

2024 PAN PACIFIC RULEBOOK

2024 COMPETITION RULES



Pan Pacific

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**Calgary, Alberta
CANADA**

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2024 PAN PACIFIC CUP

1. GENERAL INFORMATION

- The Pan Pacific Cup shall be open to athletes who are members of the organization whose Association/Federation are members of the World Baton Twirling Federation and/or the World Federation of National Baton Twirling Associations. All athletes must hold a valid passport in their own name from the country he/she represents as proof of their citizenship and age.
- Certified judges from participating federations will judge the competition.
- Content Rules: Each country or coach has the authority to determine the level of his or her athletes in Solo, 2-Baton, 3-Baton, X-Strut, Artistic Twirl, Artistic Pair, Artistic Team and Exhibition, Parade, and Show Corps subject to the rules governing wins in international events and the related philosophy below. Athletes may be in the Open Level in one individual and team event and the Elite Level in another individual or team event dependent upon his/her skill level in each particular event.

2. PHILOSOPHY STATEMENT FOR AN EQUITABLE COMPETITION AMONG THE PAN PACIFIC CUP ATHLETES

It is the responsibility of the coach and athlete to enter the appropriate level based on the athlete's true proficiency of skills and experience. We expect that all member countries, athletes and coaches will respect and honor these levels in order to uphold the integrity of international competition and promote an honest competitive environment.

All athletes who are currently competing at the Elite level should enter the Pan Pacific Elite categories. Teams should consider the level of athletes that comprise their team to determine the team level in the same manner.

By reviewing the content guidelines that are in place, athletes should enter the appropriate level based on their proficiency and competitive achievement. Athletes who compete at the Elite level throughout the year in their respective countries, SHOULD NOT have routines "watered-down" in order to meet the content guidelines requirement to compete at the Open level.

Any athlete who has placed in the semi-finals/finals at any World Championship in any discipline may not compete in any Open level discipline at the Pan Pacific Cup.

3. LEVEL DETERMINATION

Elite is *required* for athletes who have received a medal IN THE ELITE DIVISION at any International Cup, World Championship or Grand Prix event.

Open is for all other athletes, subject to the guidelines as written in the manual.

Athletes may only enter one level of competition per discipline.

(Note: There is no Elite level for Juvenile participants.)

Please consult the GUIDELINE CHARTS on the following pages to determine athletes' level for an equitable competition among Pan Pacific athletes.

GENERAL COMPETITION RULES

4. DISCIPLINES

The disciplines offered at the Pan Pacific shall be as follows:

Women's Disciplines

- Solo
- Two-Baton
- Three-Baton
- Artistic Twirl
- X-Strut

Men's Disciplines

- Solo
- Two-Baton
- Three-Baton
- Artistic Twirl
- X-Strut

Mixed Disciplines

- Artistic Pair
- Artistic Team
- Artistic Group (offered at One Level only)
- Exhibition Corps, Parade, Show Corps*

Artistic Pair may be comprised of female/female, male/female, male/male.

* The Pan Pacific Cup will offer any discipline of Majorette Corps if the entries warrant: e.g. Exhibition Corps, Parade Corps, and / or Show Corps. Ask for rules applying to Corps disciplines.

Artistic Team and Artistic Group may be comprised of any combination of men and women, including all female or all male athletes.

The introduction of the alternate/reserve cannot change the age division.

5. AGE DIVISIONS & LEVELS

Where age divisions apply, an athlete's age shall be determined as the age as at December 31st of the competition year, 2024.

The Disciplines and Levels offered at the Pan Pacific Cup shall be as follows:

- ❖ **Women's Divisions for Solo, Two-Baton, Three-Baton, Artistic Twirl, X-Strut**
Open Level – Juvenile 9-11, Youth 12-14, Junior 15-17, Senior 18-21, Adult 22+
Elite Level – Youth 12-14, Junior 15-17, Senior 18-21, Adult 22+
- ❖ **Men's Divisions for Solo, Two-Baton, Three-Baton, Artistic Twirl, X-Strut**
Open Level – Juvenile 9-11, Junior 12-17, Senior 18+
Elite Level – Junior 12-17, Senior 18+
- ❖ **Artistic Pair**
Open Level – Juvenile 9-11, Junior 12-17, Senior 18-21, Adult 22+
Elite Level - Junior 12-17, Senior 18-21, Adult 22+
- ❖ **Artistic Team**
Open Level – One age division – 9 minimum age
Elite Level – One age division – 12 minimum age
- ❖ **Artistic Group**
One Level ONLY and one age division – 12 minimum age
- ❖ **Exhibition, Parade or Show Corps**
One Level ONLY and one age division – 10 minimum age

ATHLETES MAY NOT BE A MEMBER OF MORE THAN ONE OF THE FOLLOWING DISCIPLINES IN THE SAME CATEGORY:

Artistic Pair
Artistic Team

For Artistic Pair, the age division is determined by the oldest member of the pair. Athletes may compete in any discipline at **one level only**. Athletes may also not compete against themselves (e.g. a member of a Jr. Artistic Pair may not compete against or in the another Artistic Pair category, or an Elite level Team member may not be in another Elite level Team).

Additional examples: an athlete may be in an Open Level Team and an Artistic Group, However, an athlete shall not be permitted to be a member of two different Artistic Pairs, Artistic Teams, or Artistic Groups, (e.g. an athlete may not compete in an Open Level Team and an Elite Level Team).

ALTERNATE RULES SPECIFIC TO ALL DISPLINES:

Alternates are considered part of a federation's contingent.

An Artistic Pair, Artistic Team, Artistic Group or Corps may only be comprised of members who are residents of the same country.

ARTISTIC PAIR - ALTERNATES

- ❖ The alternate(s) for a Pair must be from the age division of the Pair, or younger
- ❖ If the younger division alternate is used, the Pair will still compete in the division as entered. They will not be moved down to the younger age division.

Example: Artistic Pair (using the ages as shown above) Junior = Junior + Junior / Senior = Junior + Senior; Senior + Senior / Adult = Junior + Adult; Senior + Adult; Adult + Adult.

Two (2) alternate athletes allowed for Artistic Teams, Artistic Groups or Corps.

Alternates may be used throughout the competition and between rounds.

6. NUMBER OF COMPETITORS ALLOWED PER COUNTRY:

The 2024 Pan Pacific Cup is open to all entries from federations who are part of Asia, Australia, Caribbean Islands, North America, Central America, and South America. Each federation may register an unlimited number of athletes. It should be noted, however, that the competition days may run very late.

7. MUSIC & TIME LIMITS

Athletes shall perform to the IBTF World Baton Twirling Championship and Nations Cup prescribed music selection for these events that are timed to the following time limits:

Solo	=	2:00 minutes
Two-Baton	=	1:45 minutes
Three Baton	=	1:30 minutes
Artistic Twirl & Artistic Pair	=	1:45 minutes
X-Strut	=	2:00 minutes

There is no minimum time limit therefore athletes may complete their routines prior to the completion of the music. Judges will not assess penalties or give credit to material presented after the music ends. Judging shall discontinue at the conclusion of the music. IBTF World Baton Twirling Championship and Nations Cup music will be available on the IBTF website.

The following events are performed to own choice music, with the following time limits:

Artistic Team	=	3:00 – 3:30 mins max (no leeway)
Artistic Group	=	3:00 – 3:30 mins max (no leeway)
Exhibition Corps	=	2:00 - 3:00 mins max
Parade Corps	=	3:00 – 4:00 mins max
Show Corps	=	3:00 – 4:00 mins max

See APPENDIX A to determine athlete level by required content restrictions.

8. ARTISTIC TEAM

SIZE FOR TEAM 6 to 8 members, with max 2 alternates (reserves)

MUSIC Shall be the choice of the team. All Teams must submit their music file using the online submission system by the entry deadline.

TIME LIMITS 3:00 - 3:30 minutes max. (No leeway). Timing & judging begins and ends with the first and last note of music or sound, which shall include the starting beep.

TIMING PENALTY Undertime/Overtime - 5 pts (deducted from each Judge's Score)

RULES SPECIFIC TO ARTISTIC TEAM

1. Two alternates for team are considered as part of a federation's contingent.
2. A Team may only be comprised of members who are residents of the same country.
3. No props allowed
4. Teams shall enter from the judge's left and exit to the judges' right.
5. See Appendix A for restriction details

9. ARTISTIC GROUP (Elite Level only)

SIZE Minimum of 10 members, no max / Alternates (reserves) - max 2

MUSIC Shall be the choice of the Group. Groups must submit their music file using the online submission system by the entry deadline.

TIME LIMITS 3:00 - 3:30 minutes max. (No leeway). Timing & Judging begins and ends with the first and last note of music or sound, which shall include the starting beep.

TIMING PENALTY Undertime/Overtime - 5 pts (deducted from each Judge's Score)

RULES SPECIFIC TO ARTISTIC GROUP

- No props allowed
- Artistic Groups to enter from the Judge's left and exit to the Judges' right.
- The Total Score of all captions is for the Artistic Group event. Drop penalties and content restrictions penalties are displayed by the penalty judges (in different colors)
- Note: There is only one level of Artistic Group. Artistic Groups must follow the Content Restrictions outlined in this manual.
- The content restrictions support the philosophy of the Artistic Group concept and allow coaches and judges to focus on general effect, choreography and precision.
- See Appendix A for restriction details

ARTISTIC GROUP CONTENT RESTRICTIONS

The following penalties deducted for including material that is more than the written restrictions below shall be assessed for each illegal element:

SINGLE ACROBATIC MOVEMENTS ARE ALLOWED (these are considered as Major Body moves)

10. RULES SPECIFIC TO ALL EVENTS

The use of acrobatics, though permitted, is not given extra consideration nor will its use contribute to determining the rating and ranking of the athletes. The IBTF philosophy regarding adjudication prioritizes, first and foremost, the quality and technique of aerial work, rolls, contact material and accompanying bodywork. All other enhancements to a performance such as acrobatics, floor work, dance, novelty, etc. will not supersede the qualities and skills of achieved and developed baton twirling skills.

11. IMPORTANT DEFINITIONS THAT APPLY TO THE CONTENT RESTRICTION CHARTS IN APPENDIX A:

Standard Reception – (refers to type of catch) 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 forward or reverse.

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 de basque', tour jeté, cabriole, forward or reverse. These moves will be approximately 3 or more counts in duration.

Minor Body Moves: A move that does not require significant control, flexibility, strength, amplitude, or extension and additionally does not require horizontal or vertical reorientation to the baton (no body rotations <turns>) or maneuvering the body upside down (illusions, bows, etc.). These moves will be approximately 2 counts in duration. This classification includes moves such as: hop, skip, chassé, piqué, step-step, and coupé, sauté. This category will often be used as preparation or follow through movements. Refer to the definition of terms not defined in this chart.

• **ATTENTION:** The “chaine” turn is in the same classification as spin. Ex. Single chaine' turn = 1 spin; double chaine' turn = 2 spins

12. APPENDIX A – CONTENT RESTRICTION GUIDELINES

APPENDIX A CONTENT RESTRICTION GUIDELINES FOR OPEN LEVEL

Solo Content Restriction Guidelines		
CATEGORY		Open Level
Spins		1 - 4 Spins Baton Releases No Restrictions Reception No Restrictions
ACROBATICS		<p>A maximum of only 2 acrobatic movements are allowed, with or without a toss. The 2 movements may be combined or the two moves may be done separately. Only one aerial cartwheel is permitted if selected as one of the 2 acrobatic moves permitted.</p> <p>Other Double major body moves are also allowed under a toss, either traveling or stationary</p> Baton Releases No Restrictions Receptions No Restrictions
Stationary Complex & Traveling Complex		Single major body move with 2 spins under toss Baton Releases No Restrictions Reception No Restrictions Double major body move is allowed under the toss, either traveling or stationary Baton Releases No Restrictions Receptions No Restrictions
Rolls	•	• No Restrictions
Contact Material	•	• No Restrictions

Clarification: Two major body moves are allowed under a toss in Open Level. It is NOT allowable to add minor body moves after the toss or before the catch.

2 Baton Content Restriction Guidelines		
Category		Open Level
Spins		<p>2 spins Baton Releases No Restrictions Reception No Restrictions</p>
<p>Stationary & Traveling Complex</p> <p><i>Acrobatics are not allowed</i></p>		<p><i>Single Major Body move with one spin under toss(s) (this is not considered a double element trick)</i></p> <p>Baton Releases No Restrictions Receptions No Restrictions</p> <p>Double major body move is allowed under the toss, either traveling or stationary</p> <p>Baton Releases No Restrictions Receptions No Restrictions</p>
Rolls		<p><i>Partial monster roll is allowed, making 360 degree rotation around one arm</i></p>
Contact Material	•	• No Restrictions
<p>Note - spins may be executed under 1 or 2 batons. This includes both single and double releases, from one or both hands.....high/low, high/high, dual plane, dual pattern, opposition</p> <p>Note - Body Move may be executed under 1 or 2 batons. This includes both single and double releases, from one or both hands.....high/low, high/high, dual plane, dual pattern, opposition.</p>		

Clarification: Two major body moves are allowed under a toss in Open Level. It is NOT allowable to add minor body moves after the toss or before the catch.

3 Baton Content Restriction Guidelines		
Category		Open Level
Spins		2 spins Baton Releases No Restrictions Reception No Restrictions
Stationary/Traveling Complex <i>Acrobatics are not allowed</i>		<i>Single Major Body move with one spin under toss(s) (this is not considered a double element trick)</i> Baton Releases No Restrictions Reception No Restrictions <i>Two Triple tosses are allowed Double Element Tricks are not allowed Acrobatics are not allowed</i>
Rolls	•	<i>Partial monster roll is allowed, making 360 degree rotation around one arm</i>
Contact Material	•	• No Restrictions
<p>NOTE: Definition of triple toss - Triple Tosses - all 3 batons are released sequentially, one at a time, before the first one is caught, OR, all 3 batons are released at the same time. For both types of triple tosses, catches can be in any order.</p>		

One major body moves with one spin is allowed under a toss in Open Level. It is NOT allowable to add minor body moves after the toss or before the catch.

APPENDIX A**CONTENT RESTRICTION GUIDELINES**

THE FOLLOWING X STRUT CONTENT RESTRICTIONS LISTED HERE ARE FOR BOTH LEVELS OF COMPETITION

- Acrobatic movements are not permitted.
- Floor contact with body parts other than the feet is not allowed.
- Intentional floor contact with the baton is permitted.
- Tosses/rolls/fingers/any form of releases are not permitted.

THE FOLLOWING X STRUT CONTENT RESTRICTION GUIDELINES LISTED HERE ARE FOR OPEN LEVEL ONLY:

<i>Category</i>		<i>Open Level</i>
Body movements		<p>Double major body moves executed on one foot ARE permitted (i.e., double illusion or illusion into leg hold, etc.)</p> <p>Triple major body movements executed on one foot or simultaneously ARE NOT permitted stationary or traveling (i.e. triple illusion, illusion into leg hold into another illusion, double leap into illusion without changing support or landing leg etc.)</p> <p>Elements where the balance leg is changed are not restricted.</p> <p>Layback on 1 foot is allowed.</p>
Baton Movements	<p>NOTE: Baton movements are the same regardless of level (B Level, A Level or World Level)</p> <p>Refer to the X Strut Concept Summary on Page 38-40 for complete details.</p>	

Clarifications:

These major body moves may not be combined with other major moves or minor moves without a definite hesitation, with both feet on the floor before entering into the next element.

In Open level - double major body elements are permitted however, they may not be combined with other major, or minor body elements unless there is a definite halt with both feet on the floor before the next element is performed.

Tips for choreographers regarding spins in X-Strut:

*In order to avoid being assessed penalties for combining major and minor body moves or two major body moves (both of which are not permitted in the B level) choreographers must make certain the athlete pauses with both feet on the ground before moving into the next element. It is this hesitation, or pause with both feet on the ground, that ensures the athlete regains their balance and control before moving onto the next element.

* Choosing elements that flow together (even with a pause between) will promote smooth and logical transitions. That is key to a successful X strut.

<p align="center">Artistic Twirl & Artistic Pair Content Restriction Guidelines</p> <p align="center">Acrobatic movements are allowed (considered as major body movements)</p>		
CATEGORY		Open Level
Spins		<p>1 - 4 Spins</p> <p>Baton Releases No Restrictions Reception No Restrictions</p>
Aerial Acrobatic		<p>Aerial cartwheels ONLY (1) under the toss</p> <p>Baton Releases No Restrictions Reception No Restrictions</p> <p>Body</p> <ul style="list-style-type: none"> • Minor body moves on release only are allowed • Reception No Restrictions • Aerial Cartwheels cannot be used in combination with any other body move • No other aerial acrobatic moves allowed
Stationary Complex & Traveling Complex		<p>Single major body move with 2 spins under toss</p> <p>Baton Releases No Restrictions Reception No Restrictions</p> <p>Double major body move is allowed under the toss, either traveling or stationary. No limited number.</p> <p>Baton Releases No Restrictions Reception No Restrictions</p>
Rolls		<ul style="list-style-type: none"> • No Restrictions

Clarification: Two major body moves are allowed under a toss in Open Level
It is NOT allowable to add minor body moves after the toss or before the catch.

<p align="center">Artistic Team Content Restriction Guidelines applying to one or all team members</p> <p align="center">Acrobatic movements are allowed (considered as major body move)</p>		
CATEGORY		Open Level
Spins		<ul style="list-style-type: none"> • 1 - 3 spins <p>Baton Releases No Restrictions Reception No Restrictions</p>
Aerial Acrobatics (considered major body moves)		<ul style="list-style-type: none"> • Not allowed with or without toss
Stationary Complex & Traveling Complex		<ul style="list-style-type: none"> • Single major body move with 1 spin under toss <p>Baton Releases No Restrictions Reception No Restrictions</p>
Double Element Tricks		<ul style="list-style-type: none"> • Not Allowed under the toss
Rolls		<ul style="list-style-type: none"> • No Restrictions
Contact Material		<ul style="list-style-type: none"> • No Restrictions

Clarification:

One major body moves with one spin is allowed under a toss in Open Level.
 It is NOT allowable to add minor body moves after the toss or before the catch.

ARTISTIC GROUP CONTENT RESTRICTIONS (ONE LEVEL ONLY)

CATEGORY	One level Only
Spins	<ul style="list-style-type: none"> • 1-2 spins <p>Baton Releases No Restrictions Reception No Restrictions</p>
Aerial Acrobatic	Not allowed with or without toss
Stationary Complex & Traveling Complex	<ul style="list-style-type: none"> • Single major body move under the toss <p>Baton Releases No Restrictions Reception No Restrictions</p>
Double Element Tricks	Not Allowed under the toss
Rolls	<p>No continuous front neck rolls (with or without hands) No front neck figure 8's No monster rolls (partial or complete)</p>
Contact Material	No Restrictions

Clarification: One major body move is allowed. It is NOT allowable to add minor body moves after the toss or before the catch.

13. PENALTIES

Penalty	Description	Deduction
DROP OR A FALL Solo, 2 Baton, 3 Baton, Artistic Twirl and Artistic Pair disciplines	A (0.1) penalty per drop or fall will be deducted from each judges score by the Penalty judge. Tabulation converts the penalty from a 100 pt. Scale to a 10 point scale to normalize the penalty to 0.1 pt.	0.1 pts. Per infraction (Deducted from each Judges Score)
DROP OR A FALL X-Strut, Artistic Team, and Artistic Group disciplines	A (1.0) penalty per drop or fall deducted from each judges score by the Penalty judges from a 100 pt. Scale.	1.0 pts. per infraction (Deducted from each Judges Score)
TIMING PENALTY – Artistic Team & Artistic Group		5.0 pts per infraction. (Deducted from each Judges Score)
Penalties specific to X-Strut for the following:	A 0.5 pt. deduction per infraction will be deducted from each judges score by the Penalty judge from a 100 pt. Scale for the following: <ul style="list-style-type: none"> • Out of Step • Twirling (per violation) • Omitted basic strut per section • Floor contact of baton or body • Performing after final salute • Improper salute 	0.5 pts per infraction (Deducted from each Judges Score)
Penalties specific to X-Strut for Incorrect Floor Pattern.	A 1.0 pt. deduction per infraction will be deducted from each judges score by the Penalty judge. from a 100 pt. Scale.	1.0 pt. per infraction (Deducted from each Judges Score)
RESTRICTED CONTENT for Artistic Group Corps ONLY	A 10-point deduction per infraction from the gross score for including material that violates the written content restrictions on a 100-point scale.	10 pts. Per infraction (Deducted from the gross Score)
COSTUME / FOOTWEAR / EQUIPMENT FAILURE - All Events	The Technical Advisor or the Judges' Chair may stop the competition for reasons listed under the header on the Timing/Penalty Sheet	--
LEAVING THE FLOOR - All Individual and Artistic Pair disciplines	Any athlete leaving the floor, before the end of the music has been reached (for reasons other than illness, first aid, music and costume problems*)	0.2 pts. (Deducted from each Judges Score)
LEAVING THE FLOOR - Team and Group disciplines	Athlete(s) leaving the floor, before the minimum time has been reached (for reasons other than illness, first aid, music and costume problems*)	5.0 pts. (Deducted from each Judges Score)
LEAVING THE FLOOR - Unsportsmanlike Behavior	Any athlete(s) leaving the floor, before or after the end of the music has been reached due to an unsportsmanlike attitude of disgust, anger, disappointment, unprofessionalism, etc. is cause for DISQUALIFICATION (NO score). The assessment of the technical/judges chairs as to which type of departure is taken should be their decision.	DISQUALIFICATION (NO score)
REGULATION OF BATON APPARATUS	A 10-point deduction from each judges' score for non-conformance of using a standard baton. See Baton definition on page 18.	10 pts. (Deducted from each Judges Score)

14. COSTUME, FOOTWEAR & BATON GUIDELINES

Costume - there shall be no restrictions on costume choice for any of the events bearing in mind that it should be in good taste and reflect that this is a sport.

Footwear

Footwear must meet the requirements of the facility.

Batons

Batons must conform to the definition of "baton".

Penalty for non-conformance: 10 pt. Penalty from each judges' score.

DEFINITION OF A BATON

A standard baton is a chrome-plated/silver steel shaft with varying size weights in either end. The weights are either pounded or pressure fitted and covered with a white rubber ball (the large end) and a small white rubber tip covering the other end.

Various batons have various balance points depending upon size and weight.

Most batons are between 14 to 32 inches (35.5 to 81.5 cm) in length and are either 3/8 inch (10 mm), 5/16 inch (8 mm), or 7/16 inch (11 mm) in diameter. The normal standard baton weights about 8 ounces (or 227 grams) – the length and diameter do also factor into the weight.

USE OF GRIP TAPE ON BATONS

The use of grip tape is optional, may be used bearing in mind that this is a sport.

Grip tape can cover up to 1/2 of the shaft, divided equally from the center – when measuring only the shaft, not including ball and tip.

Grip tape can cover up to 1/2 of the shaft, divided equally from the center.

Clarification: The outer quarter of each end may not be covered.

Grip tape can be applied in solid, striped or spiral fashion.

Tape can be of two color (s), black, grey or white. (One color to wrap and other colour to mark the center.)

Inside a Pair, Team or Group, the grip tape must be the same.

COSTUME / FOOTWEAR / EQUIPMENT FAILURE - ALL EVENTS

The Chief Judge, the Technical Chair or the Judges' Chair may stop the competition if a costume/footwear/equipment failure occurs. Examples of situations that might warrant this stoppage are, but not limited to;

- If costume failure becomes hazardous or indecent
- 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 shaft breaking

The Technical Chair must be called upon to handle the situation and will be responsible to involve other members of the IBTF technical executive as needed. After the issue has been resolved, one of the IBTF Technical Chairs may order a restart with performance to commence at the beginning.

15. PRACTICE AREA

An area designated for practice.

There should preferably be an area large enough to accommodate a reasonable amount of athletes in a safe environment.

A practice area must be provided. The host country will organize free practice sessions each day before the competition begins and during the lunch break for any athlete who is competing on that day.

WARM UP AREA

An area designated for the preparation of athletes immediately before they compete.!

There must be a designated warm up area for the **Pan Pacific** athletes that is large enough for 6 individual athletes, or 2 teams or groups to prepare for competition in a 5 minute time period.

WARM UP PERIODS

Official warm-up periods on the main competition floor are not permitted once the competition day begins.

PRACTICE PERIODS

There will be two practice periods ONLY per day on the competition floor. MORNING PRACTICE PERIOD and LUNCH TIME PRACTICE PERIOD. The venue will be open for practice one hour prior to the beginning of the competition each day and for one hour only during the lunch break. "An organized morning practice schedule and an organized lunch time practice schedule if time allows will be distributed once the competition schedule has been set.

All athletes and coaches must follow the instructions of the Practice Floor Monitor.

MUSIC TEST AND COSTUME INSPECTION

There shall be no music tests or costume inspections.
Music files will be sent digitally. (See instructions on entry form.)

16. COMPETITION PROCEDURES

Number of Judges

- Solo, 2-Baton, 3-Baton, X-Strut, Artistic Twirl & Artistic Pair- 3 Judges per lane.
- Team - 3 judges + 3 penalty judges per lane (if available). There shall be 2 panels of judges. (Total 10 judges) Timing/Penalty judges to record the time of the music, drop penalties and any other penalties for all competitors. NOTE: Two judges must be used to count drops for teams and if available a third judge should be used for content restrictions.
- Artistic Group – 6 Judges+ 3 penalty judges per lane (if available)
- (Total 9 judges; 2 judges for each caption) Timing/Penalty judges to record the time of the music, content restrictions, drop penalties and any other penalties for all competitors. NOTE: Two judges must be used to count drops for groups and if available a third judge should be used for content restrictions.

Note: if there are not enough judges available 1 judge may be used per caption plus one penalty judge

Content restriction guideline judge may be one of the penalty judges if there are not enough judges available:

- ❖ Judges who judge the Preliminary Rounds will also be selected to judge the same divisions in the Final Rounds, when it is possible (considering any organizational set up problems which could occur.)
- ❖ Explanation of Team and Group Judging

All panels of Judges will be seated in the stands. The Competition Director shall determine the most efficient way to set the Order of Appearance.

Example: All teams judged by Panel #1 alternating with all teams judged by Panel #2.

17. COMPETITION FLOOR SIZE - ALL EVENTS:

Floor boundaries (15 m x 28 m minimum; 49.21 ft x 91.68 ft minimum). (full basketball floor depending on location of competition)

Area	NBA		FIBA	
	Imperial	Metric	Imperial	Metric
Court length	94 ft	28.65 m	91.86 ft	28 m
Court width	50 ft	15.24 m	49.21 ft	15 m

It is recommended to provide floor markings with bright colored tape as shown in the diagram. Suggest carpeting around the perimeter of the competition floor.

If the floor is not marked, it should be marked front/back and left/right centers on the floor using vertical and horizontal lines – in case a basketball court is not used.

The boundaries will not be strictly interpreted as boundaries per se, but as the size of the floor that is available to the athletes. 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 floor pattern and use of the space.

The composition of the floor shall be of wood, concrete or any other substance that is smooth, level and free from any obstruction or hazard that may in any way hinder the contestants' performances. It is important that the floor not be too slippery and/or sticky.

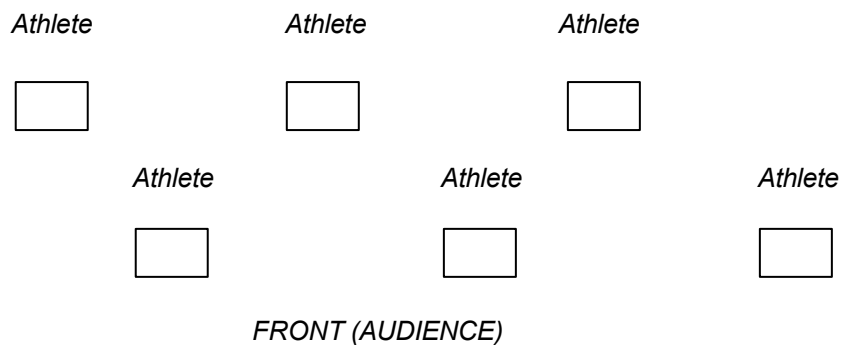
For the individual events of Solo, Two Baton & Three Baton, a lane shall be approximately 15 feet (4.5 meters) across and 15-20 feet (4.5-6 meters) deep. The number of lanes and the actual size of each lane will be dependent on the available size of the competition floor.

Floor Set Up – Solo, 2-Baton, and 3-Baton Events:

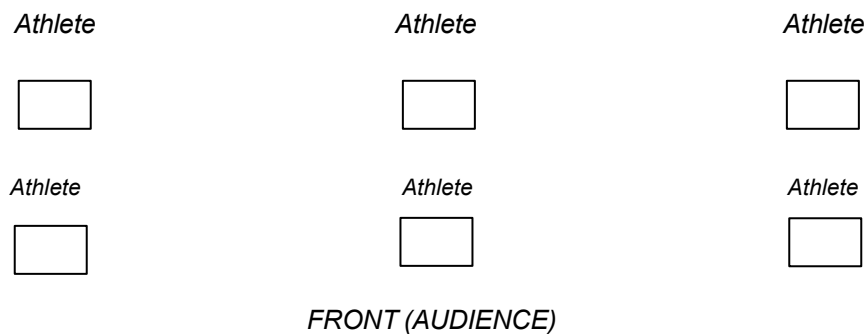
- ❖ Judges’ tables shall be referred to as “lanes”. See below for floor plan.
- ❖ The recommendation is to run 5 to 8 lanes for these events (based on available size of the competition floor).
- ❖ The Music Coordinator and Announcer shall be seated in an area off the competition floor with an unobstructed view of all lanes.
- ❖ Tables shall be skirted as well as marked with Lane Number (on front of table and on the back of one judge’s chair).
- ❖ The Set Number shall be displayed prominently near the competition floor.

THE FOLLOWING ARE WAYS TO SET UP THE FLOOR FOR SOLO, 2-BATON & 3-BATON:

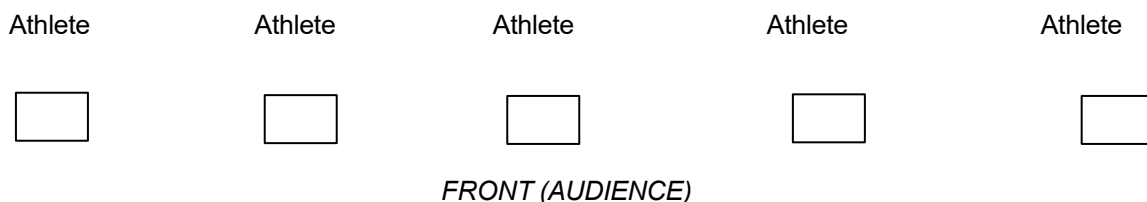
PLAN “A”



FLOOR PLAN “B”



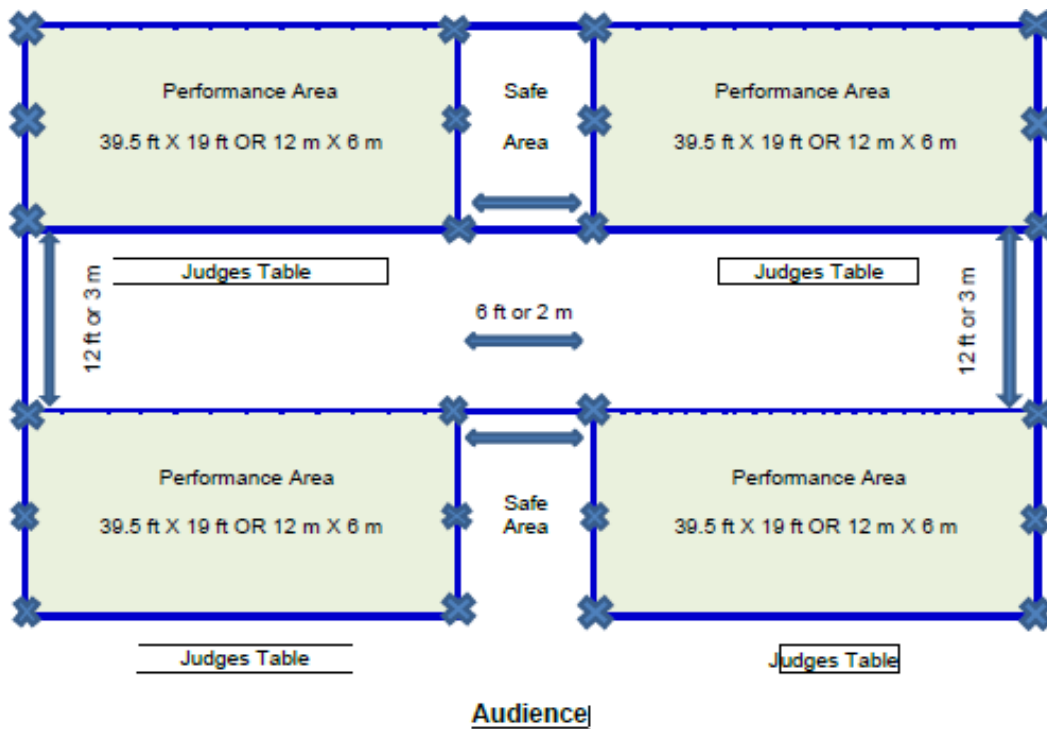
FLOOR PLAN “C”



Floor Set Up – X-Strut. Artistic Twirl and Artistic Pair Events:

- ❖ In Artistic Twirl & Artistic Pair, a lane shall be approximately 39.5 feet (12 meters) across x 19 feet (5.5-6.0 meters) deep. The number of lanes will divide the floor into four (4) performance areas.
- Two tables must stay on the competition floor and two tables should stay outside the competition floor.
- Approved floor tape should be placed on the floor to mark the safe area. The horizontal marking should be 39.5 ft or 28m in length and 9.5 ft or 3m in width. The vertical marking should be 50 ft or 15m in length and 3 ft or 1m in width.

50 feet x 94 feet (15 X 28 meters) minimum (standard basketball floor size)



Floor Set Up –Team & Group:

- ❖ Competition floor shall be clear and empty.
- ❖ Judges shall be seated in the stands.
- ❖ The Music Coordinator and Announcer shall be seated in an area off the competition floor with an unobstructed view of the floor.
- ❖ During competition, a marker approved by the facility (e.g. tape, pylon) shall be used to designate the floor boundaries in each corner and the center of competition floor shall be marked.

18. ORDER OF EVENTS:

The Competition Director shall determine the actual Order of Events for the Pan Pacific Cup competition.

Order of Rounds:

- ❖ All Preliminary Rounds
- ❖ All Final Rounds

Order of Appearance:

- ❖ Preliminary, – random draw
- ❖ Final Rounds – reverse order

19. COMPETITION & ANNOUNCING PROCEDURES

- ❖ A printed “Set System” Program shall be developed to indicate the Order of Events and the order in which the competitors shall perform.
- ❖ The official “Set System” Program will be final following the close of registration on the day before the competition. It is the responsibility of the host country to distribute the final set system to all countries participating in the competition. (Clarifications)

Solo, 2-Baton, 3-Baton, Artistic Twirl & Artistic Pair events Competition:

The Set System shall list the names of each athlete, (and his/her country) in each lane (indicating the event and division). For Set #1, the Announcer shall call the set number, then the name of the athlete (and his/her country name) on each lane that corresponds to that set number. The athletes shall acknowledge to the judge (e.g. releve’ with arms raised in a “V”). After all athletes for that set have been introduced, the Announcer will then ask “Are the judges ready?”, say “Music” and each athlete will begin their routine when the music starts.

Upon completion of the music, the Announcer will announce the next set number and introduce the athletes (and their country name) on each of the lanes.

For the preliminary round of competition: the Announcer will say “Judges marks for penalties” and the penalty judges will display their marks for any penalties.

For the Elite final round of competition (only): The Announcer will say “Judges Score” and the judges will use flashcards to indicate their scores and penalty marks to the athlete and the audience. Those athletes will leave the floor, the next will take their position in front of the judges, and the Announcer will ask “Are the judges ready?” and then say “Music”. This procedure will continue until all sets are completed.

Note: Scores for all individual, pair, & team events are only flashed for the Elite Level finals following the performance.

TEAM/ARTISTIC GROUP COMPETITION:

Teams/Artistic Groups shall enter the floor from the judges’ left and take their position. The Announcer shall ask “Judges/Ready?” and then say “Music” and the Team/Artistic Group shall begin their routine when the music starts.

For Finals Only: upon completion of the routine, the Team/Artistic Group will exit the floor to the Judges’ right. Teams (only) will proceed to the kiss n cry podium to receive their score. (Scores are not displayed for the Artistic Group event. Artistic Group scores and placements are posted.)

The Announcer shall say “Judges please show scores” and read the scores. The team shall leave the podium area and the Announcer will state the next set number, the name of the Team and then say “Judges ready?” and say “Music”. This procedure will continue until all sets are completed.

28. NUMBER OF ROUNDS – PAN PACIFIC CUP

For Solo, 2-Baton, 3-Baton, X-Strut, Artistic Twirl & Artistic Pair:

1. All events and all divisions will have two rounds of competition: Preliminary and Final Round. They begin with a Preliminary Round and end with a Final Round.
2. For divisions of 20 or fewer, the top 6 move to Finals. The remaining athletes have completed competition.
3. For divisions of 21 to or more, the top 10 from the Preliminary Round move directly to Finals and are ranked 1st to 10th.
4. The Final Round consists of 6 or 10 athletes for all divisions, based on their starting size.

For Team/Group Events:

All events and divisions will have two rounds of competition. They begin with a Preliminary Round and end with a Final Round.

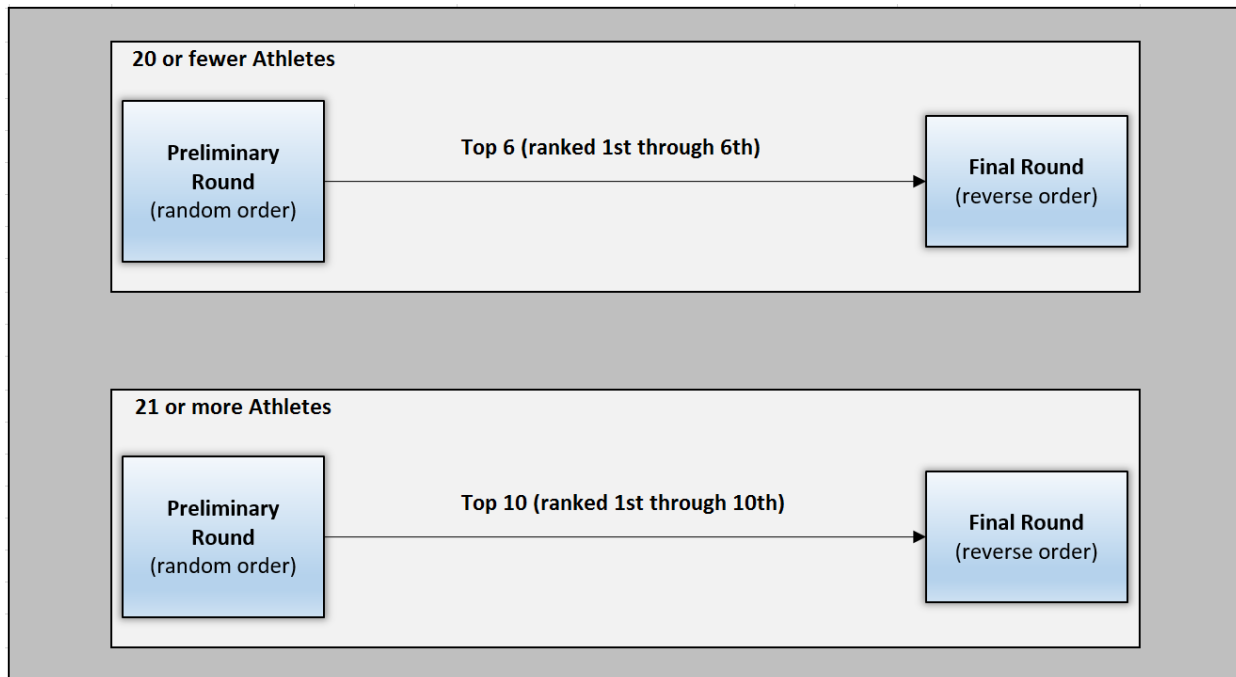
1. For divisions of 20 or fewer, the top 6 teams/groups move to the Finals.
2. For divisions of 21 or more, the top 10 teams/groups move to the Finals.

Exception:

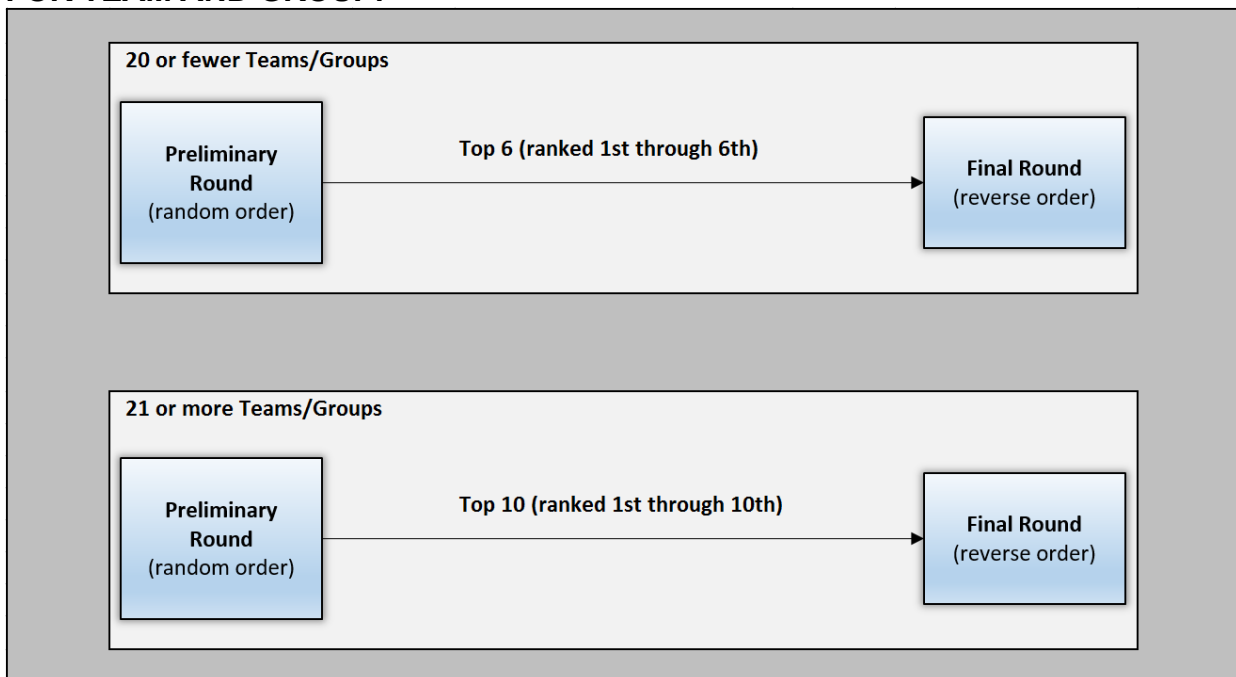
Athlete additions after the entry deadline are not allowed

- Scratches that occur after the completed set system has gone to print do not alter the scheduling of any Preliminary, or Final Rounds.

FOR SOLO, TWO BATON, THREE BATON, X-STRUT, ARTISTIC TWIRL & ARTISTIC PAIR:



FOR TEAM AND GROUP:



Regarding Ties:

- In a Prelim of 20 or fewer, all athletes tied for 5th (or 6th, if there are no 1st through 5th place ties) will move to Finals
- In a Prelim of 21 or more, all athletes tied for 9th (or 10th, if there are no 1st through 9th place ties) will move directly to Finals. See Charts on following pages of Tie Scenarios.

29. SCORING PROCEDURES

SCORES WILL NOT BE FLASHED. Judges will be provided with two Master Sheets listing the names of the athletes/teams/groups in each discipline and age division they are assigned to judge. Judges shall use one Master for their own notations. The second is used to record the official score of each competitor and is sent to Tabulation. No score sheets will be issued; however, each official technical representative shall receive access online to the Tabulation Masters for each discipline and round completed prior to release to the public.

Judges for all events will use the Place Point Ordinal Scoring System of judging with the exception of the Artistic Group event.

30. DETERMINATION OF PLACEMENT

❖ Solo, 2-Baton,3-Baton, X-Strut, Artistic Twirl & Artistic Pair & Team Events

The Place Points (not the scores) received by each athlete shall be added together to determine the placements. Then the following steps will be utilized:

Step #1 – Any majority of firsts will determine the first place winner only. If there is not a majority of firsts, revert to the lowest total PLACE POINTS (adding up the places each athlete received). Place points determine all other placements only (lowest to highest).

Example: If an athlete receives 1st place from one judge and 2nd place from the two other judges, that athlete's place points would total 5. She/he would place higher than any athlete who did not receive 2 firsts and who received a total of 6 place points or more.

Step #2 – When there is not a majority of firsts and there is a TIE in the place points, revert back to the total numerical score from all judges. The highest total score breaks the tie and determines the higher placement.

Step #3 – If you have followed Step #1 and Step #2 and a tie still remains, use the following procedure:

- a) in preliminary rounds all athletes tied in the last advancing position advance to the next round
- b) in final rounds, ties for any position other than first remain unbroken. Ties below first place will remain tied and one placement will be skipped. *Example: a second place tie, the next place is fourth.*
- c) in final rounds, all athletes tied for first place must re-twirl for a panel of five judges to determine first and second place.

DETERMINATION OF PLACEMENT FOR THE ARTISTIC GROUP EVENT

Artistic Group is first scored by separate judging panels in 4 captions to determine an average score for each caption and then shall receive one total score out of a possible ONE HUNDRED by combining the average score of each caption less any penalties incurred.

EXAMPLE TABULATION LAYOUT:

NEW GROUP TABULATION SYSTEM																			
International Cup:	# of judges:	2 judges		# of judges:	2 judges		# of judges:	2 judges		# of judges:	2 judges								
National or Continental	# of judges:	1 judge		# of judges:	1 judge		# of judges:	1 judge		# of judges:	1 judge								
NAME OF GROUP	GENERAL EFFECT			CHOREOGRAPHY & DESIGN			BATON			BODY			TOTAL	LESS PENALTIES			FINAL		
	JUDGE A	JUDGE B	AVERAGE	JUDGE C	JUDGE D	AVERAGE	JUDGE E	JUDGE F	AVERAGE	JUDGE E	JUDGE F	AVERAGE	NUMERICAL	TIMING	CONTENT RESTRICTIONS	TOTAL	NET	FINAL	
	40 PTS.	40 PTS.	SCORE	30 PTS.	30 PTS.	SCORE	15 PTS.	15 PTS.	SCORE	15 PTS.	15 PTS.	SCORE	SCORE	5 PTS.	10 PTS.	PENALTIES	SCORE	PLACE	
GROUP 1	40.0	38.0	39.0	24.0	22.0	23.0	12.0	10.0	11.0	14.0	12.0	13.0	86.0	-5.0	0.0	-5.0	81.0	2	
GROUP 2	38.0	35.0	36.5	26.0	27.0	26.5	13.0	13.0	13.0	13.0	11.0	11.5	87.5	0.0	0.0	0.0	87.5	1	
GROUP 3	36.0	36.0	36.0	28.0	25.0	26.5	14.0	12.0	13.0	14.0	13.0	13.5	89.0	0.0	-10.0	-10.0	79.0	3	
GROUP 4	34.0	32.0	33.0	23.0	21.0	22.0	10.0	9.0	9.5	15.0	10.0	12.5	77.0	0.0	0.0	0.0	77.0	4	
NOTES:																			
JUDGE E & F JUDGE BOTH THE BATON & BODY CAPTIONS																			
6 JUDGES + 2 PENALTIES JUDGE X JUNIOR																			
6 JUDGES + 2 PENALTIES JUDGE X SENIOR																			
IF THERE ARE TWO JUDGES USED FOR DROPS THE AVERAGE DROP PENALTY IS RECORDED																			
IF THERE ARE NOT ENOUGH JUDGES AVAILABLE 1 JUDGE MAY BE USED PER CAPTION																			
3 JUDGES = 1 PENALTY JUDGE																			
CONTENT RESTRICTION JUDGE MAY BE ONE OF THE PENALTY JUDGES IF THERE ARE NOT ENOUGH JUDGES AVAILABLE																			
SW - Sept. 2015																			

REGARDING TIES IN THE ARTISTIC GROUP EVENT:

If there is a tie in the Total Net Score, use the following procedure:

- a) in preliminary round, all groups tied in the last advancing position advance to the next round
- b) in final rounds, ties for any position other than first remain unbroken. Ties below first place will remain tied and one placement will be skipped. *Example: a second place tie, the next place is fourth.*
- c) in final rounds, all groups tied for first place must re-compete for a panel of five judges to determine first and second place.

31. TABULATION PROCEDURES AND PENALTIES

The Tabulation Committee shall use the Pacific Cup Tabulation Computer Program.

Solo, 2-Baton, 3-Baton, X-Strut, Artistic Twirl & Artistic Pair Events

- ❖ Shall receive one score out of a possible TEN.
- ❖ A 1% penalty which equals a one tenth (.1) point penalty per drop will be deducted from each judges score. Drops will be recorded by each Judge on the Timing/Penalty Sheet.
- ❖ Breaks, slips, non-2/3-baton material shall not be deducted from the score but the effect on the routine will be considered in the judge's final mark.
- ❖ The Timing & Penalty Sheet will be used to indicate content restriction penalties, drops and any other penalties that might occur. (e.g.: under time, over time, leaving floor early, etc.).
- ❖ Penalties are flashed separately by the penalty judge and are not reflected in the scores that are displayed by the judges immediately after the performance.
- ❖ **Other Penalty for Solo, 2-Baton, 3-Baton, Artistic Twirl & Artistic Pair Events**
- ❖ Any athlete(s) leaving the floor, before the end of the music has been reached (for reasons other than illness, first aid, music and costume problems*) = .2 pts. (*Deducted from each Judges Score*)
- ❖ **DISQUALIFICATION:** Any athlete(s) leaving the floor, before or after the end of the music has been reached due to an unsportsmanlike attitude of disgust, anger, disappointment, unprofessionalism, etc. is cause for DISQUALIFICATION (NO score). The assessment of the judges panel as to which type of departure is taken should be their decision.

Artistic Team/Artistic Group Events

- ❖ Shall receive one score out of a possible ONE HUNDRED.
- ❖ **Group**– the following penalty for including material that is more than the written restrictions above shall be assessed for each illegal element:
 - **10 points deduction per infraction from the judge' total average score**
- ❖ **Team** - A 1% penalty which equals a one point (1.0) point penalty per drop will be deducted from each judge's score. Drops will be recorded by the Timing/Penalty Judge on the Timing/Penalty Sheet.
- ❖ **Artistic Group** - A 1% penalty which equals a one point (1.0) point penalty per drop will be deducted from judges' total average score. Drops will be recorded by the Timing/Penalty Judge on the Timing/Penalty Sheet.

NOTE: Two judges must be used to count drops for Team & Artistic Group. If the number of drops assessed differs between the two judges the average number is taken and will be rounded up to the next whole number.

- For example: Penalty Judge # 1 assesses 4 drops
- Penalty Judge # 2 assesses 3 drops
- The average of 3.5 is rounded up to 4 drops

- ❖ Breaks, slips, out of unison) shall not be deducted from the score but the effect on the routine will be considered in the judge's final mark.
- ❖ The Timing & Penalty Sheet will be used to indicate, time of the routine, content restriction penalties, and any other penalties that might occur.(e.g. under time, over time, leaving floor early, etc.).
- ❖ Penalties are flashed separately for Teams by the penalty judge and are not reflected in the scores that are displayed by the judges immediately after the performance.
- ❖ Note: Scores and Penalties for Artistic Groups will be displayed. The results will be announced and posted by tabulation.

TIMING PENALTY FOR GROUPS AND TEAMS:

- ❖ **Artistic Team:** 3:00 min to 3:30 min. No Leeway
Under time/Over time Penalty = 5 pts. (deducted from each Judge's Score)
- ❖ **Artistic Group:** 3:00 min to 3:30 min. No Leeway (2:50 to 3:40)
Under time/Over time Penalty = 5 pts. (deducted from Final Score)
- ❖ **OTHER PENALTY FOR TEAM AND ARTISTIC GROUPS:**
Any athlete(s) leaving the floor, before the minimum time has been reached (other than first aid, music and costume problems*) i.e. due to an unsportsmanlike attitude of disgust, anger, disappointment, unprofessionalism, etc. The assessment of the judges panel as to which type of departure is taken should be their decision.

Team: Leaving Floor Penalty = 5 pts. (Deducted from each Judges Score)

Group: Leaving Floor Penalty = 5 pts. (Deducted from Final Score)

***The Chief Judge, the Technical Chair or the Judges' Chair may stop the competition for reasons listed under the header COSTUME / FOOTWEAR / EQUIPMENT FAILURE - ALL EVENTS.**

32. POSTING OF RESULTS

The Full Recaps in PDF Format must be printed for the Announcer and the Awards Ceremony Director showing the Placement order **from last place to first place**. Both the Announcer and Awards Director must receive the Recaps as they are completed without delay so that he/she can prepare and organize the their file in preparation for the awards ceremonies.

The completed Full Tabulation Sheets in PDF Format showing all scores, all penalties, all placements and final placement will be posted for review by the designated technical representatives before being released on the website to the public.

The Full Tabulation Sheets with the results displaying all scores, all penalties, & all placements of each round must be given to the President, Technical Advisor and or official Technical representative and Judges Chair.

- 1) Printed copies should be posted where they are visible to all coaches and athletes.
- 2) Copies of the Excel tabulation files with the results must be given to the Website Administrator for website posting within 2 hours of completion of the round.

33. DISTRIBUTION OF COMPLETE EXCEL TABULATION FILES:

The following officials are approved to receive the Excel Tabulation Files upon completion:

- 1) President
- 2) Technical Advisor/Official Representative
- 3) Judges Chair
- 4) Website Administrator
- 5) Host Country Tabulation Department

The Excel tabulation files, themselves, should not be distributed elsewhere. They are the actual tabulation system which is intellectual property of the WBTF.

34. ENTRIES

Entries are to be collected by each member federation and submitted to the host country for processing. Entry collection mechanism should be open to all athletes regardless of organization/affiliation within each member country, namely Australia, Canada, Asian countries - Japan and the United States. No medical certificate is required. Each country may send in one full entry package to the organizers, containing all forms, etc. for all of their country's participants.

ENTRY REQUIREMENTS FOR ATHLETES TO COMPETE:

ALL ATHLETES & JUDGES MEMBERSHIP STATUS

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

Exceptions: Official invitation to a non- member federation.

PASSPORT REQUIREMENT POLICY

All athletes must hold a valid passport in their own name from the nation he/she represents, as proof of their citizenship.

For passport check, the country representatives must submit a photocopy of each athlete's passport. The copy of the passport must show the picture and data. The Passport copies must be submitted digitally. Passports should be submitted in alphabetical order by last name for easier checking by the registrar.

No athlete will be officially entered into the competition until a valid passport copy has been received.

PLEASE SUBMIT ALL PASSPORT and BADGE PHOTO COPIES IN .JPG FORMAT and should be named using Country_SURNAME_Given Name

27.0 ATHLETE PASSPORT REQUIREMENT POLICY

- Athlete must hold 'citizenship' or 'residency' in the nation they represent
- Athletes with dual/multiple citizenship or residency must make a choice on which nation they will represent. This election will apply for a period of 4 years from the date of election.
- National Federations may establish *additional* eligibility requirements on athletes.
- The policy includes the requirement that the athlete's country election applies to all WBTF events held within the 4-year period.
- All entry forms must include nation of residency
- Where an athlete's nation of residency is different than their nation of citizenship the WBTF must have a nation declaration form on file.
- Penalty for false statement on nation declaration forms shall be a prohibition of participation at any WBTF competition for a 4-year period.

CLARIFICATION:

'citizenship' and 'residency' ... as defined y each nation's own citizenship legislation

Entries **MUST** include Passports. (Passports are not required to be from your country of residence, but a valid passport is required for age and identity purposes.)

28.0 HOTEL ACCOMMODATIONS:

ALL participants and delegation members must stay at the sponsoring host hotels, no exceptions, if the host country has declared the Stay to Play Policy is in effect for the event. -ist must be given to the host country.

29.0 ENTRY FEES

Solo	\$50.00 USD per athlete
2-Baton	\$50.00 USD per athlete
3-Baton	\$50.00 USD per athlete
X-Strut	\$50.00 USD per athlete
Artistic Twirl	\$50.00 USD per athlete
Artistic Pair	\$50.00 USD each athlete, includes alternates
Artistic Team	\$25.00 USD each member, includes 2 alternates
Artistic Group	\$25.00 USD each member, includes 2 alternates
Exhibition Corps	\$25.00 USD each member, includes 2 alternates

There will also be a registration fee of \$20.00 per athlete assessed at the 2024 Pan Pacific Cup Championship. This fee is to cover the cost of insurance and related administrative fees. There will only be ONE fee per athlete (the fee is not charged per entry). **The Entry deadline date is Monday, November 20th, 2023. Entries must be submitted to your National Federation who will submit one completed entry form for your country.**

The Host Country will receive a 50% rebate of entry fees (net of any associated bank fees).

30.0 PROGRAM BOOK FEES

Pre-Ordered Programs, Extra Badges for officials beyond allowance , and practice facility orders must be submitted to the host country and will be invoiced by the host country for payment.

PayPal payments will be accepted for entry and program payments.

31.0 PARTICIPANT PATCHES:

Each athlete and their coach will receive a participant badge to indicate: Pan Pacific Cup; city and country where the competition is held; year Pan Pacific Cup held.

32.0 COACH AND JUDGE CERTIFICATES:

Certificates will be provided for the coaches and judges of the competition.

33.0 CEREMONIES & AWARDS FOR THE PAN PACIFIC CUP

ATHLETES' PROTOCOL FOR DRESS:

Opening Ceremony - Track Suits or Warm-Ups

- ❖ Awards Ceremony – Costumes
- ❖ Closing Ceremony – Track Suits or Warm-Ups
- ❖ Team/Group athletes who were in the finals are to wear team/group costumes under their track suits or warm-ups, and the awards are then presented in costume.

STAGING OF OPENING CEREMONIES & CLOSING CEREMONIES

OPENING CEREMONIES: (Starting time at 18:30 <6:30 pm> on the evening prior to the start of the competition)

PARADE OF NATIONS:

1. Countries will enter the floor in alphabetical order.
2. The host country will enter last and take the center floor position.
3. President (or his/her representative) and any attending Executive Board Members
4. Member Country's Presidents or Representative
5. Executive Technical Committee Members present
6. Member Country Technical Advisors
7. Member Country Judges' Representatives and the Official Judges of the Pan Pacific Cup

Following introduction, all VIP's and Officials will be seated in front of the floor.

Countries will enter the floor in alphabetical order. The host country will enter last and take the center floor position. The staging may be done in either 1) block formation by rows 2) formation by rows 3) Arc formation by rows

The staging will be determined by the number of countries and size of each country's contingency.

All National Flags have the same seniority.

The Flag Bearer and Country Sign of each country will be at the front. It is protocol to acknowledge the flag bearer/carriers name.

All National Flags must be of the same size and carried on the same size flagpole.

The protocol of the Opening Ceremony procession is as follows:

The board bearer/carrier bearing the countries name followed by the National Flag, carried by a member of the delegation and then the delegation, this should be in alphabetical order following the host countries language.

While the National Anthem is being played the National Flag of this country should be lifted and then dipped straight ahead. Once the anthem has finished the flag should be lowered and the bottom of the pole may stand on the floor.

The host countries flag should be placed in the center of any display unit during the competition with all the other National Flags being placed in alphabetical order of the host countries language starting on the left of the host countries flag and the next flag placed on the right of the host country and alternating until all flags are in place.

Once all the national anthems have been played each flag bearer/carrier will take the flag to the holding unit that will be in use for the duration of the competition and placed in the required spot.

Flag bearer/carriers are to have a designated area to stand with the National Flags. No flag should be placed on the floor but the pole may rest on the floor.

The host country will provide a shortened version of every country's National anthem to be played at Opening Ceremonies.

Welcome Speeches and Introductions:

- 1) Host country's Representative and/or Country's President
- 2) Introduction of Pan Pacific Competition Director and Announcer(s)
- 3) Any visiting dignitary (i.e. City official, Sponsor, etc.)
- 4) Designated Athlete will read the "Athlete's Creed"
- 5) Designated Judges will read the "Judges' Oath"
- 6) WBTF President Speech (or representative if not present) will declare the opening of the competition.

Entertainment may be provided at the Opening Ceremonies, but it is not necessary and should be no longer than 30 minutes. The Opening Ceremonies should conclude by 20:00 <8:00 pm> Maximum.

34.0 AWARDS:

The top three finalists in each Pan Pacific Cup division, level and event shall receive the following:

1 st place	Gold Medallion with blue neck ribbon
2 nd place	Silver Medallion with red neck ribbon
3 rd place	Bronze Medallion with white neck ribbon

- ❖ All 1st, 2nd and 3rd place team and group members shall all receive a medallion.
- ❖ 1st -10th place finalists placement certificates
- ❖ Medallions shall be a 2" custom design for Pan Pacific with the emblem of the WBTF on each medallion.

The WBTF will be responsible for supplying the template to the host country to print the Finalist certificates. Host country will be responsible for completing certificates. Certificate to display athletes' name, country, and placement in the final.

The World Baton Twirling Federation will provide the medallions to the host country.

35.0 AWARDS CEREMONIES

- ❖ The top three finalists in each Pan Pacific Cup division, level and event will receive their medallion and finalist certificate on the awards podium by the designated official.
- ❖ All finalists (1st through 10th place) in each Pan Pacific Cup division, level and event will receive their finalist certificate on the floor to the left side of the awards podium by the designated official.

PROTOCOL FOR AWARD PRESENTATIONS:

ALL age groups in each level of a particular discipline should be brought to the end of the floor at one time by the Floor Monitors (to the audience left side). e.g. Open Solo – Junior, Senior, Adult in the first line to the side, followed by Elite Solo – Junior, Senior, Adult in the second line to the side, followed by Solo Elite – Junior, Senior, Adult in the third line to the side (Women then Men). The announcer states: "Please welcome the finalist for Junior Solo Open Level". They line up behind podium. They are announced and come forward.

Awards to be presented in the following order:

Level Open - Juvenile, Youth, Junior, Senior, Adult Divisions

- 1) Solo 2) Two Baton 3) Three Baton 4) X-Strut 5) Artistic Twirl 6) Artistic Pair 7) Artistic Team 8) Artistic Group 9) Corps

Finalists: All finalists receive certificates
3rd place Bronze Medallion with white neck ribbon
2nd place Silver Medallion with red neck ribbon
1st place Gold Medallion with blue neck ribbon

Level Elite – Youth Junior, Senior, Adult Divisions

- 1) Solo 2) Two Baton 3) Three Baton 4) X-Strut 5) Artistic Twirl 6) Artistic Pair 8) Artistic Team 8) Artistic Group 9) Corps

Finalists: All finalists receive certificates
3rd place Bronze Medallion with white neck ribbon
2nd place Silver Medallion with red neck ribbon
1st place Gold Medallion with blue neck ribbon

Artistic Group – One Level

Finalists: All finalists receive certificates
3rd place Bronze Medallion with white neck ribbon
2nd place Silver Medallion with red neck ribbon
1st place Gold Medallion with blue neck ribbon

Corps – One Level

Finalists: All finalists receive certificates
3rd place Bronze Medallion with white neck ribbon
2nd place Silver Medallion with red neck ribbon
1st place Gold Medallion with blue neck ribbon

Based upon attendance the country's official representatives/presidents and technical officials, along with special dignitaries in attendance will present awards.

Awards are to be presented in assembly fashion.

PAN PACIFIC CUP MEDAL AND FINALIST CERTIFICATES PRESENTATION:

1. Medals and Finalist Certificates will be presented by designated officials lined
2. up on the edge of floor in front of awards podium
3. Medal Presentation Bearers carrying the medals or certificates & any other
4. gifts/awards on pillows or trays should stand directly beside the designated
5. Presenter to their right side.
6. Athletes Names are to be read in order of reverse placement
7. Presenters then step forward and present the medals & any other gift/awards to the finalists at the same time and then exit the floor.

EXTRA AWARDS:

Extra awards may be presented by the Host Country.

Regarding the Decorated Awards Area: If the host country is displaying their country's logo/name, etc., then the WBTF's name and logo.

WBTF CERTIFICATES: COACH AND JUDGE RECOGNITION CERTIFICATE

A WBTF "Coach and Judge Recognition Certificates" will be presented to all official delegate coaches who are listed in the official registration of the country.


Official Coaches and Judges will receive Recognition Certificates.

36.0 STAGING OF CLOSING CEREMONIES

PARADE OF NATIONS:

- 1) Countries will enter the floor in alphabetical order.
- 2) The host country will enter last and take the center floor position.
- 3) President and Executive Board Members
- 4) Country's Presidents or Representative
- 5) Executive Technical Committee Members
- 6) Member Country Technical Advisors
- 7) Member Country Judges' Representatives and the Official Judges

Following introduction, all VIP's and Officials will be seated in front of the floor.

The staging may be done in either block formation by rows formation
by rows in Arc formation by rows 

The staging will be determined by the number of countries and size of each country's contingency.

The Flag Bearer and Country Sign of each country will be at the front. Follow same Flag Protocol as Opening Ceremonies.

At the closing ceremony the flags should be placed back in the holding unit and only removed once the audience has left the arena. This again, would be as a mark of respect for the National Flags.

CLOSING SPEECHES & PRESENTATIONS:

- 1) Coaches' Certificates of Appreciation Presentation
- 2) Judges' Certificates of Appreciation Presentation
- 3) Special Awards Presentations
- 4) Speeches by dignitaries
- 5) Host country's World Representative and/or Country's President
- 6) Introduction of Pan Pacific Competition Staff
- 7) Any visiting dignitary (i.e. City official, Sponsor, etc.)
- 8) Lowering of Flags
- 9) President Speech (President or other designated official if not present, will declare the
- 10) Closing of the competition.)

Entertainment may be provided, but is not necessary. The closing ceremonies should be conducted in an efficient and limited amount of time.

37.0 PROTESTS/APPEALS:

POLICY/PROTOCOL FOR CORRECTING MISTAKES MADE IN ANNOUNCING AND AWARDING OF WRONG ATHLETE: (How to correct and award the correct athlete, how to stage re-presentation, how to correct award picture.)

(This policy is effect for the World Championships, International Cup, along with all Continental Level Cups and Championships.)

1. Judges decisions are considered final and their scores cannot be appealed.

The exception is penalties.

Penalties incorrectly assessed for drops and/or content restrictions may be challenged **ONLY** if the appeal is submitted to the technical director within the 30 minutes following the announcement that the results have been posted and before the next round of competition is to take place or before the final placements are announced at awards ceremonies.

An appeal must be submitted by an official delegate of the Federation (for example: Technical Advisor, Judges Representative, or President).

Appeal of an incorrectly assessed drop penalty or content restriction involves the technical director and judge's chair ability to review an officially sanctioned video which clearly displays the error.

Protests **MAY NOT** be submitted by a competitor (or the competitor's coach and/or technical advisor against another competitor.

It should be noted that two judges are to be used to assess drop penalties for Team and Artistic Group. If the number of drops assessed differs between the two judges the average number is taken and will be rounded up to the next whole number.

For example: Penalty Judge # 1 assesses 4 drops

Penalty Judge # 2 assesses 3 drops

The average of 3.5 is rounded up to 4 drops

In an effort to help correct penalties incorrectly assessed in error in a timely manner, the penalty judges will display the penalties immediately following the performance. Drop penalties will be displayed in Red and Content Restrictions will be displayed in Yellow.

It should also be noted that incorrectly assessed penalties "missed" may be appealed (not just penalties taken in error.)

An appeal must be submitted by an official delegate of the Federation (for example: Technical Advisor or official technical representative or President). Appeal of an incorrectly assessed drop penalty or content restriction involves the technical director and judge's chair ability to review an officially sanctioned video which clearly displays the error.

In order to appeal a penalty, a representative from the affected federation must do so by completing the appeal form (available from the Floor Monitor) within 30 minutes of the results being sent to the federations. The completed forms must be given to the Technical or Judges Chair who will review a recording of the performance or will appoint an appropriate-qualified substitute. A fee of 100 USD (or equivalent value in host country's currency) must be submitted with the form which is returned should the appeal result in a change of score, otherwise this fee is retained by the Pan Pacific Commission. Payment may be submitted by cash.

38. RULES OF ENGAGEMENT REGARDING A REVIEW OF PENALTIES

- 1) IF the Penalty Judge is certain about the penalties, he/she will display the penalty amount after the routine is done
- 2) IF the Penalty Judge is initially uncertain but becomes certain after reviewing the video on their iPad, he/she will flash the penalty amount after the routine is done (basically, the same as 1 but with a brief delay, which is essentially the same time the other judges need to determine their score
- 3) IF the Penalty Judge is initially uncertain and cannot reach a decision in the time available before the next set, he/she will flash a RED card instead of a penalty amount. This tells the athlete & coach & audience that a decision is pending and will require a review once the division has finished

With the above... the 30-minute window begins. Coaches know the penalty amounts or know that a review is pending.

If a review was required (for Item 3 or because a coach files an appeal):

Following completion of the review the Technical Chair will inform the coach of the result, either in person if the coach is available or by email.

Once all reviews are complete and all coaches are notified, and after the 30-minute window closes, the results will be posted.

By the time the results are posted, no more reviews can be received.

39.0**PAN PACIFIC CUP
REQUEST FOR REVIEW**

**Form must be submitted to the competition office
within the time frame of the rules**

CONTENT RESTRICTION AND/OR DROP PENALTY CHALLENGE	
DATE:	TIME:
ATHLETE/PAIR/TEAM NAME:	CATEGORY:
	AGE DIVISION:
	SET NUMBER:
COUNTRY:	LANE NUMBER:
PRIMARY COACH NAME:	
REASON FOR APPEAL:	
SIGNATURE OF TECHNICAL ADVISOR OR COUNTRY REPRESENTATIVE:	
FOR OFFICIAL USE ONLY RESOLUTION:	
OFFICIAL SIGNATURE: DATE:	

All tabulated results are considered final 48 hours after the close of the competition.

Errors in tabulation or score calculation identified within the immediate timeframe of the competition are to be reported to the competition organizers, who will investigate and correct immediately as necessary.

In this case, to officially correct an error, the following procedure should be implemented:

- Have all competitors in the category/age division who placed report to the competition director with their medallions
- Explain the error to the competitors, award ceremony coordinator, and announcer
- Schedule, as quickly as possible, a public corrected awards presentation of the division
- An official picture of the corrected final placement is taken for historical documentation.
- In the event all competitors cannot be contacted and/or present for a publicly corrected awards presentation for the division, the process stated below will take place:
 - The corrected placements will be announced
 - The official photographer will need to “photoshop” the official picture with the athletes standing in their proper final placement

40.0 SPORTSMANSHIP/CODE OF ETHICS

The Pan Pacific Commission believes in the development and promotion of good sportsmanship during competition.

Demonstrations of unsportsmanlike conduct and/or unethical behavior will not be tolerated at the competition. (This includes unsportsmanlike behavior through social media). All penalties will be in proportion to the behavioral display.

Individual athletes, group competitors and spectators causing problems and disturbances are subject to the following treatment:

- Suspension
- Disqualification from future competitions. Time proportional to behavior
- Retraction of placement and awards

41.0 LIABILITY INSURANCE:

Host Country is responsible for the following insurance coverage for all activities prior to and during the WBTF Championships and Cup competitions:

- Accident Insurance (per person) - Death, Invalid
- General Liability Insurance Host Country is responsible for:
 - Entire cost for all of the meeting rooms and AV Equipment required by the WBTF.

The host country is responsible for providing a suitable facility for the Pan Pacific Cup & associated activities.

42.0 FORMS THAT MUST BE COMPLETED AND SUBMITTED AT THE FOLLOWING SITE:

Appendix A - WAIVER OF LIABILITY

Waiver/Indemnity of Liability: I agree to assume the risk that may occur to me, my child, or my group as a result of participation in the 2024 Pan Pacific Cup. I further agree to indemnify and hold the Canadian Baton Twirling Federation, the Alberta Baton Twirling Association, and the World Baton Twirling Federation, its agents or employees harmless from any loss they may sustain as a result of injury to me (or my child or my group) as a result of my participation in 2024 Pan Pacific Cup. I have read the “Parents/Legal Guardians Responsibilities” and as a condition for the organizations listed above acceptance of my child’s (or my) entry in 2024 Pan Pacific Cup, I agree to abide by and perform each of the duties that are set forth in the Waiver of Liability statement.

EACH ATHLETE MUST SUBMIT THE WAIVER OF LIABILITY FORM AT THE FOLLOWING SITE: <https://form.jotform.com/WBTF/2024-pan-pacific-cup-athlete-forms>

Appendix B - Participant Media Release Form

I hereby give my permission, as the parent/legal guardian of the participating named below, to the Canadian Baton Twirling Federation, the Alberta Baton Twirling Association, the World Baton Twirling Federation, The World Federation Of National Baton Twirling Associations, and the International Baton Twirling Federation for the use and reproduction of the video footage, photographs, voice recordings, or writing of, and/or created by this participating athlete, including posts on website/social media sites. I understand that the use of the participant's image and voice will be primarily for the purposes of education and/or promotion by the the Canadian Baton Twirling Federation, the Alberta Baton Twirling Association, and the World Baton Twirling Federation.

I hereby waive any right that I may have to inspect or approve the finished athlete product that may be used in connection herein.

By signing this video release form, each Athlete and Athlete’s Parent/Legal Guardian hereby assigns, transfers, or otherwise conveys all rights, titles, and interests in and to the video created for submission to the Canadian Baton Twirling Federation, the Alberta Baton Twirling Association, the World Baton Twirling Federation, The World Federation Of National Baton Twirling Associations, and the International Baton Twirling Federation, including without limitation all copyrights and other intellectual property rights therein.

This video footage may be used for the following purposes:

- Presentation in public theater(s) or public locations
- Educational presentations
- Informational presentations at conferences
- Promotional video for the Canadian Baton Twirling Federation, the Alberta Baton Twirling Association, the World Baton Twirling Federation, The World Federation Of National Baton Twirling Associations, and the International Baton Twirling Federation sponsored programs that may be included in a television Internet broadcast.

There is no time-limit on the validity of this release nor is there any geographic specification of where these materials may be distributed.

Athlete and Athlete's Parent/Legal Guardian represents and warrants that the video, audio, photography, and text created is original and does not infringe upon the copyright, trademark, patent, or other intellectual property rights of any third party. If the content created for submission becomes the subject of a claim, suit or allegation of copyright, trademark or patent infringement, the Canadian Baton Twirling Federation, the Alberta Baton Twirling Association, the World Baton Twirling Federation shall have the right, in its sole discretion, to reject or otherwise disqualify the submission.

Coach, Athlete and Athlete's Parent/Legal Guardian agree to indemnify and hold harmless the Canadian Baton Twirling Federation, the Alberta Baton Twirling Association, and the World Baton Twirling Federation, its officers, employees and agents from and against any and all claims, actions, costs, judgments or damages of any type relating to the production or distribution of the video submitted.

Participating athletes 18 and under in age must have parental permission.

EACH ATHLETE MUST SUBMIT THE MEDIA RELEASE FORM AT THE FOLLOWING SITE:

<https://form.jotform.com/WBTF/2024-pan-pacific-cup-athlete-forms>

Appendix C - ATHLETES' STANDARDS OF ETHICS & CONSENT FORM

The named athlete as a member, license holder, of their National Organization and/or as a participant (in whatever capacity) in an International Baton Twirling competition, hereby acknowledges and agrees as follows.

1. to agree to the terms of the WBTF ANTI-DOPING CODES and the Pan Pacific Cup Rules and agree to submit to the terms of these codes, rules, and regulations. I am aware that if I violate any of these codes and rules, I may be subject to severe disciplinary sanctions as set out in the respective code. Copies of the WBTF ANTI-DOPING CODE and PAN PACIFIC COMPETITION RULES have been made available to me. Applicable law is Swiss law.
2. to accept the STATUTES of the WBTF, in particular, that the WBTF and my National Federation have jurisdiction to impose sanctions as provided in the WBTF ANTI-DOPING CODES and Pan Pacific Competition Rules as well as the exclusive competence of the Court of Arbitration for Sport (CAS) in Lausanne, Switzerland, which will resolve definitively the dispute in accordance with the Code of sport-related arbitration. Applicable law is Swiss law.
3. understands that by signing this form I am granting my consent to a urine or/and Blood sample being taken from me. I understand that the urine or/and blood sample is to be taken so that it may be analyzed to determine whether it discloses the presence of any substances prohibited under the WBTF ANTI-DOPING CODES, and that if the analysis of the sample reveals the presence of any such substance, or deviations from the normal range in the case of endogenous substances, I may be subject to disciplinary sanctions under the rules of the WBTF ANTI-DOPING CODES.
4. also understands that the analysis of my sample might reveal evidence of disease. In such an instance I have the right to be informed, however only on my own request, after a confidential notice by the laboratory. Such information will be in all disciplines and remain confidential to the laboratory and myself.

Rules of Conduct (Must read and initial each statement to signify they understand and agree:)

	Athlete acknowledges WBTF jurisdiction over his/her membership.
	Athlete agrees to not make any false statement in relation to his or her competition licence.
	Athlete agrees to not make any false statement in relation to his or her application to compete in any competition.
	Athlete agrees to abide by the WBTF Athlete Code of Conduct, and the WADA Anti-Doping Policies.
	Athlete agrees to abide by the standards of ethics that are set forth in the Athlete's Code of Conduct.

EACH ATHLETE MUST SUBMIT CODE OF CONDUCT & CONSENT AT THE FOLLOWING SITE: <https://form.jotform.com/WBTF/2024-pan-pacific-cup-athlete-forms>

APPENDIX D - JUDGES CODE OF CONDUCT & CONSENT FORM:

I the undersigned _____ (name of adjudicator) as a member, license holder, of my National Baton Twirling Organization hereby acknowledge and agree as follows:

1. I agree to the terms of the WBTF ANTI-DOPING CODE, WBTF COMPETITION RULES and the JUDGES CODE OF CONDUCT AND STANDARDS OF ETHICS and agree to submit to the terms of these codes, rules and regulations. I am aware that if I violate any of these codes and rules, I may be subject to severe disciplinary sanctions as set out in the respective code or rules. Copies of the WBTF ANTI-DOPING CODE, WBTF COMPETITION RULES and the WBTF ADJUDICATORS CODE OF CONDUCT AND STANDARDS OF ETHICS have been made available to me. Applicable law is Swiss law.
2. I accept the STATUTES of the WBTF, and my National Baton Twirling Federation have jurisdiction to impose sanctions as provided in the WBTF ANTI-DOPING CODE, WBTF COMPETITION RULES and the WBTF ADJUDICATORS CODE OF CONDUCT AND STANDARDS OF ETHICS as well as the exclusive competence of the Court of Arbitration for Sport (CAS) in Lausanne, Switzerland, which will resolve definitively the dispute in accordance with the Code of sport related arbitration. Applicable law is Swiss law.

APPENDIX E - OFFICIAL JUDGES' CONTRACT

This contact agreement page is for Official Judges ONLY

Check each box below to indicate your agreement:

- I hereby agree to uphold the Pan Pacific rules, regulations and policies as an Official Judge
 - I hereby agree to conduct myself in a professional and dignified manner throughout the Pan Pacific Cup.
 - I will adhere to the Judges Creeds and Codes of Conduct.
 - I will prepare well in advance and review all rules and procedures pertaining to the Pan Pacific events.
 - I will attend all judges' meetings as scheduled.
 - I will be properly attired and groomed while acting in an official capacity.
 - I will score accurately each and every athlete, so that I may participate in the growth of each country's athletes.
 - I will be accountable and able to substantiate my scores.
 - I agree that total unbiased judging is expected from Judges at all times.
 - I will maintain a professional attitude and respect other judges throughout the Pan Pacific Cup.
- I agree to judge all events assigned to me.

EACH OFFICIAL JUDGE MUST SUBMIT CODE OF CONDUCT & CONSENT AT THE FOLLOWING SITE: <https://form.iotform.com/WBTF/2024-pan-pacific-official-judge-for>

APPENDIX F:

Concept Summaries for All Baton Twirling Disciplines

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THE SOLO DISCIPLINE

Discipline Description

The solo discipline is a stationary one-baton discipline performed to standard music incorporating the 3 twirl modes of aerials, rolls, and contact/connecting material.

Discipline Focus

1. Content:

The primary focus of the solo discipline is the representation of the 3 twirl modes, integrated and executed in various planes, patterns and directions with ambidexterity, varied body work enhancements, and an emphasis on continuity, consistency and flow. Difficulty/demand is created through speed, follow through, intricacy, timing and inherent depth of each of the 3 modes represented.

2. Execution:

The skills presented in the solo discipline should be seamless in connection and demonstrate an effortless degree of continuity and flow. Skill and quality of execution through smooth and seamless transitions determine the overall degree of excellence and successful mastery of the program in proportion to the inherent depth of skills presented.

Speed relates to the rate of revolution of the baton in coordination with the motion of the body during the performance. Control and consistency throughout the performance indicates the athlete's authority in regulating the speed and handling of the baton. Revolutions and speed control for the duration of the performance is reflective of the proficiency achievement of the athlete. Rate of revolutions and overall control of the speed is an important indication of the athlete's proficiency achievement.

Presentation qualities of the solo discipline exist in the detailing of facial communication, eye contact, body expressiveness, performance energy, confidence, and a total commitment by the athlete to the program's effectiveness.

THE TWO BATON DISCIPLINE

Discipline Description

The Two Baton discipline is the simultaneous manipulation of two batons by one athlete.

Discipline Focus

1. Content:

The primary focus of the two baton discipline is the representation of the 3 twirl modes (2-baton aerials, 2-baton rolls, 2-baton contact material), integrated and executed in various planes, patterns and directions with ambidexterity, varied body work enhancements, and an emphasis on continuity, consistency and flow. Difficulty/demand is created through the interrelationship and intricacy of the two batons. Multi-patterns, planes, and oppositional direction of the three modes are woven into a “textured” routine where both batons are of equal priority.

2. Execution:

The skills presented in the two-baton discipline should be seamless in connection and demonstrate an effortless degree of continuity and flow with both batons having equal priority. Skill and quality of execution through smooth and seamless transitions will contribute to the overall degree of excellence and successful mastery of the program in proportion to the inherent depth of skills presented.

Speed relates to the consistent rate of revolution of both batons in coordination with the motion of the body during the performance. Control and consistency throughout the performance indicates the athlete’s authority in regulating the speed and handling of the batons. Revolutions and speed control for the duration of the performance is reflective of the two-baton proficiency achievement of the athlete. There is a mastery and authority of the batons in terms of spatial awareness, which is inherent to two-baton training and execution. This authority is a distinguishing factor that yields value to this discipline and makes it different than solo twirling.

Presentation qualities of the two-baton discipline exist in the detailing of control, correct posturing and body enhancements along with performance energy, confidence, and a total commitment by the athlete to the program’s effectiveness.

THE THREE BATON DISCIPLINE

Discipline Description

The Three Baton discipline is the simultaneous manipulation of three batons by one athlete.

Discipline Focus

1. Content:

The primary focus of the three-baton discipline is the representation of the 3-baton aerial mode complimented with rolls and contact material. The bases of the 3-baton aerial mode is represented by various sequences: pendulums in opposition, crescent tosses, box tosses, bowling pins, double/single and single/double tosses, triple tosses, and showers to name a few. Difficulty/demand is created through the interrelationship and intricacy of the three batons. Multi-patterns, planes, and oppositional direction of the three-baton aerial mode are woven into a “textured” routine where all three batons are of equal priority. The modes of rolls and contact material are embedded within the sequences to create depth and thus, create more difficulty/demand.

2. Execution:

The skills presented in the three-baton discipline should be seamless in connection and demonstrate an effortless degree of continuity and flow with all three batons having equal priority. Skill and quality of execution through smooth and seamless transitions will contribute to the overall degree of excellence and successful mastery of the program in proportion to the inherent depth of skills presented. There should be an obvious rhythm of juggling execution that is evident with good quality timing. The quickness of releases and receptions, spatial awareness, and continuity and flow will be a trained technique that substantiates the 3-baton performance.

Control and consistency throughout the performance indicates the athlete’s authority in regulating the flow of the batons. There is a mastery and authority of the batons in terms of spatial awareness, which is inherent to three-baton training and execution. The lack of collecting the batons shows a high proficiency and adds value to the rhythm, continuity and flow.

Presentation qualities of the three-baton discipline exist in the detailing of control, correct posturing and body enhancements along with performance energy, confidence, and a total commitment by the athlete to the program’s effectiveness.

THE X-STRUT DISCIPLINE

Discipline Description

The X-Strut discipline is a unique discipline incorporating movement forms and military style marching with restrictive, yet complimentary, baton work rhythmically executed on a prescribed “X” formation to prescribed march music.

Discipline Focus

1. Content:

The X-Strut discipline is a body dominate discipline that has movement choreography displayed rhythmically enhanced with creative, yet restrictive, baton work that may never leave the hand. Creative and varied passes, slides, loops, swings, etc will act as a “third dimension” to the rhythmically displayed body routine. A variety of leaps, kicks, lunges, spins/turns and poses will compliment the fluid choreography along with other appropriate forms of movement skills. Timing and continued rhythmic flow will be seamless and clarity of body and baton is of utmost importance. Proper training and execution of body and baton technique is paramount and the athlete will display moves that are compatible with the achieved skill set of the athlete. The “X” formation is the staging of the routine with the required 4 basic marching steps to begin the first, second, third, and fifth “legs” of the “X” formation. Timing of the X-Strut routine begins with the first movement and ends with the final salute.

2. Execution:

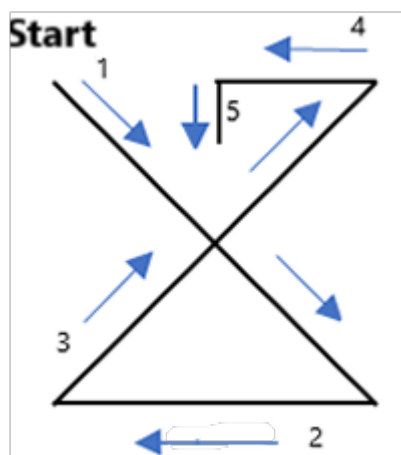
The skills presented in the X-Strut discipline should be seamless in connection and demonstrate a priority of proper body and baton technique and reflect the prescribed timing responsibility as dictated by the music. Although not musically interpretive, the X-Strut routine must conform to the rhythm, phrasing, and timing structure of the music. The required basic marching steps must be executed beginning with the left foot and accenting the downbeat of the music. When not in basic march mode, the athlete will display a “free form” series of movements that must reflect the beat and rhythm of the music. The athlete will perform with consistent projection, eye contact, confidence and enthusiasm. The entertainment value increases when the athlete is able to draw the audience into the performance with positive energy and excitement.

X STRUT Additional Information

The X Strut is a body and **restricted baton** event performed in a specified X pattern in a rhythmical presentation which includes compulsory basic marches [at all levels of competition](#). Emphasis is on timing, balance and the simultaneous blending of an equal degree of excellence of both baton and body skills.

Construction

- Athletes shall perform individually within the prescribed “X” floor pattern.



JUDGES

- Direction of pattern shall be as in the diagram above and the required basic marching steps with complimentary baton work that must occur are represented by the numbers on the 1st, 2nd, 3rd and 5th legs
- The athlete's opening section of the strut program before the opening salute should remain in the same general area without excessive movement away from their starting position.
- WFNFTA salute is to be given at the beginning after the opening section and the end of the routine, with the beginning salute facing the first diagonal, and the ending salute facing the judges, holding the salute position for a minimum of two counts.
- **Movement may take an athlete slightly off the X strut pattern;** however, as long as the athlete continues in the basic directional X pattern, a penalty is not assessed.
- The “free movement” portion after the 5th leg shall not extend beyond the borders set by leg 1. The athlete may conclude the performance at any point within designated area.
- One penalty for out of -step will be given for each series of 4 marching steps
- There is no forward movement permitted in the same direction before the required basic marching sections.
- No more than two continuous baton revolutions are permitted when the baton is held by the shaft. Loops when the baton is held by the ball or tip are unlimited. The baton must remain in the grip of one hand or the other throughout the whole performance.
- **Slides are permitted. Tosses/rolls/fingers/any form of releases are not permitted.**

- Retracing is permitted.
- **Acrobatic movements are not permitted.**
- No parts of the body other than the feet should touch the floor throughout the routine.
- Baton floor contact is allowed when intentional and not a result of a loss of control which would then result in a reduced degree of excellence score.
- No Baton or body elements are permitted after the final salute. Bringing the baton out of the salute position is not considered an element.

Scoresheet Caption Values for scoring

Routine Content	20 points
Choreography	20 points
Technique	20 points
Overall Timing	20 points
Presentation	20 points

THE ARTISTIC TWIRL DISCIPLINE

Discipline Description

The Artistic Twirl discipline is the interpretive performance of an individual to a standard musical selection encompassing the technical and artistic blending of the baton and the body, prioritizing a choreographed work that could stand alone as musically reflective.

Discipline Focus

1. Content:

The artistic twirl discipline is a body-dominant discipline that has dance/movement choreography as its base. Embedded within the choreography will be representations of the 3 twirl modes to enhance the choreography. In addition, the “travel mode” will be represented and will enhance the use of space and proper staging, therefore giving the performance depth. A broad base of skills of baton and body with respect to the music will be consistently present. Various “styles” of approach are possible with this discipline. The consistency and detailing of the chosen style should be a common “thread” of connection within the choreography.

2. Execution:

The skills presented in the artistic twirl discipline should be seamless in connection and demonstrate a priority of proper body and baton technique. The base of skills within the choreography should be musical. “Token” moves/sections with little to no regard for the music will receive little to no credit. The artistic twirl routine will be choreographically paced with impact moments, highs and lows, contrasts of dynamic performance qualities, and expression that yields an artistic and entertaining program. The athlete and his/her “characterization” via the routine should embody the essence of the musical composition in phrasing, rhythm, and emotion. If a specific style of movement is selected (ballet, jazz, contemporary, modern, character, for example), the athlete will adhere to that style throughout the performance. The ultimate artistic twirl performance will create an “aura of performance” that transcends a mere demonstration of varied and blended skills into an entertaining art form.

THE ARTISTIC PAIR DISCIPLINE

Discipline Description

The Artistic Pair discipline is the interpretive performance of two athletes to a standard musical selection encompassing the technical and artistic blending of the baton and the body, prioritizing a choreographed work that could stand alone as musically reflective and interdependent on each other.

Discipline Focus

1. Content:

The artistic pair discipline is a body-dominant discipline that has movement choreography as its base motivated by “pair aesthetics”. Embedded within the choreography will be representations of the 3 twirl modes and exchanges to enhance the choreography. In addition, the “travel mode” will be represented and will enhance the use of space and proper staging of the two athletes, therefore giving the performance depth. A broad base of skills of baton and body with respect to the music will be consistently present and each athlete will be dependent on each other to fully present a vision of pair choreography. Various “styles” of approach are possible with this discipline as long as the routine preserves the integrity of the pair discipline.

2. Execution:

The skills presented in the artistic pair discipline should be seamless in connection and demonstrate a priority of proper body and baton technique and reflect a pair “thought process” in concept. The base of skills within the choreography should be musical. “Token” moves/sections with little to no regard for the music will receive little to no credit. The artistic pair routine will be choreographically paced with impact moments, highs and lows, contrasts of dynamic performance qualities, interrelationship, interaction and expression that yields an artistic and entertaining program. The athletes’ and his/her “characterization” via the routine should embody the essence of the musical composition in phrasing, rhythm, and emotion. If a specific style of movement is selected (ballet, jazz, contemporary, modern, character, for example), the athletes will adhere to that style throughout the performance. The ultimate artistic pair will have an innate/trained sense of the partner’s awareness as if they are “communicating” without speaking. The ultimate artistic pair performance will create an “aura of performance” that transcends a mere demonstration of varied and blended skills into an entertaining art form. It will have professional qualities that one would see similar to pair ice dancing or pair ballroom.

THE ARTISTIC TEAM DISCIPLINE

Discipline Description

The Artistic Team discipline is a group of athletes performing a musically interpretive program showcasing the artistry of choreography via the blending of body and baton to music of choice.

Discipline Focus

1. Content:

- a. Blending of the 3 twirl modes both stationary and traveling executed musically with logical and interpretive bodywork. Creativity, artistry and innovation will serve as the motivation of the program.
- b. Exchanges and multiple baton work integrated and executed interdependently that aligns with the artistic vision of the program.
- c. Performance qualities and “mastery of the message” is inherent within the concept of the choreography.
- d. Staging, floor coverage, forms and evolution of forms/transitions is the “blueprint” of the program and will be used to showcase blended baton/body skills and conceptual “vision” of the program.

2. Execution:

The skills presented in the artistic team discipline should be seamless in connection, demonstrating a priority of proper body and baton technique, reflecting the modes and exchanges within the Artistic Team concept.

The base of body and baton skills within the choreography should share equal emphasis, one not over-shadowing the other. The program has an emphasis on musical interpretation via baton and body that results in a “message” that is complete and comprehensible. The program and athletes should be “one” with the music with their prescribed characterization ever-present.

The Artistic Team routine will be choreographically paced with impact moments, highs and lows, contrasts of dynamic performance qualities, interrelationship, interaction and expression that yields quality artistic approaches with the body and baton simultaneously.

THE ARTISTIC GROUP DISCIPLINE

Discipline Description

The ARTISTIC GROUP discipline is an ensemble of baton twirling athletes that prioritizes EFFECT and ENTERTAINMENT as the cornerstone for the discipline. The Artistic Group achieves this through the use of effective characterization, interesting staging, creativity, artistic detailing, and a keen sense of musical interpretation, all interlaced to create an entertaining production value.

Discipline Focus

1. Content: Captions

- a. General Effect: is worth 40 points. “GE” is how the athletes “bring the show to life.” Important GE components include characterization, visual perfection, surprise and/or clever moments, emotion, musicality and audience reaction/engagement.
- b. Design/Choreography: is worth 30 points. This is the “blueprint” of the program and relies heavily on the designer’s ability to stage and choreograph for success. The “written” program is assessed via geometric drills/movement/floor coverage and body and baton vocabulary.
- c. Body: is worth 15 points. This is a quality of the body vocabulary used to enhance the program. The technique development of the body as well as the range and depth of body elements are considered in this caption.
- d. Baton: is worth 15 points. This is a unique caption for the Artistic Group discipline as it is NOT judged based on content or demand. Here, the baton is assessed as only a complimentary enhancement to the program. Content restrictions limit the use of “tricks”. Creative shapes as a third dimension of the body should be the focus of the baton caption. Timing, consistency, uniformity and overall perfection are paramount.

2. Execution:

The skills presented in the Artistic Group discipline should be seamless in connection, demonstrating perfection and uniformity throughout. The Artistic Group will perform as “one” with the music and be always visually effective.

The program has an emphasis on ENTERTAINMENT and will be accessible and appealing to a vast audience. MANY approaches of entertainment are possible and all are potentially successful. Creativity and originality should be the motivation of the Artistic Group programs.

EXHIBITION CORPS DISCIPLINE

The emphasis of this discipline is a corps performing a routine with marching and changing formations, with timing, perfection and precision. The routine may begin and end anywhere on the floor. The choreography should be a mix of various style of marching and dancing with the emphasis being on the drill design, maneuvering, staging and creating pictures and patterns. The choreography should display good quality of twirling skills and concepts. Continual changing of formations and precision and unison are the key elements during the entire routine.

- Salute is not required
- All members must use one baton.
- More than two-baton work is not allowed.
- All modes of twirling, exchange work and dance footwork are permitted.
- No floor movements are permitted with exceptions of opening and final position
- No props permitted
- No acrobatics or mounts allowed
- Maximum of 2 spins permitted
- Illusions are not permitted
- Kneeling is ONLY allowed at the beginning and end positions

Number of Members

Minimum of 10 members

Costume

Style of Costume is optional (free choice) traditional majorette style is recommended. Hats are optional. Must follow footwear rule. Costume should be appropriate to the age/style/music.

Routine Timing

2-3 minutes. 1st note to last note of music. Entrance must be from the left of the judges and exit to the right. Should be simple, quick and without music.

Total Caption Marking = 100 points

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

Penalties

Drop	0.5 point
Fall	0.5 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
Under/over time	0.1 point per second
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

PARADE CORPS DISCIPLINE

The concept of a Parade Corps routine should be suitable for a street parade, maintaining continuous foot movement throughout entire performance. Limited props that can be carried in a parade, e.g. pompons, flags, hoops, banners, streamers, sabres, etc. are permitted **but at least 10 members of the corps must use a baton**. All modes of twirling and dance footwork are permitted. A salute is not required.

Continuous foot movement: defined as the placement on the floor of the whole foot by stepping, tapping, jumping, or hopping at least every second count. Parade corps must incorporate continuous foot motion throughout the entire performance, but is NOT required to always be moving forward. Maximum 16 counts without marching for presentation/beginning of the street parade is allowed.

Allowed:

- Marking time with On beat-foot hitting every count of music.
- Half-time foot hitting every 2nd count.
- Double time-foot hitting twice every beat.
- Twirling: while twirling, individual must maintain continuous foot movement.
- Marching: half steps, step kicks, etc., may be used as long as unit keeps moving continuously.
- All members must start continuous foot movement within 16 counts after timing begins
- One illusion is permitted. For illusion: only clear full single illusion under aerial without any other body movements combined is permitted;
- Maximum of 2 spins permitted. Exchanges with baton are permitted.

Not Allowed:

- Kneeling during continuous foot motion.
- No grounding of batons or limited props during the entire production
- Spin(s) before or after an illusion.

Required Structure of Routine:

Parade Corps must enter from the judges' left and exit to the judges' right. Parade Corps may present a 16-count introduction with the music before stepping off into the forward movement section of the routine.

Explanations:

- **Forward:** meaning ahead, front, up front
- **Movement:** meaning action, transit, change, motion.

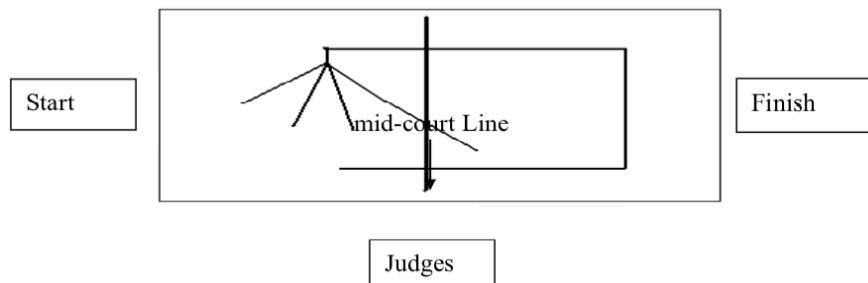
This requirement applies to all members, including auxiliary units.

Types of moves which can be executed during forward continuous foot movement:

- Any type of footwork or dance work combination that allows the group to continue moving in unison. It is possible to utilize half steps, step ball changes, pas de bourrée steps, step kicks, etc. It is also possible to turn around and march or step backwards and still continue moving.
- When standard marching procedure is utilized, it is proper procedure to step on the left foot on the odd counts of the beat and the right foot on the even counts of the beat.
- Drill design work should be constructed in a manner which allows all members of the group to continuously advance.

- Exchange work may be choreographed provided it does not inhibit movement.

STREET PATTERN: 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 of the corps passes the mid court line. Once a member turns the 3rd corner, that individual can move anywhere on the floor.



AFTER COMPLETING THE STREET PATTERN – the corps may use the entire gym floor provided the corps maintains drill movement within their program.

Parade corps may only execute a 2-Spin and single element stationary or traveling complex moves. Immediately upon completion of the spin or complex move, the parade corps must step off on the correct count and resume continuous foot movement in step to the beat of the music.

The corps has to follow the street pattern as mentioned. All members must cross the mid court line to the judges right for the end of the performance.

As a guideline it is advised that the Reviewing Stand Section not exceed approximately 1:30 in length.

Number of Members

Minimum of 10 members

Costume

Free choice. Must follow footwear rule

Costume should be appropriate to the age/style/music. A traditional majorette style is recommended

Timing

3-4 minutes. 1st note to last note of music

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

Total Caption Marking = 100 points

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

Penalties

Drop	0.5 point
Fall	0.5 point

2 hands catch	0.5 point
Out of Step	0.2 point
Off pattern	0.1 point
Unison	0.1 point
Break	0.1 point
Under/over time	0.1 point per 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 per unit
Continuous Foot Motion violation	0.1 point per individual
Rule Violation	2.0 points
Acrobatics & Mounts	Disqualification

SHOW TWIRL ACCESSORIES CORPS DISCIPLINE

The emphasis of this event is on entertainment and balance between the use of baton and chosen props. The main importance is the baton and dance combinations and simultaneous blending of body and baton should be demonstrated while displaying a wide range of skills in all modes of twirling and bodywork.

Allowed:

- 3 Spin maximum
- One Illusion only under a toss with baton or prop (no other body movement combined).
- Floor moves.

Not Allowed:

- Acrobatics and mounts.
- Spin(s) before or after illusions.

Accessories (props/equipment) must be included to compliment the chosen theme of the program to create musical interpretation and visual effectiveness. Any number of props/equipment can be included but a baton and a minimum of 2 accessories of props/equipment is obligatory. Accessories have to be used, held, touched or manipulated at sometime during the performance. Every athlete must use a baton or accessory during the entire performance. Exception: Members can only be without a baton or accessory for a short time (maximum period of 16 counts) when changing from one piece of equipment to another. All competitors must start and finish touching an accessory or baton with a part of the body.

ACCESSORIES DESCRIPTION

Accessories are limited to 2.5 meters high and 3.0 meters long maximum (accessories may extend during the production: after the first note of music till the last note of music but must meet the maximum limit to enter and exit the floor). Scenery, backdrops are not allowed. 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.

Credit will be given for accessories (props/equipment) 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; keeping in mind that this is a sport.

Members' responsibilities include:

1. Teamwork
2. Staging (utilization of floor, design patterns, creating pictures to music with all props including batons)
3. Seamless transitions between equipment
4. Precision and unison of all members with all props including batons
5. Creative handling of all equipment chosen to be used as props
6. Musical interpretations with all equipment chosen as props

Number of Members

Minimum of 10 members

Costume

Free choice. Costume should be appropriate to the age/style/music.

Timing

Routine: 3-4 min. 1st note to last note of music

The corps has 1 min to enter the floor and 1 min to exit the floor. This time includes the introduction and removal of all equipment, props, scenery and backdrops.

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

Total Caption Marking = 100 points

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

Penalties

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