



URBAN DANCE

Age Regulations:

Freestyle Competition (Hip-Hop/Breaking/All Styles):

- 1x1 Youth Battles (6 to 13 years) and Adults (up to 14 years), male and female;
- 2x2 Youth Battles (6 to 13 years) and Adults (up to 14 years), male and female;
- 5x5 Youth Crew Battles (6 to 13 years) and Adults (up to 14 years), male and female.

Choreographic Competition:

- Crews/teams up to 10 elements: Junior (6 to 13 years), Teens (13 to 17 years) and Adults (up to 17 years), male and female.

Registration:

Each team will be able to register in several categories using differente elements for differente categories. Each team must nominate one coach.

Competition area:

9,1x 9,1 meters, being possible some adjustments never making the area smaller than 6,1 x 9,1 meters.

Unless circumstances prevent this, each crew will have the opportunity to practice their performance with their music in the competition area at least once before the competition starts. The crew is responsible for showing up for staging at the right time or they will loose their turn.

Regulation:

Competition will have 3 phases:

1st Day/Filtering Phase:

- All atlhetes and teams will have to present themselves;
- Freestyle battles will have a maximum duration of 1 minute;
- Choreographic competitions will have a maximum duration of 3 minutes.

2nd Day/Knockout:

- Freestyle battles: 2 rounds of 1 minute of maximum duration to each athlete. The qualifiers start in the round of 16 and progress to the final;
- Choreographic competition: 1 presentation of 3 minutes of maximum duration to each team. Ranking formate: the teams with more points advance to the final.

3rd Day/Finals:

- Freestyle battles: 3 entries of 1 minute of maximum duration to each athlete;
- Choreographic competition: 1 presentation of 3 minutes of maximum duration to each team. In the finals we will sum the points of the 2 competition days (2nd and 3rd day).

The performances order of presentation in the qualifiers is randomly determined by computer by event organizers. The order of performance for semi-finals is determined by results of the pre-rounds in reverse order. The competition final will include crews that heve qualified in semi-finals.

Street Dance styles eligible for this competition are:

- Locking
- Popping
- Bboying/Bgirling (breaking)
- Waacking/Punking
- Vogueing
- House Dance
- Party Dances oor Club Dances Hip Hop
- Krumping Stepping/Gumboots
- Traditional dances are welcome and are considered part of a Street Dance choreography.

Clothing:

Clothing can include accessories such as hats, caps, gloves, scarves, jewelry, etc. It is permissible to remove items of clothing during the performance as long as it is not offensive or out of character. Removed clothing must be placed outside the competition area and never thrown off stage or to the audience. Appropriate underwear must always be worn by all crew members, both male and female. Clothing that is too short and/or too tight will be examined and may be considered inappropriate especially for overexposure of certain body parts and/or age appropriateness. The use of body oils or other substances applied to the body or clothing that could affect the clean and dry surface of the stage and the safety of other competitors is prohibited. Crews can wear stomp boots, sport shoes or sneakers. All footwear must have clean soles that do not scratch the floor of the competition area. Tap shoes, jazz shoes, high heels and bare feet are prohibited.

Props that are not considered an integral part of the crew's "clothing" are prohibited (eg canes, chairs, tambourine, and musical instruments). Knee pads or any other performance devices to aid in the safety and proper execution of a movement are permitted, but concealed where possible, so as not to impair the performance or the jury's concentration on the performance. In case of doubt, contact the organization for clarification.

Music requirements:

- 1. The piece must be performed, in its entirety, to the selected music, prepared and provided by the crew. The organization of the event will not provide the crew's music;
- 2. A crew's competition music must be recorded on a CD and be the only track recorded on it (unless otherwise specified by the event organization);
- 3. The CD must be in good condition and free of scratches. It is the crew's responsibility to keep a backup copy of the CD available at any time for use;
- 4. The name of the crew and respective rank must be identified on the CD;
- 5. The exact time within the competition song where the continuous, uninterrupted dance segment begins and ends must be labeled on the CD;
- 6. There is no maximum or minimum number of songs or recordings that can be used in the play. Note: The judging panel concludes that using less music may be preferable to varied music selections/mixes allowing for greater crew concentration on continuous dancing;
- 7. Sound effects and original compositions are allowed. Crews are highly cautioned and advised against using overly complex music with too many edits, sound effects or music that prevents them from delivering a clean and continuous dance performance;
- 8. Competition music must not contain inappropriate, obscene or offensive language;
- 9. Music Changes or Edits A crew can edit or replace the original music as it progresses from round to round.

The change/edit must be made and provided to the competition organization no later than 3 hours before the start of the Semi-Final and 10 hours before the start of the Final of the competition. No changes or edits will be accepted thereafter;

10. Crews may be required to provide the following information in writing to the competition organization prior to the event for each song used in the choreography: a. Title, b. Artist, c. Composer, d. Editor, e.g. Record label

11. Due to different copyright laws, the competition organization does not guarantee that the crew's music will be used in live event broadcasts, on television, in cinema or theater or other means of distribution. The competition organization reserves the right to ask the crew to replace the music with another that is acceptable or may replace a crew's music with another music of the organization's choice in such situations.

Criteria and Scores - Performance:

- Performance = 50%
- Creativity = 10%
- Staging, Spacing, Formations and Level Changes = 10%
- Charisma, Intensity, Confidence, Projection and Presence = 10%
- Street Presence/Clothing = 10%
- Entertainment/Public Appeal = 10%

Criteria and Scores - Qualification:

- Skill = 50%
- Musicallity = 10%
- Synchronization = 10%
- Controlled execution and stabilization = 10%
- Difficulty in performing authentic Street Dance styles = 10%
- Street Dance styles variety = 10%

Penalties:

Performance:

- All crew members who are not on stage for the opening of the performance or for leaving or re-entering the stage during the play;
- Delayed start not appearing on stage within 20 seconds of being announced;
- Exhibitionism:
- Pre-start preview of performance longer than ten (10) seconds;
- Falling or tripping/per occurrence Large Falling or tripping/per occurrence Small False Fall broken/unfounded;
- Inappropriate language;
- Does not include segments of continuous and uninterrupted movements;
- Obscene gestures, comments or movements;
- Excessive use of "cheer", gymnastic or acrobatic steps or use of steps that are too dangerous.

Clothing:

- Use of props;
- Inappropriate clothing/footwear;
- Clothing not intact (laces/pieces of clothing loose);
- Use of body oils, paints or other substances that affect the area of activity;
- Clothing or accessories thrown into the audience/per occurrence.



















