



Audacity Events Rules

Updated 2/7/2023

Music

- All music must be appropriate for specific age groups
- Profanities and referrals of a sexual nature are not acceptable and may result in point deductions at the organiser's discretion
- Coaches must send in team music via email to info@audacityevents.co.uk and are advised to bring additional copies of music on the day of the event as backup on an mp3 player/ipad/laptop
- Time limit for teams are 2 minutes and 30 seconds. Time limits for Burn the Floor solos are 2 minutes, for duos/trios are 2 minutes and 15 seconds and for teams are 2 minutes and 30 seconds.
- Music that exceeds the time limit will be faded out once the limit is reached.
- Team timing will be counted from the first chant, beat or movement

Costumes

- Costumes must be of appropriate attire
- Props are not permitted in knockout solo, duo and quad rounds
- Props are permitted in team routines

Judges

- A total of 2 or 3 independent judges will be present at each event
- In teams, a total score of 60 points are available from each judge equalling a total of 120/180 points overall
- Please respect the judges' space when performances are taking place
- The judges' decisions are final

Street, Ultimate Dance Competition and Dance Day Out Events

Ability Categories

Novice – for beginners or dancers/teams that have never placed in the top 3 out of 5 or more at any competition. Novice applies to all age categories.

Intermediate – for dancers/teams who have placed in the top 3 out of 5 or more at any competition. Intermediate does not apply to u4 and u6 age categories.

Advanced – for dancers/crews that have placed 1st out of 5 or more at any competition (excluding in a beginners/novice category) Advanced does not apply to u4, u6, u8 and u10 age categories.

Special Educational Needs (SEN) – for dancers with additional needs. Can dance with a Carer and/or equipment. Teams may enter in the SEN category if they have one or more members with additional needs.

- Audacity reserve the right to merge age/ability groups if categories are too small
- If dancers/teams have moved up an age category, they may move down by one ability category. If a dancer has reached advanced level at any time they can never compete in Novice.
- Audacity trusts coaches to enter dancers/teams in the correct ability category. Failure to do so may result in disqualification for the dancer/team
- Audacity encourages coaches to compete at our events. Coaches or duos/trios/quads/teams containing coaches cannot compete in novice/beginner categories.
- Ability categories apply to solo, duo and team sections but do not apply to parent teams or any special categories.
- Please check individual event information to see if ability categories apply to special categories

Knockout Solos

Age Categories:

Under 4s / under 6s / under 8s / under 10s/ under 12s / under 14s / under 16s/
under 18s / 18+

Ability Categories:

Novice / Intermediate / Advanced / SEN (there may be some smaller events where ability categories are reduced, please check with your events specific information document).

- All dancers will perform on the floor at the same time and finalists will be chosen through knockout rounds
- Solo music will be chosen at random
- No dancer will be aware of music selection until the rounds commence
- Music will be played until the judges have reached their decision
- Dancers can only compete in one age category
- Advanced dancers may be asked to perform a 30 second solo spot
- Travelling acrobatics are not permitted until final rounds such as backflips. Static acrobatics such as handstands and on the spot back-tucks are allowed as long as they are performed safely.
- Dancers must perform safely and take other dancers' space and well-being into consideration
- Dancers are allowed to travel around the floor but cannot disrupt another dancer or invade their space including blocking the view of the judges.
- Dancers who are seen to breach rules risk disqualification
- For street solos a selection of chart, hiphop and R&B music will be played. For novice categories, the BPM will be between 120-130. For intermediate and advanced categories the BPM may be slower

- For slow solos, slow commercial music will be played
- Dancers may be asked to battle it out head to head in the event of a tie throughout the rounds
- Although there are no official rules regarding dancers being helped from the sidelines, please be aware that judges may deduct points for this at their discretion
- Dancers will be placed 1st to 6th in each category

Scoring

- During knockout rounds judges will be asked to pick a specific number of dancers depending on the overall number of competitors. Dancers will be eliminated after each round depending on the judges' selections
- In the final round, judges will place dancers from 1st to 6th place awarding dancers the following points:
1st – 10 points. 2nd – 8 points. 3rd – 6 points. 4th – 4 points. 5th – 2 points. 6th – 0 points.
Scores will be calculated and determine the overall placing. In the event of a tie, dancers will battle head to head and judges will make a unanimous decision on who places higher

What the judges are looking for:

Musicality, Variety, Interpretation, Energy and Confidence

Knockout Duos

Age Categories:

Under 4s / under 6s / under 8s / under 10s / under 12s / under 14s / under 16s / under 18s / 18+

Ability Categories:

Novice / Intermediate / Advanced / SEN (there may be some smaller events where ability categories are reduced, please check with your events specific information document).

- All dancers will perform on the floor at the same time and finalists will be chosen through knockout rounds
- Duo music will be chosen at random
- No dancer will be aware of music selection until the rounds commence
- Music will be played until the judges have reached their decision
- Duos must compete in the age category of the oldest dancer
- Duos must compete in the middle-ground ability category of both dancers (for example, if one dancer is novice and the other advanced they will compete in intermediate). If there is no middle-ground then they must compete in the ability category of the dancer of the highest ability
- Dancers can only compete in one age category but may dance twice in a different duo in the event of odd numbers
- Travelling acrobatics are not permitted until final rounds such as backflips. Static acrobatics such as handstands and on the spot back-tucks are allowed as long as they are performed safely.
- Dancers must perform safely and take other dancers' space and well-being into consideration

- Dancers are allowed to travel around the floor but cannot disrupt another dancer or invade their space including blocking the view of the judges.
- Dancers who are seen to breach rules will be given a reminder by the judges. A breach of rules for a second time may result in disqualification
- For street duos a selection of chart, hiphop and R&B music will be played. The BPM will be between 120-130
- For slow solos, slow commercial music will be played
- Music will be played until judges have reached their decision
- Dancers may be asked to battle it out head to head in the event of a tie throughout the rounds
- Although there are no official rules regarding dancers being helped from the sidelines, please be aware that judges may deduct points for this at their discretion
- Dancers will be placed 1st to 6th in each category

Scoring

- During knockout rounds judges will be asked to pick a specific number of dancers depending on the overall number of competitors. Dancers will be eliminated after each round depending on the judges' selections
- In the final round, judges will place dancers from 1st to 6th place awarding dancers the following points:
1st – 10 points. 2nd – 8 points. 3rd – 6 points. 4th – 4 points. 5th – 2 points. 6th – 0 points.
Scores will be added up and determine the overall placing. In the event of a tie, dancers will battle head to head and judges will make a unanimous decision on who places higher.

What the judges are looking for:

Musicality, Variety, Interpretation, Energy, Connection and Creativity

Teams

Age Categories:

Under 4s / under 6s / under 8s / under 10s/ under 12s / under 14s / under 16s/ under 18s/ 18+
Parents -all participants must be 18 years + and cannot include coaches or dancers from the school)
 (ability categories do not apply to parents team)
 Some events may include Megacrew categories. Please check the specific event information for details.

Ability Categories:

Novice / Intermediate / Advanced / SEN (there may be some smaller events where ability categories are reduced, please check with your events specific information document)

- Each team is allowed TWO dancers to fall into the age category above the one they are competing in but no older; for example, a team of 11 year old dancers with two 12 year old dancers would still compete in under 12s, but a team of 11 year old dancers with one or

more 14 year old dancers would have to compete in under 14s. A team of 11 year old dancers with one or more 15 year old dancers would have to compete in under 16s

Street Teams- Must include elements of Street/Hiphop/ Commercial dance styles

General Teams –For all other dance styles but Street/Hiphop/Commercial. Some of our dancefloor may not be suitable for Tap, please check the specific event information. Coaches will be required to state the style of their routine on the registration form. This section may be split into further categories based on style depending on entries.

- Teams must consist of between 3 and 25 members
 - Acrobatics are permitted during routines as long as they are performed safely
- 5 points will be deducted from the overall score if any movements are deemed unsafe.
- The use of props is permitted
 - There is a time limit of 2minutes and 30 seconds for all routines
 - Time will be counted from the first movement, chant or beat of music. For every 30 seconds of music that exceeds the limit, 5 points will be deducted from the final score
 - Teams will be placed from 1st to 5th. All team entries will receive a trophy
 - Teams entering the novice category must consist of at least 50% of novice dancers, for example; a team of 10 containing 6 intermediate/advanced members cannot compete in novice

Scoring:

Teams will be scored from 0 to 10 in the following:

Technique/Portrayal of styles

Precision/Execution/Dynamics

Formations/Spacing/Transitions

Confidence/Projection/Energy

Choreography/Creativity/Originality

Overall Impression (in the event of a tie, the team with the highest overall impression score will place above)

0-2 = Below Average

3-4 = Average

5-6 = Good

7-8 = Very Good

9-10 = Excellent

- A maximum of 180 points can be scored across the three judges
- Scoresheets will be available for coaches to collect after team results are called
- Although there are no official rules regarding teams being helped from the sidelines, please be aware that judges may deduct points for this at their discretion

What the judges are looking for:

Creativity, Originality, Musicality, Energy, Synchronisation...something they haven't seen before!

QUADS

Style: Street

Age Categories:

Under 4s / Under 6s / under 8s / under 10s / under 14s / under 16s / under 18s / 18+

Ability Categories do not apply to Quads

- All dancers will perform on the floor at the same time and finalists will be chosen through knockout rounds.
- Music will be chosen at random.
- No dancer will be aware of music selection until the rounds commence.
- Music will be played until the judges have reached their decision.
- Quads are allowed one dancer to fall into the age category above the one they are competing in.
- Trios are welcome to enter Quads.
- Quads will be placed 1st to 3rd in each category.
- Each placed quad will receive four trophies or medals.

Scoring

- During knockout rounds judges will be asked to pick a specific number of dancers depending on the overall number of competitors. Dancers will be eliminated after each round depending on the judges' selections
- In the final round, judges will place dancers from 1st to 6th place awarding dancers the following points:
1st – 10 points. 2nd – 8 points. 3rd – 6 points. 4th – 4 points. 5th – 2 points. 6th – 0 points.
Scores will be calculated and determine the overall placing. In the event of a tie, dancers will battle head to head and judges will make a unanimous decision on who places higher

What the judges are looking for:

Musicality, Variety, Interpretation, Energy, Connection and Creativity

BURN THE FLOOR EVENTS

ABILITY CATEGORIES

NEWCOMER – for complete beginners or dancers/teams that have never placed in the top 3 out of 5 or more at any competition. Applies to all age categories.

EXPERIENCED – for experienced dancers and dancers who have placed in the top 3 out of 5 or more at any competition. Does not apply to u4 & u6 categories.

Special Needs (SEN) – dancers with additional needs. Can dance with a Carer and/or equipment.

*Audacity reserve the right to merge ability/age groups if categories are too small

*If dancers/teams have moved up an age category, they may move down by one ability category.

SOLOS

Dance Styles:

OPEN! Anything Goes...BE CREATIVE!

Age Categories:

Newcomer – under 4 / u6 / u8 / u10 / u12 / u14 / u16 / u18 / 18+

Experienced - under 8 / u10 / u12 / u14 / u16 / u18 / 18+

SEN category includes all age and ability categories as above

Time limit: 2 minutes (music will be faded out at 2 minutes if over the limit)

Coaches cannot compete in Newcomer.

Dancers will be placed 1st to 5th in each category

Movements must be performed safely

What the judges are looking for:

Musicality, Variety, Interpretation, Energy and Confidence... and the WOW factor!

Scoring:

Soloists will be scored from 0 to 10 in the following:

- 1. Portrayal of styles/dedication to performance**
- 2. Precision/Execution/Dynamics**
- 3. Confidence/Projection/Energy**
- 4. Choreography/Creativity/Originality**
- 5. Overall Impression/ Entertainment value (in the event of a tie, the dancer with the highest overall impression score will place above)**

0-2 = Below Average 3-4 = Average 5-6 = Good 7-8 = Very Good 9-10 = Excellent

A maximum of 150 points can be scored across the three judges

Scoresheets will be available for coaches to collect after results are called

Although there are no official rules regarding dancers being helped from the sidelines, please be aware that judges may deduct points for this at their discretion

DUOS

Dance Styles:

OPEN! Anything Goes...BE CREATIVE!

Age Categories:

Newcomer – under 4 / u6 / u8 / u10 / u12 / u14 / u16 / u18 / 18+

Experienced under 8 / u10 / u12 / u14 / u16 / u18 / 18+

SEN category includes all age and ability categories as above

Time limit: 2 minutes and 15 seconds (music will be faded out at 2 minutes 15 seconds if over the limit)

Duos containing Coaches cannot compete in Newcomer.

Duos will be placed 1st to 5th in each category

Movements must be performed safely

Duos must compete in the age category of the oldest dancer.

Duos must compete in the ability category of the higher-abled dancer

What the judges are looking for:

Musicality, Variety, Interpretation, Energy, Connection and Confidence... and the WOW factor!

Scoring:

Soloists will be scored from 0 to 10 in the following:

1. Portrayal of styles/dedication to performance
2. Precision/Execution/Dynamics
3. Confidence/Projection/Energy
4. Choreography/Creativity/Originality
5. Synchronization/Connection
6. Overall Impression/Entertainment value (in the event of a tie, the dancer with the highest overall impression score will place above)

0-2 = Below Average 3-4 = Average 5-6 = Good 7-8 = Very Good 9-10 = Excellent

A maximum of 180 points can be scored across the three judges

Scoresheets will be available for coaches to collect after results are called

Although there are no official rules regarding dancers being helped from the sidelines, please be aware that judges may deduct points for this at their discretion

TRIOS

Dance Styles:

OPEN! Anything Goes...BE CREATIVE!

Age Categories:

Newcomer – under 4 / u6 / u8 / u10 / u12 / u14 / u16 / u18 / 18+

Experienced under 8 / u10 / u12 / u14 / u16 / u18 / 18+

SEN category includes all age and ability categories as above

Time limit: 2 minutes and 15 seconds (music will be faded out at 2 minutes 15 seconds if over the limit)

Trios containing Coaches cannot compete in Newcomer.

Trios will be placed 1st to 5th in each category

Movements must be performed safely

Trios are allowed one dancer to fall into the age category above the one they are competing in (for example, a trio with 2 x 11 year olds and 1 x 13 year old can compete in u12)

Trios must compete in the ability category that majority of dancers fall in (for example, a trio of 2 x newcomer dancers and 1 x experienced dancers can compete in newcomer)

What the judges are looking for:

Musicality, Variety, Interpretation, Energy, Connection and Confidence... and the WOW factor!

Scoring:

Soloists will be scored from 0 to 10 in the following:

1. Portrayal of styles/dedication to performance
2. Precision/Execution/Dynamics
3. Confidence/Projection/Energy
4. Choreography/Creativity/Originality
5. Synchronization/Connection
6. Overall Impression/Entertainment value (in the event of a tie, the dancer with the highest overall impression score will place above)

0-2 = Below Average 3-4 = Average 5-6 = Good 7-8 = Very Good 9-10 = Excellent

A maximum of 180 points can be scored across the three judges

Scoresheets will be available for coaches to collect after results are called

Although there are no official rules regarding dancers being helped from the sidelines, please be aware that judges may deduct points for this at their discretion

TEAMS

Dance Styles:

OPEN! Anything Goes...BE CREATIVE!

Age Categories:

Newcomer – under 4 / u6 / u8 / u10 / u12 / u14 / u16 / u18 / 18+

Experienced under 8 / u10 / u12 / u14 / u16 / u18 / 18+

SEN category includes all age and ability categories as above

Time limit: 2 minutes and 30 seconds (music will be faded out at 2 minutes 30 seconds if over the limit)

Teams must consist of a minimum of 4 dancers.

Teams containing Coaches cannot compete in Newcomer.

Teams will be placed 1st to 5th in each category

Movements must be performed safely

Teams are allowed two dancers to fall into the age category above the one they are competing in (for example, a team with 3 x 11 year olds and 2 x 13 year old can compete in u12)

Teams must consist of 50% or more of Newcomer dancers to compete in Newcomer.

What the judges are looking for:

Musicality, Variety, Interpretation, Energy, Synchronization, Confidence... and the WOW factor!

Scoring:

Teams will be scored from 0 to 10 in the following:

1. Portrayal of styles/dedication to performance
2. Precision/Execution/Dynamics
3. Confidence/Projection/Energy
4. Choreography/Creativity/Originality
5. Synchronization/Connection/Fluidity of transitions
6. Overall Impression/Entertainment value (in the event of a tie, the dancer with the highest overall impression score will place above)

0-2 = Below Average 3-4 = Average 5-6 = Good 7-8 = Very Good 9-10 = Excellent

A maximum of 180 points can be scored across the three judges

Scoresheets will be available for coaches to collect after results are called

Although there are no official rules regarding dancers being helped from the sidelines, please be aware that judges may deduct points for this at their discretion