

Emerald City Dance Competition

Hosted By Dance Time Inc.
Sunday, March 17th 11:00 AM

Welcome to the Emerald City Dance Competition! We are so excited about this year's event. We know that you have many choices in the world of dance competitions and hope you'll consider adding us to your 2019 schedule. As your competition hosts, we pride ourselves on the following:

- Our events are always run in a timely manner.
- Our staff is professional and friendly.
- Our judges all have professional dance backgrounds and are fair to each entry.
- We treat all coaches, students, and their parents with the respect and courtesy you deserve.

ENTRY DIVISIONS & FEES

Solo (1 performer) **\$35**

Duet/Trio (2-3 performers) **\$55**

Jr. Team (4 or more performers ages 5-11), **\$75**

Sr. Team (4 or more performers ages 12-18) **\$75**

Each competing dancer is required to sell two tickets.

The solo and duet/trio division is not broken up by age. Awards will be given based on the performer's score.

TIME LIMITS

Solo, Duet/Trio – 2:45 min (max)

Teams – 3:00 min (max)

Stand Battle- 48 counts(6 eight counts)

MUSIC- Music should be appropriate for a family friendly audience. No lude lyrics or vulgarity is allowed. If the content of your music is found to be inappropriate, the DJ will end your song selection and your team will not be allowed to continue in the competition. We will accept studio music on a good quality individual CD (or USB) provided by the coach. Each individual CD must be properly labeled and contain that entry only. When a USB is provided, each performance must have its own separate track and the tracks must be labeled like the example below:

Entry# Group Name Song\Performance Title

i.e. #2/Knightettes/Hit Me with A Hot Note

PERFORMANCE CATEGORIES

Dance Genres

- **Performance** - May include no more than 50% acrobatic/gymnastic moves. Incorporates any style of dance including hip hop, jazz, ballet, tap, modern, majorette, etc . Props are encouraged, but must be free standing.
- **Pom pom-** (Wiz Theme) Routine demonstrating precision marching and sharp, definitive choreography. Must use pom poms for at least 75% of routine.
- **Stand Battle-** 48 count dance sequence that challenges an opposing team.

Solo/Duet/Trio Division- Any style of dance is permitted.

Solo- one dancer

Duet- two dancers

Trio- three dancers

Only one entry is allowed per division. For example: A performer may not compete with two solos, however, a performer may complete as a soloist and as a member of a duet/trio or team.

Solo entries are permitted to add background dancers or additional dancers as props, however, such dancers cannot participate in more than 30 seconds of the routine.

PERFORMANCE RULES- Dancers must perform in their scheduled order unless special permission is given for costume changes. Points will be deducted from acts that do not comply. If the stage is littered during an act, please be ready to clean it up immediately following the performance. In addition, dancers must perform their ENTIRE act on the stage. Performers may not enter or exit the stage from anywhere other than the gym floor sideline. Starting the performance from the audience or ending in the audience is also not permitted. Running in front of the judges' table or approaching the panel of judges is also **not allowed**. No gifts can be presented to the judges in conjunction with a performance. Special stage or house lighting will not be provided for any performance. All routines need to be original choreography. Plagiarized routines will result in disqualification.

All costumes, choreography and music lyrics should be suitable for family viewing and listening. Routines containing inappropriate or suggestive material will receive point deductions. Decisions will be made by one designated Emerald City staff member, judge, or director. All decisions will be final. In extreme cases, an entry may be removed from the competition. **By not abiding by the previously stated rules, this may result in a one-point deduction from each judge.**

Please make sure that your team is lined up two entries prior to your performance time. Please note that if your team is not in place for your scheduled performance time, we will move on to the next team. Your missed performance will be bumped to the end of that category and may result in a point deduction. If your team is still not present in the line up at the conclusion of that category your number will be disqualified from that portion of the competition.

PROP RULES- For safety measures, all props (free-standing or hand-held) are restricted to a maximum height of 15 feet. The use of safety railings is recommended. Hanging backdrops and special lighting may not be used. Fire, swords, knives, weapons and use of live animals are prohibited. Helium balloons are only allowed if they are weighted and if permitted by the venue. When sliding props or moving scenery, please be careful not to damage the dance floor. If the floor is damaged, the studio owner/director/school will be responsible for its replacement. Props must be loaded in and out of the venue on the same day they will be used. All props backstage MUST be labeled with the studio/team name for identification purposes. Production performances are given a maximum of 1:00 minute total for setup and removal of props.

JUDGING- Contestants will be judged by a predetermined panel of judges, and all entrants agree that all decisions of the judges are final. All entrants agree that the time, manner and method of judging the

competition will be solely within the discretion of the Directors and Producers of The Emerald City Dance Competition. If a studio has any protests or complaints, the studio owner/director must submit an "Infraction Review Form" to the Competition Director 30 minutes prior to an awards segment. All score sheets will be available to studio owners/directors/coaches only.

Each performance will be evaluated on the following five elements:

- 1.) Technique - 40 points total
- 2.) Stage Presence - 25 points total
- 3.) Choreography - 20 points total
- 4.) Timing and Music - 10 points total
- 5.) Costume - 5 points total

There is a maximum of 100 points per judge. If a dance, costume or music is deemed inappropriate for family viewing, it will be scored lower by judges and not eligible for Overall High Point awards. **Ties will be broken based on the performance that receives the highest score for technique. Please note that the judges decision is final. Coaches, parents, not performers are permitted to consult with judges at any point in time.**

CHOREOGRAPHY AWARDS- This awards is presented to the act who the judges feel displayed great showmanship, clean formations, technique, and good transitions.

COSTUME AWARD - The judges will select the costume that best fits the theme of the performance.

BEST CROWD APPEAL AWARD - This award will be chosen by the panel of judges and presented to the act deemed to be most entertaining.

STAND BATTLE- The stand battle will be judged based on elimination rounds. Each team will face each other on the dance floor and perform **one** 48 count dance routine from the edited song list per round. Once the round is complete, the judges will select a winner. The winner will then advance to the next round. The losing team will be eliminated at that point. Once the final round has been completed, the final team standing will be awarded as the Stand Battle Winner. Two teams will battle on the dance floor per round unless there is an odd number of teams competing. In this case, there will be three teams on the floor during the competing round. One team will be eliminated from the trio battle and the remaining two teams will advance to the next round.

Round 1- Medium Tempo

Round 2- Fast Tempo

Rounds 3 & 4- DJ's Choice

ADDITIONAL AWARDS

Overall Winners

<u>Teams (Jr & Sr Division)</u> 1st Place- \$125 & Trophy 2nd Place- Trophy 3rd Place- Trophy	<u>Solo</u> 1st Place- \$50 & Trophy 2nd Place- Medal 3rd Place- Medal	<u>Duets/Trios</u> 1st Place- \$70 & Trophy 2nd Place- Medal 3rd Place Medal
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Overall winners are based on the highest point value earned.

Category Awards

<u>Performance</u> High Score Award	<u>Pom Pom</u> High Score Award	<u>Stand Battle</u> 1st Place Trophy
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Category Awards are awarded to the act that receives the highest point value for that category. The Stand Battle winner will be selected by the judges by way of favorable vote.

REGISTRATION- Registration can be completed online at http://www.dancetimeinc.com/emerald_city

FOOD & BEVERAGES- No outside food or beverages are permitted, however, dancers may bring two bottles of water or athletic drinks such as Powerade in their costume bags. Coolers, lunchboxes, and grocery bags will not be allowed.

PHOTOGRAPHY & VIDEOS- Photography and videos are permitted from the viewing area. No one is permitted to enter the dance floor at any time to capture videos or photos. Please be respectful of others and avoid walking in front of cameras during recording periods.

Contact Us

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KiTonya McCoy-Morrow, Director

