



In association with



# Official Rules & Regulations - MegaCrew Division

## Crews of 15-40 Crewmembers

The Official Rules and Regulations Manual of Hip Hop Dance SA contains the participant eligibility/entry requirements, standard procedures and the rules and regulations for competing in the Hip Hop Dance Championships presented by Hip Hop Dance SA in association with Hip Hop International.

## Hip Hop Dance Championships

Hip Hop Dance SA's Hip Hop Dance Championships are competitive dance events that provide dancers with opportunities to showcase the artistry and technique of Hip Hop dance and street dance, nationally and internationally, with the chance for television and media exposure and prestigious national and world championship titles. Crews showcase their ultimate works of skill and performance in a choreographed routine. Creativity, showmanship and artistic freedom are always encouraged provided integrity, good taste and safety are not compromised.

## Hip Hop Dance Defined

There is no one definition to describe Hip Hop Dance. Hip Hop Dance is a fusion of street dance disciplines and cultural interpretations that capture the look, attitude, posture, music and elements of the urban environment to make it uniquely hip hop. Hip Hop dance is continuously transforming and redefining itself with each new generation of dancers.

## A Winning Hip Hop Dance Routine

The highest scoring Hip Hop Dance routine according to Hip Hop Dance SA contains a variety of street dance styles, showmanship, original signature moves, engaging music and a demonstration of continuous and uninterrupted complete body (head to toe) hip hop dance choreography

# Entry Criteria

## Entrant Eligibility

1. Crews must abide by the eligibility rules of HHDSA.
2. Entrants entered into international and world events are responsible for verifying personal information and certifying their national eligibility and dates of birth.

## Composition of a MegaCrew

A MegaCrew consists of a minimum fifteen (15) to a maximum of forty (40) members. The members of the MegaCrew may be made up of any combination of males and females.

## Age Requirement

There is no minimum or maximum age limit. A MegaCrew can be comprised of any combination of ages.

## Nationality Requirements (for International or World championships)

1. Each crewmember must be a citizen or resident of the country they represent.
2. Proof of citizenship will be validated by submitting, prior to competition, a copy of a crewmember's birth certificate, driver's license and/or passport to the competition organizer upon request.
3. A crewmember declaring residency must reside within the country a minimum of six months and must be able to provide official written documentation to support such a declaration.
4. A crewmember may not compete for more than two (2) countries within three (3) consecutive years.

## Forms and Releases

1. Entrants must complete and sign all forms, including but not limited to registration, music, and insurance information. The forms must be returned prior to the registration deadline to the national HHDSA affiliate office with the appropriate registration fees or registration may be denied.
2. Release of Liability: Each MegaCrew member must sign and submit a release of liability form prior to the competition, releasing HHDSA, the organizer, their agents, officers, staff and sponsors from liability for any accident or injury occurring to a MegaCrew member prior to, during, or after a HHDSA event or competition.
3. Release of Likeness: All MegaCrew members must sign a release of likeness form permitting HHDSA and the competition organizer, agents or sponsors to film, videotape, and/or record the MegaCrews' performance(s) and event participation for use in television, motion pictures, home video, internet, radio, press releases, media, public relations, etc.

## **Entry Changes or Substitutions**

A maximum of five (5) substitutions, deletions and/or additions in the MegaCrew (including situations for defending champions) may be made as long as the MegaCrew does not go below fifteen (15) crewmembers or exceed forty (40) crewmembers. MegaCrews adding, deleting or substituting crewmembers for the SA championships must do so prior to the registration deadline. The national event organizer and/or the competition Judiciary Director must be apprised of the substitutions and/or deletions in writing.

## **Competition Performance Order**

Preliminary round – randomly selected order

Semi-final round\* – reverse order of preliminary round scores  
Final round – reverse order of semi-final round scores

\*A semi-final round is conducted upon the decision of the competition organizer

## **Competition Floor**

The standard competition floor is 40' x 40' (12m x 12m) with hidden rear stage wings of 12' x 8' (3.65m x 2.43m) each. The competition organizer may adjust the size of the performance floor and must notify all participants in advance of the competition. Under no circumstance will the competition floor be less than 30' deep x 30' wide (9.1m x 9.1m).

## **Attire**

Attire may include accessories such as hats, caps, gloves, scarves, jewellery, etc. Removing pieces of clothing during the performance is permitted provided it is not offensive or out of character. Discarded clothing should be placed outside the competition area and never thrown off the stage into the audience. Appropriate under garments must be worn by all MegaCrew members both male and female, at all times. Clothing too short and/or too tight will be scrutinized and may be deemed inappropriate especially for overexposure of certain areas of the body and/or age appropriateness. Body oils or other substances applied to the body or clothing that may affect the clean dry surface of the stage and the safety of fellow competitors are prohibited. MegaCrews may wear dance/stomp boots, street shoes, sneakers or athletic sport shoes. All footwear must have clean, non-scuff soles. Tap shoes, jazz shoes, high-heeled shoes and bare feet are prohibited.

## **Props**

Props allowed for the MegaCrew division are those that are small enough to be held in one's hand comfortably, easily mobile and are an element of the attire and/or are related to the theme or nature of the performance. Props that are placed on the stage or laid to rest on the floor such as chairs, ladders, back drops, set pieces, furniture, etc. are not permitted. It is highly advised that crews choose carefully whether or not to use a prop and to make sure the prop meets the requirements of acceptability to avoid a high level deduction. The deduction for using props that are not permitted is 1.0.

Kneepads or any other performing apparatus to aid in the safety and proper execution of a move is allowed but concealed, when possible, so as not to detract from the performance or the judges' concentration on the performance.

HHDSA acknowledges that the element of surprise and creativity that can be attributed to props may be valuable to the success of a routine. HHDSA strongly suggests when in doubt about whether a prop is acceptable it is best to email HHDSA headquarters to confirm (info@hiphodancesa.com). Questions of this nature will always be kept confidential.

## **Medical Attention**

1. It is the responsibility of the MegaCrew, coach or MegaCrew administrator to report a MegaCrew member's injury or illness to the event organizer(s).
2. If at any time prior to or during competition a MegaCrew member is ill, injured, or his/her physical or emotional condition is at risk by participating, he/she may be declared ineligible to compete, or disqualified from competing further. The competition organizer(s) reserves the right to withdraw any competitor who appears to have such serious disability or injury or needs medical attention.
3. The competition organizer(s) reserves the right to request the submittal of a physician's written authorization for a MegaCrew member to compete who is deemed medically or emotionally at risk by the competition organizer.

## **Technical Equipment/Sound and Lighting**

The audio/visual equipment will provide professional standard sound and lighting quality for the MegaCrews and spectators.

## **Performance Music Requirements**

1. The routine must be performed, in its entirety, to music selected, prepared and provided by the MegaCrews.
2. A MegaCrew's competition music must be recorded on a CD and be the only piece of music recorded on the CD.
3. The CD must be in good condition containing no scratches. It is a MegaCrew's responsibility to keep a back-up CD available at all times for use.
4. The MegaCrew name and division must be printed on the CD.
5. There is no maximum or minimum number of songs or recordings that may be used in the routine. The songs may be edited to enhance choreography and personal performance.
6. Sound effects and original compositions are permitted. Caution is advised against the music becoming too complex with too many edits, sound effects or songs preventing a clean and tight performance, which can negatively impact a MegaCrew's total score.

7. The competition music must not contain inappropriate, lewd or offensive language.

8. Music edits or changes - A MegaCrew may edit or substitute its original music when advancing from one round to another. The change/edit must be made and provided to the competition organizer within the allotted time permitted by the competition organizer. During the Provincial and the SA Hip Hop Dance Championship the cut-off time for music (CD) substitution or change is no less than three (3) hours prior to the start of the semi-final rounds and no less than ten (10) hours prior to the start of the final round of competition. No changes or edits will be accepted beyond this time period.

9. MegaCrews may be required to provide the following music information in writing to the competition organizer(s) prior to the event for each song used in the routine. a. Title b. Artist c. Composer d. Publisher e. Recording Company

10. Due to varying copyright laws, the competition organizer(s) do not guarantee that a MegaCrew's music will be used at live events, on television, film or theatrical broadcasts or other distribution mediums. The competition organizer(s) reserve the right to ask the 16+ MegaCrews – up to 50% of the total number of MegaCrews competing plus defending 11. MegaCrew to replace the music for one that is acceptable or the organizer may substitute a MegaCrew's music for another piece of music of the organizer's choice for such situations.

## **Practice Rounds/Tech Rehearsal**

Unless circumstances exist that prevent a practice round/tech rehearsal, each MegaCrew will be given the opportunity to practice (block) their routine to their music on the competition performance area (stage) at least once prior to the start of the Competition. The MegaCrew is responsible for coming to the practice round on time or it may be forfeited.

## **Competition Rounds**

1. A competition can have up to three rounds (Preliminary, Semi-final and Final) depending on the total number of entries and the time available. The decision shall be determined by the event organizer and conveyed to all participants with ample time prior to the start of the competition.

2. When a competition consists of only two rounds (preliminaries and final) the number of MegaCrews advancing is based on the total number of entries, variance in the total scores, total time allocated and the decision of the event organizer using the following scale:

1-10 MegaCrews – up to 5 plus defending champion advance to the final

11– 15 MegaCrews – up to 7 plus defending champion advance to the final

16+ MegaCrews – up to 50% of the total number of MegaCrews competing plus defending champion advance to the final

When a competition consists of three rounds – preliminary, semi-final and final, the number of MegaCrews advancing from the preliminary round to the semi-final round is up to 50% of the total number competing. The number of MegaCrews advancing from the semi-final to the final round is as follows: \*

MegaCrew – up to 5 MegaCrews including defending champion

\* An announcement will be made prior to the start of the competition advising all MegaCrews the number of MegaCrews to advance to the semi-final and/or final rounds.

## **Routine Changes**

A crew may re-choreograph or change their original routine when advancing from one round of competition to another.

## **Competition Performance Order**

1. Performance order for the Preliminary round is determined by a random computer drawing conducted by the event organizer.

## **The Championship - General Rules and Criteria the Routine's length**

MegaCrew Division: The routine's length is 3 minutes 30 seconds (03:30). A grace period of thirty seconds (:30) plus or minus is allowed resulting in a minimum of three minutes (03:00) and a maximum of four minutes (04:00). Timing begins with the first audible sound (includes cueing beep) and ends with the last audible sound. Routine length (music) that is less than (<) three minutes (03:00) or is greater than (>) four minutes (04:00) will receive a deduction.

## **Scoring the Routine**

The performance is evaluated according to the Performance and Skill criteria for the highest possible total score of 10 points. Judges will assess the performance and skill of the crew through the weakest crewmember. Crews should be aware that having a younger member that isn't clearly as strong as his/her crewmembers may lower the crew's overall score.

## **Performance criteria and point value: Performance = 50% or five points of the total score**

The judges will reward routines for incorporating unique and original/creative moves, hip hop dance styles, good usage of the stage, formations, showmanship, intensity and street appearance resulting in an entertaining routine that evokes emotional response.

## **Creativity (10%)**

Choreographing and presenting your routine in a unique and one of a kind way with signature moves and combinations of moves that are yours alone. Original ways to go to the floor, getting up from the floor, transitions and music editing that sets you apart from the other routines. Be special, different and fresh with all aspects of your routine.

## **Staging, Spacing, Formations, and Level changes (10%)**

The MegaCrew must demonstrate awareness of spacing between the members through a full range of unique, complicated and challenging formations, interactive partner moves and patterns. The full use of stage will also be considered. The routine should include three (3) levels of movement (low/mid/high) utilizing arm, hand, leg, foot, torso, and head movements with transitions that are creative and unpredictable.

## **Showmanship, Intensity, Confidence, Projection & Presence (10%)**

The routine contains dynamic movements from beginning to end as a whole, in part and as individuals containing minimal pauses and poses. Projection of the MegaCrew members is consistently strong throughout.

## **Street Presence/Attire (10%)**

Street presence is the capability of the MegaCrew members to demonstrate an authentic and uninhibited representation of hip-hop dance. Street presence includes attitude, energy, posture and street style. Clothing and accessories worn should represent and reflect the real character and natural style of the urban street environment with a unique look that sets the MegaCrew apart. MegaCrew members do not have to be dressed identical or similar. Individuality of dress is encouraged. MegaCrews may wear stylized clothing representing their routine's theme. Theatrical costumes are not typical of the urban street (e.g., storybook characters, animals, Halloween costumes, etc.) and are not recommended. When in doubt contact Hip Hop Dance SA for clarification.

## **Entertainment Value/Crowd Appeal (10%)**

MegaCrew members and their routine should connect with the audience and evoke emotional responses, i.e., excitement, joy, laughter, involvement and /or sense of drama relative to the style presented. The routine should leave a memorable and lasting impression.

## **Skill criteria and value:**

### **Skill = 50% or five points of the total score**

The judges will evaluate the execution and difficulty of the style(s) performed; popping, locking, breaking, hip hop, house, etc. The judges will consider the quality of movement throughout the routine, including arm, leg and body placement, combinations of three levels-floor, standing and air, and synchronization of the MegaCrew members.

## **Musicality (10%)**

Performance and choreography corresponding to timing and music usage and the MegaCrew's ability to perform simultaneously to the music. Movements and patterns performed to the simulated sounds of the MegaCrew members in the absence of recorded music (e.g., foot stomping, hand clapping, vocals, etc.) will also be considered musicality and judged similarly.

**Musicality - Beat Technique/Syncopation** The movements within the routine must demonstrate musical structure and style, i.e., using rhythmic variations emphasizing upbeat, downbeat, tempo and accents in single, double, halftime and syncopated musical patterns.  
**Musicality - Moves Related to Music** Staying in time with the music, moving to the beat of the music, and using identifiable phrases to construct the routine's choreography.

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**Musicality - Moves Related to Music** Staying in time with the music, moving to the beat of the music, and using identifiable phrases to construct the routine's choreography.

## **Synchronization/Timing (10%)**

The movements of the MegaCrew members are performed in sync; the range of movement, speed, timing and execution of moves are performed by all members in unison. Peel off or in cannon movements are allowable .

## **Execution/Controlled Mobility and Stabilization (10%)**

The MegaCrew must maintain control of the speed, direction, momentum and body placement throughout the routine.

## **Difficulty of Execution of Authentic Street Dance Styles (10%)**

Difficulty is measured by the levels of ability demonstrated by all the MegaCrew members and the variety of styles they perform throughout the routine. Consideration is given to the number of MegaCrew members who attempt and successfully complete complex choreography and who demonstrate through their variety of dance styles and their execution an understanding of the foundation and origin of hip hop/street dance. Additional consideration and awarding of difficulty points is given to MegaCrews who attempt difficult moves with all or most of their members.

## **Variety of Street Dance Styles (10%)**

Three (3) or more street dance styles must be “identifiably performed” in a routine for a MegaCrew to receive the maximum of 1 point or 10%

A MegaCrew “identifiably performing” two (2) street dance styles will receive a maximum of point five (.5) points.

A MegaCrew “identifiably performing” one (1) street dance styles will receive a maximum point two five (.25) points.

MegaCrews should include in their performance a broad selection of street dance styles selected from the list provided without excessive use of the same move or patterns. A varied range of styles should be shown in the choreography of arm, leg, and body movements.

## **The following are a list of Street Dance Styles from early foundation to present\*:**

- Locking
- Popping
- Bboying/Bgirling (breaking)
- Wacking/Punking
- Vogueing
- House Dance
- Party Dances or Club Dances (popular or trendy dances)
- Hip Hop Dance/Choreography
- Krumping
- Stepping/Gumboots

Traditional dance and folklore is welcome and considered part of a street dance routine.

# List of Deductions

## PERFORMANCE

All MegaCrew members not on stage for a minimum of 30 seconds during the opening and completion of the performance 1.0

Late Start - failure to appear on stage within 20 seconds of being announced .05 Grandstanding .05

Pre start - pre-performance display greater than ten (10) seconds .05 Fall trip or stumble/per occurrence – Major .1

Fall trip or stumble/per occurrence – Minor .05 False start/unsubstantiated .25

Unsubstantiated claim resulting in performance restart 1.0

## MUSIC

Music under minimum or over maximum length (not 03:00-04:00) – 6 - 10 seconds - .1

Music under minimum or over maximum length (not 03:00-04:00) – over 10 seconds - .5

Contains inappropriate language .2

## PROHIBITED MOVES

Lewd gestures, comments or movements .1

Excessive use of cheer, gymnastic or acrobatic moves or use of overly dangerous moves 1.0

## ATTIRE/PROPS

Use of unaccepted props 1.0

Clothing or props tossed into audience/per occurrence .05

Clothing/shoes inappropriate .05

Attire not intact (untied laces /clothing articles) .05

Use of body oils or other substances that affect the performance area .1

### Incidences of Extraordinary Circumstances

An extraordinary circumstance is an occurrence beyond the control of a MegaCrew that affects the MegaCrew's ability to perform at the beginning or at any time in a routine. An extraordinary circumstance is not limited to the examples listed below and may be declared at the discretion of the Judicial Director.

1. Incorrect music is played or cued.
2. Music problems due to equipment malfunction.
3. Disturbances caused by general equipment failure, i.e. lighting, stage, venue or sound.
4. The realization of or introduction of any foreign object or disturbance into the performance area, just before or during a performance, by an individual or means other than the MegaCrew(s).

## Management of Extraordinary Circumstance

1. It is the responsibility of the MegaCrew to immediately stop the routine if an extraordinary circumstance occurs.

2. The competition organizer, Judiciary Director and/or event committee will review the situation, and upon a confirming decision and correction of the problem, the MegaCrew will

be reintroduced, return to the stage and restart their routine. If the MegaCrew's claim is determined to be unfounded by the Judiciary Director, the MegaCrew will be allowed to restart the performance resulting in a deduction of 1.0.

3. Claim of an extraordinary circumstance presented by the MegaCrew after the routine has been completed will not be accepted or reviewed.

## **Full MegaCrew Start and End**

All MegaCrew members must start the routine on stage together for a minimum of 30 seconds and end on stage together for a minimum of 30 seconds. MegaCrew members may exit or enter the stage freely for the remainder of the routine.

## **Late Start**

A MegaCrew who fails to appear on stage and strike a starting position within twenty (20) seconds after being called will be deemed a late start and receive a deduction.

## **Pre Start**

A pre start occurs when prior to taking the start position; the MegaCrew demonstrates excessive introductions or displays for longer than ten (10) seconds after all MegaCrew members have entered the stage. A deduction will be given.

## **False Start**

A false start is a movement made by one or more MegaCrew members prior to or directly after the opening signal/beep/start of music that causes the MegaCrew to request a restart.

## **No Show**

A MegaCrew who fails to appear on the stage and initiate the starting position within sixty (60) seconds after being called will be declared a "no show" and disqualified.

## **Grandstanding**

Grandstanding is a post-performance physical display, gesturing or posing at the end of the routine. A deduction will be given.

## **Falls**

### **1. Major Fall**

- a. A MegaCrew member(s) falls from a lift or support that is unrecoverable.
- b. A MegaCrew member falls during the performance that is unrecoverable.

### **2. Minor Fall**

- a. A highly noticeable, accidental error during the performance that is recoverable.
- b. A MegaCrew member stumbles, trips, or falls during the performance that is recoverable.

## **Judging and Scoring the Routine Judges Panel**

A panel of judges will consist of either six (6) or eight (8) persons. If extenuating circumstances exist, the Head Judge/Technical Director and/or the event organizer may adjust the number of the judges.

1. All judges must meet the eligibility, training, judge skill level and certification requirements set forth by HHDSA. Judges are assigned to either the Performance or Skill position, and score in their assigned area only.
2. Local, Citywide, Regional and Open competitions; minimum number of judges required:
  - a. Three (3) Skill judges
  - b. Three (3) Performance judges
  - c. One (1) Head Judge
3. National, International and World Class competitions; minimum number of judges required:
  - a. Four (4) Skill judges
  - b. Four (4) Performance judges
  - c. One (1) head judge
  - d. One (1) Technical Director (World and Continental Championships)

## **Judges Seating at the Championship**

The panel judges and the Head Judge and Technical Director will be seated at a table placed parallel to the front of the competition stage, distanced to provide a clear and unobstructed view of each crew from “head to toe.” Adequate lighting must be provided. The Performance and Skill judges will be seated in alternating positions i.e., Performance, Skill, Performance, Skill, etc.

## **Duties of the Judges**

### **1. Performance Judges**

- a. Evaluate and score the routine according to the Performance criteria for Hip Hop Dance Content, Creativity, Staging, Showmanship, Street Presence and Entertainment Value.

### **2. Skill Judges**

- a. Evaluate and score the routine according to Skill criteria for Hip-Hop Dance: Musicality, Synchronization, Execution, Difficulty and Variety of Street Dance Styles.

### **3. Head Judge**

- a. The Head Judge may or may not score the crews’ routines. The Head Judge’s overall responsibilities are to facilitate and oversee the fair and accurate performance of all members of the judges’ panel and assess all discrepancies, penalties, deductions, and disqualifications. A judge may be removed and replaced from the panel by the Head Judge for due cause. The Head Judge may also assist in the judges’ training especially as it relates to the identification and demonstration of the ten (10) official street dance styles.
- b. The Head Judge’s duties specific to the performance of a routine include:

- i. Confirm the performance, number and proper execution of street dance styles.
- ii. Assess if prohibited moves are performed
- iii. Identify and evaluate minor and/or major “falls”
- iv. Evaluate stage entry and exit, late start, pre start, grand standing and routine interruption
- v. Assess if there are attire violations
- vi. Assess music violations including inappropriate language and music length
- vii. Screening and selection of judges

## **4. Technical Director**

The duties of the Technical Director include educating and training the judges on HHDSA’s Rules and Regulations and assisting the head judge in assessing the fair and accurate judging, scoring and results from the panel of judges. The Panel Director’s specific duties include:

- i. Managing the scheduled activities of the panel
- ii. Coordinating the crew feedback sessions
- iii. Programming, teaching and administering the judges’ training workshop
- iv. Facilitating the draw for the crew ‘s order of competition
- v. Posting the scores and results for public viewing.
- vi. Screening and selection of judges
- vii. Managing questions and queries
- viii. Conduct post competition meeting with delegation representatives

## **Scoring and Ranking**

1. The Preliminary and/or Semi-final score is not factored with the total score to arrive at the Final score. The Preliminary score is discarded prior to the Semi-final round and the Semi-final score is discarded prior to the Final round.
2. The Final ranking of crews is determined by their scores in the Final round only.
3. The judges’ scores will be displayed to the public following the Preliminary, Semi-final and Final rounds.
4. When deductions are given, the judges will inform the crew through a deduction card following the preliminary round of competition.
5. The final score determines the crew’s final, official ranking.

## **Calculating the Final Score**

1. The highest possible score is ten (10).
2. In a panel of six (6) judges the Performance scores and the Skill scores will each be averaged and then totalled in the calculation of the final score. In a panel of eight (8) judges
3. the highest and lowest Performance and Skill scores will be discarded and the remainder averaged and then totalled in the calculation of the final score.
4. Any point deductions given by the Head Judge are deducted from the total score, to equal the final score.
5. The final score shall be rounded to the nearest hundredth point.

## **Tie Scores**

Tie scores will be broken by the following order:

1. The crew(s) with the highest Performance score
2. The crew(s) with the highest Skill score.
3. An analysis of the judges' ordinal ranking.

## **Discrepancies in the Rules and/or Competition**

1. Any problem or discrepancy during a competition will be brought to the attention of the competition organizer who will address it with the Head Judge, Technical Director and/or event committee, and the respective decision(s) made will be final.
2. Misinterpretation due to the translation or interpretation of the rules will be resolved according to the English version. In the event of any discrepancy, the English version of the most current rules will stand.

## **Protests**

Protests are prohibited and will not be accepted regarding any score or result of a decision.

## **Awards Ceremony**

The competition will conclude with a ceremony honouring the crews with the highest total scores. Medals, trophies, ribbons, and/or prizes will be awarded to at least the top three crews in each category of competition.

## **What to Consider in the Development of Your Routine**

To develop a winning routine **CAREFULLY** choose street dance styles that best represent your crew's strong points and the flavour of its personality. Crews are encouraged to be fresh, imaginative and innovative in their choreography and to follow their own style and identity.

Avoid following or being influenced by past SA Champions' routines. There is no distinct model for a winning routine. What is considered unique and special one year may be considered overused the next year. HHDSA judges seek performances that are different, new, original and showcase a variety of authentic urban street dance styles. Be yourself and express your crew's diversity with passion, intensity and style.

A winning routine must include an ample amount of dance. Do not make the mistake, of using too many songs and incorporating too many sound effects as it often inhibits dance performance. Editing the music excessively or adding too many sound effects can prohibit phrasing, 8 counts and musicality. The songs in a routine are meant to leave a lasting impression or express a musical theme allowing for clean uninterrupted dance. Over usage of edits and sound effects often leads to a no music no dance outcome. Be cautious and preserve

Frequently overlooked or forgotten by crews is finding "The Groove". The groove is the dancer's reaction to the beat and the undertone of the music. It helps a dancer to improvise and express their dancing more from the inside out. The groove exists in all types of music

and dance and certainly within all styles of street dance. It's what makes the dance "funky". Find the groove in your music and express it in your crew's routine. It's another opportunity to showcase the dance and be rewarded by the judges.

Crews should consider including fewer street dance styles in their routines and executing them correctly rather than performing more with the possibility of poor execution. The number of street dance styles rewarded for maximum Variety points in a routine is three.

Judges will assess the abilities of the crew through the weakest crewmember. Crews should be aware that having a younger member that isn't clearly as strong as his/her crewmembers may lower the crew's overall score.

The inclusion of a reasonable usage of traditional (cultural) dances and folklore to enhance individuality and further identify the crew is allowable and welcomed – examples: Salsa, Capoeira, Bollywood, etc...

Moves performed in a routine (that require preparation into the move e.g., back flip) will be considered tricks with no values awarded unless they are preceded, followed and integrated within the hip hop dance choreography. The inclusion of TRICKS (a practice established by the use of specialized skills representative of a particular field of activity which does not conform to hip hop dance e.g., gymnastics) may add to the overall production of a routine, but may not place it higher than another crew's routine. No special points will be awarded for the inclusion "specifically" of tricks but using them to heighten the routine's theme, personality and excitement is an allowable risk.

Originating and utilizing one of a kind "signature moves" to increase creativity and crowd appeal is encouraged. The inclusion of a SIGNATURE MOVE (a difficult, dexterous, or clever act designed to amuse intrigue and/or amaze, which involves the majority of the crewmembers at the same time) will enhance a routine and increase a score if executed well and is relevant to the overall interpretation of a routine. The creation and use of a signature move will help to identify a crew from the other crews. Crews are cautioned however to limit the number of signature moves in a routine since the set up time to perform them may take away from the time needed to perform a proper amount of hip hop dance choreography needed for a high scoring routine.

Crews are permitted to use more than one routine or variations of the same routine at an HHIDSA championship event. Keeping the routine fresh when performed in front of the same panel of judges throughout preliminary, semi-final and final rounds is acceptable and encouraged.

