOOD
2.1 - 4.5	AVERAGE
0.0 - 2.0	FAIR

- Judges may elect to give tenths of points. Scores are flashed to audience after athlete's performance. Judges score technical merit first and then artistic expression. No score sheet is given to the athlete. A recap sheet will be given.
- Judging will begin when the music begins and end when the music ends, and will be timed by an official timing judge.
- Judging methods may include averaging of scores to determine athlete's sub-range of proficiency and brief verbal communication by the judges. These and other judging

processes are based on those used at the World Championships and adapted for use at the U.S. Trials. Judging methods are continuously updated.

❖ **Penalties**

- **Drop Penalty: “Drops will be penalized”.** In Freestyle, a 1% penalty which equals 0.75 point per drop is deducted from the Freestyle Percentage Score. Please remember that penalties of any kind are NOT reflected in the score that is flashed by the judges following the freestyle performance. (See Penalty Sheet in Section 9)
- **Timing Penalty:** An athlete who performs overtime or under time will receive a penalty. (see Penalty Sheet in Section 9)

Section 5

Freestyle Pairs

FREESTYLE PAIRS

❖ **Pairs**

- Pairs will perform a freestyle program worth 100% of the total score.
- Pairs will not perform compulsories or Short Program.
- In order for pair members to participate in the U.S. Trials, pair and team members must have passed AA compulsories and AA level movement technique by the required deadline.

❖ **Age Limit**

- The Junior Division will consist of athletes who will be a minimum of 12 years of age and a maximum of 17 years of age during the year of the World Championships (from January 1 through December 31). In order to qualify for the Junior Division, both members of the pair must be junior age.
- The Senior Division will consist of athletes who will be 18 years of age or older during the year of the World Championships (from January 1 through December 31). If the pair consists of one Junior and one Senior, they must compete as a Senior Pair.
- All Trials athletes must be a minimum of 12 years of age during the year of the World Championships (from January 1 through December 31).

❖ **Alternates**

- That any pair wishing to change a member or an alternate at any time between the entry deadline and the start of the U.S. Trials, may do so but; must submit the change in writing with the appropriate documents: new member's USTA membership number, documentation of having passed the required compulsory and movement technique levels and a corrected pairs roster.
 - The new member's USTA membership and passing the required compulsory and movement technique levels must meet the entry deadline requirement.
 - All appropriate documents must be received by the U.S. Trials Director prior to the start of the competition. This information must be submitted in its entirety for the change to be accepted.
- For the World Championships: In the event that an athlete in the Gold Medalist pair becomes injured prior to the World Championships and unable to compete at the World Championships, then the Silver Medal pair, if they have achieved the qualifying score, will step up to compete at the World Championships.

❖ **Timing**

- **Time Limit:**
 1. Junior Pairs is one minute-twenty seconds (1:20) minimum to two minutes-ten seconds (2:10) maximum.
 2. Senior Pairs is one minute-fifty seconds (1:50) minimum to two minutes-forty seconds (2:40) maximum.
 3. This includes a ten second (0:10) leeway in the timing due to due to the difference in sound systems or the electric current within the various buildings.
- Official timing is executed by an official timing judge during the performance.
- **It is the responsibility of the coach to make sure the timing is within the limits set in rules. It is highly recommended that coaches not use the leeway time when setting the program length for their athletes.**

- **Timing will begin with the first sound or note (whichever comes first) and ends with the last sound or note (whichever comes last).**

❖ **Music**

- **Refer to Procedure, Section 2**

❖ **Performance Area**

- **Refer to Procedures, Section 2**

❖ **Competition Procedures**

- **Refer to General Rules and Regulations, Section 1**

❖ **Costuming**

- **Refer to General Rules and Regulations, Section 1**

❖ **Judging Procedure**

- There will be five judges for the pair's competition at the U.S. Trials. In the event that there are not 5 qualified Trials judges available to judge the U.S. Trials Pairs Competition, the competition will be judged by 3 or 4 qualified Trials judges.
- The judges will sit in the audience in an elevated section.
- The pairs program will be evaluated on:

CONTENT (30 points) – to include Variety of Body Moves & Baton, Difficulty of Baton & Body Moves together, Exchanges, Baton Handling with Movement and Ambidexterity.

PRECISION & UNISON (30 POINTS) – to include Smoothness & Flow, Speed in Relation to the Music, Uniformity of Body Positions, Aerials, Correct Technique with Baton & Body, Teamwork/Pair work.

GENERAL EFFECT (40 POINTS) – to include Music Interpretation/Visual Musicality, Utilization of Time & Space, Choreography with Baton, Staging, Continuity, Floor Design, Entertainment Value, Appearance & Grooming, Overall Performance, Dance Technique.

- One score is flashed to audience after each pair's performance, which encompasses the three captions of the pair score sheet – Content, Precision & Unison and General Effect. Each pair in their official result folder will receive a recap sheet.
- Judging methods may include averaging of scores to determine athlete's sub-range of proficiency and brief verbal communication by the judges. These and other judging processes are based on those used at the World Championships and adapted for use at the U.S. Trials. Judging methods are continuously updated.

❖ **Penalties**

- **Drop Penalty: “Drops will be penalized”. In Pairs, a 1% penalty which equals 1.0 point per drop will be deducted from the Judges' Average Score. Please remember that penalties of any kind are NOT reflected in the score that is flashed by the judges following the pair's performance. (See Penalty Sheet in Section 9)**
- **Timing Penalty: There will be a 5 point deduction in Freestyle Pairs deducted from the Judges' Average Score. (see Penalty Sheet in Section 9)**

Section 6

Teams

TEAMS

❖ Team Competition

• Requirements

- Number of Members: A team will have a minimum of 6 members and a maximum of 8 members
- Number of Alternates: A team may have a maximum of 2 alternates.
- Teams may not utilize a member on their competing U.S. Trials teams that does not have the intention of competing on that team at the World Championships.
- In order for team members to participate in the U.S. Trials, team members must have passed AA compulsories and AA level movement technique by the required deadline.
- The team may consist of members of both sexes, if so desired.
- Individuals may compete in both a Trials and Pre-Trials team in the same competition year, with the exception of the winning team at the U.S. Trials, who may not compete in the Pre-Trials. To clarify; those teams competing at the U.S. Trials and do not win may compete in the Regional/U.S. Pre-Trials with the same membership.
- A team routine will be a mixture of twirling team and dance twirl team.

• Age

- All Trials athletes (including team members) must be a minimum of 12 years of age during the year of the World Championships (from January 1 through December 31).

❖ Alternates

- A member of a team may be replaced by a substitute as long as the necessary documentation is submitted to the U.S. Trials Director and the Technical Advisor.
- That any team wishing to change a member or an alternate, at any time, between the entry deadline and the start of the U.S. Trials, must submit the change in writing with the appropriate documents; new member's USTA membership number, documentation of having passed the required compulsory and movement technique levels and a corrected team roster.

The new member's USTA membership and passing the required compulsory and movement technique levels must meet the entry deadline requirement.

All appropriate documents must be received by the U.S. Trials Director prior to the start of the competition. This information must be submitted in its entirety for the change to be accepted.

❖ Timing

- A team will perform for a minimum of two minutes-fifty seconds (2:50) and a maximum of three minutes-forty seconds (3:40). This includes a ten second (0:10) leeway in the timing due to the differences in sound systems, the electric current within various building, etc.
- Official timing is executed by an official timing judge during the performance.
It is the responsibility of the coach to make sure the timing is within the limits set in rules. It is highly recommended that coaches not use the leeway time when setting the program length for their athletes.
- **Timing will begin with the first sound or note (whichever comes first) and ends with the last sound or note (whichever comes last).**

❖ **Music**

- **Refer to Procedures, Section 2**

❖ **Performance Area**

- **Refer to Procedures, Section 2**

❖ **Competition Procedures**

- **Refer to General Rules and Regulations, Section 1**

❖ **Costuming**

- **Refer to General Rules and Regulations, Section 1**

❖ **Scoring**

- Teams will be evaluated on:

CONTENT (30 POINTS) – to include Variety of Body Moves & Baton, Difficulty of Baton & Body Moves together, Exchanges, Baton Handling with Movement and Ambidexterity.

PRECISION & UNISON (30 POINTS) – to include Smoothness & Flow, Speed in Relation to the Music, Uniformity of Body Positions, Aerials, Correct Technique with Baton & Body, Teamwork.

GENERAL EFFECT (40 POINTS) – to include Music Interpretation/Visual Musicality, Utilization of Time & Space, Choreography with Baton, Staging, Continuity & Form Development, Entertainment Value, Appearance & Grooming, Overall Performance, Dance Technique.

❖ **Penalties**

- **Drop Penalty:** Drops will be penalized. In teams a 1% penalty which equals 1.0 point penalty per drop will be deducted from the Judges Average Score. One judge is used to record drops in teams (See Penalty Sheet in Section 9). Please remember that penalties of any kind are NOT reflected in the score that is flashed by the judges following the team performance.
- An official timer does official timing during the performance. It is the responsibility of the coach to make sure the timing is within the limits set in rules.
- A team will perform for a minimum of two minutes-fifty seconds (2:50) and a maximum of three minutes-forty seconds (3:40). This includes a ten second (0:10) leeway in the timing due to the differences in sound systems, the electric current within various building, etc. Therefore, if the performance time is between 2:50 and 3:40, no penalty will be subtracted.
- **Timing Penalty:** A penalty will be assessed for over time and under time of performance. There will be a 5 point deduction in Team, deducted from the Judges Average Score. (See Penalty Sheet in Section 9)
- A team will be penalized if, during the performance, one or more of the member leave the floor before the minimum time requirement has been reached, except for first aid purposes (sick, injured, etc.)

- In event that a team has the minimum amount of members (6) and sometime during the performance one of the members leaves the floor, that team would then be disqualified because there would then be fewer than the minimum required number of members performing. However, if that member or members left the floor for first aid purposes, the team would not be disqualified.
- A penalty will be subtracted for violations of equipment and costuming rules. It will be described in the Timing & Penalty portion of the score sheet.

❖ **Judging Procedures**

- Number of Judges
 1. For the U.S. Trials, there will be a total of five judges for the team event.
 2. In the event that there are not 5 qualified Trials judges available to judge the U.S. Trials Competition, the competition will be judged by 3 or 4 qualified judges.
- The judges will evaluate the “build up” portion of the score sheet (Content, Precision & Unison and General Effect).
- Judges will be seated in an elevated section of the stands and in the center of the performance area.
- **Equipment**: A penalty will be subtracted for violations of equipment and costuming rules. All equipment penalties are described on penalty sheet in Section 9.

Section 7

Tabulation

TABULATION

METHOD OF TABULATION

- ❖ **Short Program (Junior Division)** (these steps are followed for each athlete)
 - The scores for each element are totaled.
 - A. **When there are a minimum of 5 judges:**
 1. The judges' scores for each Required Element are added to get the Total of Each Required Element.
 2. The high and low score of *EACH required Element is eliminated.
 3. The remaining judges' score for Each Required Element are added by the number of judges minus (high and low) to get the Judges' Average Score.
 4. The Judges' Average Score is divided by the number of Required Elements (8) to get the Average Required Element Score.
 5. The remaining judges' scores for Composition and Performance are added by the number of judges minus (high and low) to get the Judges' Average Score.
 6. The Judges' Average Score is divided by (2) Composition and Performance to get the Average Composition and Performance Score.
 7. The Average Required Element score and the Average Composition and Performance Score are added to get the Total Average Short Program Score.
 8. Compulsory penalties are subtracted from this to get the Net Compulsory Percentage Score.
 - B. **When there are fewer than 5 judges:**
 1. The judges' scores for each compulsory are summed to get the Total of Each Compulsory.
 2. These 8 total scores are then added to get the Total of All Compulsories.
 3. This is divided by the total number of judges to get the Judges' Average Score.
 4. The Judges' Average Score is divided by the number of compulsory moves (8) to get the Average Compulsory Score.
 5. The Average Compulsory Score is then multiplied by the conversion factor of 2.5 to get the Compulsory Percentage Score. This conversion factor brings the Compulsory Score to 25% of the Total Score.
 6. Compulsory penalties are subtracted from this to get the Final Compulsory Percentage Score.
 - The Compulsory Percentage Scores will be used to seed Junior Freestyle athletes, by groupings, for Freestyle.
- ❖ **Short Program (Senior Division)** (these steps are followed for each athlete when there is a minimum of 5 judges. If only 3 judges are used, then all scores remain and the high and low score are not eliminated)
 1. The judges' scores for each Required Element are added to get the Total of Each Required Element.
 2. The high and low score of *EACH Required Element is eliminated.
 3. The remaining judges' scores for Each Required Element are added by the number of judges minus (high and low) to get the Judges' Average Score.
 4. The Judges' Average Score is divided by the number of Required Elements (8) to get the Average Required Element Score.

5. The judges' scores for Composition & Performance are added to get Total Composition & Performance Score.
 6. The high and low score for EACH *Composition & Performance Score are eliminated.
 7. The remaining judges' scores for Composition & Performance are added by the number of judges minus (high and low) to get the Judges' Average Score.
 8. The Judges' Average Score is divided by (2) Composition & Performance to get the Average Composition & Performance Score.
 9. The Average Required Element Score and the Average Composition & Performance Score are added to get the Total Average Short Program Score.
 10. The Total Average Short Program Score is then multiplied by the conversion factor of 2.5 to get the Short Program Percentage Score. This conversion factor brings the Short Program Score to 25% of the Total Score.
 11. Any Prohibited Material Penalties are then subtracted from this to get the Net Short Program.
- The Short Program percentage scores will be used to seed Senior Freestyle athletes, by groupings, for Freestyle.

***POLICY:**

- *If there are 5 or more judges on the Required Element Judges Panel, the high and low scores are thrown out.*
- *If there are 4 or less judges on the Required Element Judges Panel, the high and low scores remain to be counted in the total.*
- *If there are 5 or more judges on either the Composition & Performance Judges Panel, the high and low scores are thrown out.*
- *If there are 4 or less judges on the Composition & Performance Judges Panel, the high and low scores remain to be counted in the total.*
- *Regardless of the number of judges on the panel, it will be split, with part of the judges judging the Required Elements and part judging Composition & Performance.*

❖ **Freestyle** (these steps are followed for each athlete)

A. When there are a minimum of 5 judges:

1. The scores for Technical Merit and Artistic Expression are totaled separately.
2. Then, the high and low scores in both Technical Merit and Artistic Expression will be eliminated.
3. The remaining scores are then added together to get the Total Freestyle score.
4. The Total Freestyle Score is divided by the number of judges (less 2 eliminated) to get the Judges' Average Score.
5. That is then multiplied by 3.75 for the Freestyle Percentage Score. This conversion factor brings the Freestyle Score to 75% of the Total Score.
6. All Freestyle Penalties are subtracted from this to get the New Score.

B. When there are fewer than 5 judges:

1. The scores for Technical Merit and Artistic Expression are totaled separately.
2. The scores are then added together to get the Total Freestyle Score.
3. The Total Freestyle Score is divided by the total number of judges to get the Judges' Average Score.
4. That is then multiplied by 3.75 for the Freestyle Percentage Score. This conversion factor brings the Freestyle Score to 75% of the Total Score.

5. All Freestyle Penalties are subtracted from this to get the Net Score.

C. The Freestyle Percentage Score plus the Compulsory or Short Program Percentage Score are totaled together to arrive at the Total Score. This score is used to seed solo athletes for the next round of competition.

❖ Final Placing in Freestyle

- In the event that there are fewer than 16 competitors, the Compulsory or Short Program Percentage Score (25%) and the Freestyle Percentage Score (75%) are totaled for each athlete to determine Total Final Score (100%).
- In the event that there are 16 or more competitors, the Net Score (Freestyle Percentage Score, less penalties) from the Semi-Final Freestyle Round and the Net Score (Freestyle Percentage Score, less penalties) from the Final Freestyle Round are summed and the divided by 2 to get the Average Freestyle Percentage Score. The Compulsory or Short Program Percentage Score (25%) and the Freestyle Percentage Score (75%) are totaled for each athlete to determine Total Final Score (100%).
- Athletes are placed with the highest score being 1st place and proceeding to the last place in descending order.

❖ Pairs and Teams

- Each of the judges score sheets will be totaled. When there are a minimum of 5 judges, the high and low scores are eliminated. The remaining scores are then added together and divided by the number of judges (to arrive at the Judges' Average Score). Drops and other errors are considered within the performance.
- The Timing and Other Penalties score is subtracted from the Judges' Average Score to get the Team or Pairs Final Score

❖ Seeding

- To determine the placement for seeding, use the Compulsory Percentage Score.
- The placements are then subdivided into 3 equal groups (e.g. 15 = 5, 5, 5) OR when there is an unequal number in the subgroups (e.g. 20 = 6, 7, 7) the top **seed** group is the group that will use the lesser number.
- A random draw within each subgroup will determine order of performance. In the final round only, the final six Freestyles, Pairs and Teams will compete in reverse order of their placement of the previous round.
- The lowest place subgroup will perform first.

❖ Tie Breaking Process

- Freestyle: Ties will remain unbroken for all places except when advancement to the final round is in question. In this case 6th place will be broken. To break a tie in the Finals, the Final Freestyle Percentage Score will be the determining factor. The highest score being the top place.
- Pairs: All ties will remain unbroken except for 1st Place. To break a tie for 1st Place, use the Judges' Average Score (before penalties), the highest score being the top place.
- Teams: All ties will remain unbroken except for 1st Place. To break a tie for 1st Place, use the Judges' Average Score (before penalties), the highest score being the top place.

❖ **Freestyle Competition Tabulation Process****The Freestyle Competition Tabulation Process**

Step 1	Short Program	
1	Total Short Program Score	Total score of the 8 Compulsories, minus the high and low
2	Judges Average Short Program Score	The Total Score divided by the number of judges
3	Judges Average Short Program Score	The Judges Average Score divided by 8
4	Compulsory Percentage Score	The Judges Average Compulsory Score multiplied by 2.5 to figure 25% of the Average Score
5	Deduction of Any Penalty	Any Penalty incurred is then deducted from the Compulsory Percentage Score
6	Compulsory Net Score	The result of the above
Step 2	FREESTYLE	
1	Total Freestyle Score	Total of Scores from all judges minus the high and low
2	Judges Average Freestyle Score	The Total Freestyle Score divided by the number of judges
3	Freestyle Percentage Score	The Average Score multiplied by 3.75 to figure 75% of the Average Score
4	Timing Penalty	Deducted for Over time or Under time of Performance
5	Other Penalty	Deducted for any other violations
6	Freestyle Net Score	The result of the above
Step 3	FINAL PROCESS	
1	Short Program Net Score	The 25% of the Short Program Average Score minus deductions (if any) carried over to the Scoring Process
2	Freestyle Net Score	The 75% of the Average Freestyle Score minus deductions (if any) of the Scoring Process
3	TOTAL COMPOSITE SCORE	The final result of the calculation

WORLD BATON TWIRLING FEDERATION BATON AND COSTUME INSPECTION FORM FOR COMPULSORIES, SHORT PROGRAM, FREESTYLE, TEAM AND PAIRS

ATHLETE'S NAME(S):		
EQUIPMENT		
BATON	YES YES YES YES YES YES NO	BATON SHAFT must be made of steel & the TIP/BALL must be white The use of grip tape is optional Grip tape can cover up to ½ of the shaft, divided equally from the center Grip tape can be applied in solid, striped or spiral fashion Tape can be of any color(s) Pair/Team members must use same color baton(s) and tape on baton(s) for uniformity Other substances or attachments may be made to batons, except tape or similar substance used as a visual or handling aid
OTHER (applies to all events)	YES YES NO NO NO NO NO	Athletic bandages for injury MAY BE WORN Eyeglasses MAY BE WORN No sunglasses No Powder, rosin, water or any other substance is allowed on competition floor No Towel, sweatbands or other items are allowed on competition floor No Jewelry or Body Piercing allowed Any tattoos must be covered
COMPULSORIES/SHORT PROGRAM		
HAIR	YES	Hair must be secured by any method which is not ornamentation, trim or costume jewelry
COSTUME WOMEN	YES NO	Sleeveless leotard must be in colors of National Flag or Federation or in recognized colours of their National Sports Federation or in any colour providing that their National Federation sports badge or emblem of the Nation is attached to the uniform Absolutely nothing may be hung or attached to leotard
COSTUME MEN	YES YES YES YES NO	Top with no sleeves OR short sleeves, scooped or "V" neckline Pants must be long One piece suit (as above) must be colors of National Flag or Federation or in recognized colours of their National Sports Federation or in any colour providing that their National Federation sports badge or emblem of the Nation is attached to the uniform Belts may be worn, but must comply with other costume restrictions Absolutely nothing may be hung or attached to the uniform
FOOTWEAR & LEGWEAR	YES YES YES NO	Sports shoes must be worn bearing in mind this is a sporting event Color of shoes may be: (WOMEN – Beige, White, Black) (MEN – Beige, White, Black or the color of the pants) Ankle socks, if worn (must be above the ankle and below calf muscle), color of socks must be the same color as pants (men) Tights of flesh color only may be worn. Long socks
FREESTYLE – PAIRS - TEAMS		
HAIR ACCESSORIES	YES YES NO	Must be secured by any method bearing in mind this is a sport. Hair decorations must be secured to the hair Any hair accessory or attached costume accessory may be used but Must not cover any part of the face below the eyebrows and must be reasonable, bearing in mind that this is a sport
MAKE UP	YES YES NO NO NO	Moderate stage make up, to enhance natural facial features Make up should be used bearing in mind this is a sporting event No body make up, paint or glitter is allowed Nothing stuck to the face or the body Nothing drawn/stenciled on the face or the body
COSTUME	YES YES YES YES NO	All athletes, pairs & teams may wear a costume of their own choice bearing in mind this is a sport Athletes must perform in the same costume worn during music test and use the same baton Pairs & Teams may have any costume combination possible, bearing in mind this is a sport No costume may cover the palms of the hands
FOOTWEAR & LEGWEAR	YES YES YES	Sport shoes must be worn bearing in mind this is a sporting event Shoe soles must meet facility regulations Socks or Tights of choice may be worn bearing in mind this is a sporting event

Athletes who intentionally disregard the clothing infractions pointed out by the Floor Monitor will automatically be assessed the penalty for violation.

FLOOR MONITOR _____ 1ST CHECK _____ PRELIMINARIES _____ SEMI-FINALS _____ FINALS _____ COMMENTS _____	ATHLETE'S REPRESENTATIVE _____ 1ST CHECK _____ PRELIMINARIES _____ SEMI-FINALS _____ FINALS _____
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FLOOR MONITOR SIGNATURE

Section 8

Scores Sheets

**JUDGE'S OFFICIAL SCORING
FOR
JUNIOR SHORT PROGRAM REQUIRED ELEMENTS**

Athlete's #

Judge:

Athlete's Name:

Division: Junior Men

Required Elements Score

1	Traveling Complex – Vertical Toss, Grand Jeté	_____
2	Vertical Toss, 1 1/2 Spin to L, LH Blind Catch	_____
3	4 Continuous Elbow Rolls with R Arm Layout	_____
4	2 Continuous Flat Back Neck Rolls	_____
5	Horizontal LH Toss, 1 1/2 Spin R, RH Flat Back Catch	_____
6	24 Count Contact Material	_____
7	Vertical RH Toss, Reverse Illusion	_____
8	Vertical RH Toss, 2 Spin to L, Catch LH	_____

Required Elements Judge's Signature _____

Penalties

Failure to initiate Required Element on Count 1 of the music:
 0.1 point per infraction deducted from the Short Program Net Percentage Score

0.1 pts per infraction	Circle Number of Infractions:
1 2 3 4 5 6 7 8	# of infractions X 0.1 = _____

Penalty Judge's Signature _____

FREESTYLE SCORE SHEET

Athlete's # _____

Judge: _____

Athlete's Name: _____

Division: _____

ROUND: _____

TECHNICAL MERIT SCORE _____

ARTISTIC EXPRESSION SCORE _____

TOTAL _____

Technical Merit Score (circle numbers)

0 1 2 3 4 5 6 7 8 9 10 0 1 2 3 4 5 6 7 8 9 10

(circle for scores requiring 3 numbers)

0 1 2 3 4 5 6 7 8 9 10

Artistic Expression Score (circle numbers)

0 1 2 3 4 5 6 7 8 9 10 0 1 2 3 4 5 6 7 8 9 10

(circle for scores requiring 3 numbers)

0 1 2 3 4 5 6 7 8 9 10

Judge's Signature _____

Country _____

**JUDGE'S OFFICIAL SCORING
FOR
WORLD SHORT PROGRAM REQUIRED ELEMENTS**

Athlete's #

Judge:

Athlete's Name:

Division: Senior Women

Required Elements Score

- | | | |
|---|--|-------|
| 1 | Traveling Complex – Vertical Toss, Grand Jeté | _____ |
| 2 | Vertical Toss, 1 1/2 Spin to L, LH Blind Catch | _____ |
| 3 | 4 Continuous Elbow Rolls with R Arm Layout | _____ |
| 4 | 2 Continuous Flat Back Neck Rolls | _____ |
| 5 | Horizontal LH Toss, 1 1/2 Spin R, RH Flat Back Catch | _____ |
| 6 | 24 Count Contact Material | _____ |
| 7 | Vertical RH Toss, Reverse Illusion | _____ |
| 8 | Vertical RH Toss, 2 Spin to L, Catch LH | _____ |

Composition & Performance Scores

- | | | |
|----|-------------|-------|
| 9 | Composition | _____ |
| 10 | Performance | _____ |

Penalties for not Starting Required Elements on Count 1: (0.1 pts per infraction)

Circle Number of Infractions:

1 2 3 4 5 6 7 8 # of infractions X 0.1 = _____

Prohibited Material Penalties

(2 pts per infraction)

Circle Number of infractions:

1 2 3 4 5 6 7 8 9 10 # of infractions X 2 = _____

Judge's Signature _____

OFFICIAL WBTF TIMING & PENALTY SHEET

Athlete/Team/Pair #:
Name of Athlete/Team/Pair:
Country:
Category:

		<i>Round</i>			
		Compulsory / Short Program	Preliminary	Semi-Final	Final
TIMING: <i>Music Test Time (Reference Only): 0.00</i>					
♦ FREESTYLE: Time: Junior 1:30 min to 2:00 min with 10 sec. leeway (1:20 to 2:10) Time: Senior 2:00 min to 2:30 min with 10 sec. leeway (1:50 to 2:40) Undertime/Overtime Penalty = 4 pts. (deducted from the Average Freestyle Percentage Score)		Total Performance Time	X		
♦ PAIRS: Time: Junior 1:30 min to 2:00 min with 10 sec. leeway (1:20 to 2:10) Time: Senior 2:00 min to 2:30 min with 10 sec. leeway (1:50 to 2:40) Undertime/Overtime Penalty = 5 pts. (deducted from the Judges Average Score)		Total Performance Time	X		
♦ TEAMS: 3:00 min to 3:30 min with 10 sec. leeway (2:50 to 3:40) Undertime/Overtime Penalty = 5 pts. (deducted from the Judges Average Score)		Total Performance Time	X		

DROP PENALTIES:

Note: Two judges must be used to count drops for Teams. Please print two Timing/Penalty sheets for each round of Team events and assign two judges.

Judge #1	Please mark each drop:				
Judge #2	Please mark each drop:				
Freestyle	.75 point per drop deducted from the Average Freestyle Percentage Score	TOTAL =			
Pair and Team	1.0 point per drop deducted from the Judges Average Score	TOTAL =			

ALL OTHER PENALTIES:

Technical penalties for Illegal Equipment/Illegal Substance/Uniform Penalty are:

I Violation of equipment (baton)

Compulsory/Short Program	1.0 point	deducted from the Average Short Program Percentage Score	X		
Freestyle	2.0 points	deducted from the Average Freestyle Percentage Score	X		
Pair and Team	10.0 points	deducted from the Judges Average Score	X		

II Violation of costume rules

Compulsory/Short Program	1.0 point	deducted from the Average Short Program Percentage Score	X		
Freestyle	2.0 points	deducted from the Average Freestyle Percentage Score	X		
Pair and Team	10.0 points	deducted from the Judges Average Score	X		

III Illegal substance/items on the floor

Compulsory/Short Program	20.0 points	deducted from the Average Short Program Percentage Score	X		
Freestyle	20.0 points	deducted from the Average Freestyle Percentage Score	X		
Pair and Team	20.0 points	deducted from the Judges Average Score	X		

- ♦ Illegal Equipment - Specify: _____
- ♦ Illegal Equipment - Specify: _____
- ♦ Illegal Uniform - Specify: _____

Athlete(s) (Freestyle, Pair or Team) leaving the floor, before the minimum time has been reached (other than first aid, music and *costume problems)

Leaving Floor Penalty =	4 pts for Freestyle (deducted from the Average Freestyle Percentage Score) 5 pts for Pairs and Teams (deducted from the Judges Average Score)				
_____ : _____	Time occurring during the performance				
(*costume problems - costume becomes hazardous, indecent or embarrassing, the chief judge may stop the competition and order a restart with judging to begin at the beginning.)					

TOTAL PENALTIES:

	Comp/SP	Prelim	Semi-Final	Final

Judges Sign by ROUND Judged:

Comp / Short Pgm Judge's Signature: _____ Preliminary Round Judge's Signature: _____
 Semi-Final Round Judge's Signature: _____ Final Round Judge's Signature: _____

Section 9

Forms

FORMS

❖ Forms Required for ALL World Team Qualifiers:

Reference the U.S. World Team Manual for the following required forms:

1. ***Intent to Compete Form*** for the World Championships or ***Intent to Withdraw Form***
2. Any required insurance or medical forms
3. Waiver of Liability
4. ***The World Team Contract***
5. ***Code of Conduct***
6. ***All WBTF required forms***

Signing these documents (and any other forms deemed necessary by the Technical Department) will be done immediately following the U.S. Trials.

Section 10

Entry Instructions

&

Entries

U.S. TRIALS ENTRY INFORMATION

Entries not meeting the following requirements will be returned:

A. GENERAL ENTRY FORM INFORMATION

- 1. ENTRY DEADLINE** – No entries will be accepted for 2021.
- 2. ENTRY FEES** – Entry payment must be in the form of either MasterCard, Visa, American Express or Discover. Participants may enter online on the USTA website at www.ustwirling.com. No personal checks accepted. No phone or fax entries. No refunds or credits will be issued.
- 3. ENTRY ACKNOWLEDGEMENT** – included in entry fee. Will be sent via email.
- 4. MUSIC ENTRY DEADLINE** - Music for all athletes, pairs and teams must be submitted electronically via email to, USTrialsmusic@ustwirling.com and received no later than February 27, 2021, by 11:59 pm PST.

B. INCLUDE WITH ENTRY FORM

1. CURRENT USTA MEMBERSHIP ID NUMBER

All competitors must be current members of USTA. This includes all team members and alternates. Athletes must provide USTA membership ID number on entry form. If USTA cannot locate and verify your current USTA Membership record, you will be required to send photocopy of your membership card prior to the entry deadline before your entry will be accepted. MEMBERSHIP MUST BE VALID BEFORE THE ENTRY DEADLINE – NO EXTENSIONS.

2. MUSIC INFORMATION

This information is required for copyright purposes.

- 3. WAIVER OF LIABILITY** – All participants or their legal guardian (if athlete is under 18 years of age), must sign the waiver of liability. This includes both Pair members and all Team members, including alternates.
- 4. COMPULSORY and MOVEMENT TECHNIQUE** – Trials freestyle athletes must have passed every level of Compulsories from C through Elite and every level of Movement Technique from C through Elite by the required deadline.

Trials pair's athletes must have passed every level of compulsories from C through AA and every level of Movement Technique from C through AA by the required deadline.

Trials team athletes must have passed every level of compulsories from C through AA and every level of Movement Technique from C through AA by the required deadline.

Proof that required Compulsories and Movement Technique have been passed must be received by the deadline date. When completing entry, state current level of Compulsories/Movement Technique. If the USTA cannot verify the athlete's Compulsory/Movement Technique status in the database records, a photocopy showing the required level(s) have been passed must be sent in to the USTA Membership/Entries Department, by the deadline date. IT IS THE RESPONSIBILITY OF THE ATHLETE TO SEE THAT ALL THEIR COMPULSORY RECORDS ARE UP TO DATE AND HAVE BEEN ENTERED INTO THE USTA DATABASE.

C. REMINDERS

1. **FREESTYLE** – All Freestyle Athletes, men and women, are required to wear the Official U.S. Compulsory Leotard at the U.S. Trials. Order on the USTA website at www.ustawirling.com.
2. **PAIRS** – One member of each pair must submit the Pair Entry Form and fees, both Elite Membership numbers and all other required information. The Pairs entry fee is a total fee, not a per member fee.
3. **TEAM** – The Team Director (or Coach) must fill in the ***Official Team Entry Form***.
4. **DEADLINE** – **No entries will be accepted for 2021.**
5. **MUSIC DEADLINE** – All music must be **RECEIVED by February 27, 2021 by 11:59 pm PST.**