



Audacity Events Rules

Event Details

- Street Tournaments consists of street solos, street duos, street teams and quads or battles
- General and Street Tournaments consist of slow solos, street solos, general teams, street teams and one special category. (please see individual event information for special category rules)
- Day Out Events consist of Street and General Teams

Registration

- Tickets can be reserved before the registration deadline for £1 per ticket. Deposits will be deducted from your total amount when invoiced. Any reserved tickets not purchased in full will result in that deposit being lost (for example, if 50 tickets are reserved at £50 and only 35 tickets are ordered on your final registration form, £35 will be deducted from your total amount and £15 will be lost). If Invoices are not paid by the deadline date your deposit will be lost.
- Invoices will be sent once completed registration forms have been submitted. These must be paid Via BACS within 24 hours. We recommend collecting ticket money before submitting your form. You cannot make any changes to ticket orders or entries after the registration deadline date.
- All schools that have paid a deposit must submit their completed registration form by the registration deadline date or their deposit will be lost.
- Ticket numbers cannot be reduced after the registration deadline date.
- Please check individual event information for pricing.

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 is 2 minutes and 30 seconds. 5 points will be deducted for every 30 seconds of music that exceeds the time limit
- Team timing will be counted from the first chant, beat or movement

Costumes

- Costumes must be of appropriate attire

- Props are not permitted in 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

Ability Categories

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

Intermediate – for dancers/teams who have placed in the top 3 out of 5 or more at any competition.

Advanced – for dancers/crews that have placed 1st out of 5 or more at any competition (excluding in a beginners/novice category)

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 ability groups if categories are too small
- If dancers/teams have moved up an age category, they may move down by one ability category as long as they have never placed top 3 in their current category
- 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 must compete in intermediate or advanced categories depending on your ability
- Ability categories apply to solo, duo and team sections but do not apply to parent teams and quads
- Please check individual event information to see if ability categories apply to special categories

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). Ability categories do not apply to U4 or U6.

- 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
- Dancers must perform safely and take other dancers' space and well-being into consideration
- Dancers must stay in their designated space and cannot travel around the floor
- 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

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). Ability categories do not apply to U4 or U6

- 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
- Dancers must perform safely and take other dancers' space and well-being into consideration
- Dancers must stay in their designated space and cannot travel around the floor
- 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)

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 dance styles

General Teams – Must include elements of Contemporary/Lyrical/Modern dance styles. 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 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.
- Acrobatics are only permitted in final rounds.
- 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