

An alle VTÖ Tanzschulen

Liebe Kolleginnen und Kollegen,

Turnierausschreibung

Österreichische Meisterschaften

HIP HOP

BREAKDANCE

ELECTRIC BOOGIE

STREETDANCE SHOW

SHOWDANCE

Samstag 14. und Sonntag 15. Mai 2011

Veranstalter	ÖTF im VTÖ
Ausrichter	dietanzschule dr. klaus höllbacher
Ort	ATG, Kastelfeldgasse 8, 8010 Graz
Vorläufige Beginnzeit	Samstag 10:00 Uhr Sonntag 10:00 Uhr (genauer Zeitplan wird unter www.dietanzschule.at veröffentlicht)
Meldungen an	office@dietanzschule.at, Meldungen werden nur in elektronischer Form (über die homepage oder über E-mail) und in der beigefügten Exel Tabelle akzeptiert.
Meldeschluss	schriftlich und verbindlich bis 22.April 2011 über die E-Mail office@dietanzschule.at . Für später eingelangte Meldungen wird ein Zuschlag von 100% zum Startgeld vor Ort kassiert. Bei Nichtantritt gibt es keine Kostenerstattung!
Disziplinen	BREAKDANCE Solos Teams (Battles)

HIP HOP

Solos männlich / weiblich

Duos

Small Groups (3 – 7 Tänzer)

Formationen (8 – 24 Tänzer)

ELECTRIC BOOGIE

Solo

Duo

Wir veranstalten auch in diesem Jahr für Formationen der Kinder und Jugendlichen eine eigene Newcomer Klasse. In dieser sind nur Formationen und Teilnehmer zugelassen die seit nicht mehr als 2 Jahren Hip Hop tanzen. In dieser Klasse ist keine Qualifikation für internationale Bewerbe möglich!

Newcomer Kids 1 – Kids die nicht länger als 1 Jahr tanzen

Newcomer Kids 2 – Kids die nicht länger als 2 Jahre tanzen (die Gewinner dürfen beim regulären Bewerb starten)

Newcomer Juniors– Juniors die nicht länger als 1 Jahr tanzen

SHOWDANCE

Solos männlich / weiblich

Duos

Small Groups (3 – 7 Tänzer)

Formationen (8 – 24 Tänzer)

STREETDANCE SHOW NEU!!!!

Solos männlich / weiblich

Duos

Small Groups (3 – 7 Tänzer)

Formationen (8 – 24 Tänzer)

HIP HOP TEAM BATTLE NEU!!!!

Small Groups (3 – 7 Tänzer) Achtung nur Altersklasse Adults

HIP HOP SOLO BATTLE NEU!!!!

SOLOS - Achtung nur Altersklasse Adults

PRODUCTION

(über 25 Tänzer)- alle Tanzstile der IDO erlaubt

Altersklassen

It. IDO (Kids JG 2000 und jünger, Juniors JG 99-96, Adults ab JG 95, Adults 2 ab ü 30)

Musik(-länge), Bekleidung, Tempo etc.

siehe IDO Regeln unter www.ido-online.org

www.dietanzschule.at bzw. www.vtoe.at

Achtung! Neue Regeln beachten!!!!

Startgeld	Production	€ 150,-
	Formationen (Battle-Teams)	€ 60,-
	Small Groups	€ 40,-
	Duos	€ 30,-
	Solo	€ 25

Zahlung: Die Meldung verpflichtet zur Zahlung auf unser Konto bei der CA-BA, BLZ 12000, Kto. Nr. 08833673000, Dr. Klaus Höllbacher.

Als fristgerecht gelten alle Zahlungen, die bis 22. April 2011 24 Uhr eingelangt sind. Für spätere Zahlungen wird ein 100%iger Aufschlag zum Startgeld vor Ort kassiert. Es gibt keine Ausnahmen!!!!

Check-In Alle Teamleader (pro Tanzschule wird nur ein Teamleader akzeptiert) bitte beim Check-In melden. Sie erhalten die Startnummern und Aktivenkarten für die gesamte Tanzschule und sind für alle Nennungen der Tanzschule verantwortlich.

Eintritt 15 €

Betreuerkarten Haftung pro Formation eine Betreuerkarte
Vom Veranstalter und Ausrichter wird keine Haftung für die Garderobe übernommen. Wertsachen daher bitte nie unbeaufsichtigt liegen lassen, sondern bei den jeweiligen Betreuern abgeben.

Fairness: *Sollte Euer Team nicht gewinnen, oder nicht die Platzierung erreichen die Sie sich erhofft haben, bitte nicht die Schuld bei den anderen Teams oder den Wertungsrichtern suchen, sondern als Trainer und Teamleader mit gutem Beispiel voran gehen.*

ÖTF Gebühren: Der Start einer Tanzschule ist nur nach vollständiger Bezahlung aller ÖTF Gebühren möglich. Beiträge:
Tanzlehrer € 51,-
Trainer: € 36,-
Tänzer: € 5,-

Anmeldung: die Anmeldung wird ausnahmslos nur in der mitgesandten Excel Tabelle akzeptiert. Sollten Ihr keine Excel Tabelle zugeschickt bekommen haben, bitte Email an office@dietanzschule.at, wir schicken umgehend eine zu. Bitte auf die richtige Schreibweise, groß/Kleinschreibung achten.

Film/Video: das Filmen der Veranstaltung ist aus Lizenztechnischen Gründen nicht erlaubt, Filmlicenzen sind um 10 € an der Kassa erhältlich.

Auch heuer wird es Stichproben zu Geburtsdatumsangaben geben.

Weitere Infos nach Anmeldung .

8.2. STREET DANCE

The rules outlined below cover the following Street Dance Disciplines:

- Break Dance
- Electric Boogie
- Hip Hop
- **Hip Hop Team Battle**
- Street Dance Show

Unless stated otherwise under the specific rules for a particular discipline, the following categories are available in the Street Dance Disciplines listed above:

SOLO MALE

SOLO FEMALE

DUO Two Males, Two Females or one Male and one Female

DUO Female / Female and DUO Male/ Female or Male/ Male in Disco Dance only

SMALL GROUP/ TEAM 3 – 7 dancers

FORMATION 8 – 24 dancers

MINI PRODUCTION 3 - 12 dancers

LARGE PRODUCTION 25 dancers and more

8.2.1. GENERAL PROVISIONS – STREET DANCE DISCIPLINES

Each dance discipline has some rules specific to that particular dance discipline. Such information is provided under the specific heading for the discipline in question. In general, the following rules apply to All Street Dance Disciplines. Any exceptions are noted in each rule.

When an exception is noted, please refer to the specific rules governing the discipline mentioned.

AGE DIVISIONS

AGE DIVISION AGE RANGE

Mini Kids 7 and under

Children 11 and under

Junior 12 – 15

Adult 1

Adult 2

16 and over

31 and over

From time to time Organizers may decide to run Championships in Street Dance Adults 2, age **31** and over, no exceptions. This age division is only for small groups and formations.

No dancer shall compete against him or herself.

MUSIC Competitors in most, but not all, disciplines dance to the Organizer's music.

EXCEPTIONS: Disco Dance Formations, Hip Hop Formations, Techno Formations, International Freestyle Formation, Hip Hop Team Battles (1st round), Break Dance Teams (1st round) and all categories of Street Dance Show.

DURATION OF PERFORMANCE:

Refer to specific discipline. Children's Formation will be 2:30 minimum and 3:00 maximum in Street Dance Department. This rule will be used in all disciplines except where it is specified differently.

STAGE PROPS:

Permitted in some, but not all disciplines.

Restrictions: Stage Props not definable as clothing may NOT be used.

Hats, coats, sweaters, shawls, etc., **may be used** as long as they remain part of the costume and not taken off, disappear or be thrown away. Hand props such as sticks, umbrellas, balloons, skateboards, bags, headsets, masks, sunglasses/image glasses, etc. and other non-clothing articles **cannot be used** during a performance. Acceptable stage props must be retained during the entire performance. Such clothing articles may be turned inside out, held in the hands, exchanged with a partner, etc., but may NOT be thrown away during the performance.

EXCEPTIONS: Street Dance Show – All categories. Stage props are permitted when carried by the dancers in one trip. Any stage props used may be held or worn by the dancers during the performance. Stage hands / assistants are not allowed to carry props for the dancer(s). Cumbersome scenic props are not permitted in any dance, category, style or division at any IDO Event.

Liquids or other substances that can litter, damage, or make the dance floor / stage unsafe may not be used in any category or discipline.

Using electrical devices, such as personal light effects and music which the dancer plugs into an electric socket - props may be used but must be powered by battery.

LIFTS:

Lifts are defined as movements / figures in which both feet of one dancer are off the floor and such figures / movements are performed with the help / physical support of another person.

Lifts are permitted in some, but not all dance disciplines. Please refer to specific rules for the discipline in question. Lifts are NOT permitted in Children's divisions unless stated otherwise in the specific rules governing a specific discipline.

ACROBATIC MOVEMENTS:

Acrobatics are those movements, in which body overturns round sagittal or frontal axis, such as somersaults, hand wheeling and similar figures. These movements are permitted in some, but not all disciplines. Please refer to specific rules for the discipline in question.

If permitted, acrobatic movements will not always enhance the dancer's score, and could even detract from the score if they are not performed in a technically correct manner.

8.2.2. BREAK DANCE

The categories of Break Dance are: Solo and teams.

Age Divisions see in General Provisions of Street Dance Disciplines.

SOLO

1. Music: Organizer's music in Break Dance style.

2. Duration of Performance: Preliminary round: 2 minutes divided into three sections of 40 seconds duration each. Additional opening minute of the 1st round is not evaluated. In the preliminary round, there must be no more than three (3) competitors dancing together. The Chairman of Judges determines the number of competitors in the opening minute and final 40 seconds in the preliminary round. The best 16 competitors fight in "battles" one by one in a "knock-out-system" (5 – 10 minutes each battle).

3. Tempo: No restrictions.

4. Typical Break Dance Elements: Crown, Headspin, Backspin, Turtle, Helicopter, Windmill, Bailey Windmill, Uprock, Freeze, Sixstep, One Hand Up, Swipe, Atomic, Flair, Holoback, Traxx, 99, variable footwork, etc., including different variations of these figures, elements and movements. Keen 'breaks' (stopping of movement), isolations, breaking movements, plus acrobatic movements in various combinations are all expected aspects of Break Dance routines. Technical difficulty of performed elements, joining of elements (flowing acrobatic movements melding into one another), originality, etc. are all highly important, and the entire presentation will be evaluated

NOTE: It is important to show more than two different figures and elements. Figures danced twice are only counted once. If repeated, the best attempt of the two will be marked.

5. Acrobatic Movements: Permitted as outlined under General Provisions for Street Dance.

6. Forbidden Movements: Elements and figures that, according to the dancer's ability, are too difficult or that could lead to injuries or loss of life.

7. Stage Props: As applicable for this discipline.

8. Break Dance competitions are not organized in the Children age division.

9. Procedure of Break Dance solo competition

a. **FIRST/PRELIMINARY ROUND:** Each group of competitors begins dancing together in the preliminary round with a one-minute 'warm up' performance, which the judges do not evaluate. They then dance (not more than 3) first 40 seconds period. When all dancers finish, they start to perform the 2nd period of 40 seconds in the same order. The final performance gives the judges an opportunity to compare the dancers. To avoid any risk of injuries, judges shall walk around the competition floor during the final presentations. Best 16 competitors will be qualified and continue with battles (knock out system).

b. **Qualification:** If there are 18 dancers or more in the 1st round, adjudicators should qualify the best 16, which they divide into 4 classes/categories (A=best, B=2nd best, C=3rd best, D=4th best). For those whom they want to qualify, they use the following point system. The adjudicator gives the best 4 dancers 4 points, the next best 4 dancers 3 points, the next best 4 dancers 2 points and the next best dancers 1 point each. For those whom they do not want to qualify they give 0 points. According to achieved summary of points the RANKING of the 16 best dancers is made, in which first four dancers belong to A class, 4 next to B class, 4 next to C class and 4 to D class. If there are more than 20 competitors in the 1st=preliminary round, a Supervisor together with a Chairman of Judges may

decide to ask for additional crosses for dancers on first next position after 16 best dancers (cross means placement on the 17th position and is taken into consideration in case of tie).

c. **BATTLES:** In the 8 battles that follow, the dancers from A class will battle with dancers from D class, and dancers from B class will battle with dancers from C class (1st in a ranking from group A with last from group D, etc...). Neither dancers, nor adjudicators will be informed who belongs to which class, only scruteneer and Supervisor (Chairman of Judges) will be informed. List of battles will be published. After 8 battles, those who are winners will battle in the next 4 battles, and afterwards in last two for 4th and 3rd as well as for 2nd and 1st place. All adjudicators' decisions must be also in written form and signed.

SECTION 8: RULES FOR IDO DANCE DISCIPLINES

Ranking after the 1st round:

1A 5B 9C 13D

2A 6B 10C 14D

3A 7B 11C 15D

4A 8B 12C 16D

SPIDER of BATTLES:

If there is **10 to 17** competitors in the 1st round, adjudicators will **qualify only 8 dancers**, 2 of class A (4 points), 2 of class B (3 points), 2 of class C (2 points), and 2 of class D (1 point). Then in next round there are only 4 battles (A1/D8; B3/C6; A2/D7; B4/C5). The winners of these four battles will go on to two battles and finally will be one battle for 1st place and one battle for 3rd place.

If there is **less than 10** competitors in the 1st round, adjudicators will **qualify only 4 dancers**, one of each class and then there are only 2 battles (A1/D4 and B2/C3); followed by battles of the winners of previous 2 battles (one battle for 1st place and one battle for 3rd place).

In the Break Dance battles solos only three battle moves should be necessary. (If needed it could be possible to include one more battle)

TEAM BATTLES

1. Number of Dancers: 3-7

2. Music: Teams may use their own music in the first round. Organizer's music in Break Dance style will be used in the final round.

3. Duration of Performance: 150-240 seconds (2:30 - 4 minutes) of each team's performance may be danced using the team's music. The "Semifinal-Battle" (3. and 4. place) will last about 5 – 10 minutes. The "Final-Battle" 10 – 15 (20) minutes, according to the Supervisors decision. The last minute will be announced.

4. Tempo: No restrictions.

5. Typical Break Dance Elements: Same as for Break Dance Solos, plus: Acrobatics should have some style continuation. Choreography for the exhibition to the team's own music must be a clear performance of a team, not just a demonstration of unrelated solo performances. Musicality, difficulty of movements and figures, originality and team variability will all be highly evaluated. Synchronized movements, shadow standing, mirror positions and smooth transitions of these components from one into another, along with choreographic variability and work with space will also be evaluated. All typical elements of Break Dance should be performed – Styles - Pop Locking - Power moves – Electric Boogie.

6. If one team disturbs another team's performance or endangers another team's safety, a loss of evaluation points will result.

7. The final 'battle' portion of each contest shall consist of individual performances of dancers from the competing teams in which each dancer must dance his or her solo part at least one time, and the team's performance will be judged as a whole.

8. Based on the first round results, the Chairman of Judges will determine the order of "battles" between 1st - 2nd ranked teams and the 3rd - 4th ranked teams.

9. All other rules are as outlined under **BREAK DANCE SOLO**.

10. Procedure of Break Dance Team competition

First round is a show of teams who will dance to their own music.

The Adjudicators will evaluate and select the four best teams. The Adjudicators give the best team 4 points, the next best team 3 points, the next best team 2 points and the next best team 1 point.

Only the 4 best teams will battle to the Organizer's music (3rd. against 4th and 1st against 2nd)

If there are more than 8 teams in the 1st=preliminary round, a Supervisor together with a Chairman of Judges may decide to ask for additional crosses for team/teams on the next position after 4 best teams (cross means placement).

SPECIAL NOTE FOR BREAK DANCE AND ELECTRIC BOOGIE:

When asked to select Adjudicators for this discipline, each nation should only invite Adjudicators who are very experienced in Break Dance. This type of VIP Adjudicator would include past champions, celebrity performers, teachers and choreographers who are all considered experts in this field. This note is intended as a guideline only, and is not a rule.

8.2.3. ELECTRIC BOOGIE

The categories of Electric Boogie are: Solo, Duo.

Age Divisions see in General Provisions of Street Dance Disciplines.

1. Duration of Performance: Organizer's music 1 minute in all rounds, including the final round.
2. Typical Movements and Techniques: Sharp electric movements that flow into waves, isolations, robot, pantomime elements, popping, animation, electric shock, walking, puppet, ticking, locking, etc. It is important to show more than two different techniques and movements.
3. The dancer(s) should endeavor to create illusions in his or her performance to surprise and 'electrify' the audience. Each group of competitors begins with a one-minute performance, dancing together in each round. They then dance three, two or one by one for their one-minute performance or 1 minute performance in the final round. Each group dances a final minute together in each round. To avoid any risk of injuries, Judges shall walk around the competition floor in opening and final presentations.

Both the opening and final performance give the Judges an opportunity to compare the dancers.

8.2.4. HIP HOP

The categories of Hip Hop are: Solo male, solo female, duo, small group and formation.

Age Divisions see in General Provisions of Street Dance Disciplines.

SOLO MALE, SOLO FEMALE AND DUO

1. Duration of Performance: Organizer's music 1 minute.
2. Tempo: 27 - 28 bars per minute (108 - 112 beats per minute) (downbeat, more groove).
3. Characteristics and Movement: Hip-Hop includes different new dance styles, such as Hype Dance, New-Jack-Swing, Jamming, etc., adding creative elements such as stops, jokes, flashes, swift movements, etc. Some Electric Boogie movements can be performed but should not dominate. Hip-Hop is mostly danced on the eighth notes with a typical bounce, or jumping action (New-Jack-Swing).
4. Acrobatic Movements: Permitted as outlined under General Provisions of Street Dance Disciplines, including those typical of Break Dance, but should not control / dominate the performance.
5. Lifts: Not permitted as outlined under General Provisions of Street Dance Disciplines.
6. Stage Props: Not permitted (see more under General Provisions of Street Dance Disciplines)
7. Special Note for Duos: Both dancers should dance together, not only for themselves or one by one. Their performance should include synchronized steps such as Follow the Leader, shadow and mirror design, as well as patterns and dancing the same steps. A mixture of all possibilities is important.
8. Procedure of Competition: In each round the dancers perform three (3) times. Each group of competitors begins and ends with a one-minute performance dancing together in each round. Number of dancers on the floor in subsequent rounds during second minute of performance is specified in the Section General Rules & Regulations for Competitions.

Both opening and final minutes are to give the Judges an opportunity to compare dancers.

To avoid any risk of injuries Judges shall walk around the competition floor in opening and final presentations.

SMALL GROUPS

1. Length of Exhibition: Organizer's music 2 minutes.
2. Tempo: 27 - 28 bars per minute (108 - 112 beats per minute), downbeat, groove.
3. Dancers of each group dance together, two or three at a time. In final round they perform one by one.
4. Musicality, (rhythm, breaks), dance variety and originality, together with well-done and well-performed stage and individual choreography, will be highly evaluated. It is very important to present harmony of idea, music, dance and costume, which should underline the special Hip-Hop character.
5. Lifts: Not permitted as outlined under General Provisions of Street Dance Disciplines.
6. Stage Props: Not permitted as outlined under General Provisions of Street Dance Disciplines. Non-clothing stage props (umbrellas, sticks, etc.) may not be used.
7. Groups will be judged as a whole. Solo parts may be performed but must not control / dominate.
8. All other rules are as outlined under HIP HOP: SOLO MALE / FEMALE, DUO.

FORMATIONS

1. Formations dance to their own music.

2. Length of Exhibition: 2 minutes & 30 seconds minimum to 3 minutes maximum.
 3. Tempo: 30 bars per minute (maximum 120 beats per minute)
 4. Music: Must be typically Hip Hop as it is currently known in the Hip Hop scene, including break beats.
 5. Formations will be judged as a whole. Solo parts may be performed but must not dominate.
 6. Lifts: Permitted as outlined under General Provisions of Street Dance Disciplines.
 7. Stage Props: Not permitted (see more under General Provisions of Street Dance Disciplines).
- All other rules are as outlined under HIP HOP: SOLO MALE / FEMALE, DUO & SMALL GROUP.

8.2.5. HIP HOP TEAM BATTLE (AGM 2010)

The categories of Hip Hop Team Battle are: Teams.

1. Age division: Adults

The teams can include in the competition crew competitors who are two years younger than the particular age

division but at least 50% must be of the adult age division.

2. Character of the Discipline :

- Any Hip Hop dance technique is allowed and recommended.
- Break Dance, Electric Boogie elements, acrobatics and lifts are allowed, but must not dominate.
- Properties and scenes are allowed but must not endanger or limit the other dancers.
- Solo presentations, couples, trios are preferred.
- Style diversity, variability of elements and technical standard are preferred.
- Improvisations, harmony with music and original tricks will be highly evaluated.
- Collective, group or formation dancing must not dominate.
- Dancers in battle part must respect other dancers (Dancers are not allowed to touch each other.)

3. Technical Rules:

DEMO:

- Number of dancers in team 3-7
- Duration of Performance (s.c. demo): 2:30-3:00 min., own music that must come from music belonging to worldwide urban scene: hip hop, funky, deep house, break beat, new style hip hop, house dance, lockin', poppin', electric boogaloo, R'nB' e.t.c. It is possible to use these genres in demo in any rate.
- Judges proclaim the best choreography – demo

BATTLE:

- Music for battle is arranged by the Organizer
- Battle duration is open (approx. 4-8 min.)
- Duration of one entry is 30-40 sec.

• Rules for music base of entries

Battle 30-40 seconds on each side

- 1st entry - music section new style
- 2nd entry - music section house
- 3rd entry - music section hype, pop, lock - old school

In case of additional entry music section will be new style, R&B, Dance Hall and other styles.

4. Competition Classification Procedure:

4.1 Qualification - DEMO

- In qualification each crew presents own demo in duration 2:30 - 3:00 minutes using own music.
- Judges evaluate presented demos, order/rank the teams and choose the best Choreography being awarded by the prize "Best Demo".
- The best 8 crews/teams will compete in battle together (in case of lower number competing teams, time reasons, by decision of the Supervisor, Chairman of Judges and Organizer only 2 or 4 best teams will be chosen to the battle).

4.2 Battle

- According to the number of gained crosses and help points for demo the teams are ordered descending from the best to the worst and marked according to the placement - 1, 2, 3. up to 8.
- Following the scheme of the battle first 8 teams will compete in particular battles till the final, in case 8 teams were chosen

A 1st – 4th place B 5th – 8th place

See enclosed, picture 1

Quarterfinal A

1A vs. 4B winner of the quarterfinal A

SEMIFINAL A

Winner of the quarterfinal B

Quarterfinal B

4A vs. 1B ↓

winner of the semi-final A FINAL

winner of the semi-final B **defeated semi-finalists A**

Battle for the 3rd place

defeated semi-finalist B

Quarterfinal C

2A vs. 3B

↑

winner of the quarterfinal C

SEMIFINAL B

Winner of the quarterfinal D

Quarterfinal D

3A vs. 2B

NOTE: Hip hop solo battle rules will be inserted in January 2011.

8.2.8. STREET DANCE SHOW

The categories of Street Dance Show are: Solo male, solo female, duo, small group and formation.

Age Divisions see in General Provisions in Street Dance Disciplines.

SOLO MALE/FEMALE, DUO

1. Duration of Performance: 1:45 minutes minimum – 2:15 minutes maximum.

2. Music: Dancers dance to their own music, which must be within character of Hip Hop, R'n'B, Disco Dance (old or present), Break dance, Electric Boogie, Raggaton, Tectonic, Techno and Pop (pop music which fits/represents/ portrays the character of street dance techniques used in this dance discipline). In the total performance it is allowed to use only and strictly "Street music". Special effects like speech and sounds (should be typical for the street scene) must correspond to the theme or idea the dancers are representing and must be performed as short gimmicks, gags or jingles.

3. Characteristics and Movements:

- Performed technique must be within character of dance technique that is listed in the rules under IDO Street dance department: "Hip Hop, Disco Dance, Break dance, Electric Boogie and Techno."
- The performance presented by dancers can be done using the listed techniques as they decide so: either in a pure version or as a mix. Example: The performance that is being presented only in Hip hop dance technique will be equally adjudicated as a performance that mixes Hip Hop, Disco Dance and Techno.
- All pieces MUST have a show case, theme or idea that MUST be clearly visible throughout the whole performance.
- Note: Musicality, variety of dance and dance patterns, originality, together with a well-done and wellperformed stage and individual/ORIGINAL choreography will be highly evaluated. It is very important to present harmony of idea, music, dance, choreography, costumes and props. Presentation and the entire image will be evaluated.
- In Children's division:

a. Any kind of jumps from props at the height of more than 1 m is prohibited (jumps from props can be equally dangerous as lifts)

b. Break Acrobatics are not allowed (head spins, head slides,).

4. Lifts: permitted as outlined under General Provisions of Street Dance Disciplines.

NOTE: Lifts are not permitted in Children age division

5. Acrobatic Movements: permitted as outlined under General Provisions of Street Dance Disciplines.

Any floor gymnastic combinations that are composed of more than three (3) acrobatic elements should be kept to a minimum.

6. Props: permitted as outlined under General Provisions of Street Dance Disciplines. One solid piece must not exceed the dimensions of a standard door (200x80). In case of bigger size of props the team needs to contact the Organizer prior to the event (no later than 14 days before the beginning of the competition).

SMALL GROUPS (3 - 7 dancers)

1. Duration of Performance: 2:30 minutes minimum – 3:00 minutes maximum (150 - 180 seconds)

2. Music: All groups dance to their own music, which must be within character of Hip Hop, R'n'B, Disco Dance (old or present), Break dance, Electric Boogie, Reageton, Tectonic, Techno and Pop (pop music which fits/ represents/portrays the character of street dance techniques used in this dance discipline). In the total performance it is allowed to use only and strictly "Street music". Special effects like speech and sounds (should be typical for the street scene) must correspond to the theme or idea the dancers are representing and must be performed as short gimmicks, gags or jingles.

3. Characteristics and Movements: See in the Rules for SOLO, DUO

4. Any floor gymnastic combinations that are composed of more than three (3) acrobatic elements should be kept to a minimum.

5. The dancers in the Group dance together. Group will be evaluated as a whole. Solo parts may be performed, but should not dominate.

6. All the other rules (including PROPS Rules) are outlined under Street Dance Show SOLO MALE/FEMALE and DUO.

FORMATIONS (8 - 24 dancers)

1. Duration of Performance: 2:30 minutes minimum – 4:00 minutes maximum.

Children Formations maximum three (3) minutes

2. Music: All formations dance to their own music, which must be within character of Hip Hop, R'n'B, Disco Dance (old or present), Break dance, Electric Boogie, Reageton, Tectonic, Techno and Pop (pop music which fits/ represents/portrays the character of street dance techniques used in this dance discipline). In the total performance it is allowed to use only and strictly "Street music". Special effects like speech and sounds (should be typical for the street scene) must correspond to the theme or idea the dancers are representing and must be performed as short gimmicks, gags or jingles.

3. Characteristics and Movements: See in the Rules for SOLO, DUO

4. Any floor gymnastic combinations that are composed of more than three (3) acrobatic elements should be kept to a minimum.

5. The dancers in the Formation dance together. Formations will be evaluated as a whole. Solo parts may be performed, but should not dominate.

6. All the other rules (including PROPS Rules) are outlined under Street Dance Show SOLO MALE/FEMALE and DUO.

8.1.2. SHOW DANCE

The categories in Show Dance are: Solo male, solo female, duo, small group, formation.

Age Divisions see in General Provisions of Performing Arts.

1. DEFINITION OF SHOW DANCE

Show Dance in the broadest sense is based either on any Jazz, Ballet and/or Modern dance technique. Other dance disciplines can also be incorporated but cannot dominate. Ballroom, Latin or Rock 'n' Roll (in the IDSF & WDC way) are excluded and cannot be performed. Show Dance allows the use of lifts (except for Children), acrobatics, props, lip-sync and other theatrical effects. An IDO Show Dance number always has to have a guideline, story or visible concept to entertain the audience. (AGM 2010)

2. When movements and elements of other IDO dance disciplines such as Disco Dance, Hip-Hop, Electric Boogie, Break Dance and Tap, or when American & International Ballroom and Latin Dance is used in the performance, such movements / styles should not control / dominate the performance.

3. The dancer's personal interpretation should be clearly evident when using any of these disciplines or styles.

4. Acrobatic Movements: Permitted as outlined in General Provisions of Performing Arts. Acrobatic movements will be evaluated under technical as well as show criteria.

5. Lifts: Permitted as outlined in General Provisions of Performing Arts.

NOTE: Lifts are NOT permitted in the Children's age division.

6. Stage Props: Permitted as outlined under General Provisions of Performing Arts.

7. Musicality, variety of dance and patterns, originality, total performance and individual choreography will be evaluated. It is very important to present harmony of idea, music, dance, choreography, costume and props in the presentation, as the entire image will be used in evaluating the performance.

8. Formations will be judged as a whole. Solo, duo or ensemble parts may be performed, but must not dominate.

9. All Show Dance presentations shall be based on a concept, story, theme or idea. There must be a title of the Show. The concept, story, theme or idea must be fully understandable and will be expressed by means of dance movements that adhere to the piece being presented, along with being creative,

imaginative and original. The piece must have Show Value, as explained in the Judging Procedure (Section Protocol and Judging Procedure)