



WORLD SUPREMACY BATTLEGROUNDSTM OFFICIAL COMPETITION GUIDELINES 2016

1.1 GENERAL ENTRY

All official entries must be completed and submitted to the WSB International Director.

1. Crews must abide by all the WSB eligibility rules. Management holds the right to disqualify any group/dancer/performer who fails to comply with all the rules.
2. All official entry and registration must be completed by the required dates.
3. All performance music, photos and other media required must be submitted by their applicable dates.
4. Management reserves the right to amend any rules at any time if deemed necessary.

1.2 GROUP REPRESENTATION

1. Each dance crew must appoint a manager/crew leader who will be the main point of contact
2. It is the responsibility of the manager/crew leader to act as a representative and ensure that their respective members are informed of the event details and requirements
3. It is the responsibility of the manager/crew leader to confirm with the event organizers that their group understands and complies with the details outlined in this document.
4. The manager/crew leader must delegate leadership once he/she cannot continue to fulfil the role. Should any concerns or issues arise, the manager/crew leader should contact the event organizers as soon as possible

1.3 REGISTRATION CONTACTS

You may contact us directly through the following:

Email: nzbattlegrounds@gmail.com

Phone: +6421 269 1825

Website: www.battlegroundsnz.com

Facebook: [Facebook.com/NZ Battlegrounds](https://www.facebook.com/NZ-Battlegrounds)

Post: C/- 14a Fowlers Avenue – Frankton – Hamilton 3204



1.4 REGISTRATION FEE

WORLD SUPREMACY BATTLEGROUNDSTM QUALIFIERS

1. Each Battlegrounds dancer/participant must provide a registration fee of **\$30 NZD per person**. The fee covers exclusive entry to the qualification event. The fee may vary from country to country.
2. Performance in additional categories will incur an extra **\$10.00 NZD per person**. The fee may vary from country to country.
3. Registrations for School Division only is **\$10 per person**
4. Registration fees must be paid collectively as a group. Fees are compulsory and non-refundable.

WORLD SUPREMACY BATTLEGROUNDSTM CHAMPIONSHIP

1. Each WSB dancer/participant must provide a championship registration fee of **\$69.95 AUD per person**. The fee covers exclusive entry to all WSB championship events (WSB Battles, WSB National and WSB International), a WSB championship pack and official WSB dance workshops.
2. Performance in additional categories will incur an extra **\$10.00 AUD per person**.
3. Registration fees must be paid collectively as a group. Fees are compulsory and non-refundable.

REGISTRATION PAYMENTS

Your crew has the option of remitting us cash, cheque or direct deposit. Monies you have collected can be deposited to our business bank account. Business bank account details are below:

Bank Name: **Ragdoll Events**

Bank: **ANZ**

Account Number: **06 – 0541 – 0695706 - 00**

Reference: **Crew Name**

1.5 QUALIFICATION

BATTLEGROUNDSTM will be structured accordingly where each event leads to advancement. Dance groups are eligible to compete in the WORLD SUPREMACY BATTLEGROUNDSTM (WSB) by participating in the official BATTLEGROUNDSTM city/state qualifying rounds, wildcard entry or special invitation by the event organisers.

WORLD SUPREMACY BATTLEGROUNDSTM



BATTLEGROUNDSTM NZ Qualification Event



1.6 CATEGORIES SNAPSHOT

Group Division:

- OPEN
- VARSITY
- YOUNG GUNS
- JUNIOR
- KIDS (New)
- SCHOOLS (New)

Solo Division:

- OPEN (New)
- VARSITY (New)
- JUNIOR (New)

Battle Division:

- All Styles Open 1v1
- All Styles Open 2v2 (WSB)
- Break 1v1 / 2v2 (WSB)
- Popping / Locking (WSB)
- KRUMP (WSB)

1.7 PERFORMANCE TIME

GROUP DIVISIONS

JUNIOR / YOUNG GUNS / KIDS

Minimum one and a half (1.30) minutes. Maximum two (2:00) minutes. Grace period five (5) seconds.

OPEN / VARSITY

Minimum two (2) minutes. Maximum two and a half minutes (2:30). Grace period five (5) seconds.

MONSTER CREW / SCHOOLS

Minimum three minutes (3:00). Maximum four minutes (4:00). Grace period five (5) seconds.

SOLO CHOREOGRAPHY

Maximum one minute (1:00). Grace period five (5) seconds.

1.8 JUDGING CRITERIA

GROUP DIVISIONS

There are five major points that will be considered in your performance. The criteria will apply to all group and solo choreography divisions only.

1) CHOREOGRAPHY - 20%

This is how the routine is structured and formulated using movements that match the music chosen. Choose the appropriate street dance movements - WSB is a Hip Hop street dance competition. Groups can choose from old styles to new styles. There is no minimum or maximum number of street dance styles to use. It is best to use styles that represent your crew strongly. The quality and level of difficulty of choreography will also be assessed. A proficient display of dance styles is important.

2) CREATIVITY - 20%



This is the ability of a group to create unique choreography, themes, and ideas that flow well throughout the entire routine. Award will be given to groups that think 'outside the box' and deliver something 'fresh' that has never been done before. This includes original ways in doing formation changes, moving into different levels, and formulating choreographic patterns. A well thought of music mix and performance outfits also counts in this criteria. Take note that as much as we encourage groups to think 'outside the box', do make sure that all the elements of your routine fit perfectly together and there is a natural coherence from beginning to end. Props are allowed.

3) EXECUTION - 20%

This is the ability of the group as a whole and by each member to execute the movements in their choreography completely and with the proper use of core strength and stability. This also includes how precise each dance movement and technique is performed and how synchronized the whole team is in executing them.

4) PRESENCE - 15%

The group needs to demonstrate strong and dynamic energy as a whole and by each individual performer. This includes the use of matching facial expressions and body gestures while doing the choreography. A display of confidence is important to gain points.

5) ENTERTAINMENT VALUE - 25%

This is the group's 'x-factor' element as an effect of the combination of their choreography and performance. The group needs to be able to captivate and connect to the audience and elicit emotional response. Make use of different emotions in your routines (i.e. excitement, joy, use of comedy, fierce attitude, funky, etc.) for the purposes of entertainment. Groups can use dance tricks and gimmicks tied in well into their routine to create an impression. Ensure that you are using these tricks and gimmicks to create dance and not move away into a more theatrical based performance.

BATTLE DIVISIONS

1. This is a 1-on-1 battle. The dancer will be put on the spot to dance to the music provided by the Battle DJ.
2. The music genre will change per round and must dance to the style and the beat of music.
3. There are three rounds in the final battle. Each dancer will get 30-seconds per round.
4. Judges will base their decision on stage presence, versatility, dance technique, musicality and entertainment value.
5. The final decision will be made by voting between judges



1.9 SCORING AND FINAL CALCULATION

1. The highest possible score is one hundred (**100**).
2. Across a panel of judges, the individual scores are added together and then divided by the number of judges to determine the final overall score.
3. Any point deductions made by the head judge are deducted from the overall score.
4. Any problem or discrepancy during the competition will be brought to the attention of the event organiser and event committee, and the respective decision(s) made will be final.
5. Misinterpretation due to translation or interpretation of rules will be resolved according to English version (as per English dictionary)
6. The judges' decision is final. Any protests are prohibited and will not be accepted regarding any score or result of a decision.

1.10 LIST OF DEDUCTIONS

1. MUSIC

5 pts Contains inappropriate language or swear word/s (i.e. f%ck, d!ck, b!tch, ass, etc)

5 pts Music length exceeding required timeframe (after grace period)

5 pts Late submission of music mix (7 days before competition – qualifier or finals)

2. PERFORMANCE

5 pts “Biting” or act of blatantly copying and closely imitating dance routines of other groups from YouTube or the Internet and passing them off as your own

2 pts Fall or trip or stumble from tricks or blow up – (per performance)

3. MOVES

2 pts Vulgar, rude or sexual gestures – (per performance)

4. CLOTHING ATTIRE

5 pts Improper or lack of clothing (i.e. nudity)

2 pts Clothing or props tossed into audience

2 pts Use of props that affect stage surface (i.e. confetti, glitter, powder, oils)



EXTRAORDINARY CIRCUMSTANCE: FALSE START

An extraordinary circumstance occurs beyond the control of the dance group that affects your ability to perform at the beginning or any time in your performance, including and not limited to:

1. Incorrect music played or cued music
2. Problems due to equipment malfunction
3. Disturbances caused by technical difficulty – lighting, stage, venue or sound
4. Introduction of a foreign object into the stage area, by an individual or means other than the crew

MANAGEMENT OF EXTRAORDINARY CIRCUMSTANCE

If an extraordinary circumstance arises:

1. We may stop your performance immediately if it occurs at beginning or during the routine.
2. Management, adjudicator and director will review the situation, and upon confirming a decision and correction of the problem, will re-introduce the dance group to return and restart the routine.
3. Claim of an extraordinary circumstance by the crew **AFTER THE ROUTINE** has been completed **SHALL BE** reviewed and decided upon at the discretion of Management and judges.

1.11 JUDGES

ROLES AND RESPONSIBILITIES

HEAD JUDGE (Adjudicator) The Head Judge facilitates and oversees the panel to ensure that each and every member delivers a fair and sound judgement. He/she will assess and discuss all discrepancies, deductions and disqualifications throughout the competition proper.

JUDGING PANEL

Management has set its own criteria for selecting credible, qualified and experienced judges. The event organizer reserves the right to determine the officiating panel.

- **NATIONAL / INTERNATIONAL**
A panel of six (6) persons (the event organiser may choose to change this panel on the day)
- **STATE/ REGIONAL**
A panel of three (3) persons (the event organiser may choose to change this panel on the day)

Management has implemented a judges' feedback session immediately after each competition. It is very important for dancers to receive constructive criticism and feedback. This is an opportunity to receive some good insight from the judges and use this feedback for guidance and self-improvement. The judges' feedback session has been implemented in **BATTLEGROUND** Qualifiers, while the **WSB** judges' feedback session will be held the following day after the **WSB** International Championship.



1.12 CATEGORIES

Group Division:

- OPEN
- VARSITY
- YOUNG GUNS
- JUNIOR
- KIDS (New)
- SCHOOLS (New)
- MONSTER CREW

Solo Division:

- OPEN (New)
- VARSITY (New)
- JUNIOR (New)

Battle Division:

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- Popping / Locking (WSB)
- KRUMP (WSB)

Note : Not every division is available in each city/state

1.13 STRUCTURE

The event organiser determines the total number of crews, composition and categories per event

CHOREOGRAPHY DIVISION

- **OPEN:** **4 – 15 members.** Any gender – WSB Qualifying Division
- **VARSITY:** **4 – 15 members.** Any gender - WSB Qualifying Division
- **JUNIOR:** **4 – 15 members.** Any gender - WSB Qualifying Division
- **MONSTER CREW:** **16 – 40 members.** Any gender - WSB Qualifying Division
- **YOUNG GUNS:** **4 – 15 members.** Any gender - WSB Qualifying Division
- **KIDS:** **4 – 15 members.** Any gender
- **SCHOOLS** **10 - 40 members.** Any gender

AGE REQUIREMENT

- **OPEN:** Any age
- **VARSITY:** 12 - 18 years old (during competition year)
- **YOUNG GUNS:** 12 - 15 years old (during competition year)
- **JUNIOR:** 12 years old and under (during competition year)
- **MONSTER:** Any age
- **SCHOOLS:** 12 – 18 years old (must be currently enrolled in high school)

1.14 FORMS AND RELEASES

1. All entrants must complete and sign all the forms, including but not limited to registration and insurance information (Public Liability information is available upon request). All forms must be returned to the organiser with the appropriate registration fees prior to the competition.

Waiver Form: Crews must sign and submit a Waiver Form prior to the competition, releasing MAS Presents, HOOPDREAMZ Enterprises Pty Ltd the event organiser, their agents, officers, staff and sponsors from liability for any accidents or injuries occurring prior to, during, or after BATTLEGROUNDS / WSB.

2. Release of Likeness: All crews must sign a release of likeness form permitting MAS Presents or the competition organiser, agents or sponsors to film, videotape, and/or record the crew performance(s) and event participation for use in television, motion



pictures, home video, internet, radio, press releases, media, public relations etc. This applies to MAS Presents management purposes only

3. Registration and Waiver forms must be submitted by the required date, or at least one week prior to the event.

1.15 PARTICIPATION LIMIT

A dancer/crew member may not compete in more than one (1) crew per division.

1.16 ENTRY OR SUBSTITUTION

Management is aware and understands that unforeseen circumstances can arise, which results in changes to the composition of a dance crew between BATTLEGROUND Qualification, BATTLEGROUND Finals and WSB. To ensure full qualification, and in fairness to other dance crews, the following rules must be followed:

1. **The maximum number of dancers that competed in BATTLEGROUND must be retained. You are able to add more dancers. Refer to point 2.**
2. **At least 70% of your dance crew that competed in BATTLEGROUND must be retained.**

Example: Your dance crew at BATTLEGROUND comprised of 10 dancers. Due to unforeseen circumstances, 3 of these dancers are not able to compete in WSB. These 3 dancers can be substituted as 7 of the remaining dancers make up 70%. You cannot have more than 10 dancers and you cannot replace more than 3. Registration fees are mandatory for 10 dancers (i.e. the 3 dancers that are substitutes do not need to pay additional fees).

ANY CHANGES must be brought to the attention of the event organizer at least two weeks prior to the event and approved by Management.

1.17

MEDICAL ATTENTION

1. It is the responsibility of the dance crew leader to report a crew member's injury or illness to the event organiser.
2. If at any time prior or during the competition that a dance crew member becomes ill or physical condition is at risk, he/she may be declared ineligible to compete. The MEDIC ON DUTY or First Aid Officer will review the competition and advise Management of their recommendation. Management reserves the right to withdraw any competitor who appears to have serious injury or medical condition after consulting with the Medic or First Aid Officer.

Management reserves the right to request the submittal of a doctor's written authorisation for a crew/member to compete.



1.18 ATTIRE

Crews should wear clothing reflecting the real character and natural style of the urban street environment. Use pieces of clothing during the performance that is not offensive or out of character. Discarded clothing should not be thrown off the stage, on stage or towards the audience, as it may be hazardous to the performers. Be tasteful, not offensive.

1.19 PROPS

Support gear such as kneepads, helmets, or any performing apparatus such as hats, gloves etc to aid in the proper execution of a move is allowed. Body oils, glitter, powder 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. Any props requiring setup and packing up are permitted as long as your crew removes it immediately after your performance. Confetti or materials that require stage cleaning or that can dirty or damage the stage is prohibited. Usage of such materials will result in a two (2)-point deduction. To avoid point deductions, please contact the WSB International Director for confirmation or approval of any props usage.

1.20 STAGE, SOUND AND LIGHTING

The event organizer will provide audio and visual equipment at our discretion. There will be no special allowances for lighting cues in a dance crew's performance.

1.21 PERFORMANCE MUSIC REQUIREMENTS

1. The routine must be performed in its entirety to music selected and prepared by the crews. The event organiser will not provide the music.
2. The length of the music mix should not exceed standard timeframes. If it does exceed, a five (5)-point automatic deduction will be given (see 1.10 List of Deductions).
3. The crew must email an MP3 or high-quality track of their competition music at least seven (7) days prior to the national competition. Once the deadline is set, no edits or changes will be accepted beyond this time period.

An automatic penalty of five points (5) will be deducted from your final score for all late submissions.

4. There is no maximum or minimum number of songs that may be used in the routine. the songs may be edited to enhance choreography.
5. The competition must not contain inappropriate, lewd or offensive language. Points will be deducted from the crew's final score under the discretion of Management. If unsure about usage of a certain word, it is most likely offensive. Whilst you may personally not find a word offensive, other dancers or audience members may think otherwise. A five (5)-point deduction will apply under the discretion of Management



1.21 COMPETITION STAGE AND REHEARSAL

The event organizer will provide a stage at the respective venues. The event organizer may provide rehearsal time dependent upon venue availability and practicability.

1.22 PERFORMANCE ORDER

WORLD SUPREMACY BATTLEGROUNDSTM

1. The performance order for the WORLD SUPREMACY BATTLEGROUNDSTM (WSB) is determined by placement in the State/National competition. The crew that qualifies with the lowest score will perform first; the crew that qualifies with the highest score will perform last.
2. The defending WSB International Champions for each division from the previous year receiving the title.