



## RULE BOOK 2025

*Updated Jan 25*

## ROUTINES, AGES AND TIMING

Age groups are defined by the age of the twirler on 1st Jan 2025

	Dinky	Tiny	Juvenile	Junior	Senior
Age limits	6 years and under	10 years and under	13 years and under	16 years and under	17 years and over
Time allocation	Up to 2 minutes	Up to 3 minutes	Up to 3.5 minutes	Up to 4.5 minutes	Up to 5 minutes
<b>Routines</b>					
Marching		✓			✓
Parade March		✓			✓
Baton	✓	✓	✓	✓	✓
Pom	✓	✓	✓	✓	✓
Flag		✓			✓
Combi		✓			✓

**MINIMUM NUMBER OF DANCERS PER ROUTINE: 4**

**Dinky section: 3**

## General rules

Photos and video are to be taken from the front of the arena only in a way that does not distract twirlers

All members of EMA will conduct themselves with sportsmanlike behaviour, at all times.

Troupes should be on time and ready for their allocated slot

All teams will require public liability insurance in order to compete

Injuries should be assessed and twirlers may only compete if they are not at risk of further injury.

Teams must have the correct structure to run in order to be eligible to compete at EMA

All payments should be made on or before the allocated date set out by the chairpersons.

There will be no photography of other troupes

No alcohol will be permitted within competition venues (during the times in which a competition is being conducted)

Verbal or physically aggressive behaviour towards others will not be tolerated.

## Average age ruling

The average age of a team must be equal to or less than the upper age limit of a range group.

A Junior team's average age must be 16.00 or below.

A Juvenile team's average age must be 13.00 or below.

A Tiny team's average age must be 10.00 or below.

*The average age rule does not apply to the Dinky team sections.  
All twirlers in this section must be 6 yrs or younger.*

## Changing teams or troupe

It is understood that twirlers may wish to change team/troupe. It is the responsibility of the twirler, if over 18, or their parents/guardians, if under 18, to leave no outstanding debts, when leaving a team/troupe. It is the responsibility of the twirler, their family, the previous teams/troupe and new teams/troupe to make this a smooth transition. Any disagreements should be left behind. It will not be permitted for the changing of team/troupe to impact on the running of any EMA event. If this is the case the Chairperson reserves the right to remove both teams/troupes from the association.

## General routine rules

Expected	Not permitted
Teams must salute at the beginning and end of a routine - any style allowed.	Twirls that are unsafe for the twirler performing them.
All routines start in the arena.	Twirls that are unsafe for the other members of the team.
All routines timed from the first beat of the music until the last contestant leaves the area.	Twirls that are unsafe for the audience.
All routines will end outside of the arena, twirlers to leave via designated exit.	Gymnastic moves of any kind
Music must be appropriate for the age group and not include any swearing or inappropriate content.	Two maces twirled at the same time.
Appropriate equipment will be used.	Unsafe equipment that could cause harm to twirler or audience.

## Presentation, including dress\*

In all routines dress should fit appropriately so that all essential body parts are covered and decent.

Dress should not impact on the twirler's ability to twirl or complete choreography.

## Rule breaks

Rule breaks will impact the place awarded to the team. This may be a loss of 1 place or more depending on the severity of the rule break.

This will be discussed between the judges and Chairperson.

The following are classed as rule breaks.

- Unsafe twirls
- Extending a routine over the allotted time limit
- Incorrect mace size (Leader)
- Inappropriate baton lengths
- Inappropriate dress
- Abuse of the average age rule
- Not following the average age ruling

## Disqualifications

The chairpersons will have the final decision regarding disqualifications.

Disqualification can be caused by :

- Inappropriate troupe behaviour
- Persistent rule breaking
- Unsportsmanlike behaviour



## Mascot

Expected	Not permitted
<p>The mascot will</p> <ul style="list-style-type: none"> <li>• be easily identifiable throughout routine</li> </ul> <p><u>Military only</u> Mascot may use a mace</p>	<p>The mascot will not</p> <ul style="list-style-type: none"> <li>• Perform unsafe or inappropriate moves, including dance.</li> <li>• Perform gymnastic moves</li> </ul>

## Mascot Judged Sections

Traditional March	Procession March	Baton	Pom	Flag	Combination
<p>Quality of marching <b>25 points</b></p> <p>Confidence and performance <b>25 points</b></p>	<p>Quality of marching and strutting <b>25 points</b></p> <p>Showmanship <b>25 points</b></p>	<p>Quality of twirling <b>25 points</b></p> <p>Showmanship <b>25 points</b></p>	<p>Quality of twirling <b>25 points</b></p> <p>Showmanship <b>25 points</b></p>	<p>Quality of twirling <b>25 points</b></p> <p>Showmanship <b>25 points</b></p>	<p>Quality of twirling <b>25 points</b></p> <p>Showmanship <b>25 points</b></p>

## Marching Team

<b>Expected</b>	<b>Not permitted</b>
Appropriate presentation, including dress * High quality marching of any style Straight lines Interesting and unexpected formations and manoeuvres Unison Military or Big Band style music Musical interpretation Appropriate length of routine	Unsafe or inappropriate moves, including dance. Unsafe or inappropriate presentation, including dress. Dance Twirls of any kind Floor work of any kind, only feet should make contact with the floor. Gymnastic moves

## Marching Team Judging

Technical judge	Auxiliary Judge 1	Auxiliary Judge 2	Drum	Mascot
<b>Variety and quality of marching</b> 50 points  <b>Transitions</b> 50 points  <b>Quality of strutting</b> 50 points  Total 150	<b>Unison</b> 25 points  <b>Use of arena</b> 25 points  <b>Quality of formations</b> 25 points  Total 75	<b>Musical interpretation</b> 25 points  <b>Posture</b> 25 points  <b>Presentation including dress</b> 25 points  Total 75	<b>Quality of marching and mace work</b> 25 points  <b>Showmanship</b> 25 points  <b>Leadership in routine</b> 25 points  Total 75	<b>Quality of marching</b> 25 points  <b>Confidence and performance</b> 25 points  Total 50



## Marching Team Judging Guidelines

	Score	Guidance
Variety and quality of marching	50	<p>There should be a range of different marching styles in the routine. Straight leg, high knee, baton under arm, baton on arm, baton still, baton swinging are some examples.</p> <p>More doesn't mean better, but there should be a range with clear changes from one style to another.</p> <p>All marching should be performed confidently.</p> <p>If knees are raised they should be knee height.</p> <p>Leg and knee height should be consistent within the team.</p> <p>Arms should reach a consistent height when raised.</p> <p>Head position should be up with shoulders back.</p> <p>Head position may change during the routine to aid transitions.</p>
Transitions	50	<p>Movement from one formation to another should be clean, with clear pathways for each twirler.</p> <p>No bumping into each other.</p> <p>Transitions should be performed confidently.</p> <p>Transitions should not always be the most obvious or straightforward route.</p> <p>The older the section the more complex transitions should be.</p> <p>Points will be deducted if transitions are unclear.</p>
Quality of strutting	50	<p>Similarly to marching all strutting should be performed confidently</p> <p>All struts should be performed with good posture, heads up, arms extended.</p> <p><b>Struts, in Military Team, should be an extension of the arm with no 'fancy' element. No loops, swings or revolutions to be included.</b></p>
Unison	25	<p>The routine should be performed with the twirlers doing the same thing at the same time, unless clearly planned otherwise.</p> <p>Canon is encouraged but should have the intended impact.</p> <p>Sections of routine can be performed at different times but this should support the performance of the routine.</p> <p>Points to be deducted if routine is not performed in unison.</p>
Use of arena	25	<p>The arena provided should be used.</p> <p>Routines performed all in the centre of the arena are not expected.</p> <p>Formations and transitions should allow the troupe or part of the troupe to travel to all nine points of the arena.</p>
Quality of formations	25	<p>Lines should be straight, twirlers should adjust their position if they are out of line.</p> <p>Formations should be clear so that they can be identified and all twirlers look 'in place'.</p> <p>Points will be deducted for twirlers out of line and no adjustments made.</p>
Musical interpretation	25	<p>The music chosen should be used.</p> <p>The tempo of the music should support the timing and unison of the routine.</p> <p>Changes in tempo should be reflected in the marching choices.</p>

		Punctuation in music should be reflected in the marching style choices.
Posture and bodywork	25	Head held high, shoulders back, chest forward, core tucked in is the expected posture. Points will be lost for slouching and looking at the floor.
Presentation , including dress	25	Dress should be clean and modest, covering all essential body parts to not cause embarrassment for twirlers or judges. No points will be deducted for team dress that doesn't match, or that may break during the routine. Points will be deducted for indecent dress.

### Parade March Team

Expected	Not permitted
<p>Appropriate presentation, including dress *</p> <p>High quality marching in a range of styles</p> <p>Twirling from or of an equivalent standard to EMA Baton Grades 1 - 5</p> <p>Straight lines</p> <p>Interesting and unexpected formations and manoeuvres</p> <p>Struts, of any kind and style, using both hands.</p> <p>Unison</p> <p>Any style of music</p> <p>Musical interpretation</p> <p>Appropriate length of routine</p>	<p>Unsafe or inappropriate moves, including dance.</p> <p>Unsafe or inappropriate presentation, including dress.</p> <p>Floor work of any kind, only feet should make contact with the floor.</p> <p>Flips or throws.</p> <p>Dance.</p> <p>Gymnastic moves, including splits and illusions</p> <p>Jumps and leaps</p> <p>Music including swearing or inappropriate language/innuendo.</p>

### Parade March Team Judging

Technical judge	Auxiliary Judge 1	Auxiliary Judge 2	Drum	Mascot
Quality of strutting <b>50 points</b>	Unison <b>25 points</b>	Musical interpretation <b>25 points</b>	Quality of marching and strutting, including mace work. <b>25 points</b>	Quality of strutting <b>25 points</b>
Quality of twirling <b>50 points</b>	Use of arena <b>25 points</b>	Posture and Bodywork <b>25 points</b>	<b>25 points</b>	Showmanship <b>25 points</b>
Quality of marching <b>50 points</b>	Quality of formations, including transitions <b>25 points</b>	Presentation including dress <b>25 points</b>	Showmanship <b>25 points</b>	Total 50
Total 150	Total 75	Total 75	Leadership in routine <b>25 points</b>	
			Total 75	

## Parade March Team Judging Guidelines

	Score	Guidance
Quality of strutting	50	<p>All strutting should be performed confidently</p> <p>All struts should be performed with good posture, heads up, arms extended.</p> <p>Struts, in Parade March team, can be of any style and include any sequence of movements and or twirls.</p> <p><b>No dance should be seen in Parade March Team. Knee raises and forward kicks can be included.</b></p>
Quality of twirling	50	<p>Twirls should be on pattern and not wobble. A vertical pattern creates a straight line top to bottom, a horizontal line creates a line side to side, a lateral pattern creates a full consistent circle.</p> <p>There should be a consistent speed of twirls performed throughout the routine, with changes of tempo reflecting the music. More technical twirls should be performed at a consistent speed with the rest of the routine.</p> <p><b>Twirls in Parade March Team should be from, or of an equivalent standard, to EMA Baton Grades 1 - 5 and no higher.</b></p> <p><b>No flips or throws are allowed.</b></p> <p>Hand placement is key to the correct technique of a twirl. Most twirls will be performed from the centre of the baton, there are some deliberate exceptions to this.</p> <p>Thumb to ball is the desired position for all levels of twirlers, including releases.</p>
Quality of Marching	50	<p>All marching should be performed confidently.</p> <p>If knees are raised they should be knee height.</p> <p>Leg and knee height should be consistent within the team.</p> <p>Arms should reach a consistent height when raised.</p> <p>Head position should be up with shoulders back.</p> <p>Head position may change during the routine to aid transitions.</p>
Unison	25	<p>The routine should be performed with the twirlers doing the same thing at the same time, unless clearly planned otherwise.</p> <p>Canon is encouraged but should have the intended impact.</p> <p>Sections of routine can be performed at different times but this should support the performance of the routine.</p> <p>Points to be deducted if routine is not performed in unison.</p>
Use of arena	25	<p>The arena provided should be used.</p> <p>Routines performed all in the centre of the arena are not expected.</p> <p>Formations and transitions should allow the troupe or part of the troupe to travel to all nine points of the arena.</p>
Quality of formations, including transitions	25	<p>Lines should be straight, twirlers should adjust their position if they are out of line.</p> <p>Formations should be clear so that they can be identified and all twirlers look 'in place'.</p> <p>Points will be deducted for twirlers out of line and no adjustments made.</p>

Musical interpretation	25	The music chosen should be used. The tempo of the music should support the timing and unison of the routine. Changes in tempo should be reflected in the marching choices. Punctuation in music should be reflected in the marching style choices.
Posture and bodywork	25	Head held high, shoulders back, chest forward, core tucked in is the expected posture. Points will be lost for slouching and looking at the floor.
Presentation, including dress	25	Dress should be clean and modest, covering all essential body parts to not cause embarrassment for twirlers or judges. No points will be deducted for team dress that doesn't match, or that may break during the routine. Points will be deducted for indecent dress.

## Baton

Expected	Not permitted
<p>Appropriate dress *</p> <p>A range of high quality twirls that all team members can complete</p> <p>Ambidexterity</p> <p>Variety of twirls - pattern and type</p> <p>Straight lines</p> <p>Interesting and unexpected formations and manoeuvres</p> <p>Unison</p> <p>High quality of dance that can be performed by all team members.</p> <p>Musical interpretation</p> <p>Safe and appropriate floor work</p> <p>1 and/or 2 batons</p> <p>Appropriate length of routine</p>	<p>Unsafe or inappropriate moves, including dance.</p> <p>Unsafe or inappropriate presentation, including dress.</p> <p>Gymnastic moves</p> <p>Strutts</p> <p>Music including swearing or inappropriate language/innuendo.</p>

## Baton Judging

Technical judge	Auxiliary Judge 1	Auxiliary Judge 2	Drum	Mascot
Variety of twirling <b>50 points</b>	Unison <b>25 points</b>	Musical interpretation <b>25 points</b>	Quality of twirling, including mace work. <b>25 points</b>	Quality of twirling <b>25 points</b>
Ambidexterity <b>50 points</b>	Use of arena <b>25 points</b>	Quality of dance, including posture and bodywork <b>25 points</b>	Showmanship <b>25 points</b>	Showmanship <b>25 points</b>
Quality of twirling <b>50 points</b>	Quality of formations, including transitions <b>25 points</b>	Floorwork <b>25 points</b>	Leadership in routine <b>25 points</b>	

## Baton Team Judging Guidelines

	Score	Guidance
Variety of Twirling	50	<p>Twirling can be performed in three directions, as demonstrated in EMA grades. Horizontal, lateral and vertical. All three directions should be featured in the routine.</p> <p>Within this twirls of different types should be included. Fingers, rolls/wraps, releases and combinations of these should all be included at the appropriate level for the whole team. It may be that more experienced twirlers perform more technical twirls while other team members perform a more simple version.</p>
Ambidexterity	50	<p>Left and right handed twirls should be performed. These should be roughly equal.</p> <p>Both hands should demonstrate a variety of twirling also.</p> <p>We do not expect to see simple twirls performed in the left hand and then technical twirls in the right hand or vice versa.</p> <p>For a twirl to be classed as a being right or left hand twirl, it will begin in that hand and be more than a simple pass - with the exception of Dinky and Tiny routines where this would be acceptable.</p>
Quality of Twirling	50	<p>Twirls should be on pattern and not wobble. A vertical pattern creates a straight line top to bottom, a horizontal line creates a line side to side, a lateral pattern creates a full consistent circle.</p> <p>There should be a consistent speed of twirls performed throughout the routine, with changes of tempo reflecting the music. More technical twirls should be performed at a consistent speed with the rest of the routine.</p> <p>Hand placement is key to the correct technique of a twirl. Most twirls will be performed from the centre of the baton, there are some deliberate exceptions to this.</p> <p>Thumb to ball is the desired position for all levels of twirlers, including releases.</p>
Unison	25	<p>The routine should be performed with the twirlers doing the same thing at the same time, unless clearly planned otherwise.</p> <p>Canon is encouraged but should have the intended impact.</p> <p>Sections of routine can be performed at different times but this should support the performance of the routine.</p> <p>Points to be deducted if routine is not performed in unison.</p>
Use of arena	25	<p>The arena provided should be used.</p> <p>Routines performed all in the centre of the arena are not expected.</p> <p>Formations and transitions should allow the troupe or part of the troupe to travel to all nine points of the arena.</p>
Quality of formations, including transitions	25	<p>Lines should be straight, twirlers should adjust their position if they are out of line.</p> <p>Formations should be clear so that they can be identified and all twirlers look 'in place'.</p> <p>Points will be deducted for twirlers out of line and no adjustments made.</p> <p>Movement from one formation to another should be interesting and unexpected and not always take the simplest route.</p>

		Movement from one formation to the next should be clean and not distract from the twirls performed.
Musical interpretation	25	<p>The music chosen should be used.</p> <p>The tempo of the music should support the timing and unison of the routine.</p> <p>Changes in tempo should be reflected in the marching choices.</p> <p>Punctuation in music should be reflected in the marching style choices.</p>
Quality of dance, including posture and bodywork	25	<p>Dance performed should be of a high quality. This means, toes should be pointed, arms and legs extended and body position should be in control.</p> <p>Turned feet is the recommended primary foot position and use of relevè (up on toes) will create the correct bodylines.</p> <p>At all times the core should be tight to create good posture and bodylines.</p>
Floorwork	25	<p>During the routine there will be some twirls performed while parts of the body, other than feet, are making contact with the floor. This may be knees, legs, torso, back or a combination.</p> <p>Twirling should not stop while on the floor and more points will be awarded for the continuation of twirling, while making contact with the floor.</p> <p>All dance expectations will continue while on the floor, such as pointed toes, extended arms and legs, tight core.</p>



## Pom

Any style poms can be used.

Expected	Not permitted
<p>Appropriate presentation, including dress *</p> <p>A range of high quality twirls that all team members can complete</p> <p>Ambidexterity</p> <p>Variety of twirls - pattern and type</p> <p>Straight lines</p> <p>Interesting and unexpected formations and manoeuvres</p> <p>Unison</p> <p>High quality of dance that can be performed by all team members.</p> <p>Musical interpretation</p> <p>Safe and appropriate floor work</p> <p>Appropriate length of routine</p>	<p>Unsafe or inappropriate moves, including dance.</p> <p>Unsafe or inappropriate presentation, including dress.</p> <p>Gymnastic moves</p> <p>Throws or exchanges</p> <p>Music including swearing or inappropriate language/innuendo.</p>

## Pom Judging

Technical judge	Auxiliary Judge 1	Auxiliary Judge 2	Drum	Mascot
Variety of twirls <b>50 points</b>	Unison <b>25 points</b>	Musical interpretation <b>25 points</b>	Quality of twirling, including mace work. <b>25 points</b>	Quality of twirling <b>25 points</b>
Transitions <b>50 points</b>	Use of arena <b>25 points</b>	Quality of dance, including posture and bodywork <b>25 points</b>	Showmanship <b>25 points</b>	Showmanship <b>25 points</b>
Quality of twirls <b>50 points</b>	Quality of formations <b>25 points</b>	Floorwork <b>25 points</b>	Leadership in routine <b>25 points</b>	Total 150
Total 150	Total 150	Total 150	Total 150	

## Pom Team Judging Guidelines

	Score	Guidance
Variety of Twirling	50	Any style of poms can be used. Poms can be twirled, shaken or punched. Pom movements should take place in a range of positions in comparison to the body. Different levels should also be incorporated.
Transitions	50	Movement from one formation to another should be clean, with clear pathways for each twirler. No bumping into each other. Transitions should be performed confidently. Transitions should not always be the most obvious or straightforward route. The older the section the more complex transitions should be. Points will be deducted if transitions are unclear.
Quality of Twirls	50	The different twirls, shakes and punches should be clean and the direction clear. When twirling it the direction should be consistent and changes of direction incorporated into the choreography.
Unison	25	The routine should be performed with the twirlers doing the same thing at the same time, unless clearly planned otherwise. Canon is encouraged but should have the intended impact. Sections of routine can be performed at different times but this should support the performance of the routine. Points to be deducted if routine is not performed in unison.
Use of arena	25	The arena provided should be used. Routines performed all in the centre of the arena are not expected. Formations and transitions should allow the troupe or part of the troupe to travel to all nine points of the arena.
Quality of formations	25	Lines should be straight, twirlers should adjust their position if they are out of line. Formations should be clear so that they can be identified and all twirlers look 'in place'. Points will be deducted for twirlers out of line and no adjustments made.
Musical interpretation	25	The music chosen should be used. The tempo of the music should support the timing and unison of the routine. Changes in tempo should be reflected in the marching choices. Punctuation in music should be reflected in the marching style choices.
Quality of dance, including posture and bodywork	25	Dance performed should be of a high quality. This means, toes should be pointed, arms and legs extended and body position should be in control. Turned feet is the recommended primary foot position and use of relevè (up on toes) will create the correct bodylines. At all times the core should be tight to create good posture and bodylines.

Floorwork	25	<p>During the routine there will be some twirls performed while parts of the body, other than feet, are making contact with the floor. This may be knees, legs, torso, back or a combination.</p> <p>Twirling should not stop while on the floor and more points will be awarded for the continuation of twirling, while making contact with the floor.</p> <p>All dance expectations will continue while on the floor, such as pointed toes, extended arms and legs, tight core.</p>
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## Flag Team Rules

Expected	Not permitted
<p>Appropriate presentation, including dress *</p> <p>A range of high quality twirls that all team members can complete</p> <p>Ambidexterity</p> <p>Variety of twirls - pattern and type</p> <p>Straight lines</p> <p>Interesting and unexpected formations and manoeuvres</p> <p>Unison</p> <p>High quality of dance that can be performed by all team members.</p> <p>Musical interpretation</p> <p>Safe and appropriate floor work</p> <p>1 and/or 2 flags</p> <p>Appropriate length of routine e</p>	<p>Unsafe or inappropriate moves, including dance.</p> <p>Unsafe or inappropriate presentation, including dress.</p> <p>Gymnastic moves</p> <p>Music including swearing or inappropriate language/innuendo</p>

## Flag Judging

Technical judge	Auxiliary Judge 1	Auxiliary Judge 2	Drum	Mascot
Variety of twirling <b>50 points</b>	Unison <b>25 points</b>	Musical interpretation <b>25 points</b>	Quality of twirling, including mace work. <b>25 points</b>	Quality of twirling <b>25 points</b>
Ambidexterity <b>50 points</b>	Use of arena <b>25 points</b>	Quality of dance, including posture and bodywork <b>25 points</b>	Showmanship <b>25 points</b>	Showmanship <b>25 points</b>
Quality of twirling <b>50 points</b>	Quality of formations, including transitions <b>25 points</b>	Floorwork <b>25 points</b>	Leadership in routine <b>25 points</b>	Total 50
Total 150	Total 75	Total 75	Total 75	

## Flag Team Judging Guidelines

	Score	Guidance
Variety of Twirling	50	<p>Twirling can be performed in three directions, as demonstrated in EMA grades. Horizontal, lateral and vertical. All three directions should be featured in the routine.</p> <p>Within this twirls of different types should be included. Fingers, rolls/wraps, releases and combinations of these should all be included at the appropriate level for the whole team. It may be that more experienced twirlers perform more technical twirls while other team members perform a more simple version.</p>
Ambidexterity	50	<p>Left and right handed twirls should be performed. These should be roughly equal.</p> <p>Both hands should demonstrate a variety of twirling also.</p> <p>We do not expect to see simple twirls performed in the left hand and then technical twirls in the right hand or vice versa.</p> <p>For a twirl to be classed as a being right or left hand twirl, it will begin in that hand and be more than a simple pass - with the exception of Dinky and Tiny routines where this would be acceptable.</p>
Quality of Twirling	50	<p>Twirls should be on pattern and not wobble. A vertical pattern creates a straight line top to bottom, a horizontal line creates a line side to side, a lateral pattern creates a full consistent circle.</p> <p>There should be a consistent speed of twirls performed throughout the routine, with changes of tempo reflecting the music. More technical twirls should be performed at a consistent speed with the rest of the routine.</p> <p>Hand placement is key to the correct technique of a twirl. All twirls will be performed from the baton part of the flag. The flag material should not be touched.</p>
Unison	25	<p>The routine should be performed with the twirlers doing the same thing at the same time, unless clearly planned otherwise.</p> <p>Canon is encouraged but should have the intended impact.</p> <p>Sections of routine can be performed at different times but this should support the performance of the routine.</p> <p>Points to be deducted if routine is not performed in unison.</p>
Use of arena	25	<p>The arena provided should be used.</p> <p>Routines performed all in the centre of the arena are not expected.</p> <p>Formations and transitions should allow the troupe or part of the troupe to travel to all nine points of the arena.</p>
Quality of formations, including transitions	25	<p>Lines should be straight, twirlers should adjust their position if they are out of line.</p> <p>Formations should be clear so that they can be identified and all twirlers look 'in place'.</p> <p>Points will be deducted for twirlers out of line and no adjustments made.</p> <p>Movement from one formation to another should be interesting and unexpected and not always take the simplest route.</p> <p>Movement from one formation to the next should be clean and not distract from the twirls performed.</p>

Musical interpretation	25	<p>The music chosen should be used.</p> <p>The tempo of the music should support the timing and unison of the routine.</p> <p>Changes in tempo should be reflected in the marching choices.</p> <p>Punctuation in music should be reflected in the marching style choices.</p>
Quality of dance, including posture and bodywork	25	<p>Dance performed should be of a high quality. This means, toes should be pointed, arms and legs extended and body position should be in control.</p> <p>Turned feet is the recommended primary foot position and use of relevé (up on toes) will create the correct bodylines.</p> <p>At all times the core should be tight to create good posture and bodylines.</p>
Floorwork	25	<p>During the routine there will be some twirls performed while parts of the body, other than feet, are making contact with the floor. This may be knees, legs, torso, back or a combination.</p> <p>Twirling should not stop while on the floor and more points will be awarded for the continuation of twirling, while making contact with the floor.</p> <p>All dance expectations will continue while on the floor, such as pointed toes, extended arms and legs, tight core.</p>

### Combination rules

Expected	Not permitted
Appropriate presentation, including dress * Themed routine Entertaining routine designed with an audience in mind A variety of equipment used at level appropriate for twirlers Novelty/prop equipment Straight lines Interesting formations and manoeuvres Unison Dance Musical interpretation Floor work Appropriate length of routine	Unsafe or inappropriate moves, including dance. Unsafe or inappropriate presentation, including dress. Gymnastic moves Music including swearing or inappropriate language/innuendo

### Combination Judging

Technical judge	Auxiliary Judge 1	Auxiliary Judge 2	Drum	Mascot
Variety of twirl <b>50 points</b>	Unison <b>25 points</b>	Musical interpretation <b>25 points</b>	Quality of twirling, including mace work. <b>25 points</b>	Quality of twirling <b>25 points</b>
Incorporation of theme and use of props <b>50 points</b>	Use of arena <b>25 points</b>	Quality of dance, including posture and bodywork <b>25 points</b>	Showmanship <b>25 points</b>	Showmanship <b>25 points</b>
Quality of twirl <b>50 points</b>	Quality of formations, including transitions <b>25 points</b>	Floorwork <b>25 points</b>	Leadership in routine <b>25 points</b>	Total 50
Total 150	Total 75	Total 75	Total 75	

## Combination Team Judging Guidelines

	Score	Guidance
Variety of Twirling	50	<p>Twirling can be performed in three directions, as demonstrated in EMA grades. Horizontal, lateral and vertical. All three directions should be featured in the routine.</p> <p>Within this twirls of different types should be included. Fingers, rolls/wraps, releases and combinations of these should all be included at the appropriate level for the whole team. It may be that more experienced twirlers perform more technical twirls while other team members perform a more simple version.</p> <p>As this is the combination section we are looking for a variety of twirls with each piece of equipment used.</p>
Incorporation of theme and use of props	50	<p>The theme should be clear. It is not expected that costumes and props should be expensive, but should be safe and appropriate to twirl in.</p> <p>Has the theme been recognised in the design and choreography of the routine? How successful has this been?</p>
Quality of Twirling	50	<p>Twirls should be on pattern and not wobble.</p> <p>A vertical pattern creates a straight line top to bottom, a horizontal line creates a line side to side, a lateral pattern creates a full consistent circle.</p> <p>There should be a consistent speed of twirls performed throughout the routine, with changes into tempo reflecting the music.</p> <p>Technical twirls should not alter the speed of performance.</p> <p>Quick twirls are not necessarily the best twirls, quick twirls can result in a move not completed with the correct technique. Keep this in mind.</p> <p>Hand placement is key to the correct technique of a twirl. All twirls will be performed from the appropriate place depending on the equipment. Baton - centre, flag- baton section, poms - handles, mace - between crown and cord.</p> <p>As this is the combination section there may be a range of age groups. This should be taken into consideration, the routine should be designed with all standards of twirlers in mind.</p>
Unison	25	<p>The routine should be performed with the twirlers doing the same thing at the same time, unless clearly planned otherwise.</p> <p>Canon is encouraged but should have the intended impact.</p> <p>Sections of routine can be performed at different times but this should support the performance of the routine.</p> <p>Points to be deducted if routine is not performed in unison.</p>
Use of arena	25	<p>The arena provided should be used.</p> <p>Routines performed all in the centre of the arena are not expected.</p> <p>Formations and transitions should allow the troupe or part of the troupe to travel to all nine points of the arena.</p>



Quality of formations, including transitions	25	<p>Lines should be straight, twirlers should adjust their position if they are out of line.</p> <p>Formations should be clear so that they can be identified and all twirlers look 'in place'.</p> <p>Points will be deducted for twirlers out of line and no adjustments made.</p> <p>Movement from one formation to another should be interesting and unexpected and not always take the simplest route.</p> <p>Movement from one formation to the next should be clean and not distract from the twirls performed.</p>
Musical interpretation	25	<p>The music chosen should be used.</p> <p>The tempo of the music should support the timing and unison of the routine.</p> <p>Changes in tempo should be reflected in the marching choices.</p> <p>Punctuation in music should be reflected in the marching style choices.</p>
Quality of dance, including posture and bodywork	25	<p>Dance performed should be of a high quality. This means, toes should be pointed, arms and legs extended and body position should be in control.</p> <p>Turned feet is the recommended primary foot position and use of relevé (up on toes) will create the correct bodylines.</p> <p>At all times the core should be tight to create good posture and bodylines.</p>
Floorwork	25	<p>During the routine there will be some twirls performed while parts of the body, other than feet, are making contact with the floor. This may be knees, legs, torso, back or a combination.</p> <p>Twirling should not stop while on the floor and more points will be awarded for the continuation of twirling, while making contact with the floor.</p> <p>All dance expectations will continue while on the floor, such as pointed toes, extended arms and legs, tight core.</p>

### Solos and Duos

Expected	Not permitted
Appropriate presentation, including dress * Appropriate equipment for the section entered Interesting formations and manoeuvres Unison Dance and movement Floor work Appropriate length of routine	Unsafe or inappropriate moves, including dance. Unsafe or inappropriate presentation, including dress. Gymnastic moves Music including swearing or inappropriate language/innuendo

### Judging

Judge 1	Judge 2
Variety of twirl <b>50 points</b>	Use of arena <b>25 points</b>
Quality of twirl <b>50 points</b>	Quality of dance, including posture and bodywork <b>25 points</b>
Total 100	Total 50