

# WORLD ASSOCIATION OF MAJORETTE-SPORT AND TWIRLING



## COMPETITION RULEBOOK

### Discipline: Classic

Provisional Discipline for 2026.

## **SECTION CLASSIC BATON (abb. CLBAT)**

| Category        | Age categories                  | TIME      | AREA    | Number of competitors |  |
|-----------------|---------------------------------|-----------|---------|-----------------------|--|
| <b>SOLO</b>     | -cadets<br>-juniors<br>-seniors | 1:15-1:30 | 12mx12m | 1                     |  |
| <b>DUO/TRIO</b> | -cadets<br>-juniors<br>-seniors | 1:15-1:30 | 12mx12m | 2-3                   |  |
| <b>MINI</b>     | -cadets<br>-juniors<br>-seniors | 1:15-1:30 | 12mx12m | 4-7                   |  |
| <b>STAGE</b>    | -cadets<br>-juniors<br>-seniors | 2:00-3:00 | 12mx12m | Min. 8                |  |

## **STAGE ROUTINE**

### **Composition of competition performance**

- Entering, always upon an announcement by the announcer
- Salute (at least one competitor)
- Start position
- Choreography
- Stop position (4 seconds)
- Salute (at least one competitor)
- Leaving
  
- **Entrance Characteristics**
  - Competitors may enter the competition area only upon an announcement by the announcer.

- It must be short, quick, and simple; it only serves for taking the initial position for the competition performance.
- It must not be another “small choreography”.
- The entrance ends with the stopping of the competitors; it must be clearly separated from the competition routine.
- A salute is considered to be the taking of the basic waiting position before the actual routine, it can also be a military salute, dancing bow, head bow, arm movement, etc.

- **Time Measurement**

- The time of the stage routine is measured without the time for the entrance.
- The timing begins at the moment of accompanying music reproduction start.
- The music for the competition performance must end with the end of the routine, it must not continue as the accompaniment for the exit.

- **Inclusion of Dancing, Gymnastic, and Acrobatic Elements**

- The composition may contain elements and motives of social or folklore dances, if they correspond with the nature of the music.
- Gymnastic elements (e.g., balance, jumps, pirouettes, translations) may be included, if they are performed without breaching the smoothness of the routine, if they are not performed purposelessly, but in connection with an equipment element, shapes and patterns.
- Lifting the competitors is **FORBIDDEN**. As a lift will be considered every move that requires one dancer to support on another dancer in order to not be touching the ground, especially with feet.
- **Tumbling IS FORBIDDEN.**
- **Illusion turn is FORBIDDEN.**
- **Sitting and lying on the floor is forbidden. Split on the floor is FORBIDDEN.**
- **Sliding onto the floor is FORBIDDEN.**
- **Turn on knees is allowed.**
- **Kneeling is allowed.**

- **Stage exit**

- The exit must be short, quick, and simple; it only serves for leaving the competition area.
- It must not be another “small choreography”.

## **COSTUMES, HAIR AND MAKE-UP**

- Competitors costumes, their hair style and make-up and the overall visage should comply with the age category, music character and used equipment
- Colours and their combinations may be chosen by competitors, they can vary in

subgroups, on leader costumes (captains) or individual majorette's costumes.

- Costumes may be with long, short or no sleeves. Spaghetti straps are FORBIDDEN.
- Some parts of costume may be from mesh material
- Lycra and other elastic and shiny materials are allowed
- Lower back and belly must be covered in fabric (mesh is allowed)
- The costume has to have a full skirt.
  - Full skirt must be at least mid-thigh length
  - Half skirts are allowed only as a second layer over the full skirt.
  - Multi layered skirt is allowed.
  - Full skirt cannot be made out of see-through materials (such as mesh, chiffon, organza...)
  - Skirt cut in fringes is NOT ALLOWED.
- Part of costume CANNOT be used for visual effect of the choreography nor as prop. As prop will be considered every clothing or non-clothing item that is not attached to the costume at all times. The costume cannot have large loose pieces such as wings, hoods, skirts at ankle level.
- Trousers are allowed ONLY for BOYS
- Cap is mandatory (applications and other imitations are not counted as a cap). Cap is not mandatory for BOYS.
- Boots are mandatory for Junior, Senior
  - Style of boots is free of choice. (Colour, height, heels, material)
  - Dance shoes covered with stockings or other pieces of fabric are not considered as boots
  - Boots are not mandatory for boys
  - Boots are not mandatory for cadets, but are recommended.
  - Full sole shoes must be worn (no half-sole shoes or paws)
  - If laces of footwear untie it will be considered as costume malfunction.
- There cannot be any coverage of face. Visual aids, such as prescription glasses are not considered face coverage. Face is painting is not allowed.

## MUSIC

- Is free of choice
- Music must be completely instrumental.
- Music may be traditional or modern.
- Vocals, lyrics and voice overs are FORBIDDEN.
- Tempo, style, dynamics of music is free of choice, however it must comply with the discipline and style of choreography.
- Beep may be present at the beginning of the choreography but it cannot include vocals, lyrics or voice overs.

## PRINCIPLES OF EVALUATION

- It is crucial for the evaluation and scoring how is the routine composed and presented.
- Size of the formation has no effect on scoring
- If a choreography is missing marching step, it will be considered as a chorographical error and results in lower A and B score.

## AREA A- CHOREOGRAPHY AND COMPOSITION

### The judges evaluate:

- Element selection and variety
- Originality
- Execution
- Marching step
- Utilisation of dancing elements and their possible excessiveness
- Utilisation of baton elements
- Floor movement, coverage
- Artistic expression
- Synchronisation
- The choreography must flow logically, be cohesive with the rhythm and music speed
- Harmonisation between the composition choice and the overall performance - the movement expression of the music-sound accompaniment of the performed routine
- Costume and make-up

## AREA B- MOVEMENT TECHNIQUE

- **Body attitude** - bent back, forward shoulders, movement in a forward bend, stiffness are considered an error
- **Arm attitude and movements** - arm movement out of rhythm, holding fingers in a fist, “passive” arms during movement and turns, raising arms forward above the shoulder level are considered an error.
- **Head attitude and movements** - an unnatural head attitude (backward bend, sideways bend, forward bend with the sight down on the legs) is considered an error.
- **Knee lifting** - various national schools (styles and concepts) are respected, the knee lifting or heel lifting (kicking backwards) height is not decisive then, the knee lifting should be balanced on both sides, high lifting of the left leg and mere slight lifting of the right leg (limping), uneven lifting, accenting one leg is wrong.
- **Treading performance** - treading should be over the tiptoe or the fore, treading over the heel is considered an error, unless it is a dancing element.
- **Foot position** - the feet should be parallel

- **Turns, revolutions**– tight standing limbs during turns in relevé, tight tiptoe, turning at one point, turn completion without a side step or a skip, the body axis must be vertical, the foot in relevé
- **Balance**– correct course of the movement, certainty of performance, flexibility

### AREA C- WORK WITH EQUIPMENT

- Only 1 baton per competitor must be used
- There cannot be any other props used during the choreography. There cannot be any other attachments to the baton.
- Baton cannot be attached to the costume.
- Baton cannot be put on the floor at any time.

### LEVEL 1

All manipulation with equipment without rotation

- dead equipment (without any movement)
- slide- Roly Poly
- circles
- sway
- lifting, lowering
- invert
- combination of any mentioned above

### LEVEL 2

#### BASIC ROTATIONS

- Horizontal rotation
- Figure 8 (Vertical rotation with one hand)
- Swing
- Sun
- Star
- Flourish whip
- All variations of these rotations, in different directions, with right or left hand
- Aerials:
  - Revolution is not required
  - Standard release- from the tip (ball), open hand, 2 hand releases, lanse
  - standard catch- palm up, L/R hand
- Exchange:
  - shorter than 2 m
  - standard release + standard catch

### LEVEL 3

- Rotation on palm
- Rolls around (single elements):
  - Neck
  - Shoulder
  - Arm
  - Elbow

- Wrist
- Back (diagonal)
- Chest (diagonal)
- Waist
- Leg
- Snake
- Broken angel over face/mouth
- Easy entry layout (without snake phase)
- Aerials:
  - Revolution is required
  - Hard release + standard catch
  - Standard release + hard catch
  - Hard release+ hard catch (up to level 3)
  - Hard releases:
    - Under arm
    - Under leg
    - Behind back
    - Over the palm
    - Single flip standard
  - Hard catches:
    - Backhand
    - Head
    - On the back
    - On the hips
    - Under the arm
    - Under the leg
- 1 spin- all releases, standard catch (left or right hand)
- Travelling with minor body movement- releases and catches up to level 3
- Exchange:
  - Long Exchange- 2m or longer
  - Standard release + standard catch
  - Short Exchange- shorter than 2 m
  - Hard Release + standard catch

#### LEVEL 4

- Finger twirls
- Fish (at least 4 counts)
- Paddle rolls
- 2 Elbows- Half Ladder
- Neck trap
- Elbow pop
- Layout
- Single Fujimi
- Single elbow rack (single klic)
- Broken angel
- Shoulder Half angel

- Snake half angel
- Shoulder-shoulder
- Aerials:
  - Hard releases on 4th level
    - Backhand
    - Thumb flip
    - Under Shoulder
  - Hard Catches on 4th level
    - Blind
    - Grab
  - 1 Spin- horizontal release, standard catch
- **Exchange:**
  - **Long Exchange**
    - Hard Release + standard catch

## LEVEL 5

- Angel roll
- Diamond roll
- Monster roll
- Backpack roll
- Casper- continuous neck roll
- Mouth roll- continuous front roll
- 4 elbows- Ladder
- Elbow racks (klic-klac)
- Fujimi (2 elbows)
- Continuous elbow pops
- Drop in
- Exchange:
  - **Long exchange- horizontal release, standard catch**
  - **Dual pattern exchanges- all releases, standard catch**

## OBLIGATORY ELEMENTS

- There are NO obligatory elements

## FORBIDDEN ELEMENTS

- Lifting the competitors is **FORBIDDEN**.
- **Tumbling IS FORBIDDEN.**
- **Illusion turn is FORBIDDEN.**
- **Sitting and lying on the floor is forbidden. Split on the floor is FORBIDDEN.**
- **Sliding onto the floor is FORBIDDEN.**
- **For baton work please see the content restriction chart**

# CONTENT RESTRICTION CHART

## Classic Baton

| Category                                      | Unique  |
|---|---|
| Spins   | 1 spin<br>- all releases<br>- standard catch L/R<br><b>Illusion turn is FORBIDDEN</b>   |
| Exchanges                                     | -short distance (under 2m)- all releases, standard catch<br>-long distance (over 2m)- all releases, standard catch<br><b>- exchange with SPIN(S) is FORBIDDEN</b> |
| Tumbling                                      | Forbidden   |
| Stationary Complex<br>&<br>Travelling Complex | Empty aerials<br>- cannot be executed with spins<br>- all releases<br>- all catches<br>combinations cannot include forbidden elements                             |
| Rolls   | -no restrictions  |

## PENALTIES

- Unison -0,01
- Minor error (off pattern, 2 hand catch...) -0,01
- Minor slipping, tripping, minor balance check -0,01
- Drop -0,05
- Major error, big step -0,05
- Costume/equipment malfunction -0,1
- Out of bonds -0,1
- Fall of competitor -0,3
- Premature entrance to the stage (before announcement) -0,3
- **Not ready to start -0,3**
- Communication -0,3 (counting out loud is also considered communication)
- Missing stop figure -0,4
- Missing boots (juniors and seniors) -0,4
- Missing cap -0,4
- Time -0,05 per second
- Music not ready -0,1
- Musical copy of low technical quality -0,1

- Music containing vocals, lyrics, voice over -5
- Face coverage/painting, using props, attaching baton to the costume -5
- Choreography done without shoes -5
- FORBIDDEN ELEMENT -5

## SECTION CLASSIC POM POM (abb. CLPOM)

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- Utilisation of baton elements
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- **Foot position** - the feet should be parallel

- **Turns, revolutions**— tight standing limbs during turns in relevé, tight tiptoe, turning at one point, turn completion without a side step or a skip, the body axis must be vertical, the foot in relevé
- **Balance**— correct course of the movement, certainty of performance, flexibility

#### AREA C- WORK WITH EQUIPMENT

- Only 1 pair of poms per competitor must be used
- It is not allowed to use any other props.
- **Poms cannot be put on the ground**
- One can hold multiple pairs of poms, if necessary, only for a short period of time
- Rolls and aerials with poms are allowed but not obligatory.
- **Pom poms cannot be attached with elastic to a body part or together. Pom poms cannot be attached to the costume.**

#### OBLIGATORY ELEMENTS

- There are NO obligatory elements

#### FORBIDDEN ELEMENTS

- Lifting the competitors is **FORBIDDEN**.
- **Tumbling IS FORBIDDEN.**
- **Illusion turn is FORBIDDEN.**
- **Sitting and lying on the floor is forbidden. Split on the floor is FORBIDDEN.**
- **Sliding onto the floor is FORBIDDEN.**
- For pom pom work please see the content restriction chart

| CONTENT RESTRICTION CHART |   |
|---------------------------|---|
| Classic Pom Pom           |   |
| Category                  | Unique  |
| Spins                     | 1 spin<br>- all releases<br>- standard catch L/R<br><b>Illusion turn is FORBIDDEN</b>   |
| Exchanges                 | -short distance (under 2m)- all releases,<br>standard catch<br>-long distance (over 2m)- all releases,<br>standard catch<br><b>- exchange with SPIN(S) is FORBIDDEN</b> |
| Tumbling                  | <b>Forbidden</b>  |

|   |   |
|---|---|
| Stationary Complex<br>&<br>Travelling Complex | <b>Empty aerials</b><br>- cannot be executed with spins<br>- all releases<br>- all catches<br><b>combinations cannot include forbidden elements</b> |
| Rolls   | <b>-no restrictions</b>   |

## PENALTIES

- Unison -0,01
- Minor error (off pattern, 2 hand catch...) -0,01
- Minor slipping, tripping, minor balance check -0,01
- Drop -0,05
- Major error, big step -0,05
- Costume/equipment malfunction -0,1
- Out of bonds -0,1
- Fall of competitor -0,3
- Premature entrance to the stage (before announcement) -0,3
- **Not ready to start -0,3**
- Communication -0,3 (counting out loud is also considered communication)
- Missing stop figure -0,4
- Missing boots (juniors and seniors) -0,4
- Missing cap -0,4
- Time -0,05 per second
- Music not ready -0,1
- Musical copy of low technical quality -0,1
- **Music containing vocals, lyrics, voice over -5**
- **Face coverage/painting, using props, attaching poms to the costume or with elastic -5**
- Choreography done without shoes -5
- **FORBIDDEN ELEMENT -5**