



WMS

WORLD MAJORETTES SPORT

WMS WCH RULES

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AGE DIVISION

The decisive date is December 31 of the year in which the World championship takes place.

1. **CHILDREN** - up to 7 years
2. **PRECADET** - 8-9 years
3. **CADET** - 10-11 years
4. **JUVENILE**- 12-14 years
5. **JUNIOR** - 15-17 years
6. **SENIOR** - 18 years and older
7. **PARENT'S TEAM** - the minimum age of competitor must be 23 years

In the case of a low number of registered participants, age categories can be merged.

Assignment of disciplines by age

1. **SOLO** - the competitor's age corresponds to the age category
2. **DUO/TRIO** - the age corresponds to the oldest competitor
3. **MINIFORMATION/TEAM** - the age is calculated as an average
4. **FORMATION/GROUP** - the age is calculated as an average

Men

Men compete separately only in twirling disciplines

MAJORETTE DISCIPLINES

Solo

1. DANCE
2. ACROBATIC
3. 2 BATON
4. IMPROVISATION

Duo/trio

1. DANCE
2. ACROBATIC
3. 2 BATON

Miniformation

1. DANCE
2. ACROBATIC
3. 2 BATON
4. CLASSIC

Formation

1. DANCE
2. ACROBATIC
3. 2 BATON
4. CLASSIC

Parade

1. DANCE

POM-POM DISCIPLINES

Solo

1. DANCE
2. ACROBATIC
3. IMPROVISATION

Duo/trio

1. DANCE
2. ACROBATIC

Miniformation

1. DANCE
2. ACROBATIC
3. CLASSIC

Formation

1. DANCE
2. ACROBATIC
3. CLASSIC

Parade

1. ACROBATIC

OTHER DISCIPLINES

Solo

1. SHOW
2. FLAG
3. MACE
4. DRUMMERS

Duo/trio

1. SHOW
2. FLAG
3. MIX
4. MACE
5. DRUMMERS

Miniformation

1. SHOW
2. FLAG
3. MIX
4. MACE
5. DRUMMERS

Formation

1. SHOW
2. FLAG
3. MIX
4. MACE
5. DRUMMERS
6. PARENT'S TEAMS

TWIRLING DISCIPLINES

Solo

1. FREESTYLE
2. 1 BATON
3. 2 BATON
4. ARTISTIC

Duo/trio

1. FREESTYLE
2. TWIRL
3. ARTISTIC

Team

1. FREESTYLE
2. TWIRL
3. DANCE

Group

1. DANCE

PERFORMANCE COMPOSITION

Composition

1. Entrance
2. Salute
3. Starting position
4. Choreography
5. Ending position
6. Salute
7. Walkout

Entrance

- After being announced by the moderator
- The entrance must be short, quick and without music

Timeout measurement

- Only the actual performance time is measured (starting from the moment the music begins).

Walkout

- The walkout must be quick, short and without music

Salute

- The salute should be performed for at least two counts by at least one of the competitors



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MAJORETTE DISCIPLINE

DANCE

Category	Age categories	Time limit	Performance area	Number of competitors
Solo	all	1:15-1:30	12 x 12 m	1
Duo/trio	all	1:15-1:30	12 x 12 m	2-3
Miniformation	all	1:15-1:30	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more
Parade	all	1:30-3:00	entire area	8 and more

Characteristics of the discipline

The dance discipline is a dance routine set to music of the competitor's choice, where the focus is on dance, baton work, expression and energy. The choreography incorporates various dance styles, with the baton enhancing movements and adding visual effect. Judges consider not only baton work, its difficulty, technique and originality, but also the dance technique itself, formations, synchronization, cleanliness of execution, and the performer's ability to engage the audience.

- **Equipment:** baton
- **Costume:** optional (must match the age category and music character)
- **Headwear:** not mandatory
- **Footwear:** with full sole (boots are not required)
- **Body movements:** gymnastic and acrobatic elements are not allowed
- **Allowed:** one competitor may briefly hold multiple batons, placing the baton on the floor as part of a choreographic effect
- **Not allowed:** leaving baton on the performance area after a drop, lifting competitors, illusion move under the toss

ACROBATIC

Category	Are category	Time limit	Performance area	Number of competitors
Solo	all	1:15-1:30	12 x 12 m	1
Duo/trio	all	1:15-1:30	12 x 12 m	2-3
Miniformation	all	1:15-1:30	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more

Characteristics of the discipline

The Acrobatic discipline is a routine performed to music of the competitor's own choice, where the main priority is the body, acrobatic and gymnastic elements, complemented by work with a baton. Competitors must demonstrate good body control, strength, endurance, and core stability so that the elements are performed safely and confidently. Judges focus on technique, fluidity, creativity, dance, gymnastics, acrobatics with baton work, and the overall expression of the performance.

- **Equipment:** baton
- **Costume:** optional (must match the age category and music character)
- **Headwear:** not mandatory
- **Footwear:** with full sole (boots are not required)
- **Body movements:** all body movements are allowed
- **Allowed:** one competitor may briefly hold multiple batons, placing the baton on the floor as part of a choreographic effect
- **Not allowed:** leaving baton on the performance area after a drop

IMPROVISATION

Category	Age category	Time limit	Performance area	Number of competitors
Solo	junior and older senior	1:15-1:30	12 x 12 m	1

Characteristics of the discipline

The Improvisation discipline is a routine performed to music that the competitor does not know in advance. The goal is to respond immediately to the music, incorporating expression, dance, and work with the baton, and to showcase personal creativity. Improvisation includes tosses, rolls, low tricks, and movements connected with body movement and musical interpretation. Judging focuses on originality, the ability to adapt to the rhythm, energy, expression, and the overall impression of the performance.

- **Equipment:** baton
- **Music:** according to WMS
- **Costume:** optional (must match the age category)
- **Headwear:** not mandatory
- **Footwear:** with full sole (boots are not required)
- **Body movements:** gymnastic and acrobatic elements are not allowed
- **Allowed:** placing the baton on the floor as part of a choreographic effect
- **Not allowed:** leaving baton on the performance area after a drop, lifting competitors, illusion move under the toss

2 BATON

Category	Age category	Time limit	Performance area	Number of competitors
Solo	younger junior, older senior	1:15-1:30	12 x 12 m	1
Duo/trio	younger junior, older senior	1:15-1:30	12 x 12 m	2-3
Miniformation	younger junior, older senior	1:15-1:30	12 x 12 m	4-7
Formation	younger junior, older senior	1:30-3:00	12 x 12 m	8 and more

Characteristics of the discipline

The 2 Baton discipline is a routine performed to music of the competitor's own choice, where the competitor works simultaneously with two batons. The choreography includes tosses rolls, and low tricks performed with both hands, combined with body movement. The competitor should use both hand evenly, and if working with one baton, the other should also be in movement. Judges focuses on technique and confidence in handling two batons, smoothness of transitions, hand synchronization, originality, precision of execution, and the overall expression of the competitor.

- **Equipment:** 2 batons
- **Costume:** optional (must correspond to the age category)
- **Headwear:** not mandatory
- **Footwear:** with full sole (boots are not required)
- **Body movements:** gymnastic and acrobatic elements are not allowed
- **Allowed:** one competitor may briefly hold multiple batons, placing the baton on the floor as part of a choreographic effect
- **Not allowed:** leaving baton on the performance area after a drop, lifting competitors, illusion move under the toss

CLASSIC

Category	Age category	Time limit	Performance area	Number of competitors
Miniformation	all	1:15-1:30	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more

Characteristics of the discipline

The Classic discipline is a routine performed to music of the competitor's own choice. The priority is work with the baton in basic elements combined with step technique and movement through space. The routine focuses on frequent formation changes, synchronization, and the use of the baton in simple but effective movements. Judges considers precision of execution, uniformity, correct body posture, synchronization, and the overall aesthetic impression of the performance.

- **Equipment:** baton
- **Costume:** overalls and pants are not allowed (only for men)
- **Headwear:** cap or its imitation
- **Footwear:** boots are mandatory for the junior and senior categories
- **Body movements:** gymnastic and acrobatic elements are not allowed, only squats and kneeling are permitted (not under toss)
- **Allowed:** one competitor may briefly hold multiple batons
- **Not allowed:** leaving the baton on the competition area after a fall, lifting competitors, placing the baton on the ground, rolls, low tricks, tosses and exchanges with baton rotation, illusion move, bridge, handstand, movement under a toss (marching, walking are allowed)



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POM-POM DISCIPLINE

DANCE

Category	Age category	Time limit	Performance area	Number of competitors
Solo	all	1:15-1:30	12 x 12 m	1
Duo/trio	all	1:15-1:30	12 x 12 m	2-3
Miniformation	all	1:15-1:30	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more

Characteristics of the discipline

The Dance discipline is a dance routine performed to music of the competitor's own choice, where the priorities are dance, work with pom-poms, expression, and energy. The choreography incorporates various dance styles (e.g., jazz, hip-hop, contemporary), with the pom-poms emphasizing movement and adding effect to the routine. Judging considers not only the work with pom-poms, but also dance technique, formations, synchronization, precision of execution, creativity, and the competitors' ability to engage the audience in the performance.

- **Equipment:** pom-pom
- **Costume:** optional (must match the age category and music character)
- **Headwear:** not mandatory
- **Footwear:** recommended, but not mandatory
- **Body movements:** gymnastic and acrobatic elements are not allowed
- **Allowed:** One competitor may briefly hold multiple pom-poms; placing pom-poms on the ground for safety reasons or as part of a choreographic effect; sliding or sending pom-poms along the floor
- **Not allowed:** Leaving the equipment on the competition area after a fall, lifting competitors, illusion move under toss

ACROBATIC

Category	Age category	Time limit	Performance area	Number of competitors
Solo	all	1:15-1:30	12 x 12 m	1
Duo/trio	all	1:15-1:30	12 x 12 m	2-3
Miniformation	all	1:15-1:30	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more
Parade	all	1:30-3:00	entire area	8 and more

Characteristics of the discipline

The Acrobatic discipline is a routine performed to music of the competitor's own choice, where acrobatic and gymnastic elements are complemented by work with pom-poms. Competitors must demonstrate good body control, strength, endurance, and core stability to perform the elements safely and confidently. Pom-poms increase both the difficulty and effect, as they are used directly in the acrobatics and gymnastic. Judges focus on technique, fluidity, creativity, the integration of pom-poms with dance, gymnastics, acrobatics, and the overall expression of the performance.

- **Equipment:** pom-pom
- **Costume:** optional (must match the age category and music character)
- **Headwear:** not mandatory
- **Footwear:** recommended, but not mandatory
- **Body movements:** all body movements are allowed
- **Allowed:** one competitor may briefly hold multiple pom-poms; lifting competitors, place pom-poms on the ground for safety reasons or as part of a choreographic effect, slide or send pom-poms along the floor
- **Not allowed:** leaving the equipment on the competition area after a fall

IMPROVISATION

Category	Age category	Time limit	Performance area	Number of competitors
Solo	junior older senior	1:15-1:30	12 x 12 m	1

Characteristics of the discipline

The Improvisation discipline is a routine performed to music that the competitor does not know in advance. The goal is to respond immediately to the music, incorporating expression, dance, and work with a pom-pom, while showcasing personal creativity. Improvisation includes tosses, rolls, low tricks connected with body movement and musical interpretation. Judges focus on originality, the ability to adapt to the rhythm, energy, expression, and the overall impression of the performance.

- **Equipment:** pom-pom
- **Music:** according to WMS
- **Costume:** optional (must match the age category)
- **Headwear:** not mandatory
- **Footwear:** recommended, but not mandatory
- **Body movements:** all body movements are allowed
- **Allowed:** placing pom-poms on the ground for safety reasons or as part of a choreographic effect, sliding or sending pom-poms along the floor
- **Not allowed:** leaving the equipment on the competition area after a fall

CLASSIC

Category	Age category	Time limit	Performance area	Number of competitors
Mininformation	all	1:15-1:30	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more

Characteristics of the discipline

The Classic discipline is a routine performed to music of the competitor's own choice. The priority is work with the pom-pom in basic elements combined with step technique and movement through space. The routine focuses on frequent formation changes, synchronization, and the use of the pom-pom in simple but effective movements. Judges considers precision of execution, uniformity, correct body posture, synchronization, and the overall aesthetic impression of the performance.

- **Equipment:** pom-pom
- **Costume:** overalls and pants are not allowed (only for men)
- **Headwear:** cap or its imitation
- **Footwear:** boots are mandatory for junior and senior categories
- **Body movements:** gymnastic and acrobatic elements are not allowed, only squats and kneeling are permitted (not under the toss)
- **Allowed:** one competitor may briefly hold multiple pom-poms, perform rolls, move hands under the toss
- **Not allowed:** leaving the equipment on the competition area after a fall, lifting competitors, placing the pom-pom on the ground, low tricks, illusion, bridge, handstand, sliding pom-poms along the floor, body movement under a toss (marching and walking are allowed)



WMS

OTHERS DISCIPLINE

SHOW

Category	Age category	Time limit	Performance area	Number of competitors
Solo	all	1:15-2:00	12 x 12 m	1
Duo/trio	all	1:15-2:00	12 x 12 m	2-3
Miniformation	all	1:15-2:00	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more

Characteristics of the discipline

The Show discipline is a routine focused on entertainment, effect, and overall visual impression. The priority is dance and movement choreography, complemented by work with the baton and props, which are integrated with dance, formations, and changes of patterns. Judges focus on originality, creativity, concept, uniformity, precision of execution, and the competitors' ability to engage the audience in the performance. The goal is for the performance to appear as a complete show with energy, expression, and a clear concept.

- **Equipment:** at least 1 baton and 2 additional props
- **Costume:** optional (must match the age category and music character)
- **Headwear:** not mandatory
- **Footwear:** recommended, but not mandatory
- **Body movements:** all body movements are allowed
- **Entrance/walkout:** The entrance with prop preparation must not take more than 30 seconds – (properly registered leaders, coaches, or assistants may help with the preparation)
- **Not allowed:** dangerous props (fire, sharp objects, etc.)

FLAG

Category	Age category	Time limit	Performance area	Number of competitors
Solo	all	1:15-1:30	12 x 12 m	1
Duo/trio	all	1:15-1:30	12 x 12 m	2-3
Miniformation	all	1:15-1:30	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more

Characteristics of the discipline

Flag discipline is a routine performed with a flag to music of the performer's own choice. The flag is used as the main piece of equipment, and its movement is integrated with dance and movement choreography. The routine includes basic flag work, tosses, spins, and low-level tricks, combined in a way that allows the flag to flow and wave. Judges focus on flag technique, smoothness, originality, unity, cleanliness of execution, use of space, and the overall expression of the competitors.

- **Equipment:** Flag (minimum length of the baton with the flag is 65 cm, minimum flag size is 40 × 50 cm. The flag may be of any shape and any weight)
- **Costume:** optional (must match the age category and music character)
- **Headwear:** not mandatory
- **Footwear:** with full sole (boots are not required)
- **Body movements:** gymnastic and acrobatic elements are not allowed
- **Allowed:** one competitor may briefly hold multiple flags, competitors may manipulate with the flag fabric (only in sections where the flag does not touch the baton)
- **Not allowed:** leaving the equipment on the competition floor after a drop, lifting competitors, placing the flag on the ground (if it is not part of a trick), illusion under the toss

Category	Age category	Time limit	Performance area	Number of competitors
Duo/trio	all	1:15-1:30	12 x 12 m	2-3
Miniformation	all	1:15-1:30	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more

Characteristics of the discipline

The Mix discipline is a routine performed to music of the performer's own choice, combining work with different pieces of equipment. The choreography includes tosses, rolls, and low-level tricks, integrated with dance and body movement. The routine focuses primarily on the creative connection of various pieces of equipment, their exchanges, and the originality of elements and choreography. Judges criteria include technique of equipment work, smoothness of transitions, creativity of combinations, cleanliness of execution, unity, and the overall aesthetic impression of the performance.

- **Equipment:** a combination of different types of equipment, where the equipment must be exchanged between competitors at least once during the choreography
- **Costume:** optional (must match the age category and music character)
- **Headwear:** not mandatory
- **Footwear:** with a full sole (boots are not mandatory)
- **Body movements:** all body movements are allowed
- **Allowed:** one competitor may briefly hold multiple pieces of equipment, lifting competitors, place equipment down for safety reasons or for choreographic effect, and roll or send equipment along the floor
- **Not allowed:** leaving the equipment on the competition floor after a drop

MACE

Category	Age category	Time limit	Performance area	Number of competitors
Solo	all	1:15-1:30	12 x 12 m	1
Duo/trio	all	1:15-1:30	12 x 12 m	2-3
Miniformation	all	1:15-1:30	12 x 12 m	4-7
Formation	all	1:30-3:00	12 x 12 m	8 and more

Characteristics of the discipline

The Mace discipline is a routine performed to music of the performer's own choice, where the competitor works with a special heavier baton (mace). The choreography includes tosses, spins, and low-level tricks, integrated with body movement. Judges criteria include technique of working with the mace, control during tosses, confidence in execution, smoothness, and the overall expression of the competitor.

- **Equipment:** mace
- **Mace length:** minimum 80 cm for cadets and minimum 90 cm for juvenile - senior
- **Costume:** optional (must match the age category and music character)
- **Headwear:** not mandatory
- **Footwear:** with full sole (boots are not required)
- **Body movements:** gymnastic and acrobatic elements are not allowed
- **Allowed:** single competitor may briefly hold multiple maces
- **Not allowed:** leaving the equipment on the competition floor after a drop, lifting competitors, placing the mace on the ground (if it is not part of a trick) and illusion move under the toss

DRUMMERS

Category	Age category	Time limit	Performance area	Number of competitors
Solo	Junior, senior	1:15-1:30	entire area	1
Duo/trio	Junior, senior	1:15-1:30	entire area	2-3
Miniformation	Junior, senior	1:15-1:30	entire area	4-7
Formation	Junior, senior	1:30-3:00	entire area	8 and more

Characteristics of the discipline

The Drummers discipline is a routine performed to music of the competitors' own choice, in which the performers work with marching drums. The choreography is based on rhythmic drumming, work with formations, and body movement in a marching or stylized character. The evaluation focuses on drum-playing technique, rhythmic accuracy, synchronization of the performers, the connection between movement and music, and the overall expression of the competitive performance.

- **Equipment:** Marching drum – snare drum, tenor drum, bass drum
- (The drum must be attached to the performer's body at all times using a carrying harness.)
- **Costume:** optional (must match the age category and music character)
- **Headwear:** not mandatory
- **Footwear:** with full sole
- **Body movements:** gymnastic and acrobatic elements are not allowed
- **Not allowed:** leaving the equipment on the competition floor, use electronic drums

PARENTS TEAM

Category	Age category	Time limit	Performance area	Number of competitors
Parent's team	Parent's team	1:30 - 3:00	12 x 12 m	8 and more

Characteristics of the discipline

The Parent Teams discipline is a routine focused on fun, effect, and overall visual impression. The priority is dance and movement choreography, optionally complemented by work with equipment or props, integrated with dance, formations, and pattern changes. Judging criteria include originality, creativity, inventiveness, and the performers' ability to engage the audience.

- **Equipment:** any type
- **Costume:** optional
- **Headwear:** not mandatory
- **Footwear:** recommended, but not mandatory
- **Body movements:** all body movements are allowed
- **Entrance/walkout:** the entrance with prop preparation must not take more than 30 seconds – coaches, leaders, or other assistants may help with the preparation
- **Not allowed:** dangerous props (fire, sharp objects, etc.)



WMS

TWIRLING DISCIPLINE

FREESTYLE

Category	Age category	Time limit	Performance area	Number of competitors
Solo	all	1:30-2:00 senior 2:00-2:30	entire area	1
Duo/trio	all	1:30-2:00 senior 2:00-2:30	entire area	2-3
Team	all	2:30-3:30 senior 3:00-3:30	entire area	4-8

Characteristics of the discipline

Freestyle disciplines are routines performed to music of the performer's own choice. They combine tosses, rolls, and low-level tricks in both vertical and horizontal directions with body movement, expression, and use of space. In categories with multiple competitors, synchronized and interactive elements, exchanges, cooperation, and connections between stationary and moving sections are performed. Judges criteria include technical level, cooperation, smoothness, confidence in execution, technique, use of the entire space, energy, and the overall presentation of all competitors.

- **Equipment:** baton
- **Costume:** optional (must match the age category and music character)
- **Footwear:** recommended, but not mandatory
- **Body movement:** all body movements are allowed
- **Allowed:** placing the baton on the floor as part of the choreography and rolling or sending the baton along the floor

1 BATON

Category	Age category	Time limit	Performance area	Number of competitors
Solo	all	1:46	5x5 m	1

Characteristics of the discipline

The 1 Baton discipline is a routine performed to mandatory music, done in place with a single baton. The choreography consists of three parts – tosses, rolls, and low-level tricks. All elements should be combined with body movement and executed smoothly, with continuity in both vertical and horizontal directions, using both hands. Judging criteria include smoothness, continuity, and confidence in execution, control of baton speed and technique, coordination with body movement, and the overall expression of the competitor, including energy, self-assurance, and presentation.

- **Equipment:** baton
- **Hudba:** according WMS
- **Time limit:** no minimum time limit is set
- **Costume:** optional (must match the age category)
- **Footwear:** recommended, but not mandatory
- **Body movements:** all body movements are allowed

2 BATON

Category	Age category	Time limit	Performance area	Number of competitors
Solo	all	1:31	5x5 m	1

Characteristics of the discipline

The 2 Baton discipline is a routine performed to mandatory music, done in place with two batons. The choreography consists of three parts – tosses, rolls, and low-level tricks, performed using both the left and right hands. Both batons are equally important, and all elements should be combined with body movement, executed smoothly, with continuity in vertical and horizontal combinations. Judging criteria include smoothness, continuity, and confidence in execution, control of speed and technique of both batons, coordination with body movement, and the overall expression of the competitor, including energy, self-assurance, and presentation.

- **Equipment:** 2 batons
- **Music:** according WMS
- **Time limit:** no minimum time limit is set
- **Costume:** optional (must match the age category)
- **Footwear:** recommended, but not mandatory
- **Body movements:** all body movements are allowed

ARTISTIC

Category	Age category	Time limit	Performance area	Number of competitors
Solo	all	1:48	12x6 m	1
Duo/trio	all	1:48	12x6 m	2-3

Characteristics of the discipline

The Artistic discipline is an artistic routine with a single baton, performed to mandatory music. The priority is the balance between body technique and baton work. The foundation is dance and movement choreography with elements of tosses, rolls, and low-level tricks, performed within the dance and movement and appropriately integrated with the music. Judges criteria include the connection between music, baton, and body, smoothness, technique, and originality of the chosen style (e.g., ballet, jazz, contemporary). Expression, musicality, dynamic contrasts in the choreography, and the competitor's ability to engage the audience play a significant role. Artistic emphasizes that the routine should not only showcase skills but also provide an artistic and captivating experience.

- **Equipment:** baton
- **Music:** according WMS
- **Time limit:** no minimum time limit is set
- **Costume:** optional (must match the age category)
- **Footwear:** recommended, but not mandatory
- **Body movements:** all body movements are allowed
- **Allowed:** placing the baton on the floor as part of the choreography and rolling or sending the baton along the floor

TWIRL

Category	Age category	Time limit	Performance area	Number of competitors
Duo/trio	all	1:58	12x6 m	2-3
Team	all	2:50	entire area	4-8

Characteristics of the discipline

Twirling disciplines are routines performed to mandatory music with a single baton. The choreography consists of three parts – tosses, rolls, and low-level tricks all in vertical and horizontal direction integrated with body movement, smoothness, and precise timing. Judging criteria include technique, coordination, unity, and the ability to perform as a single cohesive unit. Competitors present a unified and rhythmic choreography with exchanges, pattern changes, cooperation, and team synchronization. Important aspects are baton technique, synchronization, balanced involvement of all members, and the overall aesthetic impression of the performance.

- **Equipment:** baton
- **Music:** according WMS
- **Time limit:** no minimum time limit is set for the Duo/Trio discipline
- **Costume:** optional (must match the age category)
- **Footwear:** recommended, but not mandatory
- **Body movements:** all body movements are allowed

DANCE

Category	Age category	Time limit	Performance area	Number of competitors
Team	all	2:30-3:30 junior older, senior 3:00 - 3:30	entire area	4-8
Group	all	2:30-3:30 junior older, senior 3:00 - 3:30	entire area	9 and more

Characteristics of the discipline

The Dance discipline is a dance routine where the priority is dance, body, and movement. The baton is used only as a complement to the choreography. If the routine were performed without the baton, it would still appear as a dance choreography. Judging criteria include originality, effects, cooperation and lifting competitors, dance technique, expression, creativity, cleanliness of execution, and unity of the performance. Heavy baton work is not part of the choreography.

- **Equipment:** baton
- **Costume:** optional (must match the age category and music character)
- **Footwear:** recommended, but not mandatory
- **Body movements:** all body movements are allowed
- **Allowed:** placing the baton on the floor as part of the choreography and rolling or sending the baton along the floor

Table of restrictions on baton work

Age category	for all
Turns	2 turns without restrictions
Tosses	1 body movement without restrictions (acrobatics under a toss are prohibited)
Vertical and horizontal rolls	See the video of prohibited rolls in twirling disciplines B



WMS

B - DISCIPLINE

B - DISCIPLINES

Twirling disciplines	Category	Age category
Freestyle	solo, duo/trio, team	all
1 baton	solo	all

All **B - disciplines** must follow the restriction table.

RESTRICTION

Twirling disciplines	
Age category	for all
Turns	2 turns without restrictions
Tosses	1 body movement without restrictions (acrobatics under a toss are prohibited)
Vertical and horizontal rolls	Video of prohibited rolls



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SCORING

SCORING SYSTEM

1. Judges

The performance of competitors is evaluated by Plus Judges and a Technical Judge. Plus Judges evaluate the quality of performance according to the official judging tables and role models. The Technical Judge applies deductions for mistakes and rule violations.

2. Performance Evaluation

Each Plus Judge evaluates the performance in the judging areas defined for the given discipline. The points awarded by one Plus Judge across all judging areas are added together to form the judge's total score for the performance.

3. Calculation of the Result

The arithmetic average of the total scores from all Plus Judges forms the base score of the performance. Deductions awarded by the Technical Judge are then subtracted from the base score. The final score determines the competitors' ranking.

4. Principles of Judging

The judging system is designed to be clear, fair, and comparable across competitions, categories, and disciplines.

DEDUCTION SCORING

Deductions in all categories	
Deduction	Deduction points
Equipment drop	-0,1
Competitor fall	-0,2
Costume fall	-0,05
Stepping out of performance area	-0,02
Out of sync	-0,01
Minor error (e.g., break, tilt, etc.)	-0,02
Major error (e.g., misstep, trip, etc.)	-0,05
Failure to meet the time limit	-0,04 for every seconds
Competitors communication	-0,3
Communication with the leader or coach (does not apply to the children's category)	-0,3
Failure to follow the routine composition	-0,2
Violation of rules	-4

Not penalized:

- Stepping out of the performance area while picking up equipment
- Passing dropped equipment by another competitor, leader, coach, or assistant
- Interruption of the routine for health reasons or if there is a risk to health. A repeated start may be allowed only with the approval of the majority of the present judges



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Vertical and horizontal direction

Vertical direction is movement performed along the up-and-down axis. Horizontal direction refers to baton movement performed in a plane parallel to the ground and to the sides.

Lifting competitors

The movement in which a competitor is raised into the air with the help of the hands or any part of another person's body.

Standard toss and catch

The toss from an open palm, off the tip, over the thumb, flip or a backflip. Catch is made into the open palm of the left or right hand.

Rolls

Technique in which the equipment rolls smoothly over a part of the body (e.g., arm, back, neck) without being directly grasped by the hands.

Tosses

Elements in which the equipment is tossed into the air and then caught, performed at various heights, directions, and difficulty levels.

Low-level tricks

Elements performed at body or head level, where the equipment stays close to the performer and is not tossed high, often combined with hand or body movements, hard catches and tosses.

Gymnastics

Movements in which the competitor moves from one place to another using their feet over their head (e.g., cartwheel, star, flip).

Acrobatics

Movements in which the body temporarily leaves contact with the ground, and no part touches the floor for a period of time (e.g., side, front aerial, butterfly, raise, back tuck).