

VOLTAGE

VOLTAGE STREET DANCE COMPETITION



OFFICAL RULES & REGULATIONS

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VOLTAGE STREET DANCE COMPETITION

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INTRODUCTION

Welcome to Voltage Street Dance Championships & Introductory Youth Battle 2024, hosted at the beautiful River Rock Show Theatre. Global Dance Services (GDS) is in our 18th season of BC events and we are pleased to bring you Vancouver's premiere Street Dance event.



ABOUT VOLTAGE

Voltage Street Dance event hosts a competitive event with live on stage talent-show-style feedback. Secure video adjudication from street dance professionals. Entry to Voltage includes free performance videos and a free annual Voltage T-shirt. There is lots of space in the 5000sq ft ballroom for rehearsal and 1000 seats in the show theatre.

Join us for a week of street dance and an introductory youth battle that brings the street community together. Ten routines will advance to the GDS Provincial Finals.





OFFICIAL RULES & REGULATIONS

CONTACT DETAILS



VOLTAGE GENERAL EMAIL

Voltagestreetbattle@gmail.com

SCHEDULING DEPARTMENT

Scheduling@globaldanceservices.com

ACCOUNTING & E-TRANSFERS

Accounting@globaldanceservices.com

WAREHOUSE & OFFICE HEADQUARTERS

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V2R 0K2

MAILING ADDRESS

Global Dance Services
45170 Redwood Ave
Chilliwack, BC, Canada
V2R 1W2



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GUIDELINES, POLICIES & RULES

GUIDELINES: Imply advice, recommendations, or instructions. Giving people information and suggestions on how to behave for the best possible experience but they are not expected to have significant punishment for failure to comply.

POLICY: Policies guide thinking and channel energy toward a particular direction, with some potential consequences. Policies are more formal and enforceable, which means a greater level of accountability. Policies show a higher level of commitment to ensuring the participants follow.

RULES: Are explicit regulations or principles governing conduct. Rules are specific statements that inform what must and must not be done and compliance is always expected. Pre-determined procedures to determine consequences are in place for all rules.

For example: GDS Harassment, social media bullying, and anti-discrimination code of conduct are governed by rules and policies instead of guidelines.

INSURANCE & ELIGIBILITY, LIABILITY RELEASE

INSURANCE & ELIGIBILITY

All registrations must come from a registered dance studio which holds a business license and valid insurance for all of it's dancers. **Independent entries are not permitted.**

LIABILITY & LIKENESS RELEASE

RELEASE OF LIABILITY: Before the competition, each studio must sign a release of liability form, absolving GDS, the organizer, their officers, agents, staff, volunteers, contractors, venues, and sponsors of any responsibility for any mishap or injury, paralysis or death that happens to them before, during, or after a Global Dance Services Inc event.

RELEASE OF LIKENESS: Each participant must sign a release of likeness form allowing GDS its affiliates, the organizer, agents, and sponsors to film, videotape, and/or record their performance(s) and involvement in the event for use in including but not limited to, press releases, public relations, television, movies, home videos, the internet, social media, radio, and other media vehicles, whether they are currently known or created in the future, without restriction or compensation.



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AGE DIVISIONS - REGULAR COMPETITION

- Newbie'Wattz **5-6yrs**
- Lil' Wattz **7-8yrs**
- KiloWattz **9-10yrs**
- MegaWattz **11-12yrs**
- GigaWattz **13-14yrs**
- TeraWattz **15-16yrs**
- ExaWattz **17-19yrs**
- Young-Adultz **20-24yrs**
- Adultz **25-39yrs**
- Legendz **40yrs+**



AGE IS CALCULATED AS OF Jan 1st of the COMPETITIVE SEASON

AGE DIVISIONS - AFTER SHOCK FINALE

COMPETITIVE CREWS

- Junior Aftershock Finale **7-12yrs**
- Varsity Aftershock Finale **13-19yrs**

The Aftershock Finale is a ticketed event and takes place at the end of the regularly scheduled event

SELECT CREWS

- JV Select Aftershock Finale **7-19yrs**
- Young-Adult Select Aftershock Finale **20-24yrs**

Apprentice, Recreational, Pre-Competitive Routines do not perform again in the Aftershock Finale



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SIZE OF CREWS

MINICREW - Duo/Trio - 2 -3 dancers

A MiniCrew -or- duo/trio is made up 2-3 dancers of all genders and ALL AGES and is calculated by average age.

SMALL CREW - 4 - 10 dancers

A Small Crew is made up 4-10 dancers of all genders and ALL AGES and is calculated by average age.

LARGE CREW - 11 - 19 dancers

A Large Crew is made up 11 - 19 dancers of all genders and ALL AGES and is calculated by average age.

MEGACREW - 20+ dancers

A MegaCrew is made up of 20+ dancers of all genders and ALL AGES and is calculated by average age.

TIME LIMITS

Solo: 3 Minutes

Mini Crew (Duo/Trio): 3 Minutes

Small Crew (4-10 dancers): 4 Minutes

Large Crew (11-19 dancers): 5 Minutes

Megacrew (20+ dancers): 5 Minutes



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LEVELS

APPRENTICE

Apprentice for the true beginner; the novice or recreational dancer. This dancer engages with street dance at a recreational level, has limited experience on a stage and does not dance more than two hours per week.

PRE-COMPETITIVE

for the dancer who trains slightly more seriously than the recreational dancer but does not yet want to participate in the full competitive program. These dancers train on average 3-5 hours a week and have some consistent training from year to year but they may have started late or train less hours.

COMPETITIVE

This is the standard competitive division, these dancers are serious about their dance training and typically dance more than 6+ hours a week in multiple dance styles. They have on stage dance experience and participate in training/workshops. Dancers who specialize in street dance styles for all of their 6+ training hours must register in the Select division level.

Hours of training are only a suggestive guideline please place your dancers to the best of your ability

SELECT

The Select Division (Advanced) is for the dancer who emphasizes Street Dance training. This dancer is taking their street dance training seriously by focussing their intention on hip hop and street dance training. They participate in additional training opportunities, workshops, conventions and masterclasses and focus on their craft more than 8+ hours a week in any style plus additional training focussed on street dance genres. Dancers in these crews usually have to audition for placement and maintain a higher level of commitment.

BATTLE DIVISION

Pre-Registration for the introductory battle is required online through the ticketing platform on the website. No onsite registration permitted. Battle's are one level - separated by age to the best of our ability for pairings. The battle is 1vs1 all styles, three rounds, 30 seconds per round. Judges will select a winner at the end of each pairing. The battle is introductory in nature.



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ATTIRE & COSTUMING

The attire of street dance crews should be representative of their respective cultures while still maintaining a street style. Individuality is always encouraged such as incorporating accessories, varying hair styles, and playing with color schemes. Crews may accessorize with hats, caps, bandanas, gloves, scarves, belts, jewelry, and other pieces, but removing clothing during performances must not be offensive or out of character. Discarded clothing should be placed outside the competition area to reduce distractions and avoid safety issues. Crew members must wear appropriate undergarments at all times and overly tight or short clothing will be scrutinized for overexposure or family friendly appropriateness. Body oil, glitter, paint, glass or other substances that could alter the condition of the stage or affect the safety of future competitors are prohibited. Crews may wear dance boots, street shoes, sneakers, or athletic sport shoes, as long as the soles are clean and non-scuff. All shoes must be non-scuffing.

ALL SHOES MUST BE NON-SCUFFING



PROPS & ACCESORIES & PROP PLACEMENT TIME LIMITS

Props and accessories are permitted in all categories. The maximum prop set up time is 30-45 seconds. Props that take longer than 30 seconds to set up will be assigned a deduction: **1 point deduction for every 10 seconds over** the prop time set up limit.

Time Limits

MiniCrews, Small Crews, Large Crews have 30 seconds for prop placement.
MegaCrews have up to 45 seconds for prop placement.





OFFICIAL RULES & REGULATIONS

MUSIC SUBMISSION PROCEDURES & POLICY

MUSIC UPLOAD | REGULAR COMPETITION

Music must be uploaded in your online account two (2) weeks before the scheduled event. Failure to do so may result in a 1 point penalty.

AFTERSHOCK FINALE MUSIC SUBMISSION

Music for the Aftershock Finale is submitted by USB to the Backstage Manager at least TWO (2) HOURS before the start of the 1st performance. Failure to do so may result in a 1 point penalty. Music USB must be labelled with the routine name and the studio and must not have any other music on the USB. Place USB into a labelled bag/envelope. Submit music to the Backstage Manager only.

MUSIC REQUIREMENTS

Ensuring the USB device is in good condition is the responsibility of the crew. To guarantee uninterrupted performance at the regular event and the Aftershock Finale, a backup device must be readily available. To identify the crew and division the device must be labeled accordingly. When it comes to selecting songs or recordings for the routine, there are no set limits, however judges recommend using fewer songs to allow for a more focused and continuous dance performance that tells a complete story and takes the audience on a journey. Crews are cautioned against overcomplicating their music with too many edits, sound effects, or songs that may hinder their ability to perform cleanly and continuously. Music changes must be submitted more than one hour before the scheduled routine. Backup music played off a personal device should ensure that the device is set to airplane mode to avoid disruptions.

RUN AROUNDS

Run arounds or crossovers behind the stage are **permitted at any age or level but are highly discouraged** and are at the responsibility of the performing crew and studio. Blockages due to high volume areas congested with other performers or spectators are not the responsibility of Voltage Street Dance, studios accept all responsibility of the run around, and if the dancer is not able to get back on stage in the desired time, the studio accepts all responsibility. Re-dances for run around blockages are not permitted. Run arounds are permitted but highly discouraged.



OFFICIAL RULES & REGULATIONS

GENERAL POLICIES

LATE STARTS

A crew of any size that fails to appear on stage and strike a starting position within twenty (20) seconds after being introduced will be deemed a late start and receive a deduction. Pre-competitive routines will be given thirty (30) seconds after being introduced to start without being deemed a late start deduction.

CALLBACK DELAY

Routines are required to return to centre stage for on stage judging feedback after each performance within 15 seconds. It is expected that the routine will have the stamina to meet their callback to centre stage time. A 15 second grace period will be allotted before deductions will be taken, Callback delay penalties may be imposed for routines that do not make it back to centre stage within 30 seconds.

EXIT DELAYS

Routines that delay exiting the stage from the performance or on the onstage callback may be deducted for wasted time. Allotted time to exit the stage is 15 seconds, an additional 15 second grace period will be allotted. Routines taking more than 30 seconds to exit the stage may be imposed a exit delay penalty.

FAMILY CONTENT RULE/POLICY

Routines with lewd gestures, inappropriate language, swearing, vulgar or suggestive lyrics that are not at least “attempted” to be cut out may be subject to a family content deduction and/or be disqualified completely depending on the severity of the infraction. Routines with inappropriate crew names may be required to rename their crews if deemed ineligible to compete with that name due to lacking family friendly nature for all ages.

MUSIC SUBMISSION POLICY & DEADLINE

Choreographers/coaches are responsible for the submission (upload online) quality, mix and sound levels of their music. It is encouraged that music has at least 30 seconds of uninterrupted continuous music somewhere in the routine. Music must meet the family friendly policy. Aftershock Finale music (round two performance edits) must be submitted on USB, and the USB may only have one piece of music on it. Aftershock Finale Music must be submitted on USB no later than 2 hours before the Aftershock Finale. Music USB's must be in a labelled bag or envelope with routine name and studio. USB's can be picked up at the music station after the evenings wrap.



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FIRST AID

The responsibility of reporting any crew member's injury or illness to the event organizers falls upon the dance studio. If any crew member's physical or emotional state is at risk, they may be disqualified from further competition or declared ineligible to compete, either before or during the event. Global Dance Services, or the host Theatre administrative team or medical officers of the organizers retain the right to disqualify any crew member with a severe injury or disability requiring medical attention. Additionally, if a crew member is deemed medically or emotionally at risk, the event organizer may request a physician's written authorization before their participation. In cases of illness or injury, the event organizer may require the crew or crew member to sign a waiver or release of liability before competing.

STAGE SIZE

The River Rock Show Theatre is a 965 capacity theatre with a 48ft wide stage and 5000 sq ft ballroom for the battle division. Actual stage size must be verified with venue.

PROFESSIONAL ENVIRONMENT

GDS Voltage Street Dance is a drinking-free company. Dancers of age, their parents, guardians and teachers are requested to consume alcoholic beverages only in designated areas within reason and within family friendly guidelines. Casino security policies are in place and will be strictly enforced.

JUDGING IN FINALITY

The decisions of the judges are final. Derogatory posts on social media towards Global Dance Services, Voltage Street Battle, the judges, licensees, venues, championships, and/or events may result in disqualification or ban from future events. Judges will be informed of the decision, which will be final.

CODE OF CONDUCT

The following behaviours are deemed unacceptable and will not be tolerated at events: lying on registration documents, lying regarding age or level of dancers, destroying or falsifying records or documents, committing acts of dishonesty or fraud, unauthorized disclosure of information, misusing property or resources, vandalizing GDS or theatre equipment, intentionally damaging or using organization property without permission, inappropriately using information technology resources, negligence causing harm to the organization, venues, or staff. Contacting minors outside of formalized policies, engaging in criminal conduct, possessing drugs or alcohol on organization premises outside of designated areas, possessing illegal weapons on organization premises, threatening or abusive behaviour, soliciting other dancers, slandering dancers or the event organizers on social media.



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CREW MEMBER CHANGES

CREW MEMBER SUBSTITUTIONS BEFORE OR DURING THE COMPETITION

Crew member changes and dancer substitutions are permitted at any time, through reporting the changes to the GDS office at any time before the final schedule process. Schedule change requests can be sent to schedule@globaldanceservices.com.

Changes are permitted after the final schedule only if the substitution does not change the original level of age division of the scheduled performance.

PRACTICE ROUND/BLOCKING

Voltage Street Dance Championships, as an amateur regional event, does **not** provide stage rehearsal or formation blocking periods. It is expected that dance crews will have had a dress rehearsal as a studio before arrival to the competition and will have blocked out the stage size in their own studios prior to arrival. Music is loaded online and studios are required to ensure that the correct version of the music is loaded.

RE-DANCES

Re-Dances for **technical error** which can be considered the “fault” of the competition, such as music skipping or speaker malfunctions, are permitted in all divisions and will be judged as if they are being seen for the first time. Re-Dances for **performance user error** such as costume, prop, shoe malfunction, injury, run around obstructions or forgetting choreography are permitted for recreational level performances and dancers 6yrs of age or under may be permitted, but for adjudication only. They will not be eligible for category scoring, high score, or cash prizes. A formal request to re-dance must be completed. A designation is also required for dancers who perform longer than 60 seconds and abandon the stage.

Technical Errors	User Errors
<p>Wrong Music*</p> <p>Music Skipping/Audio Problems</p> <p>Lighting Issue/Blackout</p> <p>Video/Judging/Photo/System problem</p> <p>Foreign Object on Stage</p> <p><small>*A music checking station is provided at the event for teachers to check their music. Studios are given 1 “mistake” incorrect music file, resulting in dancers being called off stage. At the second offence there is a \$100 penalty per offence. Please use the music checking station to check your files.</small></p>	<p>Dancer forgot routine and ran off stage</p> <p>Dancers did not perform to expectation</p> <p>Costume malfunction</p> <p>Prop malfunction</p> <p>Shoe falls off</p> <p>Dancers run into each other</p> <p>Dancers are facing the wrong direction</p> <p>Dancer starts on wrong side of the stage</p> <p>Injury/Illness</p> <p>Urinate on stage / vomits on stage</p> <p>Run around obstruction*</p> <p><small>*run arounds/crossovers are at the complete risk of the studio and are highly discouraged.</small></p>



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RE-DANCE POLICY

CREWS/STUDIOS requesting a re-dance must complete the request to redance form.

Was the cause of this complication a TECHNICAL ERROR or a USER ERROR?

TECHNICAL ERROR USER ERROR

Is the age of this dancer 6yrs or Under? YES / NO

Re-Dance Policy: Any dance longer than 60 seconds will be considered “complete” for judging. Dances less than 60 seconds will be considered a “scratch.” Re-Dances for technical complications: music skipping, volume/speaker malfunctions are permitted in all divisions and will be judged as if they are being seen for the first time. Re-Dances for performance issues: costume, prop, shoe malfunction, injury, run around obstructions or forgetting choreography may be permitted but for adjudication only. They will be withdrawn from the category and will **not** be eligible for category scoring, high score, or cash prizes.

*Dancers in the Festival Divisions AND dancers 6yrs of age and Under may re-dance for placement/overalls for any reason.

MANAGEMENT OF EXTRAORDINARY CIRCUMSTANCES

Management of rare and extraordinary circumstances will be managed by the backstage manager and the director. The determined course of action, in alignment with GDS core values and principles of honest fair play will be discussed and determined. The best interest of the dancers and other competitors will be considered when determining how to proceed through extraordinary circumstances. Example extraordinary circumstances include; power outages, injuries on stage, fire evacuations, and any other circumstances that is considered outside “normal” anticipated events.

ACROBATIC/GYMNASTICS CONTENT POLICY

Moves executed in a routine that call for a preparation set up such a backflip, are deemed “tricks” and are not score enhancing, they are neutral. A routine with tricks will not beat another routine without tricks. Tricks may elevate a routine above that of another crew if they are creative and clever in their design by enhancing the musicality and dynamics, but they may also detract from its overall production if there is too much emphasis on the tricks, or they are done poorly. Tricks will not be counted in the score. Reconsider incorporating movements in a routine that defy accepted street styles or are extremely risky. Acrobatic, cheerleading-inspired, or gymnastic moves do not earn points. If such movements are employed at all, they should be used very sparingly. There is no limit on how many tricks may be implemented into routines but they should serve to enhance the display and should not overtake the street style nature of the performance.



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BATTLE DIVISION SET UP

The Introductory Battle is designed to be introductory in nature, music is thus pre-selected rather than the dynamic nature of a live DJ.

LEVELS: Contestants will be pre-paired based on age as much as possible, there is one open level.

REGISTRATION: Is online and ticketed, no on-site registrations.

BATTLE STYLE: 1vs1 formatting, open all styles.

ROUNDS: Three rounds for 30 seconds per round.

DJ: There is no DJ due to the introductory nature of the battle.

MUSIC: Music is pre-cut into 30 seconds blocks with a built in MC host cueing the in's and outs. Each round is performed to the same song and lasts for 30 seconds per dancer.

BATTLE DIVISION SCORING

There are no formal scores for the battles, it is a head to head battle with immediate show point results, judges arrive at this decision by considering the following:

- 1) Originality of movements
- 2) Character, Charisma, Personality, Stage Presence
- 3) Musicality, Interpretation of the Music
- 4) Use of Levels and Floorwork
- 5) Creativity and Uniqueness
- 6) Personal Style
- 7) Confidence and Projection of Confidence
- 8) Physicality: Strength and Controlled Flexibility
- 9) Groove and embodiment of the Improvisation
- 10) Use of Space, Staging, Travelling





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SCORING

Scoring is broken into two components

Technical Skill to 50% - 5 points

and

Performance to 50% - 5 points

to a total of 10 points

Judge One

PERFORMANCE JUDGE

Judge Two

TECHNICAL SKILL JUDGE

Judge Three

LIVE ON STAGE FEEDBACK JUDGE

STANDARD DEDUCTIONS

*Minor offences. Major offences will result in disqualification

ITEM

DEDUCTION

Routine Overtime

3 points

Costume Piece Falls Off

1 point

Delay Start /Delay Exit

1 point

Inappropriate Lyrics/Swearing*

1 point

Overly Dangerous Skills Risking Dancer Safety

3 points

Inappropriate Costuming*

1 point



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SKILL TECHNICAL SCORING

MUSICALITY	OVERALL MUSICALITY	BEAT TECHNIQUE	RHYTHM PATTERNS	PHRASING	USE OF ALL MUSIC COMPONENTS
10% OVERALL MUSICALITY BEAT TECHNIQUE RHYTHM PATTERNS PHRASING USE OF ALL MUSIC COMPONENTS	2% Moves selected are appropriate for and related to the music and are incorporated using identifiable phrases and components, ie vocals	2% Ability to stay on time with the music Dancers can properly identify the downbeat in the music and avoid the upbeat unless intentional	2% The routine shows a rhythmic use of the 8 count through ability to play with tempo and use single time, double time, half time, "and's" and "a's" and syncopated musical patterns	2% Completion of movement phrases and ideas within 8 counts, 16 counts, mini crescendo, 32 count main crescendo	2% Routine utilizes and stays on all of the musical components such as beats, instruments, lyrics, dings, accents and silences Lyrical connection is evident when applicable
TIMING & SYNCHRONIZATION	TIMING	SYNCHRONIZATION BETWEEN DANCERS	SPEED SYNCHRONIZATION	ANGLE RANGE & ARTICULATION	COMPLEXITY OF TIMING
10% TIMING SYNCHRONIZATION BETWEEN DANCERS SPEED SYNCHRONIZATION ANGLE RANGE & ARTICULATION COMPLEXITY OF TIMING	2% Are the collective dancers on time with the music or rushing Are the follow-ups and pattern changes on time with the relationship to the music, tempo, meter or rhythm	2% Are the dancers on time in relationship to each other, ie does one dancer pull others off time Are follow-ups, waves, dominos and intricacies consecutive between dancers or rushed	2% How are speed and speed changes at play for synchronization How fast/slow are the dynamic changes in timing patterns with music changes	2% Is the routine "clean" Are the angles, ie arm positions, matched from every perspective - front on, overhead, side view, back row, etc	2% The difficulty of the timing of the routine to stay on time Complexity is only rewarded if execution of complexity is mastered
EXECUTION	OVERALL EXECUTION	FAIL TO EXECUTE AS PLANNED	CONTROLLED MOBILITY	HOLDS & STABILIZATION	EXECUTION OF DIFFICULTY
10% OVERALL EXECUTION FAIL TO EXECUTE AS PLANNED CONTROLLED MOBILITY HOLDS & STABILIZATION EXECUTION OF DIFFICULTY	2% The overall execution of all of the combined technical factors of the dance	2% Are there any "major" identifiable execution errors such as falls, trips, uncontrolled moments, planned lifts that do not go, etc	2% How well does the routine control movements while travelling and moving across the stage	2% How controlled and well executed is the crew in stable moments and landings such as landing, standing, posing, frozen, freezes, holds	2% Execution of the overall technical difficulty Difficulty is only rewarded if executed appropriately
PHYSICALITY	STRENGTH & POWER	CONTROLLED FLEXIBILITY	AGILITY & DIRECTION CHANGE	UNDERSTANDING OF GROOVE	OVERALL TECHNIQUE OF MOVEMENTS
10% STRENGTH & POWER CONTROLLED FLEXIBILITY AGILITY & DIRECTION CHANGE UNDERSTANDING OF GROOVE OVERALL TECHNIQUE OF MOVEMENTS	2% Dancers demonstrate physical strength and power Strength and power moves are shown	2% Dancers demonstrate the flexibility to support the movements chosen Flexibility moves are shown	2% The crew demonstrates agility and the ability to change directions with ease of flow The crew shows coordination and complexity in direction changes - forwards, backwards, sideways, etc	2% The understanding of the rhythm and feel of the music that the crew moves to within the context of physicality. The crew understands the flow of their routine and how the body supports it. Where musicality is accessing the ability to stay "on" the music metrics, assessment of groove is the analysis of being physically "in" the music	2% Overall technique of street dance movement as displayed by the crew
STREET VARIETY & OVERALL IMPRESSION	VARIETY OF STREET STYLES DISPLAYED	UNDERSTANDING OF STREET STYLES	EXECUTION OF STYLES SHOWN	TOTAL SKILLS PACKAGE	SKILL JUDGE'S OVERALL IMPRESSION
10% VARIETY OF STREET STYLES DIFFICULTY OF STREET STYLES EXECUTION OF STYLES SHOWN TOTAL SKILLS PACKAGE OVERALL IMPRESSION	2% Unless registered in a singular discipline - Crews show enough of varying street styles to "identifiably perform" and "properly represent" that street style, ie breaking, locking, popping, whacking, voguing, krumping, etc	2% Crew demonstrates an understanding of various street styles Hip Hop Dance Locking Popping Breaking Whacking Voguing House Dance Krumping Stepping Dancin' Hall Afro Style etc	2% The execution of the variety of street styles shown	2% Routine is well packaged and all details are thought out Level of crew members are equally matched Lead or feature solo dancers do not out shine other dancers in the crew Routine showcases appropriate skills for age and level, deductions are in place for unsafe skills	2% The skill judges' overall impression of the entire crew performance

MAXIMUM SCORE OF 10



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PERFORMANCE SCORING

CHOREOGRAPHY & CREATIVITY	ORIGINAL CHOREOGRAPHY	CREATIVE CHOREOGRAPHY	CREATIVE USE OF LEVELS	CREATIVE FORMATIONS	CREATIVE TRANSITIONS
10% ORIGINAL CHOREOGRAPHY CREATIVE CHOREOGRAPHY CREATIVE USE OF LEVELS CREATIVE FORMATIONS CREATIVE TRANSITIONS <small>Low gestures in choreography, inappropriate lyrics, or swearing/vulgar language will result in deduction and/or disqualification.</small>	2% Original moves Original choreography not seen before or "stolen" moves from the internet Family friendly choreography and music selection Choreography is well suited for age and level	2% Creative choreography that is innovative, different, clever, unique. Creative connection to the music selection with innovative follow-ups, dominos and patterns Relationship between the choreographer's vision and dancer's execution is cohesive	2% Use of levels are interesting and creative Unique level changes – unpredictable, invisible "set up"	2% Formations are interesting There are a variety of formations displayed which are suited in complexity for age and level	2% Transitions between formations are original and unique Original transitions to and from the floor
LINES & SHAPES	SPACING	STAGING & USE OF STAGE	EXECUTION OF LEVELS	EXECUTION OF FORMATIONS	EXECUTION OF TRANSITIONS
10% SPACING STAGING & USE OF STAGE EXECUTION OF LEVELS EXECUTION OF TRANSITIONS	2% Spacing between crew members Lines and windows Do dancers bump into each other	2% Full use of the whole stage including downstage, upstage and all corners and sides Creative use of the stage	2% Use of all available levels: <i>Floor</i> <i>Kneeling</i> <i>Crouching</i> <i>Standing</i> <i>Air</i>	2% Difficulty and complexity of formations Execution and alignment of the formations to stage markings	2% Formation changes are smooth and clear Transitions are executed with precision, they are seamless, "come out of nowhere" and bring about new shapes
STAGE PRESENCE	CONFIDENCE	PROJECTION	FACIAL EXPRESSION	ENERGY & INTENSITY	STAMINA
10% CONFIDENCE PROJECTION FACIAL EXPRESSION ENERGY & INTENSITY STAMINA	2% Confidence is demonstrated by confident posture, eye contact and "owning the routine" Commitment to performance and confidence is maintained	2% Enthusiasm, passion, ability to "sell it" on stage Projection to the back rows of the theatre	2% Facials are organic and believable and not forced. Joy of performing is evident Facials expressions change with music changes	2% Routine has energy and hype. Dynamic movements throughout the whole routine without obvious rest or breaks. Rest, if present, is "hidden" and seamless in the routine and not obvious	2% Routine maintains energy Intensity maintains throughout and does not drop when fatigue sets in
STYLE	STYLE PRESENCE	ATTITUDE	COSTUMING & ATTIRE	APPEARANCE <small>(Hair, Makeup, Accessories)</small>	WALK & POSTURE
10% STYLE PRESENCE ATTITUDE COSTUMING & ATTIRE APPEARANCE WALK & POSTURE	2% Authentic and uninhibited representation of the style presence, the "vibe of the routine" and the execution of the desired style - aka "pulling it off"	2% Execution of the vision for crew attitude and ability to sell that attitude and vibe as an integral part of the performance vibe Dancers are having fun	2% Costuming suits the music, choreography and style of the routine Costuming allows for individualistic expression while within crew uniformity	2% Crew costuming and attire is clean, wrinkle free and details have been well constructed. Hair and Makeup is thought out and adds rather than distracts from the street routine Individualized accessories within the crew uniformity allow for individualistic expression No accessories fall off during the routine, ie hat falls to floor	2% Walk and posture aid the communication of the style presence of the routine Walk and posture exude confidence and commitment to the performance
ENTERTAINMENT & PRESENTATION	ENTERTAINMENT VALUE	AUDIENCE APPEAL	LASTING IMPRESSION	STORY OR ROUTINE JOURNEY	MUSIC SELECTION & PRESENTATION
10% ENTERTAINMENT VALUE AUDIENCE APPEAL LASTING IMPRESSION STORY OR ROUTINE JOURNEY MUSIC SELECTION & PRESENTATION	2% Overall entertainment value of the crews' performance	2% Organic audience appeal which generates cheers, "ooohs" and clapping Organic audience appeal can be separated from inorganic audience interaction (cheers from parents that are clearly of the performing crew)	2% The routine makes a memorable and lasting impression Gymnastics, acrobatic or cheerleading elements or "tricks" enhance performance but do not over-consume the routine taking away from its street dance nature	2% Crew members and routine connects with audience and evokes an emotional reaction such as excitement, joy, laughter, drama, etc Routine has a natural sense of resolve that leaves the audience feeling a sense of completion yet also wanting more	2% Music is well cut and presented, music is original and blended well, music includes at least one thirty second continuous stretch of music without edits to build story and audience interest Presentation of routine is suited for music selection

MAXIMUM SCORE OF 10



OFFICIAL RULES & REGULATIONS

AWARDS SESSIONS

MEDALS & T-SHIRTS: Dancers sign in at the front desk on arrival and will pick up their Voltage Street Dance Medal and their Annual T-shirt. Dancers should select a size before arriving at the front table.

STICKERS: At the awards sessions dancers will be given a generic Voltage sticker, dancers can swap out their sticker at the Voltage Sticker stand to mix and match and collect them all.

AFTERSHOCK FINALE

The Aftershock Finale is a ticketed finals event at the end of the regular performance weekend. Each studio is invited to bring back routines from the eligible divisions. Studios select submit these routines in advance, they will appear in the event program in performance order. Studios are permitted to make changes to their performance (ie, version 1 and version 2) for the Aftershock finale and if they intend to compete a spiced up version which involves a music change they must bring that music on USB clearly labelled a minimum of two hours before the start of the show.

The recreational and pre-competitive divisions are not part of the Aftershock Finale.

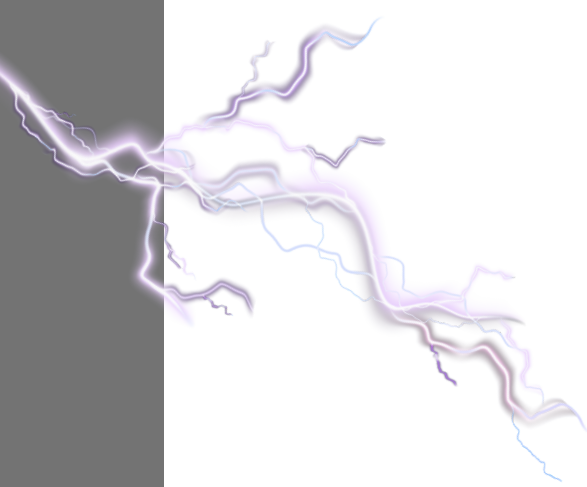
Aftershock Finale

Junior Aftershock Finale 7-12yrs

Varsity Aftershock Finale 13-19yrs

JV **Select** Aftershock Finale 7-19yrs

Young-Adult **Select** Aftershock Finale 20-24yrs





OFFICIAL RULES & REGULATIONS

RELEASE OF LIABILITY & REFUNDS

No refunds on registrations, all entries are final and non-refundable. If required by law, events will be rescheduled.

Liability

Participation in physical activity of any kind assumes some degree of risk, all entries must agree to the terms of participation regarding injury, refunds and photo/video release. Participating studios must have sufficient liability insurance for their registering students. The Studio and participant hereby agrees that it will not hold the Service Provider or any of their directors, owners, producers, sponsors, employees, independent contractors, volunteers, host facilities or others acting on their behalf (hereinafter collectively referred to as the "Releasees"), liable for any physical or mental injury, paralysis, death, or loss or destruction of any personal property that may occur during, resulting from or in connection to the Services. The Studio hereby voluntarily releases, forever discharges, and indemnifies and holds harmless the Releasees for any and all causes of action, which are in any way connected with the Services, including such claims which allege negligent acts or omissions of the Releasees. The Studio represents to the Service Provider that it has obtained adequate insurance coverage for the Registrants and that it has obtained a signed liability release and assumption of risk from each of the Registrants or their parent or legal guardian.

Photo/Video Release

All participants release permission for Voltage Street Battle and Global Dance Services Inc.

Ownership of Materials and Permission to Publish. All digital media, videotape, sound or other audio-visual recordings of Registrants in any way or manner developed, produced or recorded by the Service Provider in connection with the provision of the Services (collectively, the "Materials") will be the property of the Service Provider, its agents, successors, assigns and licensees for use in perpetuity. The use of the Materials will not be restricted in any manner and may be used for promotional purposes including but not limited to, print publishing, website publishing and/or radio/television advertisement without restriction or compensation. Registrants are deemed to have given their permission for the Service Provider and/or their affiliate service providers, permission for any photograph, or video taken of any dancer(s) to be used for promotional purposes without compensation, including, but not limited to: newspapers, brochures, ads, television, sales, videos, internet and social media including Facebook, Youtube, Twitter, newsletter and any other media. The Studio represents to the Service Provider that it has obtained an appropriate release of liability and claims related to such Materials from each of the Registrants or their parent or legal guardian.