



**TWIRLING SPANISH OPEN**  
Open Internacional de Twirling  
"Trofeu Ciutat de L'Hospitalet"

# TWIRLING SPANISH OPEN

## COMPETITION RULES

### 1. GENERAL INFORMATION

- This International Open will be governed in general by these rules and by the competition code of the IBTF and the Twirling Commission of the FEBD.
- In the event of any situation or problem that may arise during the competition and that is not described in this code, the rules described in the IBTF Competition Codes will apply.
- Those Spanish or foreign clubs that are interested in taking part in it and do not have said Code, may request it by e-mail to the organization. However, there are some variations that we detail below.
- All documentation will be shared with each club through a folder in DRIVE.

### 2. REGISTRATION

- Registration will be free, so each club will be able to present the exercises they want in each specialty, level and category.
- How to fill out the registrations?
  - First Step:
    - Fill out the General List of Participants indicating the SURNAME and FIRST NAME in the indicated box
    - Fill in the year of birth in the indicated box.
- Second Step:
  - In the form you will find different tabs with the different specialties.
  - Choose the appropriate tab of the specialties (X-Strut, Freestyle, etc.)
- Third step:
  - Once you have chosen the tab, you will find a large list of age categories and their corresponding competition levels (Base, B, A and ELITE)
  - In each specialty the LEVELS and age CATEGORIES are determined.
  - Choose the LEVEL and CATEGORY in which you want to register your athlete.



- Fourth Step:
  - Once in the tab of the chosen specialty, level and category, place the cursor on the blank space, a drop-down menu will automatically open with the names of all your athletes registered in the “GENERAL LIST”
  - Choose (click) the athlete you wish to register.
  - If you are duly registered in your age category, the word “CORRECT” will appear in the last column.
  - If you are not properly registered in your age category, the word “ERROR” will appear in the last column.
- Fifth Step:
  - The registered exercises will be computed in the last tab where you can see the amount that your club must pay for registrations.
- The average age of Pairs, Artistic Twirl, Teams and Groups is calculated automatically.

### **IMPORTANT:**

**Do not try to modify any of the boxes that are not enabled for writing, since they are protected by the author.**

- Registrations, once completed, must be uploaded to your **DRIVE** before 03/30/25, the deadline to register. Participating clubs must upload some club information to their DRIVE along with their registrations:
  - Club logo
  - Name of the President
  - Coach's name
  - 1 photo of the president
  - 1 photo of the entrance
  - 1 photo of each athlete
- The organization will prepare a magazine – program to publicize the event.
- Participating clubs will receive 1 unit of the magazine – program for free.
- During the competition the facility will have a bar-restaurant service.
- All participants will receive a credential, which they must carry with them during the duration of the competition, 1 Badge (credential).
- Each club will receive 2 extra credentials for free (President & Coach)
- Clubs may request more extra passes (only for coaches), if they wish, but they must pay €15 for each extra pass (badge).



### 3. ENTRY FEE

Each registered participant must pay a registration fee as described:

- Solo 1/2 baton: 12€
- Solo Free Style: 12€
- X-STRUT 12€
- Artistic Twirl: 12€
- Artistic Pair: 8€ (per member)
- Pairs: 8€ (per member)
- Teams: 7€ (per member)
- Groups: 7€ (per member)

Registration fees must be paid by bank transfer before 04/15/25

- When making the transfer, we ask you to indicate the name of your club.
- **IMPORTANT:** Once the registration fees have been paid, they will not be returned for any reason, except for reasons where the competition is suspended by the organizer.

**Account number:**

**Beneficiary: CLUB TWIRLING L'HOSPITALET**

**CAIXABANK**

**IBAN: ES92-2100-1150-8601-0121-5780**



#### **4. SCHEDULE (provisional)**

Thursday, May 22:

6:00 p.m. Credential delivery

Friday, May 23:

08:00 a.m. Credential Delivery

08:30 a.m. Free Warm-up

09:00 a.m. Competition

8:30 p.m. Awards – Final of the competition

Saturday, May 24:

07:30 a.m. Credential Delivery

08:00 a.m. Opening ceremony

08:30 a.m. Start of the competition

8:00 p.m. Awards - Final of the competition.

Sunday, May 25:

08:00 a.m. Free Warm-up

08:30 a.m. Start of the competition

8:00 p.m. Awards - Final of the competition

NOTE: The schedules are indicative and may vary due to competition reasons.



## 5. DISCIPLINES, LEVELS AND AGES OF COMPETITION

SOLO 1/2 BATON	WOMEN / MEN				
	BASIC	B LEVEL	A LEVEL	ELITE	AGE
BENJAMIN 1	NO	NO	NO	NO	6
BENJAMIN 2					7
INFANTILE 1	X	X	NO	NO	8
INFANTILE 2	X	X			9
CADET	X	X	X	NO	10 - 11
YOUTH	X	X	X	X	12 - 14
JUNIOR	X	X	X	X	15 - 17
SENIOR	X	X	X	X	18 - 20
ADULT	X	X	X	X	21 - +

SOLO FREE STYLE	WOMEN / MEN				
	BASIC	B LEVEL	A LEVEL	ELITE	AGE
BENJAMIN 1	X	X	NO	NO	6
BENJAMIN 2	X	X			7
INFANTILE 1	X	X	NO	NO	8
INFANTILE 2	X	X			9
CADET	X	X	X	NO	10 - 11
YOUTH	X	X	X	X	12 - 14
JUNIOR	X	X	X	X	15 - 17
SENIOR	X	X	X	X	18 - 20
ADULT	X	X	X	X	21 - +

ARTISTIC TWIRL	WOMEN / MEN			
	B LEVEL	A LEVEL	ELITE	AGE
BENJAMIN	NO	NO	NO	6 - 7
INFANTILE	NO	NO	NO	8 - 9
CADET	X	X	NO	10 - 11
YOUTH	X	X	X	12 - 14
JUNIOR	X	X	X	15 - 17
SENIOR	X	X	X	18 - 20
ADULTO	X	X	X	21 - +



FREE STYLE PAIRS	WOMEN / MEN				
	BASIC	B LEVEL	A LEVEL	ELITE	AGE
BENJAMIN	X	X	NO	NO	6 - 7
INFANTILE	X	X	NO	NO	8 - 9
CADET	X	X	X	NO	10 - 11
YOUTH	X	X	X	X	12 - 14
JUNIOR	X	X	X	X	15 - 17
SENIOR	X	X	X	X	18 - +

ARTISTIC PAIR	WOMEN / MEN			
	B LEVEL	A LEVEL	ELITE	AGE
BENJAMIN	NO	NO	NO	6 - 7
INFANTILE	NO	NO	NO	8 - 9
CADET	NO	NO	NO	10 - 11
YOUTH	X	X	NO	12 - 14
JUNIOR	X	X	X	15 - 17
SENIOR	X	X	X	18 - +

ARTÍSTIC TEAM	WOMEN / MEN				
	BASIC	B LEVEL	A LEVEL	ELITE	AGE
INFANTILE	X	X	NO	NO	6 - 8,99
YOUTH	X	X	X	NO	9 - 11,99
JUNIOR	X	X	X	X	12 - 17,99
SENIOR	X	X	X	X	18 - +

ARTÍSTIC GROUP	WOMEN / MEN				
	ONLY ONE LEVEL				
JUVENILE	X	X	X	X	9 - 11,99
ABSOLUT	X	X	X	X	12 - +

X- STRUT	WOMEN / MEN		
	A LEVEL	ELITE	AGE
YOUTH	X	X	12 - 14
JUNIOR	X	X	15 - 17
SENIOR	X	X	18 - 20
ADULT	X	X	21 - +



## IBTF MUSIC:

[https://www.ibtfbatontwirling.org/uploads/1/3/2/8/132829754/solo\\_music.mp3](https://www.ibtfbatontwirling.org/uploads/1/3/2/8/132829754/solo_music.mp3)

## AGE CALCULATION:

- Pairs:
  - The age of the oldest component will be taken as a reference.
- Teams:
  - The age of the components will be added and the result will be divided by the number of members of the Team.
  - The resulting sum will determine the category.
- Groups:
  - The age of the components will be added and the result will be divided by the number of members of the group.
  - The resulting sum will determine the category.

**IMPORTANT:** At the Elite Level there is no Content Restriction, so registered athletes may perform the technique they deem appropriate.

## 6. JUDGES

- The competition will be scored by a professional jury made up of a minimum of 3 Judges per table, since the competition will be held alternately between age categories.
- All Judges must be qualified to judge with the IBTF/FEED system.
- If any participating country wishes to contribute a judge to the competition, it must notify it well in advance. (Maximum 1 judge per participating country).
- These judges must be perfectly familiar with the IBTF/FEED scoring system.
- The organization will take care of all your meals and cover the cost of your hotel stay.
- The judges of the competition will meet one week before the ON-LINE competition in the afternoon/evening before starting the competition. The meeting will be led by a Spanish Judge with an IBTF qualification.

### A) Number of judges - Individual Specialties

- Solo 1 and 2 sticks, Artistic Twirl, Artistic Pair and X Strut.
- There will be 3/4 judges per panel, plus a penalty judge to record falls and another penalty judge to evaluate content restriction violations, as applicable.



B) Number of judges: Joint Specialties: Teams and Groups.

- Twirling Artistic Team and Artistic Group.
- There will be a minimum number of 5/6

NOTE: Artistic Group will use 6 judges.

**Additionally:** All of the disciplines listed above use two penalty judges to record music time, to record drops, and another penalty judge to evaluate violations of content restrictions.

## **7. COMPETITION PROCEDURES**

A) Order of Specialties

- The Organization will determine the Order of Competition of all Specialties

B) Order of Rounds.

### **IMPORTANT:**

In the event that Semifinals and Finals can be played, the order will be as follows:

- All preliminary rounds
- All final rounds

C) Order of action

- Preliminary: random draw
- Final rounds: reverse order of preliminary classification

D) Competition procedures and announcements

- A printed program will be developed to communicate the Order of the Specialties and the order in which the competitors will perform.
- The official “Set System” Program will be final once registration is closed. It is the responsibility of the organization to distribute the preliminary and final order of participation to all clubs participating in the competition.

## **8. FLOOR – COMPETITION AREA**

A) Specialties in Solo 1 and 2 baton:

- Floor size (15 m x 28 m minimum), total size of a basketball floor.
- The judges' tables will be called “ARENAS”.
- For the Solo 1 and 2 baton specialties, the arenas should be approximately 7.5 to 9.0 meters wide and 4.5 to 6 meters deep.





- The number of arenas and the actual size of each lane will depend on the available size of the competition floor.
- The Music Coordinator and Announcer must be seated in an area outside the competition arena with an unobstructed view of all arenas.
- Tables must have skirts and be marked with the arena number (on the front of the table and on the back of one of the judge's chairs).
- The Set Number will be prominently displayed near the competition floor.
- The competition program will be set to run between 4/6 arenas for these disciplines (depending on the available size of the competition arena).

#### B) X-Strut, Artistic Twirl and Artistic Pair Specialties:

- There may be 2 arenas: For these specialties the arenas (performance area) must be 12 meters wide x 6.0 meters deep.
- Tables must remain within the competition area.

#### C) Freestyle Solo, Pairs, Teams and Artistic Groups Specialties:

- The competition floor must be clear and empty.
- The judges will be seated in the stands or on a high platform.
- The Music Coordinator and Announcer must be seated in an area away from the competition floor with an unobstructed view of the floor.
- During team competition, a facility-approved marker (e.g., tape, cones, etc.) will be used to designate court boundaries.

### 9. NUMBER OF ROUNDS

- The different categories of each specialty are divided according to the number of athletes registered in each of them:
  - LARGE Category: 31 or + athletes
  - MEDIUM Category: 20 to 30 athletes
  - SMALL Category: from 7 to 19 athletes
  - Category WITHOUT ROUNDS: 6 or less athletes
- The competition will be held in two rounds of competition: a qualification round and a final round, for small, medium and large categories.

Access from one round to the other will be given according to the following scale:

CATEGORY	QUALIFICATION ROUND	FINAL ROUND
LARGE	Division of the category into 3 groups	4 athletes for each group
MEDIUM	Division of the category into 2 groups	5 athletes for each group
SMALL	THERE WILL NOT BE	6 athletes

Semifinals and finals will only be played if there is enough time to develop them.

## 10. ORDER OF PARTICIPATION

- The order of participation in each round will be established by a draw and divided into 2 or 3 groups, while that of the final round will be the reverse of the classification in the qualification round.
- In the case of a direct final round, it will be established by a draw.

## 11. TIES:

- In a Preliminary Round, all tied athletes, in any of the groups and in the Final Qualification Position will advance to the next Final Round.
- In a Final Round, only the tie for first place will be broken.
- Ties in the Final Round in any other position are not broken.
- A tie for first place in the Final Round is resolved using the preliminary round placement.
- The athlete with the highest ranking in the Preliminary Round wins First Place.

## 12. MUSIC AND TIME LIMITS

- The music must be uploaded to a DRIVE that we will enable for each participating club.
- All participating clubs must upload their music in mp3 format, in the DRIVE indicating:
  - Name of the Individual – Couple – Team – Group
  - Level (INITIATION, B, A, ELITE)
  - Age category

SOLO FREE STYLE	TIME LIMITS			
	BASIC	B LEVEL	A LEVEL	ELITE
BENJAMIN 1	1:00 - 1:15	1:00 - 1:15	NO	NO
BENJAMIN 2	1:00 - 1:15	1:00 - 1:15		
INFANTILE 1	1:00 - 1:15	1:00 - 1:15	NO	NO
INFANTILE 2	1:00 - 1:15	1:00 - 1:15		
CADET	1:00 - 1:15	1:30 - 2:00	1:30 - 2:00	NO
YOUTH	1:15 - 1:30	1:30 - 2:00	1:30 - 2:00	1:30 - 2:00
JUNIOR	1:15 - 1:30	1:30 - 2:00	1:30 - 2:00	1:30 - 2:00
SENIOR	1:15 - 1:30	2:00 - 2:30	2:00 - 2:30	2:00 - 2:30
ADULT	1:15 - 1:30	2:00 - 2:30	2:00 - 2:30	2:00 - 2:30



FREE STYLE PAIRS	TIME LIMITS			
	BASIC	B LEVEL	A LEVEL	ELITE
BENJAMIN	1:00 - 1:15	1:00 - 1:15	NO	NO
INFANTILE	1:00 - 1:15	1:30 - 2:00	NO	NO
CADET	1:00 - 1:15	1:30 - 2:00	1:30 - 2:00	NO
YOUTH	1:15 - 1:30	1:30 - 2:00	1:30 - 2:00	1:30 - 2:00
JUNIOR	1:15 - 1:30	1:30 - 2:00	1:30 - 2:00	1:30 - 2:00
SENIOR	1:15 - 1:30	2:00 - 2:30	2:00 - 2:30	2:00 - 2:30
ADULT	1:15 - 1:30	2:00 - 2:30	2:00 - 2:30	2:00 - 2:30

ARTÍSTIC TEAM	TIME LIMITS			
	BASIC	B LEVEL	A LEVEL	ELITE
INFANTILE	1:30 - 2:00	1:30 - 2:00	NO	NO
JUVENIL	1:30 - 2:00	2:00 - 2:30	2:00 - 2:30	NO
JUNIOR	2:00 - 2:30	3:00 - 3:30	3:00 - 3:30	3:00 - 3:30
SENIOR	2:00 - 2:30	3:00 - 3:30	3:00 - 3:30	3:00 - 3:30

ARTÍSTIC GROUP	TIME LIMITS
	ONLY ONE LEVEL
JUVENILE	3:00 - 3:30
ABSOLUT	3:00 - 3:30

DISCIPLINE	TIME LIMITS
SOLO 1 BATON	2:00
SOLO 2 BATONS	1:30
ARTISTIC TWIRL	1:45
ARTISTIC PAIR	1:45
X- STRUT	1:45

### 13. SYSTEM OF SETS FOR ALL SPECIALTIES

- The Set System must list the names of everyone, Individuals, Pairs, Teams and Groups.
- You must indicate the name of the club, Arena Number, Specialty and Level.
- For set #1, the announcer will announce the set number, then the athlete's name (and club name) in each Arena that corresponds to that set number.
- Athletes must give a small salute.
- After all athletes from a particular group have introduced themselves, the announcer will ask, "Are the judges ready?", say "Music," and each participant will begin their exercise when the music starts.



- At the end of the music: The Announcer will announce the next SET and present the next group of athletes (and the name of their club) in each of the Arenas.
- The announcer will then say the following:
- For all ELITE, A, B and BASE competition levels:
- The announcer will say "PENALTY" and the penalty judge will show the penalties. (A yellow card with black numbers for content restriction violations and a white card with red numbers to show the number of drops)
- Those who complete their performance and receive their penalty points will leave the court and the next group of athletes will take their position in front of the judges, and the Announcer will ask "Are the judges ready?" and then it will say "Music." This procedure will continue until all sets are completed.

NOTE: Judges' scores are NOT shown after each athlete's exercise.

## 14. DEFINITION OF ACROBATICS

### A) Definition of an acrobatic movement

- Gymnastic and skill exercises that involve balance, agility, coordination and a lot of power (advanced exercises).
- Type of exercises:
  - STATIC: exercises with a specific posture without movement that require balance, coordination and strength.
  - AERIAL: combination of acrobatic elements landing on the ground with a single posture that remains in the air for a short period of time. Exercises that require agility.
  - WITHOUT AERIAL PHASE: exercises similar to aerial ones, but there is always a part of the body in contact with the ground. All of them are mobile, they do not remain static at any time.

### B) Definition of aerial acrobatic movement

- WITH AIR PHASE: It is a body movement in which the athlete rotates completely in the air without supporting himself or touching the ground with his hands.

Examples:

- In the air without body support (for example, lateral carthwell; backflip; aerial walkover)



## 15. RESTRICTIONS

<b>BASIC LEVEL</b> <b>Solo 1/2 Batons, Solo Free Style, Pairs , Artistic Team</b>	
TYPE OF MOVEMENTS	BASIC LEVEL
SPINS	<b>Maximum 1 SPIN:</b> Baton: <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Cach without restriction</li> </ul>
GIMNASTICS	Movements allowed without TOSS: <ul style="list-style-type: none"> <li>- <b>Somersault</b></li> <li>- Carthwell with two hands</li> <li>- Walkover with two hands</li> <li>- Split (on the floor or aerial)</li> <li>- Balance on one leg (including illusion)</li> <li>- Grabs and/or leg throws</li> </ul>
STATIONARY & TRAVELING COMPLEX	The use of a minor movement* under the TOSS is allowed. Ex: lower to the ground on your knees, split on the ground... Baton: <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Cach without restriction</li> </ul>
RECEPTIONS WITH DIFFICULTY	The execution of a simple toss is allowed (without any body elements under the toss): Baton: <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Cach without restriction</li> </ul>
ROLLS	Simple: <ul style="list-style-type: none"> <li>- Fists/Arms (right and backhand)</li> <li>- Elbow / Elbow + hand (right and backhand)</li> <li>- Waist / Knees / Legs (horizontal and/or vertical)</li> </ul> These rolls cannot be combined with each other.
CONTACT MATERIAL	<ul style="list-style-type: none"> <li>- 8 FIGURES (ruedas, fouettés...)</li> <li>- Pretzels</li> </ul> Flips (without any body element under the flip): <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Cach without restriction</li> </ul>



<b>SOLO 1 BATÓN</b> <b>Only 2 acrobatic movements are allowed, with or without toss</b>		
<b>TYPE OF MOVEMENTS</b>	<b>B LEVEL</b>	<b>A LEVEL</b>
<b>SPINS</b>	<b>SPINS:</b>  Maximum of 2 spins with no toss or catch restrictions.  Maximum of 3 spins with standard toss and catch.	<b>SPINS:</b>  Maximum of 3 spins with no toss or catch restrictions.  Maximum of 4 spins with standard toss and catch.
<b>GIMNASTICS</b>	A single acrobatic move under the throw with a maximum of 2 acrobatic moves.  Aerobatics with or without toss are not allowed.  <b>Baton:</b> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul>	Only a maximum of 2 acrobatic movements are allowed, with or without toss. The 2 movements can be combined or the two movements can be performed separately.  An airwheel is only allowed if it is selected as one of the 2 allowed acrobatic moves.  Other major double movements are also allowed during a throw, whether moving or stationary. <b>Baton:</b> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul>
<b>STATIONARY &amp; TRAVELING COMPLEX</b>	Only a single major body movement is allowed under the TOSS  <b>Baton:</b> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul>	Only a single major body movement + 2 turns under the TOSS are allowed  <b>Baton:</b> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul> Double main body movement is allowed during the TOSS, whether moving or stationary.  <b>Baton:</b> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul>
<b>ROLLS</b>	Non-free frontal nape continued (with or without hands) No figure 8 on front neck No "monsters" (neither total nor partial)	Without restriction
<b>CONTACT MATERIAL</b>	Without restriction	Without restriction

**Clarification:** One major body movement is allowed in a throw at Level B. Two major body movements are allowed in a throw at Level A.

Adding minor body movements after the throw or before the catch is NOT allowed at any level.

<b>SOLO 2 BATONS</b> <b>(Acrobatic movements are NOT allowed, considered major body movements)</b>		
TYPE OF MOVEMENTS	B LEVEL	A LEVEL
<b>SPINS</b>	Maximum 1 spin Baton: - Stándard Toss - Standard Catch	Maximum 2 spins Baton: - Stándard Toss - Standard Catch
<b>ESTATIONARY &amp; TRAVELING COMPLEX</b>	A single major body movement under the toss. Ex: Illusion, carthwheel or walkover (with one or two hands) Baton: - Stándard Toss - Standard Catch	A major body movement combined with a 1 turn under the toos. Baton: - Stándard Toss - Standard Catch  Double elements are not allowed under the toss.
<b>ROLLS</b>	Non-free frontal nape continued (with or without hands) No figure 8 on front neck No "monsters" (neither total nor partial)	Partial rotation of the MONSTER is allowed, making a 360 degree rotation around one arm .
<b>CONTACT MATERIAL</b>	Without restriction	Without restriction
<b>DOUBLE TOSS</b>	Only 2 double tosses are allowed.	Without restriction
<b>Note:</b> Spins can be performed under 1 or 2 batons. This includes single and double tosses, from one or both hands...high/low, high/high, dual flat, dual pattern, opposition. <b>Note:</b> Body movements can be executed under 1 or 2 batons. This includes single and double tosses, from one or both hands...high/low, high/high, high/low, dual flat, dual pattern, opposition.		

**Clarification:** Significant body movement is allowed in a throw at Level B.

**\*\***A single major body movement with a twist is allowed in a throw at Level A.

Adding minor body movements after the throw or before the catch is NOT allowed at any of the levels.



**LAS SIGUIENTES RESTRICCIONES DE CONTENIDO DE X STRUT MENCIONADAS AQUÍ SON PARA TODOS LOS NIVELES DE COMPETICIÓN**

**(Nivel A y Nivel Elite):**

- No se permiten movimientos acrobáticos.
- No se permite el contacto del suelo con otras partes del cuerpo que no sean los pies.
  - Se permite el contacto intencionado con el suelo con el bastón.
- No se permiten lanzamientos/giros/dedos/cualquier forma de liberación.

**LAS SIGUIENTES RESTRICCIONES DE CONTENIDO DE X STRUT MENCIONADAS AQUÍ SON SÓLO PARA EL NIVEL A:**

TYPE OF MOVEMENTS	A LEVEL
<b>BODY MOVEMENTS</b>	<p>Double body movements performed with one foot are permitted (i.e. double illusion or leg hold illusion, etc.)</p> <p>Triple main body movements performed with one foot or simultaneously in a stationary or moving position <b>are NOT permitted</b> (i.e. triple illusion, illusion on leg attached to another illusion, double jump to illusion without changing support or landing leg , etc.)</p> <p>The elements in which the balance leg is changed are not restricted.</p> <p>Lying on 1 foot is allowed.</p>
<b>BATON MOVEMENTS</b>	<p><b>NOTE:</b> The movements of the staff are the same regardless of the level (Level A or Elite Level)</p> <p>See the X Strut Concept Summary for full details .</p>

**Clarification:** At level A, double body elements are allowed, however, they cannot be combined with other major or minor body elements unless there is a definitive stop with both feet on the ground before performing the next element.

Tips for Choreographers on X-Strut Spins:

\*It is important that choreographers do not overuse elements where a pause after the element could seem abrupt or awkward. Choosing elements that flow together (even with a pause between them) will promote smooth, logical transitions. This is the key to a successful X-Strut.





SOLO FREE STYLE / FREE STYLE PAIRS		
TYPE OF MOVEMENTS	B LEVEL	A LEVEL
<b>SPINS</b>	<p><b>Maximum 2 SPINS</b> Baton:</p> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul> <p><b>Maximum 3 SPINS</b> Baton:</p> <ul style="list-style-type: none"> <li>- Standard toss</li> <li>- Standard catch</li> </ul>	<p><b>Maximum 3 SPINS</b> Baton:</p> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul> <p><b>Maximum 4 SPINS</b> Baton:</p> <ul style="list-style-type: none"> <li>- Standard toss</li> <li>- Standard catch</li> </ul>
<b>AERIAL GIMNASTICS (without hands)</b>	NOT ALLOWED	<p>Only hands-free wheeling is allowed under TOSS.</p> <p>Hands-free cartwheels cannot be combined with other body movements. No other aerial gymnastics movements are allowed.</p>
<b>STATIONARY &amp; TRAVELING COMPLEX</b>	<p>A single major body movement under the toss.</p> <p>Ex: Illusion, cartwheel or walkover (with one or two hands) Baton:</p> <ul style="list-style-type: none"> <li>- Standard toss</li> <li>- Standard catch</li> </ul>	<p>A major body movement combined with two turns under the toss. Ex: 2 spins + illusion, cartwheel or walkover (with one or two hands). Baton:</p> <ul style="list-style-type: none"> <li>- Standard toss</li> <li>- Standard catch</li> </ul> <p>A major body movement combined with a spin under the throw. Ex: 1 spin + illusion, cartwheel or walkover (with one or two hands). Baton:</p> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul> <p>A major body movement combined with a grand jeté. Ex: grand jeté + illusion, cartwheel or walkover (with one or two hands). Baton:</p> <ul style="list-style-type: none"> <li>- Standard toss</li> <li>- Standard catch</li> </ul> <p>A single major body movement under the throw. Ex: Illusion, cart wheel or walkover (with one or two hands) Baton:</p> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul>

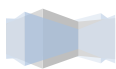


<b>DOUBLE ELEMENTS</b>	Not allowed under toss.	<p>Two major movements are allowed under the toss.</p> <p>Examples:</p> <ul style="list-style-type: none"> <li>- 2 walkovers, cartwheels, illusions...</li> <li>- 1 illusion + cartwheels, walkover...</li> <li>- 1 cartwheel + walkover...</li> </ul> <p>Baton:</p> <ul style="list-style-type: none"> <li>- Stándard toss</li> <li>- Stándard catch</li> </ul>
<b>ROLLS</b>	Without restriction	Without restriction
<b>CONTACT MATERIAL</b>	Without restriction	Without restriction



ARTISTIC TWIRL / ARTISTIC PAIR Acrobatic movements are allowed (considered major body movements)		
TYPE OF MOVEMENTS	B LEVEL	A LEVEL
<b>SPINS</b>	<p>SPINS:</p> <p>Maximum of 2 spins without restrictions on toss and catch</p> <p>Maximum of 3 spins with standard toss and catch</p>	<p>SPINS:</p> <p>Maximum of 3 spins without restrictions on toss and catch</p> <p>Maximum of 4 spins with standard toss and catch</p>
<b>AERIAL GIMNASTICS (without hands)</b>	NOT ALLOWED WITH OR WITHOUT TOSS	<p>Only cartwheel is allowed under toss</p> <p>Baton:</p> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul> <p>Body:</p> <ul style="list-style-type: none"> <li>- Only minor body movements are allowed at the time of toss.</li> <li>- Catch without restriction</li> </ul> <p>Cartwheels cannot be used in combination with any other body movements.</p> <p>No other aerobic moves are allowed.</p>
<b>STATIONARY TRAVELING COMPLEX</b>	<p>Only a single major body movement is allowed under the toss.</p> <p>Baton:</p> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul>	<p>Only a single major body movement + 2 turns under the toss are allowed</p> <p>Baton:</p> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul> <p>Double main body movement is allowed during the toss, whether moving or stationary.</p> <p>Baton:</p> <ul style="list-style-type: none"> <li>- Toss without restriction</li> <li>- Catch without restriction</li> </ul>
<b>ROLLS</b>	<p>Non-free frontal nape continued (with or without hands)</p> <p>No figure 8 on front neck</p> <p>No "monsters" (neither total nor partial)</p>	Without restriction
<b>CONTACT MATERIAL</b>	Without restriction	Without restriction

**Clarification:** One major body movement is allowed in a throw at Level B. Two major body movements are allowed in a throw at Level A.



<b>ARTÍSTIC TEAM</b> <b>apply to one or all team members</b> <b>Acrobatic movements are allowed (considered major body movements)</b>		
<b>TYPE OF MOVEMENTS</b>	<b>B LEVEL</b>	<b>A LEVEL</b>
<b>SPINS</b>	SPINS: Maximum 1 - 2 spins Baton: - Toss without restriction - Catch without restriction	SPINS: Maximum 1 - 3 spins Baton: - Toss without restriction - Catch without restriction
<b>AERIAL GIMNASTICS (without hands)</b>	NOT ALLOWED WITH OR WITHOUT TOSS	NOT ALLOWED WITH OR WITHOUT TOSS
<b>STATIONARY AND TRAVELING COMPLEX</b>	Only a single major body movement is allowed under the toss Baton: - Toss without restriction - Catch without restriction	Only a single major body movement + 1 twist under toss is allowed. Baton: - Toss without restriction - Catch without restriction
<b>DOUBLE MOVEMENTS</b>	NOT ALLOWED	NOT ALLOWED
<b>ROLLS</b>	Non-free frontal nape continued (with or without hands) No figure 8 on front neck No "monsters" (neither total nor partial)	Without restriction
<b>CONTACT MATERIAL</b>	Without restriction .	Without restriction

**Clarification:** One major body movement is allowed in a throw at Level B. One major body movement + 1 spin is allowed in a throw at Level A.

Adding minor body movements after the throw or before the catch is NOT allowed at any of the levels.



<b>ARTÍSTIC GROUP</b> <b>apply to one or all team members</b> <b>Acrobatic movements are allowed (considered major body movements)</b>		
<b>TYPE OF MOVEMENTS</b>	<b>ONLY ONE LEVEL</b>	
<b>SPINS</b>	SPINS: Maximum 1 - 2 spins Baton: - Toss without restriction - Catch without restriction	
<b>AERIAL GYMNASTICS (without hands)</b>	NOT ALLOWED	
<b>STATIONARY AND TRAVELING COMPLEX</b>	Only a single major body movement is allowed under the toss. Baton: - Toss without restriction - Catch without restriction	
<b>DOUBLE MOVEMENTS</b>	NOT ALLOWED	
<b>ROLLS</b>	Non-free frontal nape continued (with or without hands) No figure 8 on front neck No "monsters" (neither total nor partial)	
<b>CONTACT MATERIAL</b>	Without restriction	Without restriction

**Clarification:** Major body movement is allowed.

Adding minor body movements after the throw or before the catch is NOT allowed.



## 16. IMPORTANT DEFINITIONS THAT APPLY TO CONTENT RESTRICTION TABLES

- Standard Cach – (refers to cach type) MD or MI vertical or horizontal pickup or MD or MI grab.
- Standard toss: vertical toss from the right or left thumb. Backhand toss vertically to the right or to the left or horizontal, to the right or to the left forward or backward.
- Major body movement: a movement that requires significant control, flexibility, strength, range, and extension.
- This classification includes any selected body movement that is desired and includes movements such as: Illusions, Walkovers, Cartwheels or Grand Jeté (of any type), Salto arabesque, Attitude, Gran Battement, Salto Basque, Tour Jeté, Cabriole, forward or backward .
- These movements will last approximately 3 or more beats.
- Minor body movements: a movement that does not require significant control, flexibility, strength, amplitude or extension and, furthermore, does not require horizontal or vertical reorientation of the cane (no body rotations <turns>) or maneuvering the body upside down (illusions, bridges , etc). These movements will last approximately 2 times.
- This classification includes movements such as: hop, skip, chassé, piqué, step-step and coupé, jumps. This category will often be used as preparation or motion tracking.
- See the definition of terms not defined in this table.

**ATTENTION:** The spin of the “CHAINE” is in the same classification as the turn.

Ex. 1 spin Chaine = 1 spin; 2 Chaine spins = 2 spins

**REMINDER:** Acrobatics are considered a content restriction in “disciplines that only allow a specific number or do not allow them at all and are subject to a content restriction penalty.

## 17. GUIDELINES ON COSTUME, FOOTWEAR AND BATON

Costume:

- There should be no restrictions on the choice of clothing for any of the disciplines, taking into account that it is a sport.
- Costumes must be respectable and the safety of the athlete and other competitors must be taken into account when choosing clothing for performance.



## Footwear:

- Footwear must meet facility requirements. They must be Twirling shoes, gymnastics toe shoes, Jazz or Dance shoes.
- Street shoes are not allowed.

## Baton:

- Baton must meet the definition of "Cane."
- Penalty for non-conformity: 10 pt. Penalty according to the score of each judge.

## 18. DEFINITION OF BATON

- A standard baton is a chrome/silver steel shaft with different sized weights on each end.
- The weights are tapped or press fit and covered with a white rubber ball (the large end) and a small white rubber tip covering the other end.
- Various batons have various balance points depending on size and weight.
- Most batons are between 14 and 32 inches (35.5 to 81.5 cm) long and are 3/8 inch (10 mm), 5/16 inch (8 mm), or 7/16 inch (11 mm) diameter.
- The average standard baton weighs about 8 ounces (or 227 grams); Length and diameter also influence weight.

## 19. USE OF TAPE ON BATONS

- The use of tape is optional, it can be used taking into account that it is a sport.
- Grip tape can cover up to half of the shaft, divided evenly from the center, when measuring just the shaft, not including the ball and tip.
- Grip tape can cover up to half of the shaft, divided equally from the center.
- **Clarification:** The outer quarter of each end may not be covered.
- Grip tape can be applied in solid, striped or spiral form.
- The color of the baton grip tape is free.
- Within a Pair, Team or Group, the grip tape must be the same.

## 20. COSTUME / FOOTWEAR / EQUIPMENT FAILURE - ALL EVENTS

### Procedures

- The Competition Director or the President of Judges may stop the competition if a clothing/footwear/equipment error occurs.
- Examples of situations that could justify this interruption are, among others;
  - If the wardrobe error becomes dangerous or indecent
  - If a shoelace comes untied and footwork becomes dangerous
  - Loss of footwear causing danger to the athlete due to slips and falls.
  - Loss of cap or tip of the baton shaft



- Breakage of the baton shaft
- The Competition Director, together with the Chairman of the Judging Panel, should be requested to manage the situation and will be responsible for involving other members of the technical executive as necessary.
- Once the problem has been resolved, the Competition Director together with the Chairman of the Judging Panel may order a restart and the performance will begin from the beginning.

## **21. SCORING AND TABULATING PROCEDURE FOR SOLO FREESTYLE:**

Freestyle is only judged on technical merit (worth 10 points) and artistic expression (worth 10 points).

- Completed Freestyle scores are recorded,
- The highest and lowest score in both Technical Merit and Artistic Expression is crossed out.
- The total is computed by Technical Merit and Artistic Expression, without taking into account the highest and lowest scores that have been crossed out and the total scores (MT / EA) are recorded.
- decimal places will always be used in each calculation (4 digits to the right of the decimal point).
- The total for Technical Merit and Artistic Expression will be added to obtain the Total Free Style and this sum will be recorded.
- The total will be divided by the number of judges minus 2 (high and low) to obtain the average score of the judges.
- All freestyle penalties are then subtracted to obtain the net freestyle.

**NOTE:** If there are 5 or more judges on the Judge Panel, high and low scores are discarded. If there are 4 or fewer judges on the Judge Panel, the high and low scores remain to be counted in the total.

## **TIE-BREAKING PROCESS**

### **FREE STYLE:**

- Preliminary round to final round: Ties will remain unbroken for all venues, except when advancement to the final round is in doubt.
- In this case, the sixth or tenth place (depending on the number in the final) the tie will be broken by calculating the athlete who has obtained a higher score in the Technical Merit. If the tie persists, it will be calculated with the highest score of the Artistic Expression and if the tie still persists, both athletes will advance to the next final round.





- Final round: To break the tie in the finals (only for first place in the classification), the tie will be broken by calculating the athlete who has obtained a higher score in the Technical Merit. If the tie persists, it will be broken in favor of the athlete who obtained a higher score in the Preliminary Round. If there was no Preliminary Round the tie would be broken????????

## **22. SCORING AND TABULATION PROCEDURE FOR SOLO 1 and 2 BATONS, ARTISTIC TWIRL, ARTISTIC PAIR, X-STRUT, FREESTYLE PAIRS AND ARTISTIC TEAMS:**

- Scores are based on a 100-point scale.
- Judges will use the PLACE BY POSITION scoring system to judge Solo 1 and 2 Canes, Artistic Twirl, Artistic Pair, X-Strut, Pairs and Artistic Teams.

**Exception: Artistic groups will use the Section Judgment System.**

## **23. CLASSIFICATION DETERMINATION**

Placement is determined by each Judge's placing points (not scores) received.

The following steps will be used:

Step 1 – Any majority of firsts will determine first place only. If there is not a majority of firsts, go back to the lowest POINTS PER POSITION total (adding the positions each athlete received). The lowest number of points per position determines all other rankings.

Step 2 – When there is no majority of firsts and there is a TIE in points by position, return to the total net numerical score of all judges. The highest total score breaks the tie and determines the highest ranking.

Step 3: If steps 1 and 2 were followed and the tie remains, use the following procedure:

### **TIE-BREAKING PROCESS**

a) In the final round, ties for any position except 1st place remain intact. All ties will remain tied and one location will be skipped. Example: tie for second place, next place is fourth.

b) If there is a tie for first place, use the preliminary round placement and follow the same procedure to break the tie and determine the winner.

Step # 1 The classification system will be used for each Judge (not by scores), that is, each judge will issue a score to determine their own classification.



That will be the INITIAL score.

Penalties will then be noted to be deducted from the initial score.

This way we will obtain the final score (initial score minus penalty)

Then the following steps will be used:

Step # 2 – Each Judge will write down their scores in their respective column and once the category is finished, their classification will be ordered from first to last place (place).

Step #3 Once all the judges have their own classification, proceed to:

- Add the scores of all the judges (for possible ties)
- Add the points by classification.

The sum of points will determine the final classification

As? The exercise with the fewest points will receive the first place in the classification and so on, until the exercise with the most points will receive the last place in the classification.

**However, any exercise that receives a majority of first places will determine the first place winner.**

Step #4 - When an exercise does not get a majority of first places and there is a TIE in place points, we will base it on the total numerical total score of all judges.

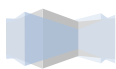
The highest total score (sum of points from all judges) breaks the tie and determines the classification.

Step #5 - If one or more exercises obtain the same points, a tie will be broken.

How?: It will be reviewed and the exercise with the highest score will be the one that will occupy the highest place in the classification.

## **24. IMAGE RIGHTS AUTHORIZATION**

All participants, both over 18 years of age and under 18 years of age, when registering through the club they represent and to which they belong, will automatically authorize the championship organization to take images of the event: (The concept “image ” includes video, still photography or other means of capture, in digital, paper or other format, and any means of recording or reproducing the captured images can be used), the purpose of which will be exclusively the public or private dissemination of the event.



Otherwise, the athlete must fill out, by themselves (of legal age) or through their legal guardians (minors), the form denying authorization to take images, the link to which we provide below.

<https://www.openinternacionaldetwirling.es/autorizaci%C3%B3n-derecho-de-imagenes-autorisation-des-droits-d-image-image-rights-authorization/>

## **25. CLAIMS**

### **CLAIMS FOR PENALTY**

Claims may only be made during the competition for penalties (baton drops / content restrictions).

To claim for a penalty (baton drops / content restriction), the complaining Club, through its president or technicians, must present a writing to the Competition Director indicating the possible error of the penalty.

It is allowed to claim, only, for a penalty on athletes of the claiming Club or for any other athlete that affects the classification of the first 6 places.

Once the claim has been filed, the Competition Director and the President of the Panel of Judges will review the video to verify the possibility of errors.

The claim will be resolved throughout the competition by the penalty judge, the Competition Director and the President of the Jury.

The resolution of the claim will be announced in the same delivery of results.

## **26. DETECTION OF AN ERROR IN THE TABULATION**

In the event that, at the time of submitting the tabulations, a Club detects an error in the tabulation that alters the final classification, such as an incorrect sum or a numerical error, an e-mail can be sent to [clubtwirlinghospitalet@gmail.com](mailto:clubtwirlinghospitalet@gmail.com) so that be modified.



## 27. AWARDS

All clubs will receive:

- 1 Participation Cup or Trophy.

All participants will receive:

- 1 participation medal.

The first 6 classified in each specialty, category and level will receive:

- 1 Medal (only the first 3)
- 1 Diploma
- Teams and groups will receive 1 cup and 1 medal for each component (only the first 3)

The winning club of the Open will receive a trophy that will certify it as the absolute winner of the Twirling Spanish Open.

The calculation to determine the winning club of the Open will be established by a point accumulation system for each of the exercises presented.

## 28. CIUTAT DE L'HOSPITALET TROPHY

To calculate the ranking determined by the winning club of the “Trofeu Ciutat de L'Hospitalet” the following calculations will be made:

- All Individual Solo 1 and 2 batons, Solo Freestyle, X-Strut and Artistic Twirl will receive a series of points according to their classification.
  - Example: a category with 15 participants, the last one will receive 1 point, the second to last 2 points and so on until reaching the first classified who will receive 15 points.
- Pairs, Artistic Pair, Artistic Teams and Artistic Groups will receive a series of points according to their classification
  - Example: a category with 10 Couples, the last classified will receive 5 points, the second to last 10 points and so on until reaching the first classified who will receive 50 points.
  -

 To calculate the winning club of the “Ciutat de L'Hospitalet Trophy”, only the first 6 classified in each specialty, level and category will be taken into account.

---

## 29. PENALTIES

PENALTIES		
PENALTY	DESCRIPTION	DEDUCTION
<b>BATÓN DROPS</b> Solo 1 / 2 batons Artistic Twirl Artistic Pair	The penalty judge will deduct a penalty of 0.1 POINT per drop from each judge's score.	0.1 POINT. for infringement (Deducted from each judge's score)
<b>BATÓN DROPS</b> Solo Free Style	The penalty judge will deduct a penalty of 0.2 POINT per drop	0.2 POINT. for infringement (Deducted from each judge's score)
<b>BATÓN DROPS</b> Pairs X- Strut Artistic Team Artistic Group	The penalty judge will deduct a penalty of 1.0 POINT per drop	1.0 POINT. for infringement (Deducted from each judge's score)
<b>LACK OF X-STRUT SALUTE</b> For not giving the SALUTE at the beginning and/or end of the performance.	The penalizing judge will deduct a penalty of 1.0 POINT for each judge.	1.0 POINT. for infringement (Deducted from each judge's score)
<b>Specific sanctions for X-Strut for the following:</b>	0.5 point deduction per violation will be deducted from each judge's score by the penalty judge for the following reasons: <ul style="list-style-type: none"> <li>• Out of step</li> <li>• Twirling (for each violation)</li> <li>• Skip the basic step per section.</li> <li>• Contact with the ground of the baton or body.</li> <li>• Performance after the final greeting</li> <li>• Inappropriate salute</li> </ul>	0.5 POINT. for infringement (Deducted from each judge's score)
<b>Specific sanctions for the X-Strut for incorrect plane on the Floor</b>	The penalizing judge will deduct a penalty of 1.0 POINT for each judge.	1.0 POINT. for infringement (Deducted from each judge's score)
<b>CONTENT RESTRICTIONS</b> Solo 1/2 batons Artistic Twirl Artistic Pair	The penalty judge will deduct a penalty of 1.0 POINT for each infraction.	1.0 POINT. for infringement (Deducted from each judge's score)
<b>CONTENT RESTRICTIONS</b> X-Strut	A deduction of 10 POINTS will be applied for each violation and for each judge for including material that violates the described content restrictions.	10 POINTS. for infringement (Deducted from each judge's score)
<b>CONTENT RESTRICTIONS</b> Artistic Team Artistic Group	A deduction of 10 POINTS will be applied for each violation and for each judge for including material that violates the described content restrictions.	10 POINTS. for infringement (Deducted from each judge's score)
<b>LEAVING THE FLOOR:</b> Unsportsmanlike behavior	Any ATHLETE(s) who leaves the court, before or after the end of the music has been reached, due to an unsportsmanlike attitude of disgust, anger, disappointment, lack of professionalism, etc., is cause for DISQUALIFICATION (NO score).	<b>DISQUALIFICATION</b> (NO score).

