



TOURNAMENT OF PERFORMANCE SPORTS (TOPS)™

Policies, Procedures and Information



LEGENDS' CUP CHAMPIONSHIP & JUBILEE

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Tournament of Performance Sports (TOPS)™

The purpose of BTNI / TOPS hosting competitions like the Legends' Cup Championship and Jubilee is to continue to develop, build and nurture partnerships in the performance sports that we invite to compete. In keeping with the BTNI mission, we offer positive life experiences to foster friendship, strive for excellence, create a standard for growth and increase cultural education by the location and atmosphere of our events. Participants, worldwide, are invited and welcomed to join us at any event.

The rules and procedures are generalized in an attempt to make the competitive arena friendly to all who attend regardless of their formal competitive affiliation. Advice has been sought by respected professionals in all performance sports we include in our events. Suggestions submitted in writing following the completion of the Legends' Cup Championship each year will be reviewed by BTNI / TOPS for possible inclusion in the rules for subsequent seasons.

The BTNI / TOPS is committed to recognizing the achievements and strive for excellence by all involved in any BTNI/TOPS event. This includes competitors, coaches, designers, judges, supporters, contributors and staff. In the pursuit of higher standards we will keep the respect for all involved paramount.

Welcome one and all. We are glad you are exploring the BTNI / TOPS experience.

GENERAL CRITERIA AND RULES

MEMBERSHIP

In 2010 there is no fee for being a member of the Baton Twirling Network, Inc. (BTNI)™ or the Tournament of Performance Sports (TOPS)™.

ELIGIBILITY

There is no age limit to participate in a TOPS competition. Age as of 5/29/10 for the 2010 season. Participants may be from any nation.

Instructors/Coaches may not compete against their students.

You may not compete and judge at the same competition.

EVENTS

Events will continue to be developed and included in TOPS competitions. For 2010 the events are;

Baton Twirling: One Baton, Two Baton, Freestyle, Team, Show Corps/Majorettes, Parade Corps

Color Guard

Dancers/Drill Team

Percussion

GENERAL PROCEDURES

The set system is used. If you miss your set, you forfeit your right to compete.

No rosin, powder or wax may be used in the competition area.

Only a judge or the competition director may stop a performance.

If a performer is interrupted for any reason, they may be permitted to re-compete at the discretion of the competition director.

Unsportsmanlike conduct is penalized at the discretion of the judge and or competition director.

No flash photography. No videotaping.

No smoking on facility grounds except in designated areas, outside the building, when posted.

No movement in the competition area while there is a performance going on.

No approaching the judges' tables by anyone other than official event staff.

CLASSIFICATIONS

LEVELS

Novice: First competitive exposure. Limited in skills and design. Participant is still working to achieve basic skills, short phrases, has some variety in skills but they are not extensive. There is little use of expression in participant and there are only occasional layering opportunities. (If counting wins: No more than 1 competitive first place win.)

Beginner: This level is very similar to the Novice level however, the participant is gaining experience and as such, we would see an increase in proficiency. (If counting wins: Less than 5 competitive first place wins.)

Intermediate: At this level we begin to see some variety of skills. Basic skills are, to some degree, understood by the participant. Phrases are longer, there is an increase in layering and evidence of training is seen. The participant is aware of their responsibilities of style and expression. Choreography is used to increase range. (If counting wins: Less than 10 competitive first place wins.)

A: All basic skills and intermediate skills are developed. Understands well basic choreography and the layering of skills. More expressive skills are demonstrated. Participant fully understands the need to pay attention to styling. The range of dynamics is greater than earlier levels. Design is deeper. (If counting wins: More than 10 competitive first place wins.)

Open: The experience level in Open is greater than the previous levels. Participants are challenged to broaden their performance and design skills. At this level designers are also challenged to expand their creative, instructional and program techniques. (If counting wins: More than 10 competitive first place wins.)

Advanced & World: These are the levels where the most advanced programs/routines are seen. The participants are mature and designers are innovative. These higher levels are where we see the participants set the standard for excellence. There is no limit to the talent, creativity and innovation at this level by the participants and their designers. International competition is the goal for these levels. (If counting wins: More than 10 competitive first place wins.)

CLASS

Scholastic: Comprised 100% of members from and elementary, middle/junior high or high school from the same school district.

Independent: Comprised of members from various geographic areas who do not necessarily attend the same school.

AGE DIVISIONS *(Divisions added or deleted at the discretion of the competition director)*

Primary: 0 - 8.9 Years of age

Juvenile: 9 - 11.9 Years of age

Junior: 12 - 14.9 Years of age

Senior: 15 - 22.9 Years of age

Adult: 23+ Years of age

For Groups: the ages of all members are averaged. Your group may enter at an older age division if you have at least one member who is of the older age division age. For example: your group's average age falls into Juvenile but you have a member who is 13. That group may enter Junior if you prefer.

AWARDS

1st – 5th place awards in all categories.

Legends' Cup Championships:

1st – 5th place awards in all individual and group categories.

ROUNDS

Qualifier Round 1	50 plus competitors	Top 25 move on to Qualifier Round 2
Qualifier Round 2	24 – 49 competitors	Top 12 move on to Preliminary Round
Preliminary Round	1 - 23 competitors	Top 5 placed

Final Round:

Individual: 1st-3rd, Freestyle & One Baton

Groups: 1st place in each group category

**If entries warrant there may be a Semi Final Round.*

JUDGES

NUMBER OF JUDGES

One (1) judge will be used on individual Jubilee events.
Three (3) judges will be used on individual Legends' Cup events.

One (1) judge will be used on group Jubilee events.
Three (3) judges will be used on group Legends' Cup events.

SCORING AND FEEDBACK

Judges will give oral comments on cassette tapes.
No score sheets will be given.
Scores will be recorded on a Judges' master.
Judges' Recap will be posted at the competition in the practice area and online.

All total scores are based on one hundred (100.0)
Hundredths may be used.

The following is a suggested range of scores;

Fair	0.0 - 20.0
Average	21.0 - 45.0
Good	46.0 - 70.0
Excellent	71.0 - 90.0
Superior	91.0 - 100.0

Once a division is completed, the judge will submit their master to tabulation. Every competitor will have been awarded a score and a place point by each judge adjudicating the category.

TABULATION

TABULATOR RESPONSIBILITIES

The tabulator collects the judges' masters and confirms the place points for the scores awarded by the judge.

The tabulator takes the master back to the judge to initial the confirmed final placing on their master before results are announced and posted.

TABULATION PROCESS (In this order)

A majority of firsts will determine the winner in categories where more than one judge has been used.

If there is no majority of firsts, the lowest total of place points will determine the winner. (The total of place points from all judges)

If there is no majority of firsts and there is a tie in the total of place points, the highest total numerical score wins.

If there is a tie for first place (or any place that determines who moves on to a final round), the competitors will be called to re-compete.

GROUP EVENTS

FLOOR SIZE

The floor area will be 60 X 90. Groups are allowed to bring their own portable flooring with them. There will be no boundary penalties. The front boundary line must remain visible at all times and should not be crossed.

ENTRANCE

All personnel, equipment, props must enter from the judges' left. The unit must remain off the floor until the announcer states they may now take the floor. Once the group is in place, the announcer will ask if the group is ready, are the judges ready, and then announce that the group may now take the floor for competition. Timing will start with the first step or body movement after that announcement or first note of the music, whichever comes first.

EXIT

All personnel, equipment, props must exit to the judges' right. The unit must be off the floor by the maximum time limit for their event. Groups will be deemed off the floor when all personnel, equipment and props cross the boundary line to the judges' right. This includes all residue left from the group's performance. Failure to leave the performance area cleared of residue will result in a 2 point penalty.

TIMING

Time limits are listed inside the specific event description.

RECORDED MUSIC

Music on CD will be the only recorded music accepted. It is recommended that you always have 2 backup copies near the announcer's table at the time of your performance. All copies must be labeled with the competitor's name, category and set number when applicable.

One restart will be granted in the event of any mechanical malfunction of the sound system out of the control of the coach, director or athlete. In the event there is a scratch or other defect in the CD provided by the coach, director or athlete, one restart will be granted. All restarts will happen immediately upon detection of the malfunction or defect.

RUNNERS

Each group is permitted 2 runners. (Except for teams who cannot have runners) Any prop or equipment used should be retrieved by the competitor or runner. If a runner does anything other than retrieve dropped props or equipment, they will be deemed a performing member of the group and all rules will apply to them.

PARTICIPANTS

A participant may only compete in one group in any event. No member may compete against him/herself.

Groups that do not have the minimum number of members on the floor will forfeit their right to compete but may perform for comments only.

DIS-ALLOWED EQUIPMENT/PROPS

Pyrotechnics, smoke generating devices, discharge of arms, pressurized canisters, dangerous materials, flammable liquids or animals are not allowed. Electrical (plug-in or battery operated) or compressed air apparatuses, including lights, lasers and flash cubes (electrical or chemical) will not be allowed. Car/truck type wet batteries cannot be used. The only batteries allowed are off the shelf type flashlight batteries. Gasoline, electric or manual powered generators will not be allowed. Lighting in the competition area cannot be turned off by/for a group. Electronic amplification and instruments will be allowed. The electrical source for electronic instruments must be 115/120V typical wall outlet. (If available)

FLOOR CONDITION AND DAMAGE

When on a wooden floor; all equipment must be properly taped or otherwise be prepared to assure that damage to the floor will not happen. Damage to the floor will become the financial responsibility of the group causing the damage in addition to disqualification.

JUDGES' COMMENTS

Judges' comments will be made on cassette tapes supplied by the competition director. Tapes may be picked up just outside of tabulation shortly after a group's performance.

PENALTIES

Top help participants from every organization come to compete; we have generalized the rules and streamlined penalties. The penalties below are for all events as they apply.

Drop of equipment	1.0 each occurrence
Fall	1.0 each occurrence
Overtime	2.0
Crossing the front boundary line	2.0 each occurrence
Failure to clear performance residue.	2.0
More than 2 runners.	2.0
Use of Dis-Allowed equipment/props	Disqualification
Violation of Flag Code for National Color	1.0 each occurrence
Unsportsmanlike Conduct	2.0-Disqualification <i>(Judge's Discretion)</i>

TEAM

Determine the group's age by averaging the total of all members' age.

Time: 2:00-5:00 minutes.

Music of team's choice on CD. One piece of music per CD.

A team routine with 4 or more members; one baton per member; choreographing baton and dance movements both stationary and traveling with creativity and originality. The routine should incorporate variety and difficulty of dance and baton with perfect unison while performing with emotional character, projection, and enthusiasm. Group and partner sequences, floor coverage, patterns, alignments, spacing, and dynamic effects should all be incorporated elements with proper technique. The choreography should be the artistic explanation of your music creating a theme while productively utilizing time and floor coverage. Style should be created throughout routine with baton, dance and costuming. Please remember to utilize music that is appropriate for age. No props are allowed. Bringing a second baton onto the floor for any member will be defined as a prop and will result in the team's disqualification. Salutes are optional.

Judging Criteria

Content – 30 Points

Precision & Unison – 30 Points

General Effect – 40 Points

PARADE CORPS

Determine the group's age by averaging the total of all members' age.

Time: 2 minutes min. - 5 minutes max.

Music of group's choice on CD. One piece of music per CD.

A group of 8 or more members; one baton per member; performing a parade style routine. The expectation is for there to be constant progressive directional movement. Any formation and or path/floor plan is acceptable. Effective use of time, music and floor are rewarded. Salutes are optional.

Judging Criteria

Twirling Content – 30 Points

Design/Precision & Unison – 30 Points

General Effect – 40 Points

SHOW CORPS/MAJORETTES

Determine the group's age by averaging the total of all members' age.

Time: 5:00-10:00 minutes. (Includes set up and removal of props)

Music of group's choice on CD. One piece of music per CD.

A group of 8 or more members utilizing batons, props, and backdrops.

Choreography of baton and props with dance movements and maneuvering that are both stationary and traveling with creativity and originality. The routine should incorporate variety and difficulty of movement and baton with perfect unison while performing with emotional character, projection, and enthusiasm. Group and partner sequences, floor coverage, patterns, alignments, spacing, and dynamic effects should all be incorporated elements with proper technique and visual effectiveness. This choreography should be the artistic explanation of your music creating a theme. Style should be created throughout routine with baton, props, dance and costuming. Please remember to keep in mind music that is appropriate for age. Salutes are optional.

Twirling Credit awarded for the twirling of:

Batons(1, 2 or 3), Flag batons, Flaggos (double ended flags), Swing Flags, Tall Flags/Silks, Hoop Batons, Canes, Ribbons(attached to a stick)

Prop Credit awarded for the use of:

Rifles, Sabres, Hats, Scarves, Shawls, Balls, Carried props and backdrops

Judging Criteria

Twirling Content/Precision & Unison – 30 Points

Prop Content/Precision & Unison – 30 Points

General Effect – 40 Points

GUARDS

Determine the group's age by averaging the total of all members' age.

Time: 5:00-10:00 minutes. (Includes set up and removal of props)

Music of group's choice on CD. One piece of music per CD.

A group of 6 or more members utilizing flags, rifles, sabers, etc. demonstrating variety and difficulty with perfection and unison. Movements should interpret music and blend all of the elements to a theme while choreographing floor coverage and patterns with precision of group's alignment and spacing.

Judging Criteria

Individual Analysis Movement – 20 Points

Individual Analysis Equipment – 20 Points

Ensemble Analysis – 20 Points

General Effect – 40 Points

DANCERS/DRILL TEAMS

Determine the group's age by averaging the total of all members' age.

Time: 5:00-10:00 minutes. (Includes set up and removal of props)

Music of group's choice on CD. One piece of music per CD.

A group of 6 or more members may utilize props; demonstrating variety and difficulty with perfection and unison. Dance movements should interpret music and blend all of the elements to a theme while choreographing floor coverage and patterns with precision of group's alignment and spacing.

Use of equipment/props is optional. Some items that could be included are; hats, canes, flags, streamers, pom poms, scarves.

Judging Criteria

Individual Analysis Movement – 30 Points

Ensemble Analysis – 30 Points

General Effect – 40 Points

PERCUSSION

Determine the group's age by averaging the total of all members' age.

Time: 5:00-11:00 minutes. (Includes set up and removal of props)

A group of 6 or more members utilizing any instrument currently sold as a percussion instrument, excluding piano. Non percussive instruments (strings, woodwinds, brass) are limited to 5. Use of props and visual equipment is optional. Group may use "tap" to enter prior to introduction. If they play during an entrance, it will be considered part of the performance time.

Judging Criteria

Performance Analysis - 40 Points

Composition -15 points

Performance Quality - 25

Percussion Effect - 40 Points

Musical Effect - 20 points

Overall Effect - 20 points

Ensemble Analysis - 20 Points

Composition - 10 points

Excellence - 10 points

INDIVIDUAL EVENTS

TIMING

Time limits are listed inside the specific event description. Timing begins with the first beat of the music or movement, whichever happens first. Timing ends with the last beat of the music or ending movement/pose, whichever happens last.

RECORDED MUSIC

Music on CD will be the only recorded music accepted. It is recommended that you always have 2 backup copies near the announcer's table at the time of your performance. All copies must be labeled with the competitor's name, category and set number when applicable.

One restart will be granted in the event of any mechanical malfunction of the sound system out of the control of the coach, director or athlete. In the event there is a scratch or other defect in the CD provided by the coach, director or athlete, one restart will be granted. All restarts will happen immediately upon detection of the malfunction or defect.

DIS-ALLOWED EQUIPMENT / PROPS

In a baton event, any additional baton taken onto the floor more than is allowed for the event, will be deemed a prop and is considered dis-allowed equipment/props.

PENALTIES

Top help participants from every organization come to compete; we have generalized the rules and streamlined penalties. The penalties below are for all events as they apply.

Drop	1.0 each occurrence
Fall	1.0 each occurrence
Overtime	2.0
Use of Dis-Allowed equipment/props	Disqualification
Unsportsmanlike Conduct	2.0-Disqualification <i>(Judge's Discretion)</i>

FREESTYLE

All Levels-Time: 1:00 – 3:00 minutes.

Performer's choice of music on CD.

One performer on the floor at a time.

A one baton dance twirl/interpretive routine that portrays a feeling or interprets a thematic or character style approach to the music. Gymnastics are allowed with proper training.

Judging Criteria

Content and Technical Merit – 50 Points

Design and Expression– 50 Points

ONE BATON

Time: Novice & Beginner: 1:00 – 2:00 minutes.

Intermediate: 1:30 – 2:15 minutes.

Advanced and Legends' Cup: 2:00 – 2:30 minutes.

Timing begins with the first beat of the music and ends with the last movement by the individual.

Routine using one baton only. Entrance, exit, salute or pose optional. Gymnastics permitted with proper training. Demonstrate skills in both hands equally; in three modes of twirling-contact material, rolls, aerials. Routine should flow continually, to the participant's specific proficiency level. Music is generic and is supplied by the competition director.

Judging Criteria

Twirling Content – 30 Points

Design/Precision & Unison – 30 Points

General Effect – 40 Points

TWO BATON

All Levels-Time: 1:00 – 2:00 minutes.

Timing begins with the first beat of the music and ends with the last movement by the individual.

Routine using two batons only with continuous movement of both batons, at all times. Entrance, exit, salute or pose optional. Gymnastics permitted with proper training. Two baton should demonstrate simultaneous blending, ambidexterity, body and baton technique, design and performance skills all while maintaining the use of both batons throughout the routine. Music is generic and is supplied by the competition director.

Judging Criteria

Twirling Content – 30 Points

Design/Precision & Unison – 30 Points

General Effect – 40 Points