

# 2025 IBTF EUROPEAN MAJORETTE CUP RULEBOOK

## 2025 COMPETITION RULES



First Printing

MARCH 2025

# INTERNATIONAL BATON TWIRLING FEDERATION, INC.

## STANDARD PROCEDURES:

**Prior to the competition**, each participating athlete, coach, and judge must fill out the required forms on the IBTF website: by **no later than September 15, 2025**.

<https://www.ibtf-batontwirling.org/required-forms>

### **Athletes Form:**

There are four parts to the forms: 1. Athlete's information form, 2. Standards of Ethics and Consent Form, 3. Waiver of Liability Form and 4. Media Release Form. Please complete all four parts.

### **Coaches Form:**

There are three parts to the form: 1. Official Coach Information Form, 2. Standards of Ethics and Consent Form, and 3. Official Coaches' Contract. Please complete all parts:

### **Judges Form:**

There are three parts to the form: 1. Official Judge Information Form, 2. Standards of Ethics and Consent Form, and 3. Official Judges' Contract. Please complete all parts:

**The Entry Process must be completed by the designated National entry personnel in your country through the IBTF online registration system.**

## **OTHER REQUIRED DOCUMENTS FOR ENTRY INTO AN IBTF COMPETITION:**

### **1. MEMBERSHIP STATUS**

**All** athletes & judges must be members of the organization whose Association/Federation is a member of the IBTF.

### **2. NECESSARY FOR ENTRY PROCESS:**

- Photos for Badges & Event Program
- Passport or National Identity Card Copies
- Music Files (Teams, Groups & Corps)

### **ATHLETES:**

All athletes must hold a valid National ID Card or Passport in their own name from the country he/she represents as proof of their citizenship and age (proof/document must be uploaded into the IBTF Registration system by the competition deadline date.).

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## COMPETITION RULES:

As 2025 is the first EuroCup Majorettes Competition, the rules incorporate the majority of events from both NBTA Europe and WBTF federations. Following this competition, the rules may be revised.

All Corps / Teams may only be comprised of members who are residents of the same country.

### 1/ SALUTE

When required, a salute is to be given at the beginning and the end of the routine. The salute must be clear and understandable, facing the judge, holding the pose for a minimum of two counts. Must be performed by at least 1 member of the team/corps.

### 2/ MUSIC

All disciplines use its own choice of music.

For all events, a back-up copy of the music is required in case of mishap (USB key, iPod, memory stick etc. Only one piece of music must be reproduced on the support). Countries are requested to send music to the host country prior to the competition, to pre-load ready for the music test and avoid any problems with music during actual performances.

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

Please note, the music should be respectful and suitable for the age range of the audience. The use of bad languages, violence, political views and racism are not allowed.

Judges will not assess penalties or give credit to material presented after the music ends. Judging shall discontinue at the conclusion of the music.

### 3/ DISCIPLINES

Official EuroCup Competition 2025 consists of:

**MAJORETTES SOLO EVENT : Showtwirl Accessories Solo**

**MAJORETTES DUET EVENT : Showtwirl Accessories Duet**

**MAJORETTES TEAMS/CORP EVENTS: Showtwirl Accessories Corps**

**Parade Corps**

**Parade Accessories Corps**

**Traditional Corps**

**Traditional Pompons Corps**

**Exhibition Corps**

**FlagBaton Team**

Athletes may not compete against themselves in any discipline in the same age group (e.g. a member of a Junior Exhibition Corps may not compete against themselves in another Junior Exhibition Corps).

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Flag Baton Teams may be comprised of any combination of men and women, including all female or all male, with **6 to 10 members**.

Majorette Corps may be comprised of any combination of men and women, including all female or all male, with a **minimum of 10 twirling members**.

Parade Accessories Corps may be comprised of any combination of men and women, including all female or all male, with 10 or more twirling members (a minimum 10 athletes with baton) and a minimum of 6 accessory members for a total of **16 members minimum**.

**At least 10 members of the corps must use a baton and a minimum of 60% / maximum of 200% members of the corps using an accessory** (percentage numbers / 1 - 5 = round down / 6 - 9 = round up) E.g.- A corps with 10 members using a baton must have minimum 6 accessory members / maximum 20 members using an accessory.

## 4/ AGE CATEGORIES

The reference date is 31<sup>st</sup> of December of the competing year.

The minimum age of participant is **9 years old** at 31<sup>st</sup> December of the competing year.

In the Majorettes competition, Females and Males compete together

### **Ages Categories for Showtwirl Accessories Solo:**

Preteen	9, 10 and 11 years old
Youth	12, 13 and 14 years old
Junior	15, 16 and 17 years old
Senior	18, 19, 20 and 21 years old
Adult	22 and up

### **Ages Categories for Showtwirl Accessories Duet**

Preteen	18 to 23 years old
Youth	24 to 29 years old
Junior	30 to 35 years old
Senior	36 years old and up

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

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

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## Ages Categories for Majorettes Teams and Corps Events

Youth	9 to 13,99 years of age
Junior	14 to 16,99 years of age
Senior	17 years of age and up

To determine the age category of a team, the average age of all the official members (without Reserves) should be calculated. It's the responsibility of the Coach to verify that the average age using the reserves does not change.

### 5/ ALTERNATE (RESERVE) RULES:

Alternates/reserves are considered part of a federation's contingent. Two (2) alternate/reserve athletes allowed per Corps/Team. Up to four (4) alternate/reserve allowed for larger Corps of 20 members or more. The introduction of the alternate/reserve cannot change the age division.

### 6/ PRODUCTION TIMES

<b>Showtwirl Accessories Solo Preteen / Youth</b>	<b>2'00 min maximum</b>
<b>Showtwirl Accessories Solo Junior / Senior / Adult</b>	<b>2'30 min maximum</b>
<b>Showtwirl Accessories Duet Preteen / Youth</b>	<b>2'00 min maximum</b>
<b>Showtwirl Accessories Duet Junior /Senior</b>	<b>2'30 min maximum</b>
<b>Showtwirl Accessories Corps</b>	<b>4'00 min maximum</b>
<b>Parade Corps</b>	<b>4'00 min maximum</b>
<b>Parade Accessories Corps</b>	<b>4'00 min maximum</b>
<b>Exhibition Majorettes Corps</b>	<b>3'00 min maximum</b>
<b>Traditional Majorettes Corps</b>	<b>3'00 min maximum</b>
<b>Traditional Pompons Corps</b>	<b>3'00 min maximum</b>
<b>FlagBaton Team</b>	<b>3'00 min maximum</b>

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**Performance area: All events will be using the entire floor**

## **7/ ACROBATICS AND MOUNTS:**

Acrobatic movements and mounts are not allowed in any of the Majorettes disciplines and are cause for disqualification.

### **Definition of an Acrobatic Move**

A movement will be considered acrobatic in a majorette program when the intent of the movement is for both feet to leave the floor, travel over the head and land on the floor on the opposite side. The feet can leave the floor or land on the floor either at the same time or one at a time. This applies when the move is executed on:

- the hand(s) (e.g. a cartwheel done on the hand(s))
- the arm(s) (e.g. a cartwheel done on the forearm(s))
- the head (e.g. a headstand)
- in the air with the support of another person's body (e.g. a cartwheel done while supporting the body on the leg(s) of another person)

Typical examples are: front or back walkovers, cartwheels, somersault, etc

**NOTE:** A horizontal butterfly (where the feet do not go over your head) is not considered an aerial acrobatic move. It is considered a major body move. A fish-flop (a floor move executed on only one shoulder and no headstand) is not considered an acrobatic move. It is considered a dance move.

### **Definition of a Mount**

Mounts are defined as any "body" toss or form that is two stories or more. A story (as in

10-story building) is defined as a person's height. 1/2 story is defined as a person kneeling/sitting or lunging. Stacking one person on top of another to achieve a pyramid shape or similar form is not permitted.

## **8/ COSTUME / FOOTWEAR AND BATON GUIDELINES**

Each athlete can adopt the costume of their choice

No part of the costume should be manipulated with the exception of Showtwirl Accessories events (Solo, Duet and Corps).

No part of the costume should be placed on the floor with exception of Showtwirl Accessories events (Solo, Duet and Corps).

Footwear must meet the requirements of the facility.

The use of resin/chalk on the competition floor is forbidden

**Definition of a Baton:** a baton is defined by a chrome shaft with white ends. Tape on baton is permitted; however, only 1/2 of the baton shaft can be covered with one color only (choice of color).

If the baton has a colored shaft and/or colored tips, it will be considered as an accessory and not as a baton.

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## 9/ ACCESSORIES AND PROPS DESCRIPTIONS

Accessories limit to 2.5 meters high and 3.0 meters long maximum. Accessories can extend during production: after the first note of music till the last note of music. Scenery and backdrops are not allowed (not used/manipulated during the show). The use of hazardous or pyrotechnics props is strictly prohibited along with any product or equipment that has the ability to set off fire alarms or compromise the health and safety of anyone in attendance to the competition.

**Definition of a Prop:** A prop is part of theme development (cape, hat, glasses, scarf, etc.). If removed and used, a onetime 2.0 will be assessed regardless number of members using props. Props are only to be used/manipulated in the Showtwirl Accessories events.

Limited props may be used in Parade Corps competition (Pompons, Flags, Banners.)

National Flags, if present in the routine, cannot be manipulated, at any time.

## 10/ DISCIPLINES OFFERED AT THE EVENT:

### 11/ SHOWTWIRL ACCESSORIES SOLO

#### **Definition**

A solo dance routine with baton and props choreographed to personal choice of music. The main focus is the combination of dance and baton movements that are correlated to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities. The simultaneous blending of body and baton will be demonstrated while displaying a wide range of skills. Credit will be given for props used in an appropriate manor to which they are intended, highlighting the story or theme of the routine. The story or theme of the routine should be displayed in respectful and tasteful manner; it should also be suitable for the age range of the audience.

#### **11.10 Entrance / Exit**

A maximum of 45 seconds is allowed for props/accessories placement and removal. Accessories should be placed/removed by the competitor at the beginning/end of the performance.

#### **11.11 Production**

Choreography should display solid foundations of twirling and excellence of basic twirling concepts.

The props are to be used to complement the routine and to show the theme in a manor to which they are intended.

Baton plus(+) a minimum of 2 accessories is obligatory.

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

The competitor has to use a baton or accessory during the whole time of the routine. Exception: Member can be without authorized equipment for a short while (maximum period of approximately 16 counts) when changing from one piece of equipment to another

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

During the performance no member should leave the floor.

Maximum of 3 spins permitted

For illusion: only clear full single illusion under aerial without any other body movements combined is permitted; spin(s) before or after the illusion is not permitted.

### 11.12 Marking over 100 points

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

### 11.13 Penalties

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Over time	0.1 point/second
Overtime for accessories set up and remove	0.1 point/second
Rule Violation	2.0 points
Gymnastic	Disqualification



## **12/ SHOWTWIRL ACCESSORIES DUET**

### **Definition**

A duet dance routine with baton and props choreographed to personal choice of music. The main focus is the combination of dance and baton movements that are correlated to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities.

The simultaneous blending of body and baton will be demonstrated while displaying a wide range of skills. Credit will be given for props used in an appropriate manor to which they are intended, highlighting the story or theme of the routine. The story or theme of the routine should be displayed in a respectful and tasteful manner, it should also be suitable for the age range of the audience.

### **12.1 Entrance / Exit**

A maximum of 45 seconds is allowed for props/accessories placement and removal. Accessories should be placed/removed by the competitors at the beginning/end of the performance.

### **12.2 Content**

Choreography should display solid foundations of twirling and excellence of basic twirling concepts

To complement the routine and to show the theme the accessories are being used.

Baton plus(+) a minimum of 2 accessories is obligatory.

Every competitor has to use a baton or accessory during the whole time of the routine. Exception: Member(s) can be without authorized equipment for a short while (maximum period of approximately 16 counts) when changing from one piece of equipment to another.

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

During the performance no member should leave the floor

Maximum of 3 spins permitted

For illusion: only clear full single illusion under aerial without any other body movements combined is permitted; spin(s) before or after the illusion is not permitted.

### **12.3 Marking over 100 points**

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

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## 12.4 Penalties

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Over time	0.1 point/second
Overtime for accessories set up and remove	0.1 point/second
Rule Violation	2.0 points
Gymnastic & Mounts	Disqualification

## 13/ SHOWTWIRL ACCESSORIES CORPS

### Definition

A Corps routine with baton and props choreographed to personal choice of music. The main focus is the combination of dance and baton movements that are correlated to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities. The simultaneous blending of body and baton will be demonstrated while displaying a wide range of skills. Credit will be given for props used in an appropriate manner to which they are intended, highlighting the story or theme of the routine. The story or theme of the routine should be displayed in respectful and tasteful manner; it should also be suitable for the age range of the audience.

#### 13.1 Entrance and Exit

A maximum of 60 seconds is allowed for props/accessories placement and removal. Accessories should be placed/removed by the competitors at the beginning/end of the performance.

#### 13.2 Content

Choreography should display solid foundations of twirling and excellence of basic twirling concepts.

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

Baton plus(+) a minimum of 2 accessories is obligatory.

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

Every competitor has to use a baton or accessory during the whole time of the routine. Exception: Member(s) can be without authorized equipment for a short while (maximum period of approximately 16 counts) when changing from one piece of equipment to another.

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

During the performance no member should leave the floor.

Maximum of 3 spins permitted.

For illusion: only clear full single illusion under aerial with baton/prop without any other body movements combined is permitted; spin(s) before or after are not permitted.

### **13.3 Marking over 100 points**

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

### **13.4 Penalties**

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Over time	0.1 point/second
Overtime for accessories set up and remove	0.1 point/second
Rule Violation	2.0 points
Gymnastic & Mounts	Disqualification

## **14/ PARADE CORPS / PARADE ACCESSORIES CORPS**

### **Definition**

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

All members must use one baton.

The Parade Accessories Corps is a traditional discipline with a unique design suitable to a street parade with some members using a baton and some members using accessories. The key for this discipline is to maintain continuous foot motion throughout the entire performance, using the entire competition area. The emphasis is on formations and synchronization, fast and precise transition between choreographic shapes, precise body technique, high quality of marching technique. All modes of twirling and dance footwork are permitted. Accessories should underline the idea of the choreography and be used to make a great amount of effects.

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## 14.2 Content

Grounding is not permitted with exceptions of opening and final position. If starting pose on the floor, Maximum of 8 counts in order to stand up/ Maximum of 8 counts at the end in order to go on the floor/finish on the floor.

No grounding of batons or accessories is allowed during the entire production.

Presentation/Opening: maximum of 16 counts without marching for the beginning of the street parade. Continuous foot motion is mandatory during the entire street pattern routine.

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

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

On beat – foot hitting every count of music

Half time – foot hitting every 2nd count

Double time – foot hitting twice every beat

All members must start continuous foot motion within 16 counts after timing begins

Kneeling is not permitted during continuous foot motion.

Maximum twirling turns of two turns permitted

Street pattern: Corps is required to begin performance to the judges left of mid court line. Corps must stay within the approximate 25' alley through three left turns to the reviewing stand section. The 3rd left corner may not be executed until after the front line of the corps passes the mid court line. Once a member turns the 3rd corner, that individual can move anywhere on the floor for the reviewing stand section.

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

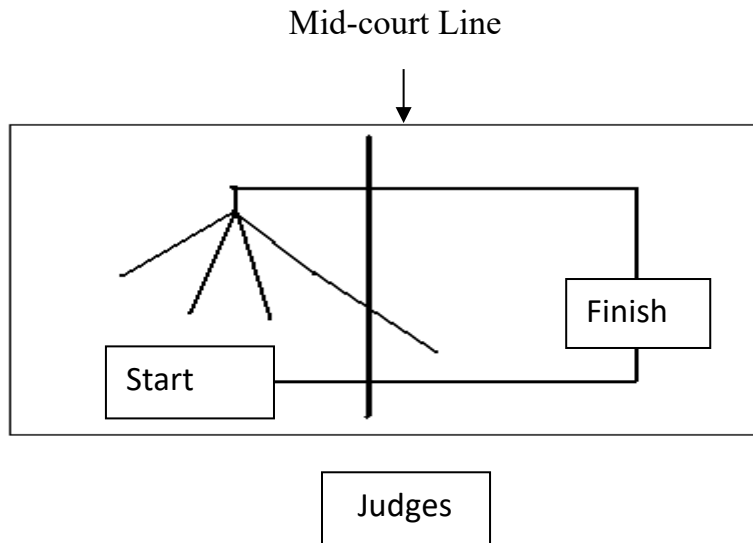
1 illusion is permitted. For illusion: only clear full single illusion under aerial without any other body movements combined is permitted; spin(s) before or after the illusion is not permitted.

Maximum of 2 spins permitted.

Exchanges with baton or /and accessories are permitted. Allowance of maximum 16 counts without baton/accessory

Color Guards: can be part of the corps / not counted in the contingent of accessories members.

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## 14.3 Marking over 100 points

Variety and Diff of Twirling Content	20 points
Marching and Manoeuvring	20 points
Execution and Special Effects	20 points
General Effect & Production	20 points
Entertainment Value	20 points

## 14.4 Penalties

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Out of Step	0.5 point
Off pattern	0.1 point
Unison	0.1 point
Break	0.1 point
Over time	0.1 point/second
Crossing incorrect Finish Line	2.0 points
Incorrect Street pattern	2.0 points
Exceeding 2 spins	2.0 points
Kneeling	2.0 points
Continuous Foot Motion violation	2.0 points unit
Other Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

## **16/ TRADITIONAL MAJORETTES CORPS**

### **Definition**

A Majorette Traditional Corps is a routine which shows the majorette tradition, choreographed to personal choice of music. Main focus to be Marching and Manoeuvring choreographed to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities.

Simple dance series may accompany the marching. Variety of choreography and manoeuvring is required. Simple deadstick and fullhand twirling are permitted. Emphasis is to be placed on precision of marching & manoeuvring, floor coverage, teamwork and effects throughout the entire program.

#### **16.1 Salute**

Salute is required: a salute is to be given at the beginning and the end of the routine by one or more members.

#### **16.2 Costume**

A traditional majorette style is recommended

#### **16.3 Content**

All members should have one baton during the whole routine.

Mace can be used by the leader.

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

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

No grounding or kneeling.

Simple dead-stick (also dead stick drop), two hands twirl and full hand moves are permitted; finger twirls, aerials and exchanges are not permitted; you can change the baton with another person in a simple, full hand pass. These rules are for baton and mace. No intentional grounding of the baton is permitted. In the event of a drop, competitors must retrieve their baton as quickly as possible.

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

#### **16.4 Marking over 100 points**

Marching & maneuvering	20 points
Teamwork	20 points
Execution & General Effect	20 points
Production & Special Effects	20 points
Entertainment Value	20 points

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## 16.5 Penalties

Drop	1.0 point
Fall	1.0 point
Out of step	0.5 point
Break	0.1 point
Off pattern	0.1 point
Unison	0.1 point
Over time	0.1 point
Incorrect salute	0.5 point
Failure to salute	1.0 point
Rule violation	2.0 points
Acrobatics & Mounts	Disqualification

## 17/ TRADITIONAL POMPONS CORPS

### Definition

Pompons Corps performing a routine with marching combined with the use of Pompons and choreographed to personal choice of music. The choreography should include special effects, maneuvers and teamwork set to the musical phrases, tempo and rhythm. The routine must be presented with proper technique and appropriate performance qualities.

Changings of formations are expected and encouraged.

### 17.1 Costume

A traditional majorette style is recommended

### 17.2 Content

A corps performing a routine with marching combined with the use of Pompoms and choreographed to the music. The choreography should include special effects, maneuvers and teamwork in line with the music. Changing of formations is encouraged.

Standing/stationary should be limited to waves and general effects and must not exceed 16 counts.

All members have to use one pair of Pompoms. All Pompoms should be the same size and type. No props or accessories are allowed.

Exchanges and passes are not permitted.

Tossing Pompoms to another team member or to oneself is not permitted.

Grounding is not permitted with exceptions of opening and final position.

If starting pose on the floor, Maximum of 8 counts in order to stand up/  
Maximum of 8 counts at the end in order to go on the floor/finish on the floor.

Illusions are not allowed throughout the entire choreography

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## 17.3 Marking over 100 points

Marching & Maneuvering	20 points
Teamwork	20 points
Production & General effects	20 points
Execution & Special effects	20 points
Appearance, Showmanship & Presentation	20 points

## 17.4 Penalties

Drop	1.0 point
Fall	1.0 point
Out of step	0.5 point
Unison	0.1 point
Over time	0.1 point/ sec
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

## 18/ EXHIBITION MAJORETTES CORPS

### Definition

An Exhibition Corps performing a routine with marching, changing formations, and dancing combined with twirling and choreographed to personal music with timing, perfection and precision. The choreography should be a mix of various styles of marching and dancing with the emphasis being on the marching drill.

Exhibition Corps choreography should display foundations of twirling and excellence of basic twirling concepts.

All members must have a baton.

### 18.1 Content

A corps performing a routine with marching, changing formations, and dancing combined with twirling and choreographed to the music with timing, perfection and precision. The choreography should be a mix of various styles of marching and dancing with the emphasis being on the marching drill. Exhibition Corps choreography should display foundations of twirling and excellence of basic twirling concepts. All members have to use one baton. It is possible to work at most with 2 batons (no multiple batons are allowed). Changing of formations is encouraged. Exchanges are permitted.

Grounding is not permitted with exceptions of opening and final position.

If starting pose on the floor, Maximum of 8 counts in order to stand up/  
Maximum of 8 counts at the end in order to go on the floor/finish on the floor.

No props permitted. Illusions are not permitted

Maximum of 2 spins permitted.



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## 18.2 Marking over 100 points

Marching	20 points
Formation & Maneuvering	20 points
Twirling & Body Movements	20 points
General Effect	20 points
Showmanship & Presentation	20 points

## 18.3 Penalties

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Out of step	0.5 point
Break	0.1 point
Off Pattern	0.1 point
Unison	0.1 point
Over time	0.1 point/second
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

## 19/ FLAGBATON TEAM

### Definition

A FlagBaton Team performing a routine with marching and dancing combined with twirling baton-flag and choreographed to personal choice of music. The main focus is the combination of Marching and Batonflag twirling. The choreography should display good foundations of baton flag twirling and excellence of basic baton flag twirling concepts.

Variety of manoeuvres, floor patterns and effects are required. Changing of formations is expected. No other material than the qualified equipment (Batonflag) is allowed.

### 19.1 Content

A team performing a routine with marching and dancing combined with twirling baton-flag and choreographed to the music. The choreography should display good foundations of twirling and excellence of basic twirling concepts.

Changing of formations is encouraged

Exchanges are permitted.

Baton flags must not be intentionally put on the floor.

The competitors have to finish the choreography by holding the equipment.

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Grounding is not permitted with exceptions of opening and final position.  
If starting pose on the floor, Maximum of 8 counts in order to stand up/  
Maximum of 8 counts at the end in order to go on the floor/finish on the floor.

Maximum of 2 spins permitted.

Illusions are not allowed.

### **19.2 Equipment**

Flag is one piece of material attached to a flagpole (a special baton) and used as a flag.

The flagpole must have only one flag.

Swivels on the baton are recommended. Material on chains, ropes or clothing are not permitted. The length of one-ended is maximum 82 cm long; Width of flag- material on baton flag need to be according to the length of the pole. There is no restriction for the flag size.

No other equipment is allowed in the FLAG competition program.

### **19.3 Marking over 100 points**

Routine Content- Choreography	20 points
Teamwork	20 points
Production & General effects	20 points
Technique & Quality of Performance	20 points
Showmanship & Presentation	20 points

### **19.4 Penalties**

Drop	1.0 point
Fall	1.0 point
2 hands catch	0.5 point
Out of step	0.5 point
Break	0.1 point
Off Pattern	0.1 point
Unison	0.1 point
Over time	0.1 point/second
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

## **20/ ORDER OF PERFORMANCE**

- 20.1** For all European events (individuals, as well as duet, team and corps) the order of performance will be drawn: the order of performance will be determined by Random Computer draw.
- 20.2** It is not permitted to change the order of performance
- 20.3** For all finals, the order of performance will be drawn.
- 20.4** Finals will be in place depending on the number of Solos/Duets/Teams/Corps entered in the division as of Entry Closing Date. Finals will be in place for all events with more than 5 entrances. Straight finals for 5 or less entrances.

### **For Solos and Duets:**

For 20 entrances or more in the preliminary round, the TOP 8 move to the Finals

### **For Teams / Corps:**

For 10 or less entrances in the preliminary round, the TOP 4 move to the Final round

For 11 to 20 entrances in the preliminary round, the TOP 6 move to the Final round

For 21 or more entrances in the preliminary round, the TOP 10 move to the Final round

## **21/ OTHER RULES**

- 21.1** In the case of a personal incident during a competitor's routine such as a costume breaking, a baton snapping etc. the Director of the competition will decide whether the competitor can restart their routine. This does not apply for independent reasons outside of their control, such as the music stopping or the electricity going off.  
Contestant appearing out of order will receive a 2.0 penalty.
- 21.2** If the baton from another arena causes a competitor to drop their baton it will not be counted as a penalty
- 21.3** In the case of injury (caused by the athlete/ or another athlete / or a baton or any other equipment ...), or sickness, the Director of the competition will make the decision to stop the competition and have the competitor restart if possible (athletes' ability/capacity- with doctor /medical approval if necessary)

## **22/ DESCRIPTION OF JUDGING AND TABULATION PROCEDURES**

- 22.1** The jury/adjudicating staff of the competition is composed of the Technical Director of the contest, the Judges, the clerks and the tabulators.
- 22.2** The Director of Competition/Technical Director is responsible for the current rules being applied as laid down, but should not intervene in the marking or decisions of the judges  
To be responsible for the distribution and collection of the score sheets.  
To organize the calculation of the average penalty score for teams and corps and advise all the judges when needed.  
To assign judges and appoint penalty judges  
To arrange the pick-up of the score sheets after the performance of each competitor/team/corps.  
To charge the initial check of the score sheets (scores, penalties, signatures etc)  
To ensure that the score sheets are taken to the tabulators  
To arrange the preparation of score sheets for all finals and in the correct order of performance
- 22.3** Judges must not judge their own students or any members of their family. Judges must comply with the Ethic- Judges Code of conducts.
- 22.4** The tabulators are responsible for final results. Overall final results are determinate by placement after highest and lowest scores are eliminated. Penalties for teams and groups are averaged (with highest and lowest eliminated when more than three penalty judges). Average penalty is shared with judges for final tabulation.
- 22.5** The Director of Competition will be responsible for highlighting any irregularities in judges scoring. The Director of the Competition will study any variations in judging the designated officials and if necessary, will contact the judges concerned at the end of the day.  
The Director of the Competition and Technical Director will chair the meetings  
They will decide if a conflict commission meeting is necessary  
They will delegate to a member of the technical board to substitute for them if necessary.  
The decision of the Director of the competition on all technical matters throughout the competition is final.
- 22.6** At the end of the competition, the members or those accompanying the competitors are not to approach the judges concerning the results.

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**22.7** After the announcement of the results, the score sheets for the contestants are available.

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

**22.9** All teachers, technical trainers and choreographers are invited to respect the ethical and moral code both for athletes, for parents and for the public or spectators.

**22.10** All the technicians mentioned above are invited to:

- do not use inappropriate themes for the age of the athletes or the public;
- do not use themes that deal with discrimination, violence, alcohol, diseases
- do not use music, costumes or accessories with bad words.

We ask to always use good taste and always have respect for everyone.

## **23/ TIE PROCEDURE**

If ties occur during the Europe Championships, ties will be broken by the tabulation room using the Tie Brake Procedures document.

**23.1** In a preliminary round, all Solos, Duets, Teams/Corps tied for the Final Qualifying Position will advance to the Final round.

**23.2** In the Final Round, a tie for 1<sup>st</sup> place must be broken. Final round ties at any other position, are not broken

**23.3** A tie for Final round First Place is broken by using the Preliminary round placement. The Solo/Duet/Team and Corps with the higher Preliminary Round placement is awarded 1<sup>st</sup> place.

**23.4** If a tie for final place still occurs the tabulation will take ALL the placements from the final round (not taking out the highest/lowest)

## **24/ DISQUALIFICATION**

Will be enforced for:

- 24.1** Speaking badly or causing injury to a person (judge, clerk, organizer)
- 24.2** Interfering with a competitor or equipment during a performance
- 24.3** Falsification of a name or age
- 24.4** A show of temper at the placing after the announcement of the results on the part of the competitor
- 24.5** Acrobatics performed during any routine (body aerials, walkovers, cartwheels, butterflies). Mounts and body tosses are disallowed. Mounts are defined as no body toss or form that is two stories or more. A story (as in 10-story building) is defined as a person's height. 1/2 story is defined as a person kneeling/sitting or lunging. Stacking one person on top of another to achieve a pyramid shape or similar form is not permitted.

**Refer to the Acrobatic/Mount descriptions**

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## 25/ SELECTIONS FOR THE EUROCUP

<b>25.1</b> Showtwirl Accessories Solo category	3 Athletes from each country per age
<b>25.2</b> Showtwirl Accessories Duet category	3 Duets from each country in each age
<b>25.3</b> Showtwirl Accessories Corps category	2 Corps from each country in each age
<b>25.4</b> Parade Corps category	2 Corps from each country in each age
<b>25.5</b> Parade Accessories Corps category	2 Corps from each country in each age
<b>25.6</b> Traditional Majorettes Corps category	2 Corps from each country in each age
<b>25.7</b> Traditional Pompons Corps category	2 Corps from each country in each age
<b>25.8</b> Exhibition Majorette Corps category	2 Corps from each country in each age
<b>25.9</b> Batonflag Team category	2 Teams from each country in each age

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## 26/ LEVELS REQUIREMENTS

The following European levels are required for the European Majorettes Championships:

One year exemption for the new countries

DISCIPLINE	AGE DIVISION	LEVEL REQUIRED
Showtwirl Accessories Solo	Preteen / Youth	Level 1
Showtwirl Accessories Solo	Junior/Senior/Adult	Level 1
Showtwirl Accessories Duet	Preteen / Youth	Level 1
Showtwirl Accessories Duet	Junior / Senior	Level 1
Showtwirl Accessories Corps	Youth/Junior/Senior	N/A
Parade Corps	Youth/Junior/Senior	N/A
Parade Accessories Corps	Youth/Junior/Senior	N/A
Traditional Corps	Youth/Junior/Senior	N/A
Traditional Pompons Corps	Youth/Junior/Senior	N/A
Exhibition Corps	Youth/Junior/Senior	N/A
FlagBaton Team	Youth/Junior/Senior	N/A
Artistic Pompons Team/Corps	Open division	N/A

N/A = not applicable