Twirltacular EXTRAVAGANZA

Dollywood

TWIRLING • DANCE • POM • CHEER

April 24, 2027

Location:
Seymour Junior High School
306 N Pitner Rd
Seymour, TN 37865

T W I R L T A C U L A R™ E X T R A V A G A N Z A presents

DOLLYWOOD TWIRLING CHAMPIONSHIPS

ONTEST DATE: SATURDAY, April 24, 2027

START TIME: **8:30 A.M**. – Gym opens at 7:45 a.m.

Seymour Junior High School

306 N Pitner Rd • Seymour, TN 37865

Questions: (901) 351-0584 ● Mary Molder, Director

Email: twirltacular@yahoo.com **Website: www.twirltacular.com**

TWIRLTACULAR™ welcomes ALL Organizations. No membership fees required.

No Late Entries, No Refunds, No Entering on Contest Day

Entry Deadline: April 1, 2027 – ONLINE ENTRIES ONLY – Payment made thru Venmo

AWARDS

Large championship awards to ALL TITLE Event Champions (banner and crown). All other TITLE participants will receive a large award, regardless of placement. All OPEN events receive Big and Beautiful awards ONLY offered at TWIRLTACULAR contests. Policy: Everyone goes home with awards. 1st place trophy with 2nd through 5th place awards selected for all open events. Open events will also award placements after 5th with a medal, ribbon, or crystal for participation. TEAMS, AUXILIARY and ARTISTIC TWIRL WILL PERFORM PROMPTLY AT 8:30 A.M.

Determining Level for Title Events

All title events are open to ALL Organizations. Gymnastic moves will be allowed for Title events. Only penalties will be drops, time, etc. No disqualification of any kind in title events will be used. Solo determines status level. **To enter TITLE EVENTS:** Novice – no more then 3 wins; Beginner – 5 wins or less; Intermediate – 9 wins or less; Advance – 10 wins or more. If you are an Advanced basic **or** military strutter, you need to enter Advance Strut Queen. **1ST place wins with no competition DO NOT count towards advancement.**

Championship Age Divisions: 0-6, 7-8, 9-11, 12-14, 15-17, 18+

*IMPORTANT - Contestants must compete **as their true age as of Contest Date** for ALL **TITLE** EVENTS.
On Open Solo & X/L Strut events, contestants **must** follow their respective organization rules regarding age divisions.

Order of Events: ***Teams/Artistic Twirl/Auxilary (Announce Team Winners) Best Appearing, Basic, Military, Struts, Solos, Hoop, Flag, Duet, Trio.*** *2.0* ***pt penalty assessed if music not cued. Only 20 seconds allowed for entry & exit on floor.***

Championship Awards will be announced at the end of the contest. Open events will be posted.

Requirements for Title Events: All title **1st** place winners receive a large championship award/banner/crown. All placements from 2nd in title events also receive a large award. Scoring systems determines winner in all title events. **In case of a tie, the Solo score will determine the winner. If a tie occurs in Strut Queen, then the strutting score determines the winner.**

Twirltacular All Around Grand Champion: Solo determines division. Nov/Beg performs Basic Strut , Solo and Artistic Twirl. Int/Adv/College performs Solo, 2-Baton & Artistic Twirl. Artistic Twirl time limit is 2:30 minutes max, NO props

Majorette Queen Grand Champion: Solo determines division. Nov/Beg performs Best Appearing, Basic & Solo. Int and Adv perform Best Appearing, "X", "L", "T" Strut & Solo. Best Appearing with no baton, no interview, performed in a Circle "T" or similar pattern.

Strut Queen Grand Champion: Perform Best Appearing with no interview or baton, Circle "T" or similar pattern. Also perform basic and military "back-to-back" in same lane. Higher Level of Basic/Military determines division to enter.

******Box pattern should be used for basic & military on all Title Events. USTA may use "L" pattern******

Twirltacular Solo Grand Champion: Perform Solo Only. Only penalties will be time and drops.

Challenger Cup – Perform a single or combination of 2 - 3 baton routine. Only penalties will be time and drops.

TITLE Event Time Limits

Best Appearing is performed with no interview or baton, Circle "T" or similar pattern for title and open events.

Best Appearing: 1:30 min. max.
Solo: Nov. :30-2:00, Beg: 1:30-2:00, Int: 1:50-2:10, Adv/College: 2:20-2:30.
X/Fancy/T/L Strut: Int/Adv/College: :30 - 2:00

ALL TEAMS and AUXILIARY, Twirl or Dance: Maximum of 3:00 minutes. Rules listed below.

Contest Rules: ALL organization rules, judges and score sheets will be used and followed on ALL open events. The contest director and facility will not be responsible for participant/spectator injury traveling to/from or while at the event, nor will they be responsible for lost, stolen or damaged property belonging to any individual. Concession items, along with baton items will be sold at the contest. The decision of ALL judges will be final. All judges have the right to use the "protection rule" when they deem appropriate. LANES will not be held open at any time during the contest. YOU must watch your assigned order of appearance number on the judge's table.

Organization Age Divisions:

NBTA 0-6, 7-9, 10-12, 13-15, 16+ TU 0-6, 7-8, 9-11, 12-14, 15-18, 19+ USTA 0-8, 9-12, 13-16, 17-21, 21+

DMA 0-6, 7-8, 9-10, 11-12, 13-14, 15+ WTA 3-7, 8-10, 11-13, 14+

YOU MUST ENTER / REGISTER ONLINE

Only ONLINE entries accepted for teams and individuals

Go to www.twirltacular.com

- **Click on the Individual Online Registration tab**

Or

- **Click on the Team Online Registration tab**

Submit Entry then make Payment via Venmo

Venmo @marymolder

INDIVIDUAL EVENTS AND DESCRIPTIONS

TWIRLTACULAR GRAND CHAMPION
Novice/Beginner performs Solo, Basic Strut in box pattern, and Artistic Twirl.
Intermediate/Advance/College performs Solo, Two Baton and Artistic Twirl. Your Solo determines the level you enter. All scores will be combined to determine the overall champion. In case of a tie, the Solo score will determine the winner. No props are allowed in artistic twirl, only baton(s) – multiple batons allowed

MAJORETTE QUEEN GRAND CHAMPION
Novice/Beginner performs Best Appearing with no interview or baton, Basic Strut in box pattern and Solo.
Intermediate/Advance/College performs Best Appearing with no interview or baton, Fancy "X" strut and Solo.
Your Solo determines the level you enter. All scores will be combined to determine the overall champion. In case of a tie, the Solo score will determine the winner.

STRUT QUEEN GRAND CHAMPION
Perform Best Appearing with no interview or baton and Basic and Military Strut. The Basic and Military portion will be done "back to back" in same lane and in front of the same judge. Your Basic Strut determines the level you enter. Both scores will be combined to determine the overall champion.

SOLO TWIRLING GRAND CHAMPION
Perform Solo ONLY. Winners' name will be listed on website indefinitely! 2:30 min max

CHALLENGER CUP GRAND CHAMPION
Perform 2 or 3 baton routine. You can also perform 2-3 baton together in one routine. Gymnastics permitted. 2:30 min max (Perform to standard March Music in a designated lane.)

TIME LIMITS FOR GRAND CHAMPIONSHIP EVENTS:

Solo
Novice :30-2:00
Beginner 1:00-2:00
Intermediate 1:45-2:15
Advance/College 1:45-2:30

Two Baton for Twirltacular Grand Champion
Intermediate/Advance/Elite/College 2:30 max

Artistic Twirl
2:30 minutes maximum
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.
NO PROPS ALLOWED.

X/Fancy/T/L Strut for Majorette Queen Grand Champion
Intermediate/Advance/College :30-2:00

OPEN EVENTS AND DESCRIPTIONS

Best Appearing - Model in costume, any pattern, with or without baton. Judged on score sheet. (Most contestants use Circle "T" pattern, but not required) Time limit is 1:30 maximum

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

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

Strut "X" - X Formation. (Example NBTA-CNBTA) Same as organization rules

Strut - Freestyle format. (Example USTA-CBTF) Same as organization rules

Strut - Straight up and down floor. (Example DMA-WTA) Same as organization rules

Solo - Routine utilizing one baton, salute or pose, depending on organization rules, gymnastics permitted or "not permitted" per organization rules.

Two Baton - Routine utilizing 2 batons with continuous movement of both batons at all times. Salute or pose and gymnastics permitted. 2:30 min max

Three Baton - Routine utilizing 3 batons with continuous movement of all batons at all times. Salute or pose and gymnastics permitted. 2:30 min max

Pairs/Duets - Routine performed by 2 persons with 1 baton each incorporating exchanges and teamwork. Salute or pose and gymnastics permitted.

TEAMS EVENTS AND TIME LIMITS

Teams MUST consist of 4 or more members! Props are allowed for team routines ONLY.

Novice (no more than two [2] 1st place wins)
Beginner (no more than four [4] 1st place wins)
Advance (5 or more 1st place wins)

DANCE TWIRL TEAM (3:00 minutes max)
Tiny Tot (0-5.99) Juvenile (6-8.99) Preteen (9-11.99) Junior (12-14.99) Senior (15+) Collegiate
A team routine with one or multiple batons or props per member choreographing baton and dance movements that are 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. This choreography should be the artistic explanation of your music creating a theme. Style should be created throughout routine with baton, dance and costuming. Music should be appropriate for age.

TWIRLING TEAM (3:00 minutes max)
Tiny Tot (0-5.99) Juvenile (6-8.99) Preteen (9-11.99) Junior (12-14.99) Senior (15+) Collegiate
A team routine with one baton per member incorporating variety and difficulty of baton movements with a balance of partner and group exchanges, floor coverage and patterns, dynamic effects with a creative style. Standard march music will be utilized and appearance/costuming should reflect choice. Projection, technique, and unison should be maintained throughout performance. NO PROPS.

HALF-TIME SHOW TEAM (7:00 minutes max)
Kinder (0-7.99) Primary (8-10.99) Jr High (11-13.99) Sr High (14-17.99) Collegiate(18+)
A team routine incorporating baton and/or small props to portray a feeling or act out a thematic or character style to chosen music. Group and partner sequences, floor coverage and patterns, alignment and spacing along with originality and creativity are part of the routine.

POM PON (3:00 minutes max)
Tiny Tot (0-5.99) Juvenile (6-8.99) Preteen (9-11.99) Junior (12-14.99) Senior (15+) Collegiate
A team routine that is choreographed with dance movements that emphasize uniformity and utilization of pom pons for maximum visual effect. Music is usually a fast tempo to create energy and enthusiasm related to poms.

DANCE LINE (3:00 minutes max)
Tiny Tot (0-5.99) Juvenile (6-8.99) Preteen (9-11.99) Junior (12-14.99) Senior (15+) Collegiate
A team routine choreographed to portray a themed or character style approach to the music piece. Jazz, Funk/Hip Hop, Lyrical, Modern, Tap, Ballet, etc.

SHOW/THEME CORPS 10:00 min max (Juv 0-10, Jr 11-14, Sr 15+)
A group of 10 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. 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.

PARADE-TWIRLING CORPS 5:00 min max (Juv 0-10, Jr 11-14, Sr 15+)
A group of 10 or more members performing a parade style routine. Any formation is acceptable.

AUXILIARY

AUXILIARY SOLO (2:30 minutes max)
Flag, Pom, Rifle, Sabre, or a combination of equipment in a solo routine.
Salute or pose, gymnastics permitted.
Age Divisions: 0-14, 15-20, 21+
Timing starts from first beat of music, until ending note.

AUXILIARY TEAM (SINGLE EQUIPMENT) Time Limit: 3:00 Minutes Max
Age Divisions: Jr High, Sr High and Collegiate
The entire team uses the same, one piece of equipment. For example, for a flag team, the entire team uses the same size flag throughout the program. There are absolutely no equipment changes in any part of the team's program.
Timing starts from first beat of music, until ending note.

AUXILIARY TEAM (MULTIPLE EQUIPMENT) Time Limit: 3:00 Minutes Max
Age Divisions: Jr High, Sr High and Collegiate
The team uses a combination of two or more pieces of equipment. Equipment changes may involve all or only selected members of the team. Equipment must be utilized for a minimum of 75% of the routine.
Timing starts from first beat of music, until ending note.

Penalties for Auxiliary Events:
Drops - .5 per event
Break - .1 per event
Overtime - .1 per second
(Two handed catch with equipment is not considered a penalty)
Equipment types permitted: Flags, Rifles, Sabres, Poms, Ribbons

ROUTINE GUIDELINE FOR CHOOSING YOUR LEVEL
NOVICE, BEGINNER & INTERMEDIATE

This applies to SOLO only !

NOVICE

- Limited to 2 spins with various catches
- Limited to One 3 spin
- Limited to Two single illusions, with or without release
- 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.

In the spirit of Good Sportsmanship, these guidelines should be followed to determine your level of competition.