



FLORIDA SUNSHINE STATE GAMES VIRTUAL ONLINE CHAMPIONSHIPS

Welcome to the **Online "Live"** Baton, Auxiliary & Dance Championships
Let's keep our wonderful sports going VIRTUALLY

Event Date: Saturday/Sunday, July 18-19, 2020

Location: Wherever you are ☺

Deadline: June 30, 2020 (online entry only)

Time Frame: (Saturday 10 am to 4 pm) (Sunday 10 am to 2 pm)

First of all, LET'S HAVE SOME FUN!

Just think: No traveling, no hotel fees, no food cost, etc.

After you sign up, you will receive your assigned Zoom meeting invite & time(s) via email.

All event times are given in CENTRAL STANDARD TIME.

Please adjust for your time zone.

The judge will allow you to enter from the waiting room when it's your time to perform.



ONLINE FORMAT AND RULES

1. This is an official competition and ALL competitors are required to wear a costume and have appropriate shoes.
2. You can perform from your home, driveway, gym, studio, outside tennis/basketball court, etc but, you **must** be on a **FLAT** surface. (*Baking Soda, Corn Starch or Baby Powder should be used for baton solo on outside surface*)
3. The contestant **MUST** have a Zoom account in his/her name. If the account is not in your name (the contestant), the judge will not be able to let you into the competition area. Please sign up for a FREE Zoom account. Also, you can join the meeting via the web if you don't have the app.
Young children: If using parent's zoom account: You MUST enter the meeting under the contestant's name.
4. Awards: Gold, Silver and Bronze Official Florida Sunshine State Games Medals.
5. You will receive your scoresheet(s) via email after verification/tabulation (please allow 3 days/72 hours)
6. All placements will be posted on the Florida Sunshine State Games website within 3 days after the competition.
7. Entry fees pay for the judges, tabulators, awards and mailing costs.
8. Contestants may use their own music of choice to perform (except Strut – must have marching music)
9. In the spirit of sportsmanship & fairness and to keep our competitors performing live, these virtual wins will **NOT** count towards advancement this year.
10. **Disclaimer:** If you do not have Wi-Fi and you are trying to use Cell Service, you will probably "lag" inside a building. The judge will not be able to see your routine in real time. Outside locations work wonderful.
11. Suggestion: DO NOT USE ZOOM for the first time on June 6th. Please get on Zoom and test your equipment.

Age Divisions for **ALL** Events: 0-6, 7-8, 9-10, 11-12, 13-14, 15-17, 18+

RESIDENTS OF ANY STATE CAN ENTER.

All organizations welcome! Events will not be divided by organization(s).

7 Baton Events Available: →Solo (1 baton) →Strut (X,L,T,Straight) →Artistic Twirl →2 Baton →3 Baton,
→Basic Strut (box pattern) →Military Strut (box pattern)

Baton Solo & Strut Levels: Novice, Beginner, Intermediate, Advance/Elite, Collegiate

Auxiliary Events Available: Individual Flag (Field), Rifle, Sabre, Hoop Baton and Flag Baton

Individual Dance Event Available: Open Dance Category

Entries are online only. **Please enter at www.twirltacular.com**

Go to the "Individual Online Registration" section of the website to enter.

This applies to Baton Solo ONLY... [How to determine your level for SOLO:](#)



NOVICE

- Limited to 2 spins with various catches
- Limited to One 3 spin
- Limited to Two single illusions
- Limited to Two gymnastic moves with no releases
- Limited to Four continuous rolls, before changing to another continuous roll

BEGINNER

- Limited to 3 spins with various catches
- Limited to One 4 spin
- Limited to One double illusion
- Limited to Two single gymnastic moves with release
- Limited to Eight continuous rolls, before changing to another continuous roll

INTERMEDIATE

- Limited to 4 spins with various catches
- Limited to One 5 spin
- Limited to double elements only
- Limited to Two double gymnastic moves with release
- Limited to Ten continuous rolls, before changing to another continuous roll.

Event Descriptions

SOLO (1 baton)

Routine utilizing one baton, salute or pose accepted. Gymnastics permitted

Penalties: Drops, breaks and Under/Overtime at .1 per second

Solo Time Limit (00:30 – 2:30 minutes max)

STRUT patterns accepted (1 baton):

Strut "X" - X Formation. (Example NBTA-CNBT)

Strut - Freestyle format. (Example USTA-CBTF)

Strut - Straight up and down floor. (Example DMA-WTA)

Music: **Must be some form of marching music**

Penalties: Drops, out of step w/ music and Under/Overtime at .1 per second

Strut Time Limit (00:30 – 2:30 minutes max)

TWO BATON

Routine utilizing 2 batons with continuous movement of both batons at all times. Salute or pose and gymnastics permitted.

Time Limit (00:30 – 2:00 min max)



THREE BATON

Routine utilizing 3 batons with continuous movement of all batons at all times. Salute or pose and gymnastics permitted.

Time Limit (00:30 – 2:00 min max)

ARTISTIC TWIRL

Perform to music of choice. A routine consisting of one or multiple batons that portrays a feeling or interprets a thematic or character style approach to the selected music of the competitor's choice. Gymnastics permitted. **Time Limit (2:30 minutes max)** – Timing starts when music starts

1 or multiple batons only (Baton: A hollow metal rod with rubber tips. No attachment(s) of any kind.) NO props or other twirling apparatus (*Disqualification if prop(s) utilized*) *Flag and Hoop baton is considered a prop.*

Artistic Twirl is not divided by Level, only Age

MILITARY - Square pattern/box. Judged on score sheet, military beat or variation.

Music: Must be some form of marching music

BASIC - Square pattern/box. Judged on score sheet. Basic arm swing.

Music: Must be some form of marching music

AUXILIARY SOLO (Time Limit: 3:00 minutes max)

Flag (field), Rifle, Sabre, Hoop Baton, Flag Baton, or a combination of equipment in a solo routine. Salute or pose and gymnastics permitted.

Timing starts from first beat of music, until ending note.

OPEN DANCE (Time Limit: 2:30 minutes max)

Open Dance is the perfect category for a creative piece that is one genre or blends multiple genres of dance. No matter what the genre, the dancer should always demonstrate proper technique, musicality, style, personality and stage presence.

Timing starts from first beat of music, until ending note.

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