



MAJORETTE GROUP COMPETITION DISCIPLINES

Rules Appendix

November Update 2018

Clarifications are in Red Text

SIZE FOR GROUP

Majorette Group = Minimum of 10 members

Alternates/Reserves = Maximum 2

AGE DIVISIONS (for the 2019 Grand Prix)

Where age divisions apply, "age" shall be determined as the age an athlete is on December 31st of the competition year, 2019. Clarification: The 31st of December is included in the calculation of the age.

All members must be a minimum of **10** years of age by December 31, 2019.

Both female and male are allowed.

Junior Group = 10-17

(athletes who will be **10** years of age to 17 years of age during the year of the Grand Prix, on December 31, 2019)

Senior Group = (November 2018 Clarification)

(All athletes are at least **12** years of age, with at least one athlete **18** years or older, on December 31 2019)

Sept. 2018 CLARIFICATION: Majorette Groups must enter the age division that corresponds with the age of the oldest athlete.

GENERAL RULES FOR ALL MAJORETTE DISCIPLINES

Timing of the music starts with the first note of the music and ends with the last note of the music. **All music must be submitted with entry via digital music file (.mp3 or .wav) to the entry site. (See Grand Prix rules)**

A salute at the beginning or end is optional

Acrobatics performed during any routine (body aerials, walkovers, cartwheels, butterflies), mounts and body tosses are disallowed. Mounts are defined as any type of body toss or form that is two stories or more. A story (as in 10 story building) is defined as a person's height. 1/2 story is defined as a person kneeling/sitting or lunging. Stacking one person on top of another to achieve a pyramid shape or similar form is not permitted.

Shoes or boots dependent on competition floor guidelines.

PENALTIES WHICH APPLY TO ALL MAJORETTE DISCIPLINES

Drop Penalty = 1 point

Exceeding Material = 5 points per infraction/violation

Gymnastic/Acro = 5 points

Under/Over time = 5 points (judges will allow 10 seconds leeway for under and over time of music)

MAJORETTE DISCIPLINES OFFERED:

1. TRADITIONAL CORPS

The emphasis for this event is on marching and maneuvering using any chosen style of marching. The corps must start center to the floor and should include a wide variety of shapes and formations. Only basic dance steps may be included. Unison and Uniformity are key to the event. The team may use a drum major or leader, there will be no separate score for this member.

Every member of the group must use a baton.

Only basic twirls are permitted (i.e. full hand material, finger-twirls, loops and swings, **NO** releasing/tossing of the baton is permitted, **NO** exchanges.)

RULES SPECIFIC TO TRADITIONAL CORPS

COSTUME

Majorette style uniform or traditional country costume (skirt, trousers, jacket, dress. Hats are optional. Shoes or boots dependent on the competition floor guidelines). Costume should be appropriate to the age/style/music.

TIMING

3 to 4min (10 sec margin)

ADDITIONAL PENALTY WHICH APPLIES TO TRADITIONAL CORPS

Kneeling = 5 points

2. PARADE CORPS

A Parade Corps routine should be suitable for a street parade. The emphasis is maintaining forward motion but the corps are permitted to be stationary for a maximum of 16 counts and any one time. All modes of twirling are permitted. A maximum of 2 spins is permitted. The entire corps must cross the mid court line a minimum of 2 times. Any style of marching and dancing are permitted. Banners and flags are permitted but at least 80% of the corps must use a baton.

RULES SPECIFIC TO PARADE CORPS

COSTUME

Free choice. Shoes or boots dependent on competition floor guidelines. Costume should be appropriate to the age/style/music.

TIMING

2 to 4 min (10 sec leeway)

ADDITIONAL PENALTIES WHICH APPLY TO PARADE CORPS

Exceeding 16 count stationary move = 5 points per infraction/violation

Exceeding entrance/exit time = 5 points per infraction/violation.

3. ENTERTAINMENT CORPS

The emphasis of this event is on entertainment. Every member must use the baton but props/equipment should be included to compliment the chosen theme of the program. Any number of props/equipment can be included. Backdrops and scenery can be included but are not mandatory. All modes of twirling are permitted. Athletes are permitted to do floor moves in this event. The corps has 2 min to enter the floor and 2 min to exit the floor this time includes the introduction and removal of all equipment, props/equipment, scenery and backdrops.

Scenery and backdrops may not exceed 1.50 meter height.

RULES SPECIFIC TO ENTERTAINMENT CORPS

COSTUME

Free choice. Shoes or boots dependent on the competition floor guidelines. Costume should be appropriate to the age/style/music.

TIMING

3 to 5 min (10 sec leeway)

ADDITIONAL PENALTY APPLIED TO ENTERTAINMENT CORPS

Equipment drop (ANY equipment including the baton) = 1 point

4. EXHIBITION CORPS

The emphasis of this event is a corps performing a routine with marching and changing formations, with timing, perfection and precision. The choreography should be a mix of various style of marching and dancing with the emphasis being on the marching drill. The choreography should display foundations of twirling and excellence of basic twirling concepts. Changing of formations and unison is required during the entire routine.

RULES SPECIFIC TO EXHIBITION CORPS

- All members have to use one baton .
- More than two batons work is not allowed.
- Exchanges are permitted
- No floor movements are permitted with exceptions of opening and final position
- No props permitted
- Maximum of 2 spins permitted
- Illusions not permitted

COSTUME

Traditional Majorette style. No bare midriff permitted

TIMING

2.00-3.00 min (10 sec leeway)

No music for entry and exit

PENALTIES

See penalties which apply to all corps disciplines

5. OPEN CORPS EVENT

The emphasis of this event is the General Effect of the routine using any chosen style of music.

The corps will be judged on General Effect, (i.e. how they perform the content, the spirit of the corps, how the quality is of the content in relation to the achieved effect.)

A minimum of 10 corps members have to work with a baton.

RULES SPECIFIC TO OPEN EVENT CORPS

COSTUME

Free choice. Shoes or boots dependent on the competition floor guidelines. Costume should be appropriate to the age/style/music.

TIMING

Maximum of 4 min (10 sec leeway)

PENALTIES

See penalties which apply to all corps disciplines