

WADF

WORLD ARTISTIC DANCE FEDERATION

Urban Street Dance Department

Divisions and Competition Rules

Break Dance Division

Urban Street Dance Division

WADF Managing Committee



Nils-Håkan Carlzon
President



Irina Shmalko
Senior Vice President



Stuart Saunders
Executive Secretary



Guido de Smet
Vice President



Marian Šulc
Vice President



Gordana Orescanin
Vice President



Roman Filus
Vice President

Urban Street Dance Department

Section G-2

Urban Street Dance Division

Urban Street Dance Competitions

Urban Street

Urban Street Dance is a broad category that includes a variety of urban styles. The older dance styles that were created in the 1970s include up-rock, breaking, and the funk styles. At the same time breaking was developing in New York, other styles were being created in California. Several street dance styles created in California in the 1970s such as roboting, bopping, hitting, locking, bustin', popping, electric boogaloo, strutting, sac-ing, and dime-stopping. It is historically inaccurate to say that the funk styles were always considered hip-hop. "Hip-Hop Dance" became an umbrella term encompassing all of these styles.

Tempo of the Music: Tempo: 27 - 28 bars per minute (108 - 112 beats per minute)

Characteristics and Movement:

Different new dance styles, such as Quick Popping Crew, Asian style, African style, Hype Dance, New-Jack-Swing, Popping & Locking, Jamming, etc., adding creative elements such as stops, jokes, flashes, swift movements, etc. Some Electric and Break movements can be performed but should not dominate. Floor figures are very popular but should not dominate the performance.

Format - Qualifying Rounds Solos, Duos and Trios

- a. The Organiser's music must be played in Strict Tempo.
- b. In the starting round of the competition all dancers, Solos, Duos and Trios shall be seen by the judges in a presentation dance for 30 seconds. In the event of many entries, and therefore the floor will be too crowded, the presentation dance can be divided into two or more groups.
- c. The dancers will thereafter be divided into heats. The number of dancers in the same heat depends on the size of the dance floor, but the heats should not exceed 6 dancers, 6 Solos or 3 Duos or 2 Trios. Each heat will never last longer than 1 minute. Mini-kids will never dance longer than 40 seconds.
- d. Judges mark the dancers using the 1-dimensional system of marking with a cross for each Solo, Duo or Trio whom they want to go forward into the next round.
- e. To close the round all dancers will dance again for 30 seconds for the judges to clarify their marks.
- f. In the following rounds no presentation dance will be made but items c, d, and e, will be repeated in all following rounds until the Final.
- g. Lifts and Acrobatics are not allowed in the qualifying rounds.

Format for dancing the Final for Solos, Duos and Trios

There must be a minimum of 5 Solos, Duos or Trios in the final unless it is a straight final, but never more than 8 Solos, Duos or Trios. If there are 6 Solos, Duos or Trios or less, it can be a straight final. If there are 7 Solos, Duos or trios in a class or more then there must be a semi-final.

- a. All finalists will dance 30 seconds together.
- b. The competitors will be divided in two parts. 50% of the competitors will dance for up to a maximum of 1 minute but not less than 30 seconds. The other 50% will dance the same amount of time. Mini-kids will dance up to a maximum of 40 seconds but no less than 20 seconds. The Trios could be divided into three heats depending of the size of the floor.
- c. All competitors will then dance together for up to a maximum of 1 minute. Mini-kids will dance for up to a maximum of 40 seconds.
- d. The adjudicators will place the dancers in order of merit using the 1-dimensional system.
- e. In a straight final with 4 dancers or less all competitors will dance together to two different pieces of music for up to a maximum of 1 minute but not less than 30 seconds each time. Mini-kids will dance up to a maximum of 40 seconds but no less than 20 seconds each time
- f. Solos, Duos and Trios are allowed to use lifts and acrobatics. A lift is defined as one partner losing contact with the floor for more than 2 beats, by being supported by the other partner. Acrobatics are defined as those movements, in which the body turns around the sagittal or frontal axis, such as somersaults, hand wheeling and similar figures. Special rules for different dances could be specified under each dance.

Format - Qualifying Rounds for Small Teams, Large Teams, Showcases

- Music:** Every Team dances to their own music.
- Small Teams:** Only 1 team will dance at a time in each heat. There is no presentation dance for Small teams. The duration of the music, which is the Small Team's own music, must not be longer than 3 minutes.
- Large Teams:** Only 1 team will dance at a time in each heat and the duration of the music, which is the Large Team's own music, must not be longer than 3 minutes.
- Showcases:** Only 1 team will dance at the time in each heat and the duration of the music, which is the Showcase's own music, which must not be longer than 4 minutes.
- Super Showcases:** Only 1 team will dance at the time in each heat and the duration of the music, which is the Showcase's own music, which must not be longer than 5 minutes.

Judges mark the Teams and Showcases one by one, by using the 2-dimensional system and give each Team they want to go forward into the next round two sets of crosses, one for Artistic Merit, the other for Technical Merit.

Format for dancing the Final for Small Teams, Large Teams and Showcases

- a. Each team will dance on their own, one by one, using their own music. Small and Large Teams must not dance longer than 3 minutes, and Showcases not longer than 4 minutes.
- b. Judges place the Teams in order of merit using the 2-dimensional system by giving two placings, one for Artistic Merit, the other for Technical Merit.
- c. For Small Teams, Large Teams and Showcases lifts and acrobatics are allowed, in all rounds because each team is performing alone on the floor.
- d. Acrobatics are defined as those movements, in which the body turns around the sagittal or frontal axis, such as somersaults, hand wheeling and similar figures. Special rules for different dances could be specified under each dance.

Urban Street Dance Department

Section G-2

Urban Street Dance Division

Dance Hall Competitions

Dance Hall is a folk form (folk form is defined as a cultural material that is of the people, by the people, for the people), which is a derivative of Reggae music and movement that was born in the late 1980s. Dance Hall is about form and function as a singular experience, as it remains an open-ended genre that allows additional codified dance steps to be constantly added to it. To be defined as Dance Hall, the movement must show reference a Jamaican cultural aesthetic, history and socio-economic context (as the time, location and social situation are critical in its understanding and authenticity). There is also an "out of body"/"vibez"/spiritual component that is part and parcel of the Dance Hall experience that allows for the dancer to elevate. The principles of dancehall dance include movement, which is grounded, curvy, fluid and polyrhythmic. These principles are generally not taught directly to Dance Hall practitioners and creators, as they are inherited through their natural ancestral bloodline and the experiences they live.

Dance Hall is a street dance style primarily performed to Dance Hall music, evolved as a part of the Dance Hall culture. It includes a wide range of codified steps with "specific" names, which are directly influenced by the Jamaican way of life. Dance Hall Folk Form, first emerged in the late 1980s and was made popular by solo dancers and dance crews in Kingston, Jamaica."

Categories: For all categories see General Rules.

Time Limits: See General Rules.

Tempo of the Music: Tempo: 26 - 28 bars per minute (104 - 112 beats per minute)

Characteristics and Movement:

Typical Dance Hall basic movements are body isolations with the feet apart and bent legs making waving movements with the whole body. Important parts are the Hips making release and contraction (twerking) movements while the legs bend and straighten up and down. The upper body is bent forward while the arms constantly move up and down, waving, popping stretching and bending. Solo dancing is improvised but Duos and Teams work with choreography to synchronise the movements. Floor figures can be included but should not dominate the performance.

Format - Qualifying Rounds Solos, Duos and Trios

- a. The Organiser's music must be played in Strict Tempo.
- b. In the starting round of the competition all dancers, Solos, Duos and Trios shall be seen by the judges in a presentation dance for 30 seconds. In the event of many entries, and therefore the floor will be too crowded, the presentation dance can be divided into two or more groups.
- c. The dancers will thereafter be divided into heats. The number of dancers in the same heat depends on the size of the dance floor, but the heats should not exceed 6 dancers, 6 Solos or 3 Duos or 2 Trios. Each heat will never last longer than 1 minute.
- d. Judges mark the dancers using the 1-dimensional system of marking with a cross for each Solo, Duo or Trio whom they want to go forward into the next round.
- e. To close the round all dancers will dance again for 30 seconds for the judges to clarify their marks.
- f. In the following rounds no presentation dance will be made but items c, d, and e, will be repeated in all following rounds until the Final.
- g. Lifts and Acrobatics are not allowed in the qualifying rounds.

Format for dancing the Final for Solos, Duos and Trios

There must be a minimum of 5 Solos, Duos or Trios in the final unless it is a straight final, but never more than 8 Solos, Duos or Trios. If there are 6 Solos, Duos or Trios or less, it can be a straight final. If there are 7 Solos, Duos or trios in a class or more then there must be a semi-final.

- a. All finalists will dance 30 seconds together.
- b. The competitors will be divided in two parts. 50% of the competitors will dance for up to a maximum of 1 minute but not less than 30 seconds. The other 50% will dance the same amount of time. The Trios could be divided into three heats depending of the size of the floor.
- c. All competitors will then dance together for up to a maximum of 1 minute.
- d. The adjudicators will place the dancers in order of merit using the 1-dimensional system.
- e. In a straight final with 4 dancers or less all competitors will dance together to two different pieces of music for up to a maximum of 1 minute but not less than 30 seconds each time.
- f. Solos, Duos and Trios are allowed to use lifts and acrobatics. A lift is defined as one partner losing contact with the floor for more than 2 beats, by being supported by the other partner. Acrobatics are defined as those movements, in which the body turns around the sagittal or frontal axis, such as somersaults, hand wheeling and similar figures. Special rules for different dances could be specified under each dance.

Format - Qualifying Rounds for Small Teams, Large Teams, Showcases

Music: Every Team will dance to their own music. The music will start as soon as the team have taken its position on the floor. No choreographic performance before or after the limited time of music is allowed

Small Teams: Only 1 team will dance at a time in each heat. There is no presentation dance for Small teams. The duration of the music, which is the Small Team's own music, must not be longer than 3 minutes.

Large Teams: Only 1 team will dance at a time in each heat and the duration of the music, which is the Large Team's own music, must not be longer than 3 minutes.

Showcases: Only 1 team will dance at the time in each heat and the duration of the music, which is the Showcase's own music, which must not be longer than 4 minutes.

Super Showcases: Only 1 team will dance at the time in each heat and the duration of the music, which is the Showcase's own music, which must not be longer than 5 minutes.

Judges mark the Teams and Showcases one by one, by using the 2-dimensional system and give each Team they want to go forward into the next round two sets of crosses, one for Artistic Merit, the other for Technical Merit.

Format for dancing the Final for Small Teams, Large Teams and Showcases

- a. Each team will dance, one by one, using their own music. The music will start as soon as the team has taken its position on the floor. No choreographic performance before or after the limited time of music is allowed.
- b. Judges place the Teams in order of merit using the 2-dimensional system by giving two placing, one for Artistic Merit, the other for Technical Merit.
- c. For Small Teams, Large Teams and Showcases lifts and acrobatics are allowed, in all rounds because each team is performing alone on the floor.
- d. Acrobatics are defined as those movements, in which the body turns around the sagittal or frontal axis, such as somersaults, hand wheeling and similar figures. Special rules for different dances could be specified under each dance.

Urban Street Dance Department

Section G-2

Urban Street Dance Division

House Dance Competitions

House Dance

House music is a genre of electronic dance music that originated in Chicago in the early 1980s. Early house music was generally dance-based music characterised by repetitive 4/4 beats, rhythms mainly provided by drum machines, off-beat hi-hat cymbals, and synthesised bass-lines. House music is also fused with several other genres creating fusion subgenres, such as euro house, tech house, electro house and jump house.

Categories: For all categories see General Rules.

Time Limits: See General Rules.

Tempo of the Music: Tempo: 31-33 bars per minute (124 - 132 beats per minute)

Characteristics and Movement:

The movements are mainly performed with the feet and legs, with a jumping bouncing body action. Different House styles are all accepted. Basic figures are Basic Jack, Jack in the Box, Speedy Heels, Speedy Toes, Swirl (heels and toes), Heel Punch, Toe Punch, Rapid V-Step, Criss Cross, Farmer, Stomp, Happy Farmer etc., adding creative elements such as stops, jokes, flashes, swift movements, etc. Some Electric and Break movements can be performed but should not dominate.

<http://www.youtube.com/watch?v=g2Mp2jQMuiU>

<http://www.youtube.com/watch?v=YELoYSdN92U>

http://www.youtube.com/watch?v=tVFQZeC_dsM

Format - Qualifying Rounds Solos, Duos and Trios

- a. The Organiser's music must be played in Strict Tempo.
- b. In the starting round of the competition all dancers, Solos, Duos and Trios shall be seen by the judges in a presentation dance for 30 seconds. In the event of many entries, and therefore the floor will be too crowded, the presentation dance can be divided into two or more groups.
- c. The dancers will thereafter be divided into heats. The number of dancers in each heat is dependent of the size of the dance floor, but the heats should not exceed 6 dancers, 6 Solos or 3 Duos or 2 Trios. Each heat will never last longer than 1 minute. Mini-kids will never dance longer than 40 seconds.
- d. Judges mark the dancers using the 1-dimensional system of marking with a cross for each Solo, Duo or Trio whom they want to go forward into the next round.
- e. All dancers will then dance a closing dance for 30 seconds for the judges to clarify their marks.
- f. In the following rounds no presentation dance will be made but items c. d. and e. will be repeated in all following rounds until the Final.

Format for dancing the Final for Solos, Duos and Trios

There must be a minimum of 5 Solos, Duos or Trios in the final unless it is a straight final, but never more than 8 Solos, Duos or Trios. If there are 6 Solos, Duos or Trios or less, it can be a straight final. If there are 7 Solos, Duos or trios in a class or more then there must be a semi-final.

- a. All finalists will dance 30 seconds together.
- b. The competitors will be divided in two parts. 50% of the competitors will dance for up to a maximum of 1 minute but not less than 30 seconds. The other 50% will dance the same amount of time. The Trios could be divided into three heats depending of the size of the floor.
- c. All competitors will then dance together for up to a maximum of 1 minute.
- d. The adjudicators will place the dancers in order of merit using the 1-dimensional system.
- e. In a straight final with 4 dancers or less all competitors will dance together to two different pieces of music for up to a maximum of 1 minute but not less than 30 seconds each time.

Format - Qualifying Rounds Small Teams, Large Teams, Showcases

Music: Each team will dance, one by one, using their own music. C

Small Teams: Only 1 team will dance at a time in each heat.

Large Teams: Only 1 team will dance at a time in each heat.

Showcases: Only 1 team will dance at a time in each heat.

Super Showcases: Only 1 team will dance at a time in each heat.

Judges mark the Teams and Showcases that are dancing, one by one, by using the 2-dimensional system and give each Team that they want to go forward to the next round two sets of crosses, one for Artistic Merit, the other for Technical Merit.

Format for dancing the Final for Small Teams, Large Teams and Showcases

Each team will dance on their own, one by one, using their own music. Each team will dance, one by one, using their own music. The music will start as soon as the team has taken its position on the floor. No choreographic performance before or after the limited time of music is allowed. Judges place the Teams in order of merit using the 2-dimensional system by giving two placing, one for Artistic Merit, the other for Technical Merit.

Lifts and Acrobatics

- a. Solos, Duos and Trios are only allowed to use lifts and acrobatics in the final. A lift is defined as one partner losing contact with the floor for more than 2 beats, by being supported by the other partner. Acrobatics are defined as those movements, in which body overturns round sagittal or frontal axis, such as somersaults, hand wheeling and similar figures. Special rules for different dances could be specified under each dance.
- b. For Small Teams, Large Teams and Showcases lifts and acrobatics are allowed, in all rounds because each team is performing alone on the floor.

Urban Street Dance Department

Section G-2

Urban Street Dance Division

Popping and Locking Competitions

Popping & Locking

Popping is a street dance and one of the original funk styles that came from California during the 1960s-1970s. Popping means to quickly contract and relax muscles to create a jerking effect (a *pop* or *hit*) in the body. Popping can be concentrated to specific body parts creating variants such as arm pops, leg pops, chest pops and neck pops. They also can vary in explosiveness. Stronger pops normally involve popping both the lower and upper body simultaneously.

Locking is a style of funk dance, which is today also associated with hip hop. The name is based on the concept of *locking* movements, which basically means freezing from a fast movement and "locking" in a certain position, holding that position for a short while and then continuing in the same speed as before. It relies on fast and distinct arm and hand movements combined with more relaxed hips and legs. The movements are generally large and exaggerated, and often very rhythmic and tightly synced with the music.

Categories: For all categories see General Rules.

Time Limits: See General Rules

Tempo of the Music: Tempo: 28-32 bars per minute (112-128 beats per minute)

Characteristics and Movement:

Poses in popping make heavy use of angles, mime style movements and sometimes facial expressions. The lower body has many ways to move around from basic walking and stepping to the more complex and gravity defying styles of floating and electric boogaloo. Movements and techniques used in popping are generally focused on sharp contrasts and extremes, being either robotic, rigid or very loose and flowing. Popping is almost always performed standing up, except in rare cases when the dancer goes down on the knees or to the floor to perform a special move. Locking may be done in solo or in unison with two or more dancers doing steps or handshakes together. A locker may smile while performing to emphasize the comical nature of the dance. Other important stylistic features are waving of arms, pointing, walking stationary and grabbing and rotating the cap or hat.

Format - Qualifying Rounds Solos, Duos and Trios

- a. The Organiser's music must be played in Strict Tempo.
- b. In the starting round of the competition all dancers, Solos, Duos and Trios shall be seen by the judges in a presentation dance for 30 seconds. In the event of many entries, and therefore the floor will be too crowded, the presentation dance can be divided into two or more groups.
- c. The dancers will thereafter be divided into heats. The number of dancers in each heat is dependent of the size of the dance floor, but the heats should not exceed 6 dancers, 6 Solos or 3 Duos or 2 Trios. Each heat will never last longer than 1 minute. Mini-kids will never dance longer than 40 seconds.
- d. Judges mark the dancers using the 1-dimensional system of marking with a cross for each Solo, Duo or Trio whom they want to go forward into the next round.
- e. All dancers will then dance a closing dance for 30 seconds for the judges to clarify their marks.
- f. In the following rounds no presentation dance will be made but items c. d. and e. will be repeated in all following rounds until the Final.

Format for dancing the Final for Solos, Duos and Trios

There must be a minimum of 5 Solos, Duos or Trios in the final unless it is a straight final, but never more than 8 Solos, Duos or Trios in the final. If there are 6 Solos, Duos or Trios or less, it can be a straight final. If there are 7 Solos, Duos or trios in a class or more then there must be a semi-final.

- a. All finalists will dance 30 seconds together.
- b. The competitors will be divided in two parts. 50% of the competitors will dance for up to a maximum of 1 minute but not less than 30 seconds. The other 50% will dance for the same amount of time. The Trios could be divided in three heats depending of the size of the floor.
- c. All competitors will then dance together for up to a maximum of 1 minute.
- d. The adjudicators will place the dancers in order of merit using the 1-dimensional system.
- e. In a straight final with 4 dancers or less all competitors will dance together to two different pieces of music up to a maximum of 1 minute but not less than 30 seconds each time.

Format - Qualifying Rounds Small Teams, Large Teams, Showcases

Music: Each team will dance on their own, one by one, using their own music. Each team will dance, one by one, using their own music. The music will start as soon as the team has taken its position on the floor. No choreographic performance before or after the limited time of music is allowed.

Small Teams: Only 1 team will dance at the time in each heat. There is no presentation dance for Small teams. The duration of music, which is the Small Team's own music, must not be longer than 3 minutes.

Large Teams: Only 1 team will dance at a time in each heat.

Showcases: Only 1 team will dance at a time in each heat.

Super Showcases: Only 1 team will dance at a time in each heat.

Judges mark the Teams, Showcases and Super Showcases that are dancing, one by one, by using the 2-dimensional system and give each Team that they want to go forward to the next round two sets of crosses, one for Artistic Merit and one for Technical Merit.

Format for dancing the Final for Small Teams, Large Teams and Showcases

- a. Each team will dance, one by one, using their own music. The music will start as soon as the team has taken its position on the floor. No choreographic performance before or after the limited time of music is allowed.
- b. Judges place the Teams in order of merit using the 2-dimensional system by giving two placing, one for Artistic Merit, the other for Technical Merit.

Lifts and Acrobatics

- a. Solos, Duos and Trios are only allowed to use lifts and acrobatics in the final. A lift is defined as one partner losing contact with the floor for more than 2 beats, by being supported by the other partner. Acrobatics are defined as those movements, in which body overturns round sagittal or frontal axis, such as somersaults, hand wheeling and similar figures. Special rules for different dances could be specified under each dance.
- b. For Small Teams, Large Teams and Showcases lifts and acrobatics are allowed, in all rounds because each team is performing alone on the floor.

Urban Street Dance Department

Section G-2

Urban Street Dance Division

Acrobatic Jazz Funk Competitions

Jazz-funk (also called street-jazz) is a hybrid of hip-hop and jazz dance. Although jazz-funk borrows from hip-hop dance, it is not considered a style of hip-hop because the foundational movements are jazz and acrobatic movements.

Categories: For solos and Duos only.

Music: Time Signature 4/4 Tempo: 15 - 18 bars per minute (60 - 72 beats per minute).

Characteristics and Movement:

Acrobatics such as Hand-wheeling, Somersaults, Splits, Grand Split jumps, Floor acrobatics, Spins, High Kicks, Pirouettes, Arabesques and other Ballet figures should dominate the performances. Musicality, rhythm, dance variety and originality will be rewarded. The music is played in a very slow tempo but following the music is very important. For Duos it is important with synchronisations of hands, arms, legs and body.

Format - Qualifying Rounds Solos and Duos

- a. Organiser's music played in Strict Tempo.
- b. In the first round all dancers, Solos and Duos shall be seen by the judges in a presentation dance for 30 seconds. In the event of many entries the floor will be crowded, the presentation dance can be divided into two or more groups.
- c. The dancers will thereafter be divided into heats. The number of dancers in the same heat depends on the size of the dance floor but must not exceed 6 dancers, 6 Solos. Each heat shall not last longer than 1 minute.
- d. Judges mark the dancers using the 1-dimensional system with a cross for each Solo or Duo they want to go forward to the next round.
- e. All dancers will then dance a closing dance for 30 seconds for the judges to clarify their marks.
- f. In the following rounds **no** presentation dance will be performed, items c. d. and e. will be repeated.

Format for dancing the Final for Solos and Duos

There must be a minimum of 5 Solos or Duos in the final unless it is a straight final, but never more than 8 Solos or Duos in the final. If there are 6 Solos or Duos or less, it can be a straight final. If there are 7 Solos or Duos in a class or more then there must be a semi-final.

- a. All finalists will dance 30 seconds together.
- b. The competitors will be divided in two parts. 50% of the competitors will dance for up to a maximum of 1 minute but not less than 30 seconds than the other 50% will dance the same amount of time.
- c. All competitors will then dance together for up to a maximum of 1 minute.
- d. The adjudicators will place the dancers in order of merit using the 1-dimensional system. It is possible to also use the 2-dimensional system if the competitors under h. are dancing one by one.
- e. In a straight final with 4 dancers or less all competitors will dance together to two different pieces of music up to a maximum of 1 minute but not less than 30 seconds each time.

Urban Street Dance Department

Section G-2

Urban Street Dance Division

Hip Hop All Style Battles

In the Hip Hop Battle many different styles of Hip Hop is allowed and depending on the Music different styles can be danced by the Battle participants. The different style of dancing gives good opportunity for free interpretation and personal style. Break dance Acrobatics may be performed but should not dominate. The interplay between the battling opponents is important. The dancers must show respect towards each other.

Categories: Solos only

Music:

The music is chosen by the organiser and the DJ will play the different kinds of music after a list randomly. Different style of music will be played at each Battle.

Costumes:

The costume will be Hip Hop style. Shoes must be worn during the performance. No props are allowed.

Format - Qualifying Rounds

- a. Organiser's music that will change in each part of the qualification heats.
- b. The dancers will be divided into heats with up to 8 dancers in each heat.
- c. Each heat will be danced in four parts with a new style of music in each part. 45 seconds to 1 minute, 45 seconds to 1 minute, 45 seconds to 1 minute, 45 seconds to 1 minute
- d. Judges mark the dancers using the 1-dimensional system giving 4 crosses in each part of the heat. Consequently each judge will give 4 times 4 crosses in each heat. The 16 dancers with the highest number of crosses will take part in the Battle. Each dancer will have a place in the Battle according to how many crosses they have got.
- e. The number of judges for the Qualifying rounds must be at least three but possible 5 or 7 to make sure to find the 16 best dancers that will go forward to the Battle.

Format for dancing the Battle

Each Battle will be danced in three parts between two dancers with a new style of music in each part. The dancer with the highest ranking number will start the battle by dancing around 45 seconds followed by 45 seconds for the second dancer. New music and the second dancer will start the next battle followed by the first dancer dancing also around 45 seconds. The last battle will start again with the highest ranked dancer. This battle can be up to 1 minute for each dancer.

There are 3 or 5 judges taking the decision who is the best dancer by the pointing system. Each judge will point at the dancer they have chosen the best dancer on a common command. If a judge feels that there is a thigh in a Battle he will cross his arms. If a majority of the judges cross their arms it will be a re-dance.

The winners of the first 8 battles will meet in 4 battles and the winners will meet in 2 battles. The winners will meet in a final for the 1st and 2nd place and the losers of the semi-final will battle for 3rd and 4th place.

Urban Street Dance Department

Section G-2

Urban Street Dance Division

Urban Street Dance Fusion Show Competitions

Any free Street Dance style like Hip Hop, Break Dance, Electric, Robot, New style, New School, Crumping, Clowning, Locking, Popping, Boogaloo and Whacking must dominate the performance. Urban Pop, House, Techno and Disco Dance Floor and Dance Hall are dances that could be a part of the Urban Street Dance Fusion Show.

Categories: For all categories See General Rules

Time Limits: See General Rules

Urban Street Dance Fusion Show competition format

Each team will dance, one by one, using their own music. The music will start as soon as the team has taken its position on the floor. No choreographic performance before or after the limited time of music is allowed.

How to perform Urban Street Dance Fusion Show

- a. Urban Street Dance Fusion Show is a choreographed performance.
- b. The character of the performance must be in line with the style of Urban Street Dance.
- c. It is allowed to change clothes or remove parts of the costume.
- d. Acrobatics and Lifts are allowed.
- e. Props are allowed if they can be brought on to the stage or dance floor in less than 20 seconds. It must be possible to fold all scenic props and backgrounds so that they can be easily brought in through a normal size door.

Criterion for Judging

- a. The judges will reward clever choreography, a realistic theme or a small story.
- b. The use of innovative, modern figures and movements within the style of dance, that is being performed, will be highly rewarded.
- c. During the qualifying rounds the judges' will use the 2-dimensional system by giving two crosses, one for Artistic Merit, the other for Technical Merit.
- d. In the Final the judges' use the 2-dimensional system by giving two sets of placing, one set for Artistic Merit, the other for Technical Merit.

Urban Street Dance Department

Section G-2

Urban Street Dance Division

Electric Boogaloo Competitions

Boogaloo is a free style, improvisational street dance movement of soulful steps and robotic movements which make up the foundations of popping dance and turfing. Boogaloo can incorporate illusions, restriction of muscles, stops, robot and/or wiggling. The style also incorporates foundational popping techniques. Popular moves are Creepin, Crazy legs, Fresno, Neck-oflex, Twist-o flex and Old Man.

For Duos it is important with shadow figures and synchronisation of legs, arms and bodies.

Categories: Solo and Duos

Music:

Funky type of music with a clear Base and drum beat in 4/4 time signature. 120-132 beats per minute. (30-33 Bars per minute)

Costumes:

Free clothes but should not be provocative. Shoes must be worn at all times during the performance. No props are allowed.

Format - Qualifying Rounds

- a. Organiser's music.
- b. In the qualifying rounds all dancers shall be seen by the judges in a presentation dance for 1 minute. In the event of many entries the floor will be crowded, the presentation dance can be divided into two or more groups.
- c. The dancers will thereafter be divided into heats. The number of dancers in the same heat depends on the size of the dance floor but must not exceed 4 dancers (2 duos) in each heat. Each heat must be 1 minute.
- d. All dancers will then dance a final minute
- e. Judges mark the dancers using the 1-dimensional system with a cross for each dancer they want to go forward to the next round.

Format for dancing the Final

There must be a minimum of 5 dancers in the final unless it is a straight final, but never more than 7 dancers in the final. If there are 7 dancers, or less, it can be a straight final. If there are 8 dancers or more, in a class, then there must be a semi-final.

- a. All dancers will dance 1 minute
- b. The competitors will be divided in heats with one or two dancers (1 duo) at the time dancing 1 minute.
- c. All competitors will then dance together for 1 minute.
- d. In a straight final with only 2 dancers/duos both competitors will dance together to two different pieces of music for 1 minute + 1 minute. If there is only 1 dancer in a final he/she will dance only 1 minute.
- e. The judges will place the dancers in the final in order of merit using the 1-dimensional system with one set of placing.

Acrobatics

Acrobatics is allowed but is not a typical Boogaloo move and will not enhance the judges marks.

Urban Street Dance Department

Section G-1

Break Dance Division

Break Dance competitions

Break Dance Categories

- a. Solo Female (B-Girls)
- b. Solo Male (B-Boys)
- c. Small Teams 4 – 8 dancers Mixed (B-Boys & B-Girls)
- d. Large Teams 9 – 16 dancers Mixed (B-Boys & B-Girls)
- e. Showcases 17 and more dancers

Break Dance Age Groups

- a. Juveniles 11 years and under
- b. Juniors 12-15 years
- c. Youth and Adults 16 years and over

Music: The Organiser's music will be used in all rounds

Solos

Format - Qualifying Rounds

- a. The organiser's music is played at a suitable tempo.
- b. In the starting round of the competition all dancers shall be seen by the judges in a presentation dance for 30 seconds. In the event of many entries the floor will be crowded and the presentation dance will be divided in two or more groups. The chairman of judges will decide the number of dancers in each group.
- c. The dancers will thereafter be divided into heats. Every heat will not have more than 2 dancers. The duration of the performance will be between 45 and 60 seconds. d. In all following rounds, including the semi-final there will be not be a presentation dance at the beginning of the round.

Judging - Qualifying Rounds

Judges mark the 8 best dancers using the 2 dimensional system with one cross for Technique and Acrobatics and the other for Artistic Merit for the dancers each adjudicator want to go directly forward to the final battle. The eight dancers that have the highest number of crosses will go straight to the final battle. All other dancers will dance one more qualification round, from which the remaining 8 dancers will be selected for the final.

Format for dancing the Final

All dancers in the final are ranked in order of the number of crosses received. The 8 dancers that were selected directly for the final will be ranked 1-8. The 8 dancers that were selected in the second chance round will be ranked 9-16 according to the number of crosses they received. The 1st ranked dancer will dance against the 16th ranked dancer. The 2nd ranked dancer will dance against the 15th ranked dancer and so on ending with the 8th ranked dancer will dancing against the 9th ranked dancer, eight (8) battles in total. In the event of equal number of crosses a draw will be carried out for who will meet who. The winners of each battle will meet in a quarter final in 4 battles and where the winners are ranked against each other again in accordance to the number of the crosses from the ranking list of the first round. The 4 winners of the ¼ final will meet in a semi-final. Who will meet who in the semi-final will be decided by a draw. The two winners will meet each other in a final for 1st and 2nd place and the two losers of the semi-finals will meet for 3rd and 4th place.

Judging the Final

The two dancers are dancing on a split floor, one dancer on floor A and one on floor B. The judges decide who will win the battle by showing A or B cards. The majority of the judges' markings will decide who will be the winner in each battle.

Acrobatics

It is allowed to use acrobatics, except dangerous tricks for Juveniles like head spins, the crown and other figures that could damage the neck and the spine. Dangerous tricks and acrobatics are used at the trainers, parents and/or dancers own risk.

Teams

Format - Qualifying Rounds

- a. The Organiser's music must be played at a suitable tempo.
- b. In the starting round of the competition all teams shall be seen by the judges in a presentation dance for 1 minute. Every team dances solo and may decide on how many dancers will be dancing at the same time. The Presentation round is not judged.
- c. The teams will thereafter be divided into heats. Each team will dance solo. The teams may decide how many dancers will be dancing at the same time.
- d. The duration of the performance is to be between 2:30 and 3 minutes.
- e. In all following rounds there will not be a presentation dance at the beginning of the round.

Judging - Qualifying Rounds

- a. Every Judge will mark the 4 best teams using the 2-dimensional system with one cross for Technique and Acrobatics and the other for Artistic Merit for the teams they want to go directly forward to the final battle. The four teams that have the highest number of crosses will go straight to the final battle. All other teams will dance one more qualification round from which the remaining 4 teams will be selected for the final.
- b. In the event that there are less than 8 teams entered only two (2) teams will qualify directly for the final, the remaining two places will be selected from the "second chance" round.

Format for dancing the Final

- a. All teams in the final are ranked in order of merit by the number of crosses. The 4 teams that were selected directly for the final will be ranked 1-4. The four teams that were selected in the "second chance" round will be ranked 5-8 according to the number of crosses they received. The 1st ranked team will meet the 8th ranked team. The 2nd ranked team will meet the 7th ranked team and so on through the 4 battles. In the event of equal crosses a draw will be made for who will meet who. The winners of each battle will meet in a semi-final in 2 battles. Who will meet who in the semi-final will be decided by a draw? The two winners will meet each other in a final for 1st and 2nd place and the two losers in the semi-final will meet each other for 3rd and 4th place.
- b. The duration of the battles will be 6 minutes and the teams decide themselves when to send in dancers and how many.

Judging the Final

The teams dance on separate floors, one team on floor A the other on floor B. The judges decide who will win the battle by showing A or B cards. The majority of the judges' markings will decide who will be the winner in each battle.

Lifts and Acrobatics

It is allowed to use acrobatics, except dangerous tricks for Juveniles like head spins, the crown and other figures that could damage the neck and the spine. Dangerous tricks and acrobatics are used at the trainers, parents and/or dancers own risk.

Urban Street Dance Department

Section G

Break Dance Division

Break Dance Battles

Urban Street Dance Division

Urban Street Dance Competitions

Dance Hall Competitions

House Dance Competitions

Popping & Locking Competitions

Acrobatic Jazz Funk Competitions

Hip Hop All Style Battles

Urban Street Dance Fusion Show Competitions

Electric Boogaloo Competitions

General rules for the Urban Street Dance Department

It is not allowed for any dancer to compete against himself or herself.

Reason: A dancer cannot participate in more than one team in the same competition.

Age Groups:

- **Mini Kids** under 8 years
- **Juveniles I** 8 - 9 years
- **Juveniles II** 10 - 11 years
- **Junior I** 12 - 13 years
- **Junior II** 14 - 15 years
- **Youth I** 16 - 17 years
- **Youth II** 18 - 20 years
- **Adults** 21 - 34 years
- **Masters** 35 - 44 years
- **Grand Masters** 45 years and over

Masters and Grand Masters can choose to dance against Adults if they so wish but can then not participate in the Masters age group of the same competition discipline at the same event.

In Small and Large Teams plus Showcases for Masters and Grand Masters it is allowed to enrol 25% Adults.

Determining one's age group

- a. A competitor's age division is determined by his or her year of birth in connection with the date of the competition and their date of birth.
- b. While younger dancers may dance 'up' to the next older age group, the reverse is not possible, older dancers may not dance 'down' to a younger age group.
It is **not** possible to dance up one age group in Solo Dance competitions.
- c. There must always be at least one dancer in Duos, Trios, Small Teams, Large Teams and Showcases that must fall within the specified age range of the age group, in which they are competing.

Exceptions for Trios, Small Teams, Large Teams and Showcases

- a. Mini Kids. A member of a Mini Kids Trio, Small Team, Large Team or Showcase may dance in this team up to his/her ninth (9th) birthday.
- b. Juveniles. A member of a Juvenile Trio, Small Team, Large Team or Showcase may dance in this team up to his/her thirteenth (13th) birthday.
- c. Juniors. A member of a Junior Trio, Small Team, Large Team or Showcase may dance in this team up to his /her seventeenth (17th) birthday.
- d. Youth. A member of a Youth Trio, Small Team, Large Team or Showcase may dance in this team up to his/her twenty second (22nd) birthday.

Categories

Solo Female

Solo Male

Duos Female-Female (FF)

Duos Male-Male (MM)

Duos Male-Female (MF)

Trios (3) dancers

Small Teams 4 – 8 dancers

Large Teams 9 - 16 dancers

Showcases 17 - 30 dancers

Super Showcases 31 dancers and over

Definition of a Duo

A Duo is defined as two persons dancing as individuals and can be of any gender.

Definition of a Trio

A Trio is defined as three dancers in the following combinations.

- a. Three ladies/girls
- b. Three men/boys
- c. Two ladies/girls & one man/boy
- d. Two men/boys & one lady/girl

Time Limits

Solos, Duos and Trios: Music must be between a minimum of 1.30 and a maximum of 2 minutes.

Small Teams: Music must be between a minimum of 2.30 and a maximum of 3 minutes.

Large Teams: Music must be between a minimum of 2.30 and a maximum of 3 minutes.

Showcases: Music must be between a minimum of 3.30 and a maximum of 4 minutes.

Super Showcases: Music must be between a minimum of 3.30 and a maximum of 5 minutes.

Open marking is not to be used.

Contents	Page
----------	------

Urban Street Dance Department

Section G

General Rules for the Urban Street Dance Department	G-0-1
Age Groups	G-0-1
Music	G-0-1
Determining one's age group	G-0-1
Exceptions for Trios, Small Teams, Large Teams and Showcases	G-0-2
Categories	G-0-2
Definition of a Duo	G-0-2
Definition of a Trio	G-0-2
Music	G-0-2
Time Limits	G-0-2

Section G-1

Break Dance Division

Break Dance Competitions

Break Dance Categories	G-1-1
Break Dance Age Groups	G-1-1
<i>Solos</i>	
Format - Qualifying Rounds	G-1-1
Judging - Qualifying Rounds	G-1-1
Format for dancing the Final	G-1-1
Judging the Final	G-1-2
Acrobatics	G-1-2
Music	G-1-2
<i>Teams</i>	
Format - Qualifying Rounds	G-1-2
Judging - Qualifying Rounds	G-1-2
Format for dancing the Final	G-1-2
Judging the Final	G-1-2
Lifts and Acrobatics	G-1-2
Music	G-1-2

Section G-2

Urban Street Dance Division

Urban Street Dance Competitions

Urban Street	G-2-1
Tempo of the Music	G-2-1
Characteristics and Movement	G-2-1
Format - Qualifying Rounds Solos, Duos and Trios	G-2-1
Format for dancing the Final for Solos, Duos, Trios	G-2-2
Format - Qualifying Rounds for Small Teams, Large Teams, Showcases	G-2-2
Format for dancing the Final for Small Teams, Large Teams and Showcases	G-2-2

Dance Hall Competitions

Dance Hall	G-2-3
Tempo of the Music	G-2-3
Characteristics and Movement	G-2-3
Format - Qualifying Rounds Solos, Duos and Trios	G-2-3
Format for dancing the Final for Solos, Duos and Trios	G-2-4
Format - qualifying rounds Trios, Small Teams, Large Teams and Show-cases	G-2-4
Format for dancing the Final for Small Teams, Large Teams and Showcases	G-2-4
Lifts and Acrobatics	G-2-4

Contents	Page
House Dance Competitions	
House Dance	G-2-5
Tempo of the Music	G-2-5
Characteristics and Movement	G-2-5
Format - Qualifying Rounds Solos, Duos and Trios	G-2-5
Format for dancing the Final for Solos, Duos and Trios	G-2-6
Format - qualifying rounds Trios, Small Teams, Large Teams and Show-cases	G-2-6
Format for dancing the Final for Small Teams, Large Teams and Showcases	G-2-6
Lifts and Acrobatics	G-2-6
Popping & Locking Competitions	
Popping	G-2-7
Locking	G-2-7
Tempo of the Music	G-2-7
Characteristics and Movement	G-2-7
Format for qualifying rounds Solos, Duos and Trios	G-2-7
Format for dancing the Final for Solos, Duos and Trios	G-2-8
Format for qualifying rounds Trios, Small Teams, Large Teams and Show-cases	G-2-8
Format for dancing the Final Trios, Small Teams, Large Teams and Show-cases	G-2-8
Lifts and Acrobatics	G-2-8
Acrobatic Jazz Funk Competitions	
Jazz Funk	G-2-9
Categories	G-2-9
Music	G-2-9
Characteristics and Movement	G-2-9
Format - Qualifying Rounds Solos and Duos	G-2-9
Format for dancing the Final for Solos and Duos	G-2-9
Hip Hop All Style Battles	
Categories	G-2-10
Music	G-2-10
Costumes	G-2-10
Format – Qualifying Rounds	G-2-10
Format for dancing the Battle	G-2-10

Contents

Page

Urban Street Dance Fusion Show

Urban Street Dance Fusion Show competition format	G-2-11
Categories	G-2-11
Time Limits	G-2-11
Urban Street Dance Fusion Show format	G-2-11
How to perform Urban Street Dance Fusion Show	G-2-11
Criterion for Judging	G-2-11

Electric Boogaloo Competitions

Boogaloo	G-2-12
Categories	G-2-12
Music	G-2-12
Costumes	G-2-12
Format - Qualifying Rounds	G-2-12
Format for dancing the Final	G-2-12
Acrobatics	G-2-12

