

Majorette & Majors Small Group Scoresheets

Scoresheets GROUPS

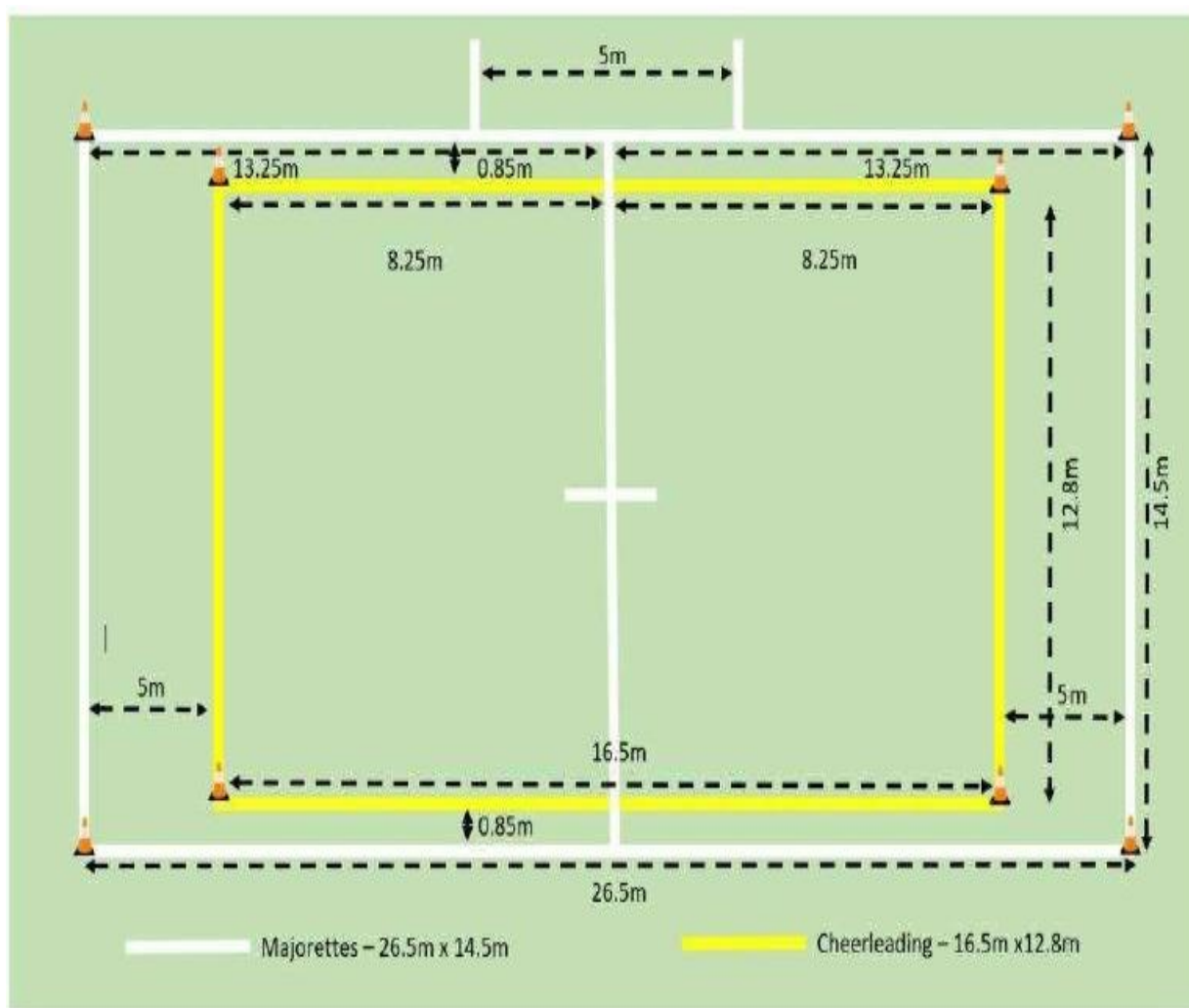
Scoresheet	Criteria	Number of Adj. (National)	Number of Adj. (Regional – minimum)
Performance Technique (HOW)	Marching in step Dressing & Spacing Projection	3	2
Artistic Impression (WHAT)	Formations Audio Integration Manner of presentation	3	2
Group Performance	Synchronisation Variety of movements Use of area	3	2

1. Competition area

- 1.1. The display area shall measure 12.8 meters in depth and 16.5 meters in width.
- 1.2. The competition field must be marked with a clearly visible line color.
- 1.3. The outer line must be a minimum of 150mm and a maximum of 200mm.
- 1.4. The center line is to be 100mm and it is from the back to front of the demarcated area with a small line in the center of the field parallel to the front of the field.
- 1.5. There will be a 5meter block area at the front or back of the field (venue dependent) where all group display will begin from.
- 1.6. The assembly area shall be clearly visible to the designated official from the demarcated display area.
- 1.7. It is the responsibility of each coach to establish the position area.

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Eunisa Muller (Director; Finance), Kelsey Butler (Director; Adjudication), Matthew Higgs (Director; Development),
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2. Categories and numbers

- | | |
|-------------------------|---------------|
| 2.1. Pom/Non-Prop Group | 4 – 7 Members |
| 2.2. Flag Group | 4 – 7 Members |
| 2.3. Mace Group | 4 – 7 Members |
| 2.4. Baton Group | 4 – 7 Members |

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- 2.4.1. One member less – **Major penalty**, two members less **Maximum penalty**.
- 2.4.2. No more than 7 members are allowed to compete, if there are 8 or more members the team must compete in large groups.
- 2.4.3. No team member may march in two teams that are entered in the same category (example a team member cannot march in Team X gold in a group and in Team X Silver in the same group) A **maximum team penalty** will be awarded for contravention of this rule.

3. Time limitations

3.1. 30 Seconds march on

- 3.1.1. Before the march on begins the signal “Team Ready” will be announced. Timing will begin immediately after and will end when the team comes to a stop on the display area and all movement has ceased. This only applies to movement from on spot to another and not slight hand or body movements. If march on time exceeds 30 seconds a **Major penalty** will apply.
- 3.1.2. Should a team march on before the signed “Team Ready” a **minor penalty** will apply.
- 3.1.3. No music is allowed for march on – a **maximum penalty** will apply.

3.2. 1:15 – 1:30 minutes display time

- 3.2.1. The duration of the display must be no less than one minute and fifteen seconds (1:15) and no more than one minute and thirty seconds (1:30), timed from the start of the display until the audio stops and the performance is completed. A **major penalty** will be applied for any contravention of this rule.

3.3. 30 Seconds march off

- 3.3.1. March off cannot be longer than 30 seconds. Timing starts from the announcement “Thank you Team” – A **major penalty** will be applied for contravention of this rule.



4. Audio

4.1. **March on & March off:**

- 4.1.1. Music is not allowed for march off for groups. A **maximum penalty** will be applied for contravention of this rule.

4.2. **Display**

- 4.2.1. In all categories', pre-recorded audio is compulsory during the display. Should both the primary memory stick and the backup memory stick fail to function, the team will be required to leave the competition area. Counting or verbal cues in place of audio are not permitted to perform the display
- 4.3. **Music that should not be used (prohibited) in accordance with the SAMCA Safeguarding Policy**
 - 4.3.1. Sexual content – Music containing sexual references, innuendo, explicit descriptions, or any form of sexualized language.
 - 4.3.2. Profanity of offensive language – Songs containing swearing, vulgar terms, derogatory expressions, or in appropriate language.
 - 4.3.3. Violence of abuse – Music that glorifies violence, physical harm, threats, domestic abuse, or aggression.
 - 4.3.4. Discriminatory or hateful themes – Any lyrics targeting individuals or groups based on race, gender, religion, sexual orientation, disability, culture or similar grounds.
 - 4.3.5. Substance use – Songs promoting or normalizing drug use, alcohol abuse, or underage drinking.
 - 4.3.6. Degrading or harmful themes – Includes misogynistic, homophobic, body-shaming, bullying or otherwise demeaning content.
 - 4.3.7. Psychologically disturbing or triggering Content – Such as references to trauma, suicide, extreme emotional distress, or frightening sound effects unsuitable for young athletes.



These guidelines ensure that all music used and SAMCA Provincial and National events remains appropriate, family-friendly, and consistent with our safeguarding obligations, including preventing exposure to any form of psychological, emotional, or discriminatory harm.

Prohibited music in all sections will lead to a **maximum penalty**, no national anthem of any country should be used in any form.

5. Props

5.1. Pom/Non-Prop Group

5.1.1. Single Prop method (no pom, only non-prop on used in display)

5.1.2. Multiple Prop method:

Poms may be placed on the floor inside the demarcated area.

Poms consist of two parts and need to be used as such – a **major penalty** will be applied for contravention of this rule.

All poms brought onto the field must be used – a **major penalty** will be applied for contravention of this rule.

5.1.3. 50% Prop split:

When you have an un-even number of athletes then you can have one athlete less than 50% in one of the prop groups. Example: 7 in group, 3 can use pom and 4 can do non-prop.

When you have two athletes less than 50% total in one of the prop groups – a **minor penalty** will be applied. Example 7 in group, 5 use pom and 2 do non-prop.

When you have three athletes less than 50% total in one of the prop groups – **major penalty** will be applied. Example 7 in group, 1 use pom and 6 do non-prop.

When you have four or more athletes less than 50% total in one of the prop groups – **maximum penalty** will be applied. Example 7 in group, 7 use pom and 0 do non-prop.



5.2. Flag group

5.2.1. Legal props

Tall flag (minimum requirements primary school = 0.8m pole and high school = 1 meter pole flag 500mm x 500mm) throughout the display.

Double flag (minimum requirements primary school = 0.8m pole and high school = 1 meter pole flag 500mm x 500mm)

Each athlete may only have one tall flag and one set of double flags on the field.

5.2.2. Single Prop method:

Props not to be placed on the floor intentionally – **major penalty** will be applied

Only one prop (either tall flag or double flag) per athlete

5.2.3. Multiple prop method:

Prop may be placed on floor inside demarcated area.

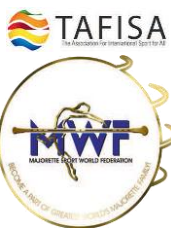
Two props in hands at any time of display allowed.

Double prop work allowed.

No non prop movements are allowed when changing props. If a few steps need to be taken in the transition period, no non prop is allowed (hands next to body) – a **major penalty** will be applied per contravention of this rule.

Double flag consists of two parts and needs to be used as such. Double flags may not be split and used as a tall flag – a **major penalty** will be applied for contravention of this rule.

Only one tall flag and one set of double flags allowed per athlete – a **maximum penalty** team penalty will be applied.



5.2.4. 50% prop split

When you have an un-even number of athletes you can have one athlete less than 50% in one of the prop groups. Example: 7 in group, 3 can use single flag and 4 can use double flag.

When you have two athletes less than 50% total in one of the prop groups – **minor penalty** will be applied. Example: 7 in group, 5 use single flag and 2 use double flag.

When you have three athletes less than 50% total in one of the prop groups – **major penalty** will be applied. Example: 7 in group, 6 use single flag and 2 use double flag.

When you have four athletes less than 50% total in one of the prop groups - **maximum penalty** will be applied. Example: 7 in group, 1 use single flag and 6 use double flag.

5.2.5. No prop boxes are allowed to be used in groups – **maximum team penalty** will be applied

Please note that if a team competes in the Elite division at Nationals, only multiple prop method can be used. A maximum penalty will apply for contravention of this rule. This section is however only offered to the President's teams at SAMCA Nationals, this section can be offered at Provincial competitions it is up to the Provincial body if they will offer it to Elite teams.



5.3. Mace Group

5.3.1. Compulsory prop:

Mace

5.3.2. Compulsory Elements

Primary

A minimum of 6 high throws in total – all members (throw with turn or without turn)

A high throw is defined as the entire mace thrown above the head of the athlete OUT OF WHICH:

Minimum 1 high throw with spin – all members. Only one turn of 360° is accepted as obligatory element of spin. Incorrectly performed spin and multiple turns will not be accepted as this compulsory element – must include foot in the air.

Minimum 1 long toss over 2 meters (exchange/swop) – all members at the same time.

Teams must include a minimum of seven (7) different twirling elements selected from Levels I – IV. These elements must be balanced between left and right hands. Twirling elements must be performed from continuous twirling, in combination, and through throwing actions executed from continuous motion.

High and Tertiary

A minimum of 6 high throws in total – all members (throw with turn or without turn)

A high throw is defined as the entire mace thrown above the head of the athlete OUT OF WHICH:

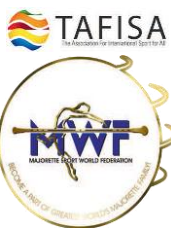
Minimum 2 high throws with spin – all members. Only one turn of 360° is accepted as obligatory element of spin. Incorrectly performed spin and multiple spins will not be accepted as this compulsory element – must include a foot in the air.

Minimum 1 long toss over 2 meters (exchange/swop) – all members at the same time.

Teams must include a minimum of seven (7) different twirling elements selected from Levels I – IV. These elements must be balanced between left and right hands. Twirling elements must be performed from continuous twirling, in combination, and through throwing actions executed from continuous motion.



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Mace Levels:

Level 1

Dead mace throw
Sway
Helicopter
Hand spin with left and right
Block/stick work

Level 2

Tail throw above head at under 2 meters
Right/left hand head throw
4 count spin through fingers
Rotation figure 8
Rotations in different directions/speeds/right or left hand
Throw with arm movements

Level 3

Rotation with both hands in front of the body, behind the head, above a head, next to the body
8 count or more spins through fingers continuously
Pancake throw
Side throw using head/tail
Back catch
Single turn underneath the throw
Simple swop throws between team members

Level 4

Single turn back catch
Swop throw between athletes with movement under the throw
Overthrow
Down single underneath throw
Bow underneath throw

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Continuous spins through fingers
High throws more than 2 meters (well clear of the head)
Pancake single
Under the leg helicopter
Wraps (shoulder wrap, leg wrap, waist wrap)

Level 5

Smooth rolls – uninterrupted movement combining at least 2 elements
High throw (more than 2 meter well clear of head) into continuous twirling movements
Movements underneath high throws:
Down double, triple, down triple, four turn
Bow with added movement
Double catch into continuous twirling element
Pancake double
Difficult catches under leg

5.4. Baton Group

5.4.1. Compulsory prop:

Single baton

Definition of a subgroup in small groups – 30% or at least 2 athletes

5.4.2. Use of props – Obligatory elements

Primary compulsory elements

2 x high throws without spin (1 x all members and min 1 x subgroup)

A high throw is defined as the entire baton thrown above the head of the athlete

1 x high throw with a spin 360° all members. Only on turn 360° is accepted as an obligatory element of spin. Incorrectly performed spin and multiple spins will not be accepted as this is a compulsory element – this must include foot in the air.

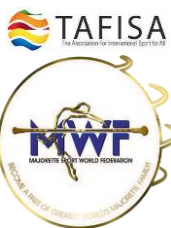
1 x long 2 meters (exchange of batons – swop) by all members.

Teams must include a minimum of seven (7) different twirling elements selected from Levels 1-4. These elements must be balanced between left and right hands.

Twirling elements must be performed from continuous twirling, in combination, and through throwing actions executed from continuous motion.



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High and Tertiary compulsory elements

2 x high throw without spin (1x all members and min 1 x subgroup)

A high throw is defined as the entire baton thrown above the head of the athlete

2 x high throw with a spin 360° (1x all members and min 1 x subgroup). Only one turn of 360° is accepted as an obligatory element of spin. Incorrectly performed spin and multiple spins will not be accepted as this compulsory element – this must include a foot in the air.

2 x long 2 meters (exchange of batons – swop) 1 x all members, 1 x subgroup. Teams must include a minimum of seven (7) different twirling elements selected from Levels 1-5. These elements must be balanced between left and right hands. Twirling elements must be performed from continuous twirling, in combination, and through throwing actions executed from continuous motion.

Levels – Baton

Level 1

Dead baton

Dead stick release

Slide

Swing

Sway

Raising, lowering baton

Arm – round

Pretzel

Arm – holding, hand – holding, conducted arms

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Level 2

Horizontal twirling

Vertical spin with one hand (eight)

And all the variations of these free spins in both directions in the right and left hand

Loop

Right/left hand vertical twirl with wrist

Right/left hand horizontal twirls with wrist

Figure 8

Right/left hand vertical figure 8

Right/left hand vertical adverse figure 8

Right/left hand horizontal figure 8

Adverse figure 8

Flourish Whip

Right/left hand flourish whip

Right/left hand adverse flourish, adverse whip

Level 3

Includes simple twirl such as:

Vertical twirling with both hands (“sun”), in all body positions (in front of the body, behind the head, above the head, next to the body)

Vertical twirling with a circle drawn in front of the body by one hand (“star”). It can be simple, fast, with body turning in all directions.

Figures of low and simple baton throw with simple throw and baton catch (baton should not be in contact with any part of the body)

Aerials

Low ejection under 2 meters

Baton rotation in the air is not required – Classic ejection

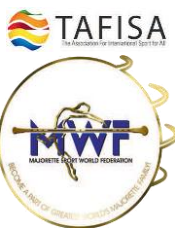
From open hand – from horizontal or vertical position with right or left.

Throw with the end – baton release from hand by the end (locking ball) Classic catch

The capture from the lower part capture of baton, palm turned upwards – The capture from the upper part baton capture with the palm turned downwards.



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Toss over:

Simple and short toss over distance of athletes max 2 meters

Various types of throwing and catching

By all members

In sequence

Level 4

Twirling between fingers vertically or horizontally, in front of the body, above the head.

Simple rolls (360° orbit), simple combination rolls and wraps (180° orbit)

Figures of high heavily flying baton with easy ejection and easy catch (for example baton turns in the air with horizontal rotation)

Figures of low heavily flying baton with difficult ejection and catching (example under the leg, behind the back)

Figures with simple baton toss between athletes

Twirling with fingers

Right/left hand vertically with 4 fingers

Right/left hand horizontal with 4 fingers

Right/left hand vertically with 2 fingers

Right/left hand horizontal with 2 fingers

Wrap – wrap around the shoulder, leg, waist 180°

Rolls 360°

Individual elements:

Simple baton rolls around some body parts for example around the hand, wrist, arm, elbow, neck, leg and backwards

Rolls around the elbow forwards and backwards

Rolls around the stretched arm

Simple combinations of rolls:

½ Fish both directions

Snake – hand and elbow or elbow and hand both ways

Figures:

Figures of high and heavily flying baton with simple ejection and catching

High ejection – above 2 meters well clear of head

Baton rotation in the air is required

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Classical ejection:

From open hand – horizontal or vertical position, with right or left hand

Toss by the end – baton release from hand by the end (locking ball)

Classic catch:

The capture from the lower part – capture of baton, palm turned upwards

Figures with low and heavily flying baton with difficult ejection and catch

Difficult ejection:

From under the arm

From under the leg

From behind the back

Difficult catch:

Behind the back – at the waist level behind the back

Under the leg – baton catching under the leg

Above the head – baton catching above the head

Side to side with your left hand on the right side of the body at the level of the belt and vice versa

Under the arm – baton catching under the arm

Palm – rotation on the palm

Level 5

Includes very difficult figures and rotations such as

Aerials with body movements

Body movement types during the ejection:

Travelling – movement to another place during the march, chasse

Stationary – on the spot (attention, arabesque)

Spin – body rotation on one leg orbit around 360°. Define the height of the leg in spin: the tips of toes of the elevated leg must be above the level of the ankle of the stable leg on the floor

Aerials with 3 elements (throw, spin, catch), 4 elements (ejection, spin, pose, catch) or with several elements (throw, 2 x spin, pose, catch)

High aerials with difficult ejection and catching

High ejection above 2 meters well clear above the head



Difficult ejection

Thumb flip – baton turns around the thumb and leaves the hand (executed from the middle of the baton with vertical or horizontal position, with right and left hand)

Backhand flip – with the use of wrist, baton release from the hand with backward direction, more than 2 turns in the air

Difficult catching:

Back hand catch – catching with the palm turned towards the opposite direction

Blind catch – catching above the shoulder without looking at the baton

Flip – constant hand help by constant baton rotation around the thumb

Rolls combinations – connection of 2 or more elements (snake with open hand, elbow-hand – hand-elbow)

Smooth rolls – uninterrupted movement in the area, time and sequence, continuous repetition of the same roll (fish, 4 – elbow roll).

6. Use of the competition area

- 6.1. The team shall commence their march on from the 5m x 5m block and proceed into the demarcated area within the allocated time. A **minor penalty** will be awarded.
- 6.2. If a prop leaves the display area after the start of the display a **minor penalty** per prop will be awarded.
- 6.3. No team member of a team may leave the demarcated area at any time during the display except with the permission of the relevant competition official. A **minor penalty** for each contravention of this rule will be awarded.
- 6.4. All demarcation lines belong to the athletes. If any part of an athlete's body or prop is positioned completely over a demarcation line, a **minor penalty** will be applied.
- 6.5. Non-retrieval of props will lead to a **minor penalty** per prop.
- 6.6. No team will intentionally re-enter into the competition area after the exit sequence has begun. A **minor penalty** will be awarded for each athlete that re-enters.
- 6.7. Depending on weather conditions, especially windy conditions, the Director of Coaches and the Director of Adjudicators will make a decision on the day. It must be communicated to all the coaches that props can be used and penalties will not be awarded due to the weather conditions. A meeting must be called with all the relevant team coaches competing on the day.



7. Uniform

- 7.1. All teams are to report to chill area after their performance.
- 7.2. All dress and props are to be checked in chill area after performance should there be a query.
- 7.3. All uniform infringements will be checked in chill area. Should any infringements be identified, the applicable penalties will be applied.
- 7.4. No skin may be accidentally exposed within the defined torso area during the performance. Any such exposure will result in a **minor penalty**. If this occurs repeatedly across different team members, a **major penalty** will be applied.
- 7.5. Unitards must fit properly and be non-transparent. Underwear must not be visible at any time, including through the fabric. Additionally, underwear must not be overly visible through the garment. A **maximum penalty** will be applied.
- 7.6. Female athletes must wear obvious proper support – primary athletes not exempt. A **minor penalty** per member will be applied.
- 7.7. Footwear compulsory – a **maximum penalty** will be applied.
- 7.8. Dress jackets must have fitted sleeves. Capped sleeves are not permitted. Failure to comply will result in a **maximum penalty**.

Definitions:

Fitted sleeves: a sleeve that is cut and shaped to closely follow the natural contour of the arm, providing neat, tailored look without excess fabric fullness.

Capped sleeves: very short sleeves that cover only the top of the shoulder and do not extend under the arm.



Fitted sleeve



Cap sleeve

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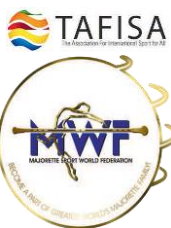
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- 7.9. No jewellery will be allowed (only medic alert bracelet and cultural jewellery). A **minor penalty** per member.
- 7.10. Cultural jewellery will be allowed. Cultural jewellery is worn for religious, traditional, or cultural reasons, not for fashion or decoration. These items are part of a person's identity, beliefs, or heritage. Examples may include: religious symbols worn as part of faith practise, traditional cultural adornments linked to heritage or customer. Important conditions: cultural jewellery must be securely fastened. It must not pose a safety risk to the athlete or others. It may need to be approved by officials before performance.
If the jewellery is worn because of culture or religion (not style) and is safe and secure, it may be allowed.

8. March times

- 8.1. The program will list only the scheduled start time for each section. These times may change if the competition is running ahead of schedule.
- 8.2. The competition will begin at the scheduled start time and will run in accordance with the scheduled start time for each section.
- 8.3. Teams are required to compete when move to an earlier available time slot and may not refuse to change.
- 8.4. If a team leave the competition area, they do so at their own risk. If they miss their scheduled time slot, they will receive a **maximum team penalty** and will be slotted in accordingly.



9. Prohibited movements and props

- 9.1. Prohibited movements in all sections will lead to a **maximum team penalty**.
Stunts, pyramids and tosses are not permitted in majorette sections. These skills are only allowed in cheerleading sections.
Stunt: Any skill in which a participant is lifted and/or held with both feet off the floor, supported by one or more teammates.
Pyramid: A formation involving two or more connected stunts, or stunts connected to other participants at different levels, creating a multi-layered structure.
Toss: Any skill in which a participant is thrown into the air by one or more teammates and becomes airborne before being caught.
- 9.2. Prohibited props are not permitted at any time. Teams will not be allowed to march with prohibited props under any circumstances. If a prohibited prop is revealed or used during a performance, a **maximum team penalty** will be applied.
Prohibited props: No national flag or any country, in any form, may be used.
No national emblems of any country, in any form, may appear or be incorporated into any prop.