

WORLD ASSOCIATION OF MAJORETTE-SPORT AND TWIRLING



COMPETITION RULEBOOK

Discipline: Christmas Challenge

Exclusive Discipline for Christmas Fairytale

AGE CATEGORIES

1. CADETS 7-11
2. JUNIORS 12-14
3. SENIORS 15 and older

REFERENCE DATE IS JUNE 30TH 2027. for the season 2026. /2027. starting from September 1st 2026. until August 31st 2027.

CATEGORIES

Discipline	Age Categories	TIME	AREA	Number of Competitors	Music
BATON	-cadet -junior -senior	1:00	Lane 6x12m	1	Official
OPEN BATON	-cadet -junior -senior	1:00	Lane 6x12m	1	Official
POM POM	-cadet -junior -senior	1:00	Lane 6x12m	1	Official
OPEN POM POM	-cadet -junior -senior	1:00	Lane 6x12m	1	Official

SOLO

Composition of competition performance

- Entering, always upon an announcement by the announcer
- Salute
- Start position
- Choreography
- Stop position
- Salute
- Leaving

- **Entrance Characteristics**

- Competitors may enter the competition area only upon an announcement by the announcer.
- It must be short, quick, and simple; it only serves for taking the initial position for the competition performance.
- It must not be another “small choreography”.
- The entrance ends with the stopping of the competitors; it must be clearly separated from the competition routine.
- A salute is considered to be the taking of the basic waiting position before the actual routine, it can also be a military salute, dancing bow, head bow, arm movement, etc.

- **Time Measurement**

- The time of the christmas challenge is measured without the time for the entrance.
- The timing begins at the moment of accompanying music reproduction start.
- The music for the competition performance must end with the end of the routine, it must not continue as the accompaniment for the exit.
- Time measurement ends at the moment soon as the competitors take the final position and the music for the competition routine stops. The decisive moment is the stopping of the music.

- **Performance area**

- Performed in lanes (minimum of 2 lanes at the same time)
- Lane size 6x12m- **half** of the original 12x12m floor area
- Each age division performs in one lane
- Starting SET- athletes that perform at the same time in their own respective lanes
- Athletes from the same set do not compete against eachother, they compete in their own age categories.
- In discipline BATON dancers may perform choreography with 1 baton, 2 batons, flag or mace but they all compete against eachother within their age division. One dancer cannot compete more than once in every christmas challenge discipline (against themselves).
- It is strictly forbidden to enter another lane during the performance regardless of the reason and as such it will be automatically last place.

- **Inclusion of Dancing, Gymnastic, and Acrobatic Elements**
 - The composition may contain elements and motives of social or folklore dances, if they correspond with the nature of the music.
 - Gymnastic elements (e.g. balance, jumps, pirouettes, translations) may be included, if they are performed without breaching the smoothness of the routine, if they are not performed purposelessly, but in connection with an equipment element, shapes and patterns.
- **Stage exit**
 - The exit must be short, quick, and simple; it only serves for leaving the competition area.
 - It must not be another “small choreography”

COSTUMES, HAIR AND MAKE-UP

- Competitors costumes, their hair style and make-up and the overall visage should comply with the age category, music character and used equipment
- Colours and their combinations may be chosen by competitors
- Leotards and trousers are allowed
- Part of costume may be used for visual effect of the choreography but cannot be a prop. As prop will be considered every clothing or non-clothing item that is not attached to the costume at all times.
- Cap or its imitation is NOT mandatory in any of the disciplines. Head piece cannot be manipulated with during any part of the choreography. If manipulated with, it will be considered as a costume malfunction.
- Boots are not mandatory
- Shoes are not mandatory. They are recommended for disciplines baton, open baton and open pom pom.
- If laces of footwear untie it will be considered as costume malfunction.
- There cannot be any coverage of face beneath eyebrow level. Visual aids, such as prescription glasses are not considered face coverage. Face is painting is not allowed.
- Christmas Costume is not mandatory but is RECOMMENDED.

MUSIC

- All Christmas Challenges have the official music set by WAMY
- There are 3 songs listed on the WAMT website
 - Music for BATON
 - Music for POM POM
 - Music for OPEN (both baton and pom pom)

PRINCIPLES OF EVALUATION

- It is crucial for the evaluation and scoring how is the routine composed and presented.

AREA A- CHOREOGRAPHY AND COMPOSITION

The judges evaluate:

- Element selection and variety
- Originality
- Execution
- Utilisation of dancing or gymnastics elements and their possible excessiveness
- Utilisation of baton elements
- Floor movement, coverage (passing the mandatory route)
- Artistic expression
- The choreography must flow logically, be cohesive with the rhythm and music speed
- Harmonisation between the composition choice and the overall performance - the movement expression of the music- sound accompaniment of the performed routine
- Costume and make-up

AREA B- MOVEMENT TECHNIQUE

- **Body attitude** - bent back, forward shoulders, movement in a forward bend, stiffness are considered an error
- **Arm attitude and movements** - arm movement out of rhythm, holding fingers in a fist, “passive” arms during movement and turns, raising arms forward above the shoulder level are considered an error.
- **Head attitude and movements** - an unnatural head attitude (backward bend, sideways bend, forward bend with the sight down on the legs) is considered an error.
- **Knee lifting** - various national schools (styles and concepts) are respected, the knee lifting or heel lifting (kicking backwards) height is not decisive then, the knee lifting should be balanced on both sides, high lifting of the left leg and mere slight lifting of the right leg (limping), uneven lifting, accenting one leg is wrong.
- **Treading performance** - treading should be over the tiptoe or the fore, treading over the heel is considered an error, unless it is a dancing element.
- **Foot position** - the feet should be parallel
- **Gymnastic and acrobatic elements** - precision, range, and certainty of performance, clearness of the beginning and the end of the element, competitor’s fall, correct body, arm, leg, and head attitude during an element
- **Turns, revolutions**– tight standing limbs during turns in relevé, tight tiptoe, turning at one point, turn completion without a side step or a skip, the body axis must be vertical, the foot in relevé
- **Balance**– correct course of the movement, certainty of performance, flexibility

- **Flexibility**– sufficient flexibility, correct movement course, certainty of performance

BODY TECHNIQUE ELEMENTS

LEVEL	POSITIONS	KICKS	JUMPS	URNS	TUMBLING
1	-Passe -Split -Releve -Plie	-Tuck kicks	-T jump -X jump -Tuck jump -Chasse	-classic spins -turn on knees	-ROLLS (fwd, bwd, side, log, dance, bottom, X-roll, split roll, belly spin, bear, body rocks) - Floor Calypso -Candle -Back bend (bridge) -Handstand -Whack back
2	-Scale - Y stand (heel stretch)	-Straight leg fwd and side kicks -Scale kicks	-Toe touch -Split leap -Pike -Hurdler -Stag jump -Sheep jump -Turn jump	-channe -Soutenu -Soutenu Pique	-Cartwheel -Cartwheel on 1 hand -Round off
3	-Attitude -Arabesque - Scorpion	-Scorpion kick	-Jete -Tilt jump -Cabriole	-Pirouette	-Front walkover -Back walkover -Walkovers on 1 hand -Tinsica (spider) -Chest rolls
4	-Tilt -Toe lift/toe rise	-Round (fan) kicks	-Calypso -Firebird (Ring leap) -Butterfly	-Illusion -Y turn	-aerials (side, front)
5			-Kick Jete -Tour jete	-Fouette -Grand pirouettes	-Handspring (Fwd, Bwd), -Layout stepout

				-Scorpion turn -Wolf turn	-Back salto (Tucked, Piked) -Butterfly twist
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AREA C- WORK WITH EQUIPMENT

- 1 baton, 2 batons, 1 flag or 1 mace may be used in Baton (there cannot be a combination at the same time).
- Only 1 baton per competitor must be used in Open Baton
- Only 1 pair of poms must be used in Pom Pom and Open Pom Pom
- There cannot be any other props used during the choreography. There cannot be any other attachments to the equipment except from mace (see mace rulebook).
- Equipment cannot be attached to the costume.

LEVEL 1

All manipulation with equipment without rotation

- dead equipment (without any movement)
- slide- Roly Poly
- circles
- sway
- lifting, lowering
- invert
- combination of any mentioned above

LEVEL 2

BASIC ROTATIONS

- Horizontal rotation
- Figure 8 (Vertical rotation with one hand)
- Swing
- Sun
- Star
- Flourish + whip
- All variations of these rotations, in different directions, with right or left hand
- Aerials:
 - Revolution is not required
 - Standard release- from the tip (ball), open hand, 2 hand releases, lanse
 - standard catch- palm up, L/R hand

LEVEL 3

- Rotation on palm
- Rolls around (single elements):
 - Neck
 - Shoulder
 - Arm
 - Elbow
 - Wrist
 - Back (diagonal)

- **Chest (diagonal)**
- Waist
- Leg
- **Snake**
- **Broken angel over face/mouth**
- **Easy entry layout (without snake phase)**
- Aerials:
 - Revolution is required
 - Hard release + standard catch
 - Standard release + hard catch
 - Hard release+ hard catch (up to level 3)
 - Hard releases:
 - Under arm
 - Under leg
 - Behind back
 - Over the palm
 - Single flip standard
 - Hard catches:
 - Backhand
 - Head
 - On the back
 - On the hips
 - Under the arm
 - Under the leg
- **1 spin- all releases, all catches**
- **2 spin- standard release + standard catch**
- Travelling with minor body movement- releases and catches up to level 3

LEVEL 4

- Finger twirls
- Fish (at least 4 counts)
- Paddle rolls
- 2 Elbows- Half Ladder
- **Neck trap**
- Elbow pop
- Layout
- Single Fujimi
- **Single elbow rack (single klic)**
- Broken angel
- **Shoulder Half angel**
- **Snake half angel**
- **Shoulder-shoulder**
- Aerials:
 - Hard releases on 4th level
 - Backhand

- Thumb flip
- Under Shoulder
- Hard Catches on 4th level
 - Blind
 - Grab
- **1 Spin- horizontal release, all catches**
- **2 spin- all releases, all catches**
- **3 spin- standard release + standard catch**
- **Travelling with major body movements- releases and catches up to level 3**

LEVEL 5

- Angel roll
- Diamond roll
- Monster roll
- Backpack roll
- Casper- continuous neck roll
- Mouth roll- continuous front roll
- **4 elbows- Ladder**
- **Elbow racks (klic-klac)**
- Fujimi (2 elbows)
- Continuous elbow pops
- Drop in
- Aerials:
 - **2 spins- horizontal release, all catches**
 - **3 spins- all releases, all catches**
 - **4+ spins- all releases, all catches**
- **Travelling with major body movements- all releases, all catches**

OBLIGATORY ELEMENTS

- There are NO obligatory elements in any of the disciplines

FORBIDDEN ELEMENTS

- Forbidden elements apply in the disciplines **Open Baton and Open Pom Pom** and are equivalent to those written in the main competition rulebook.

PENALTIES

- Minor error (off pattern, 2 hand catch...) -0,01
- Minor slipping, tripping, minor balance check -0,01
- Drop -0,05
- Major error, big step -0,05
- Out of bonds -0,1
- Costume/equipment malfunction -0,1
- Fall of competitor -0,3

- Premature entrance to the stage (before announcement) -0,3
- Not ready to start -0,3
- Communication -0,3 (counting out loud is also considered communication)
- Missing stop figure -0,4
- Face coverage/painting, using props, attaching baton to the costume -0,5
- FORBIDDEN ELEMENT (Open Baton, Open Pom Pom) -5
- Overstepping into another lane- automatically last place