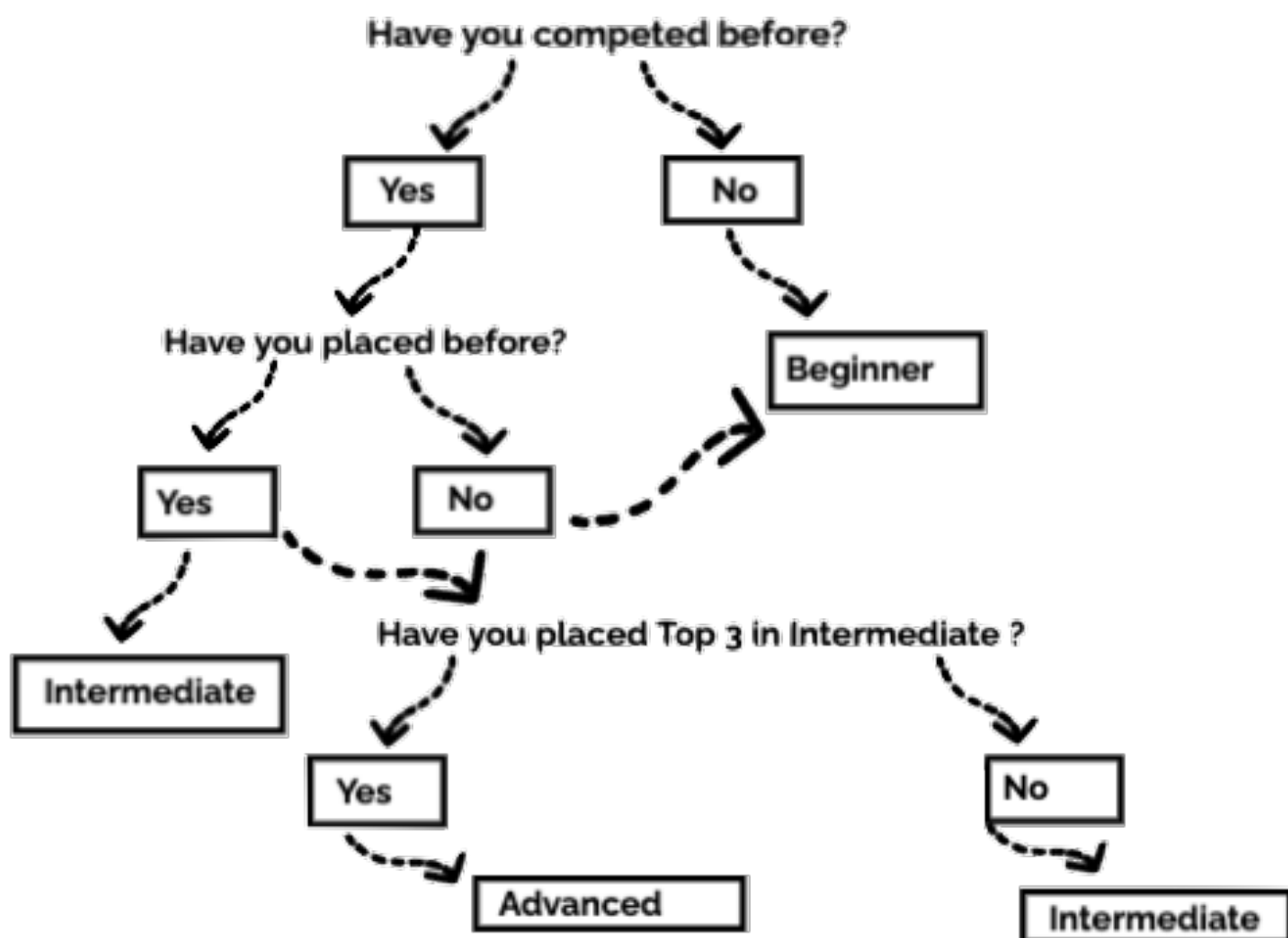




How to know which category to enter:



Street Solo's:

When competing in Solos, a random track will be played and you will be expected to freestyle (No choreography.) A different song will be played in each heat.

Please listen for your age group and ability level being called to the holding area as we can not repeat heats if you miss your category.

If you are successfully chosen, you will be called back until the final where the judges will place 1st to 5th.

Advanced soloists will do solo spots.



Solo Rules:

- Your competitor number will be given to you at the start of the event. This number must be worn and be clearly visible to each of the judges to prevent any confusion.
- Tricks and Flips may be used, so long as you are trained and you have an appropriate amount of room to perform said move.
- No Props.
- All Teachers must compete in advanced, no matter what level of crew you teach.

Age Categories:

- You must compete in the age category in which your age is on the day of the competition (Age 10 is 10&U but Age 11 is 12&U)

Beginner:

10&U, 12&U, 14&U, 16&U, OVER16

Intermediate:

10&U, 12&U, 14&U, 16&U, OVER16

Advanced:

10&U, 12&U, 14&U, 16&U, OVER16

8&U Category (Mixed.)

Age groups subject to adjustment based on entries at the organisers discretion.

Street Duo's:

When competing in Duo's, a random track will be played and you have a routine of 4 8's or 8 8's (dependant on level,) prepared to dance.

Please listen for your age group and ability level being called to the holding area as we can not repeat heats if you miss your category.

If you are successfully chosen, you will be called back until the final where the judges will place 1st to 5th.

Advanced Duo's will do duo spots.



Duo Rules:

- Only one duo's competitor number must be visible. Please use one of your solo numbers (if not please go to the entry desk to pick up another number.) This number must be worn and be clearly visible to each of the judges to prevent any confusion.
- Tricks and Flips may be used, so long as you are trained and you have an appropriate amount of room to perform said move.
- Duo's must compete at the level of the highest duo partner.
- No Props.
- All Teachers must compete in advanced, no matter what level of crew you teach.

Age Categories:

- You must compete in the age category of the oldest duo in which their age is on the day of the competition (Age 10 is 10&U but Age 11 is 12&U)

Beginner:

10&U, 12&U, 14&U, 16&U, OVER16

Intermediate:

10&U, 12&U, 14&U, 16&U, OVER16

Advanced:

10&U, 12&U, 14&U, 16&U, OVER16

8&U Category (Mixed.)

Age groups subject to adjustment based on entries at the organisers discretion.

Street/Parent Team's:

Your team age category will be decided based on the age that each team member is at the time of the competition. Our registration system will calculate this for you based on the ages provided.

When 75% of your team are within the age category, the team will then be entered into that category.

When 75% of your team are not within the age category, the team will then be entered into the higher age category.

For example, if 75% of your team is age 12 and 25% are age 13, they will go in 12&U. However, if 70% of your team is age 12 and 30% are age 13, they will go in 14&U.



Beginner:

10&U, 12&U, 14&U, 16&U, OVER16

Intermediate:

10&U, 12&U, 14&U, 16&U, OVER16

Advanced:

10&U, 12&U, 14&U, 16&U, OVER16

8&U Category (Mixed)

Age groups subject to adjustment based on entries at the organisers discretion.

Team Rules:

- Competitors can only compete in one Street Team.
- Music must not contain explicit or offensive language.
- Costumes must be appropriate to age group.
- Team's who have members that are teachers must go in Advanced.
- All team music must be submitted before the deadline. If you fail to send your music in time, your team will be removed from the category.
- Teams must check their music before submitting.
- Team music must not exceed the time limit. Point deductions will be allocated if this is the case.
- Teams should have no less than 5 members and no more than 30 members.

Music Guidelines:

Beginner: 2 minutes

Intermediate: 2.30 minutes

Advanced: 3 minutes

The duration is a maximum limit, there is no minimum time limit.

Parent Teams will be all one level - Time Limit 2 minutes.

Street/Parent Team's Judging Criteria:

You will be scored by a total of 60 points. The highest points placing 1st. There will be 10 points available for each section of the criteria.



Each Judge will be given 2 section of the criteria to judge. Therefore, you will receive a maximum of 20 points from each of the three judges to total to a maximum of 60 points.

Judges may use increments of 0.25, 0.5, 0.75 and 1 to score, 1 being the lowest and 10 being the highest.

Tied Team's will go to the decision of our senior judge where they will decide the placement of the teams.

Section's of Judging Criteria:

StreetDance Technique/Foundations:

Maintaining a strong understanding of each individual style you dance. Ensuring that the groove and the foundation steps are done correctly and capture the essence of the style danced. These styles include: Hip Hop, Litefeet, Krump, House, Popping, Locking, Breaking, Vogue, Waacking, Dancehall, Afro and Commercial.

The age category will be taken into consideration.

You do not need to show all of these styles, just ensure that the styles you are dancing are correctly shown. The judges are looking for quality over quantity.

Creativity:

The judges will be looking for choreography that is unique but also shows an identity within the team. What will make your team stand out from the rest? Originality is key.

This could include signature moves, signature phrases, different ways of transitioning or moving etc.

This could also be shown by the use of themes or concepts within your dance or even the choice of song.

We are also looking for creative ways of using musicality that are different from the rest.

Execution of Movement:

This is where the judges will assess how clean your routine is, is the team using the correct dynamics, are the fully extending when needed, are their movements representing the intention of the music? Etc.

Formations/Transitions:



How well are the team using the floor and space to their advantage. How accurate are the formations, are the shapes being made clear to see?

The judges are all looking for the transitions to be smooth and seamless, almost as if they aren't happening. A mixture of these things will help you gain high marks in this section.

Musicality/Synchronisation:

In this section the judges will be looking for teams dancing in time with the music whilst also using movements to effectively dance on different instruments heard within the song chosen. They will also be looking for the dancers to dance to the music in unison, cannon and other ways to create their adaptation of the music.

The judges are looking for the use of musical accents, different rhythms and tempos and different dynamics which correspond to the music.

Entertainment Value:

The judges are looking for facial expressions and different ways of interacting with the audience and judges to bring the dance piece to life. We want the teams to evoke emotional responses from the spectators watching.

Lyrical Solo's:

When competing in Solos, a selected track will be played and you will be expected to freestyle and/or use choreography to the track. A different song will be played each heat.

Please listen for your age group and ability level being called to the holding area as we can not repeat heats if you miss your category.

If you are successfully chosen, you will be called back until the final where the judges will place 1st to 5th.

Solo Rules:

- Your competitor number will be given to you at the start of the event. This number must be worn and be clearly visible to the judge to prevent any confusion.
- Tricks, Flips, Leaps, Rolls and Turns may be used, so long as you are trained and you have an appropriate amount of room to perform said move.
- No Props.
- All Teachers must compete in advanced, no matter what level of crew you teach.



Age Categories:

- You must compete in the age category in which your age is on the day of the competition (Age 10 is 10&U but Age 11 is 12&U)

Beginner:

10&U, 12&U, 14&U, 16&U, OVER16

Intermediate:

10&U, 12&U, 14&U, 16&U, OVER16

Advanced:

10&U, 12&U, 14&U, 16&U, OVER16

8&U Category (Mixed.)

Age groups subject to adjustment based on entries at the organisers discretion.

Lyrical Duo's:

When competing in Duo's, a random track will be played and you have a routine of 4 8's or 8 8's (dependant on level,) prepared to dance.

Please listen for your age group and ability level being called to the holding area as we can not repeat heats if you miss your category.

If you are successfully chosen, you will be called back until the final where the judges will place 1st to 5th.

Advanced Duo's will do duo spots.

Duo Rules:

- Only one duo's competitor number must be visible. Please use one of your solo numbers (if not please go to the entry desk to pick up another number.) This number must be worn and be clearly visible to each of the judges to prevent any confusion.
- Tricks, Flips, Leaps, Rolls and Turns may be used, so long as you are trained and you have an appropriate amount of room to perform said move.
- Duo's must compete at the level of the highest duo partner.
- No Props.



- All Teachers must compete in advanced, no matter what level of crew you teach.

Age Categories:

- You must compete in the age category of the oldest duo in which their age is on the day of the competition (Age 10 is 10&U but Age 11 is 12&U)

Beginner:

10&U, 12&U, 14&U, 16&U, OVER16

Intermediate:

10&U, 12&U, 14&U, 16&U, OVER16

Advanced:

10&U, 12&U, 14&U, 16&U, OVER16

8&U Category (Mixed.)

Age groups subject to adjustment based on entries at the organisers discretion.

Lyrical Teams:

Your team age category will be decided based on the age that each team member is at the time of the competition. Our registration system will calculate this for you based on the ages provided.

When 75% of your team are within the age category, the team will then be entered into that category.

When 75% of your team are not within the age category, the team will then be entered into the higher age category.

For example, if 75% of your team is age 12 and 25% are age 13, they will go in 12&U. However, if 70% of your team is age 12 and 30% are age 13, they will go in 14+U.

Beginner:

10&U, 12&U, 14&U, 16&U, OVER16

Intermediate:

10&U, 12&U, 14&U, 16&U, OVER16

Advanced:

10&U, 12&U, 14&U, 16&U, OVER16



8&U Category (Mixed.)

Age groups subject to adjustment based on entries at the organisers discretion.

Team Rules:

- Competitors can only compete in one Lyrical Team.
- Music must not contain explicit or offensive language.
- Costumes must be appropriate to age group.
- Prop's are allowed, as long as appropriately used and not dangerous.
- Team's who have members that are teachers must go in Advanced.
- All team music must be submitted before the deadline. If you fail to send your music in time, your team will be removed from the category.
- Teams must check their music before submitting.
- Team music must not exceed the time limit. Point deductions will be allocated if this is the case.
- Teams should have no less than 3 members and no more than 30 members.

Music Guidelines:

Beginner: 2 minutes

Intermediate: 2.30 minutes

Advanced: 3 minutes

The duration is a maximum limit, there is no minimum time limit.

Lyrical Team's Judging Criteria:

You will be scored by a total of 50 points. The highest points placing 1st. There will be 10 points available for each section of the criteria.

The Judge may use increments of 0.25, 0.5, 0.75 and 1 to score, 1 being the lowest and 10 being the highest.

There will be no ties. The Judge will make a decision of placements if needed.

Section's of Judging Criteria:

Fluidity:

The judge is looking for how well the routine and movement flows in line with the music. Are you interpreting the intention of the music correctly and does each movement flow from one to the next?



Age category and level will be taken into account when judging this section.

Musicality/Synchronisation:

In this section the judge will be looking for teams dancing in time with the music whilst also using movements to effectively dance on different instruments heard within the song chosen. They will also be looking for the dancers to dance to the music in unison, canon and other ways to create their adaptation of the music.

The judge are looking for the use of musical accents, different rhythms and tempos and different dynamics which correspond to the music.

Dynamics:

In this section the judge is looking for the different intensities, speeds, sharpness and flow of movement. Can you do the same movement with lots of different dynamics which evoke different responses. Does the dynamic fit to the lyric or beat?

Creativity:

The judge will be looking for choreography that is unique but also shows an identity within the team. What will make your team stand out from the rest? Originality is key.

This could include signature moves, signature phrases, different ways of transitioning or moving etc.

This could also be shown by the use of themes or concepts within your dance or even the choice of song.

We are also looking for creative ways of using musicality that are different from the rest.

Highlights/Impressive Elements:

The judge is looking for memorable moments and moments that will make your team stand out from the rest. Moments of excellence that will impress not only the judge but the audience. Not necessarily a flip or a trick but a clean pattern, a complex motif or a unique formation is something that may be remembered.

SEND Category:

We want our competition to be as inclusive as possible. Therefore, this category is for anyone with special educational needs/disabilities.



For those that struggle with big crowds and loud noises, a breakout room will be available. Visuals of the building and significant spaces used are available on request.

Age Categories:

14&U, 15&Over

SEND Teams are all one level.

Your team age category will be decided based on the age that each team member is at the time of the competition. Our registration system will calculate this for you based on the ages provided.

When 75% of your team are within the age category, the team will then be entered into that category.

When 75% of your team are not within the age category, the team will then be entered into the higher age category.

For example, if 75% of your team is age 14 and 25% are age 15, they will go in 14&U. However, if 70% of your team is age 14 and 30% are age 15, they will go in 15&Over.

Team Rules:

- Competitors can only compete in one SEND Team.
- Music must not contain explicit or offensive language.
- Costumes must be appropriate to age group.
- Prop's are allowed, as long as appropriately used and not dangerous.
- All team music must be submitted before the deadline. If you fail to send your music in time, your team will be removed from the category.
- Teams must check their music before submitting.
- Team music must not exceed the time limit.
- Teams should have no less than 5 members and no more than 30 members.

Music Guidelines:

2 minutes. The duration is a maximum limit, there is no minimum time limit.

SEND Team's Judging Criteria:

You will be scored by a total of 30 points. The highest points placing 1st. There will be 10 points available for each section of the criteria.



The Judges may use increments of 0.25, 0.5, 0.75 and 1 to score, 1 being the lowest and 10 being the highest.

Tied Team's will go to the decision of our senior judge where they will decide the placement of the teams.

Section's of Judging Criteria:

Creativity:

We would love choreographers to pick a theme that would suit your team. Ie pink ladies, pirates, friendship etc.

Musicality

Dancers to do their best to dance in time to the beat.

Entertainment

We are looking for the dancers to have the time of their lives performing and giving it everything they've got!

**We can't wait to see all of your talented students that attend
your dance school at our competition!
SEE YOU SOON!!!**