

# BOOK 3 RULES FOR IDO DANCE DISCIPLINES

## SECTION 2 STREET DANCE

The rules outlined below cover the following Street Dance Disciplines:

- • Break Dance
- • Electric Boogie/Popping
- • Hip Hop
- • Hip Hop Solo and Crew Battle
- • Disco Dance
- • Disco Dance Free Style
- • Street Dance Show
- • Disco Show
- • Techno

Unless stated otherwise under the specific rules for a particular discipline, the following categories are available in the Street Dance Disciplines listed above:

SOLO MALE

SOLO FEMALE

DUO two males, two females or one male and one female

DUO female / female and DUO male/ female or male/ male in Disco Dance Adults only GROUP/ CREW 3 – 7 dancers

FORMATION 8 – 24 dancers

PRODUCTION 25 dancers and more

### 2.1 GENERAL PROVISIONS – STREET DANCE DISCIPLINES

Each dance discipline has some rules specific to that particular dance discipline. Such information is provided under the specific heading for the discipline in question.

In general, the following rules apply to All Street Dance Disciplines. Any exceptions are noted in each rule. When an exception is noted, please refer to the specific rules governing the discipline mentioned.

### AGE DIVISIONS

AGE DIVISION	AGE RANGE <i>(years of birth listed below are for competition year 2019)</i>
Mini Kids	7 and under <i>(born in 2012, 2013, 2014 ...)</i>
Children	11 and under <i>(born in 2008, 2009, 2010, 2011...)</i>
Junior	12 – 15 <i>(born in 2004, 2005, 2006, 2007)</i>
Adult 1 Adult 2	16 and over <i>(born in 2003, 2002, 2001, 2000, 1999, 1998, 1997, ...)</i> 31 and over <i>(born in 1988 and before)</i>

**NOTE: NEW Age Divisions from 1.1. 2020 (see Book 2, section 3, under 3.4)**

From time to time Organizers may decide to run Championships in Street Dance Adults 2, age 31 and over, no exceptions. This age division is only for groups and formations. Adult 2 shall be at least 31 in the year of competition, no exceptions.

No dancer shall compete against him or herself.

### MUSIC

Competitors in most, but not all, disciplines dance to the Organizer's music.

**EXCEPTIONS:** Disco Dance Formations, Hip Hop Formations, Techno Formations, Hip Hop Crew Battles (1<sup>st</sup> round), Break Dance Crew (1<sup>st</sup> round) and all categories of Street Dance Show.



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**DURATION OF PERFORMANCE:** Refer to specific discipline. In each discipline when the Organizer's music is used the dancers have to dance full time limit. In case that they do not dance full time limit, warning will be issued. If a dancer/ dancers do not perform in any of the required minutes (first, solo/presentation and final minute) this absence will result in a direct disqualification (D). **NOTE:** *In special cases when the dancers/s cannot continue the competition the dancer/s will be marked as the last place in the round the dancer/s had performed in.*

Children's Formation will be 2:30 minimum and 3:00 maximum in Street Dance Department. This rule will be used in all disciplines except where it is specified differently.

### STAGE PROPS:

Permitted in some, but not in all disciplines.

Hats, coats, sweaters, shawls, etc., may be used as long as they remain part of the costume and must be retained during the entire performance. Such clothing articles may be turned inside out, held in the hands, exchanged with a partner, etc., but may NOT be thrown away during the performance.

Stage Props not definable as clothing **may NOT be used**. Such as:

Hand props like sticks, umbrellas, balloons, skateboards, bags, headsets, masks, sunglasses/image, glasses, etc. and other non-clothing articles.

**EXCEPTIONS:** Street Dance Show – All categories. Stage and hand props are permitted when carried by the dancers in one trip. Any stage props used may be held or worn by the dancers during the performance. Stage hands / assistants are not allowed to carry props for the dancer(s).

Cumbersome scenic props are not permitted in any dance, category, style or division at any IDO Event. Props, liquids shoes, costumes or other substances that can litter, damage, or make the dance floor / stage unsafe may not be used in any discipline.

**NOTE 1:** *This means that the use of such props, liquids, shoes, costumes or other substances will be punished with a warning and/or direct disqualification. (AGM 2017, Implementation 1.9.2017, no change possible before 2021)*

Using electrical devices, such as personal light effects and music which the dancer plugs into an electric socket - props may be used but must be powered by battery.

### SCENIC SET UP AND BREAK DOWN

Scenic backgrounds and floor props must take no longer than 15 seconds to set up and 15 seconds to carry it away in Solo and Duo entries and **25** seconds in Group entries. Formations will be allowed 45 seconds to set up and 45 seconds to take it off the stage. Time will begin as soon as the first piece of scenic material touches the stage and in taking it off, as soon as the last piece is off the stage. This rule applies to all Street dance show disciplines. Dancers have to carry the props in one trip, on and off.

### LIFTS:

Lifts are defined as movements / figures in which both feet of one dancer are off the floor and such figures / movements are performed with the help / physical support of another person. Lifts are permitted in some, but not all dance disciplines and age divisions. Please refer to specific rules for the discipline in question.

Lifts are NOT permitted in ALL Children's divisions.

**ACROBATIC MOVEMENTS:** Acrobatics are those movements, in which body overturns round sagittal or frontal axis, such as somersaults, hand wheeling and similar figures. These movements are permitted in some, but not all disciplines. Please refer to specific rules for the discipline in question.

If permitted, acrobatic movements will not always enhance the dancer's score, and could even detract from the score if they are not performed in a technically correct manner.

In all disciplines where applicable, in Children age division acrobatics are allowed if a body part is touching the floor. Acrobatics must not dominate the routine.

In Children age division, all acrobatics must be performed without any physical support of a dancer, dancers. *(AGM 2017, Implementation 1.1.2018, no change possible before 2021)*



## BOOK 3 RULES FOR IDO DANCE DISCIPLINES

### 2.2 BREAK DANCE

The categories of Break Dance are: Solo and Crews.

Starting January 1<sup>st</sup>, 2018 the categories of Break Dance are: Solo Female, Solo Male (B-Boys and B-Girls) and Crews

*(ADM 2017, Implementation 1.1.2018, no change possible before 2021)*

Age Divisions see in General Provisions of Street Dance Disciplines. Break Dance is for Juniors and Adults only

### SOLO

1. Music: Organizer's music in Break Dance style.
2. Duration of Performance: Preliminary round: 2 minutes divided into three sections of 40 seconds duration each. Additional opening minute of the 1st round is not evaluated. In the preliminary round, there must be no more than three (3) competitors dancing together. The Chairperson of Adjudicators determines the number of competitors in the opening minute and final 40 seconds in the preliminary round. The best 16 competitors fight in "battles" one by one in a "knock-out-system" (5 – 10 minutes each battle).
3. Tempo: No restrictions.
4. Typical Break Dance Elements: Crown, Headspin, Backspin, Turtle, Helicopter, Windmill, Bailey Windmill, Uprock, Freeze, Sixstep, One Hand Up, Swipe, Atomic, Flair, Holoback, Traxx, 99, variable footwork, etc., including different variations of these figures, elements and movements. Keen 'breaks' (stopping of movement), isolations, breaking movements, plus acrobatic movements in various combinations are all expected aspects of Break Dance routines. Technical difficulty of performed elements, joining of elements (flowing acrobatic movements melding into one another), originality, etc. are all highly important, and the entire presentation will be evaluated

**NOTE:** It is important to show more than two different figures and elements. Figures danced twice are only counted once. If repeated, the best attempt of the two will be marked.

5. Acrobatic Movements: Permitted as outlined under General Provisions for Street Dance.
6. Forbidden Movements: Elements and figures that, according to the dancer's ability, are too difficult or that could lead to injuries or loss of life.
7. Stage Props: As applicable for this discipline. For Teams it is also allowed to use requisites.
8. Break Dance competitions are not organized in the Children age division.
9. Procedure of Break Dance solo competition

a. **FIRST/PRELIMINARY ROUND:** Each group of competitors begins dancing together in the preliminary round with a one-minute 'warm up' performance, which the Adjudicators do not evaluate. They then dance (not more than 3) first 40 seconds period. When all dancers finish, they start to perform the 2nd period of 40 seconds in the same order. The final performance gives the Adjudicators an opportunity to compare the dancers. To avoid any risk of injuries, Adjudicators shall walk around the competition floor during the final presentations. Best 16 competitors will be qualified and continue with battles (knock out system).



## BOOK 3 RULES FOR IDO DANCE DISCIPLINES

- b. **QUALIFICATION:** If there are 18 dancers or more in the 1st round, Adjudicators should qualify the best 16.

In the first round, the Adjudicators evaluate each dancer with the points from 1 to 10. Criteria for the points are:

- 1- bad- none of the elements are performed in correct way, out of music
- 2- bad- one or two elements are performed correct but out of music
- 3- not bad- dancer is performing weak, choreography is poor
- 4- not bad- dancer is performing various elements or style
- 5- satisfactory- dancer is performing various elements or style, but there is no fluidity or is repeating the same element two or more time
- 6- good- dancer is performing various elements and style, there is not enough power or image is poor
- 7- very good- dancer is performing the elements and style correctly, but with the small mistakes
- 8- very good- dancer is performing the elements and style correctly, but losing the power
- 9- excellent- dancer is using different styles and performing various elements on a very high level
- 10- outstanding- dancer is using different styles, performing various elements and bringing personal note in performance

Following the given points Adjudicators will give A, B, C, D letters and additionally X's, for those that they want into the next round.

The Scrutineers count each given letter with the points. The points are given in the following manner: A- 4 points, B- 3 points, C- 2 points, D- 1 point. The cross is counted as 0.5 point. The dancers are sorted out for the next round (spider) by the total amount of points that comes from the given letters and crosses.

In case of tie the Scrutineer will use the following rule for the start numbers in tie:

first, the number of letters will be counted (C and D for one start number is better than B) and if the tie cannot be broken the given points from all Adjudicators (1-10) will be used in order to select the dancers for the next round. If it is not possible to select the start numbers for the next round after procedure explained in 1 and 2, then the actual re- dance will be organized by giving the points from 1-10 and letters that are needed for the next round.

- c. **BATTLES:** In the 8 battles that follow, the dancers from A class will battle with dancers from D class, and dancers from B class will battle with dancers from C class (1<sup>st</sup> in a ranking from group A with last from group D, etc.). Neither dancers, nor Adjudicators will be informed who belongs to which class, only Scrutineer and Supervisor (Chairperson of Adjudicators) will be informed. List of battles will be published. After 8 battles, those who are winners will battle in the next 4 battles, and afterwards in last two for 4th and 3rd as well as for 2nd and 1st place. All Adjudicators' decisions must be also in written form (made by Scrutineer and the Chairperson of Adjudicators.)

If there is no clear majority in the break dance battles (crossed arms), one more round (one entrance of each) will be done. After the additional round (entrance), Adjudicators have to clearly decide about their choice, showing the hand to the dancer they would like to see as a winner. Adjudicators have to use the given Adjudicators sheet who they would like to see in the next round. The Adjudicators then show the hand to a dancer following the judging sheet. The Chairperson and Scrutineer control the showing of hands.

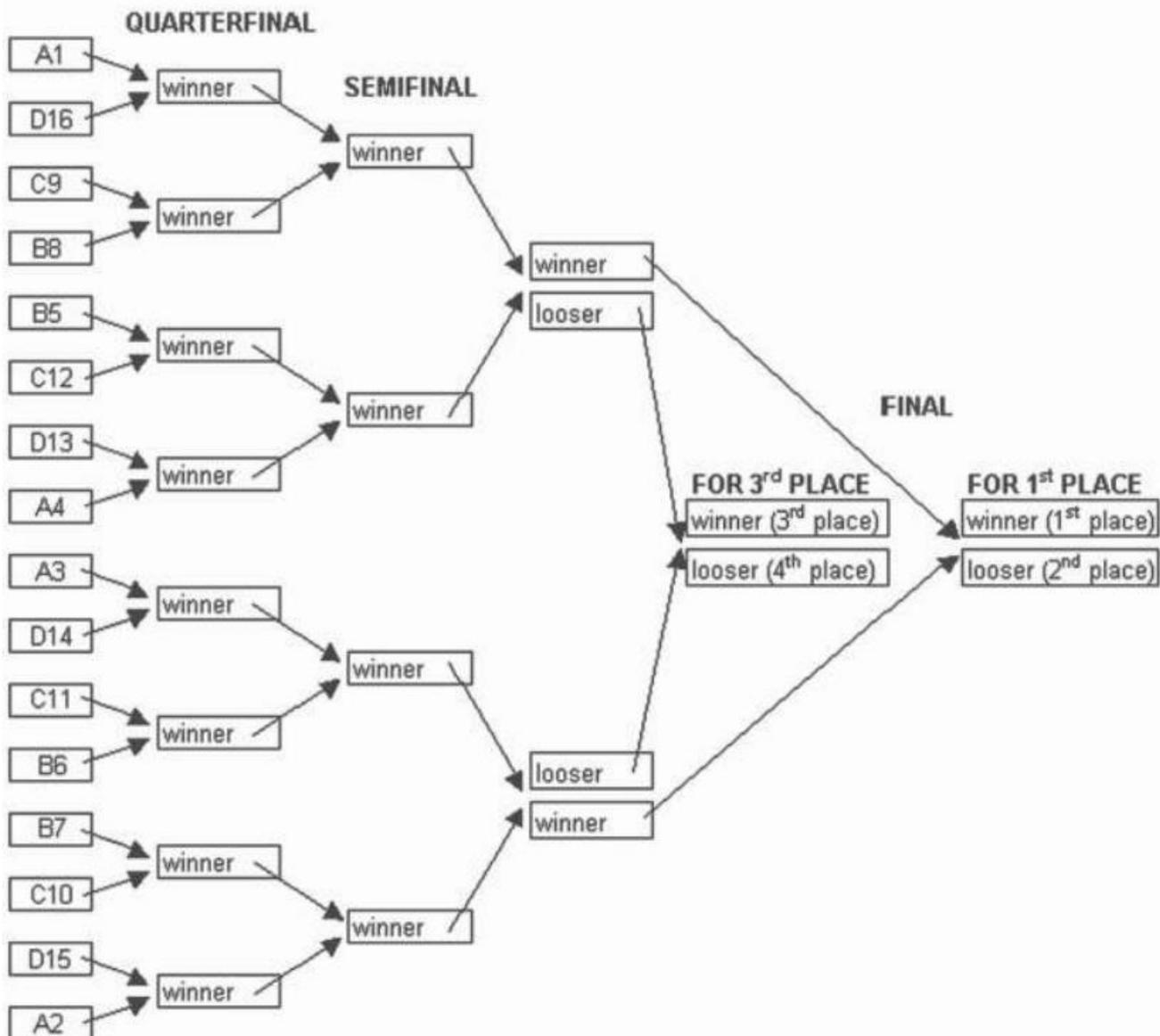


## BOOK 3 RULES FOR IDO DANCE DISCIPLINES

### Ranking after the 1st round:

1A	5B	9C	13D
2A	6B	10C	14D
3A	7B	11C	15D
4A	8B	12C	16D

### SPIDER of BATTLES:



If there is 10 to 17 competitors in the 1<sup>st</sup> round, Adjudicators will qualify only 8 dancers, 2 of class A (4 points), 2 of class B (3 points), 2 of class C (2 points), and 2 of class D (1 point). Then in next round there are only 4 battles (A1/D8; B3/C6; A2/D7; B4/C5). The winners of these four battles will go on to two battles and finally will be one battle for 1<sup>st</sup> place and one battle for 3<sup>rd</sup> place. If there is less than 10 competitors in the 1<sup>st</sup> round, Adjudicators will qualify only 4 dancers, one of each class and then there are only 2 battles (A1/D4 and B2/C3); followed by battles of the winners of previous 2 battles (one battle for 1<sup>st</sup> place and one battle for 3<sup>rd</sup> place).



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In the Break Dance battles solos only three battle “entries” should be necessary. (If needed it could be possible to include one more entry)

### CREW BATTLES

1. Number of Dancers: 3-7
2. Music: Teams = Crews may use their own music in the first round. Organizer’s music in Break Dance Style will be used in the final round.
3. Duration of Performance in the first round (Show): 150-180 seconds (2:30 – 3:00 minutes) of each team’s/crew’s performance may be danced using the team’s/ crew’s music. In case that the music is too long or short the crew will be disqualified.  
  
The “Semifinal-Battle” (3. and 4. place) will last about 5 – 10 minutes. The “Final-Battle” 10 – 15 (20) minutes, according to the Supervisors decision. The last minute will be announced.
4. Tempo: No restrictions.
5. Typical Break Dance Elements: Same as for Break Dance Solos, plus: Acrobatics should have some style continuation. Choreography for the exhibition to the team’s own music must be a clear performance of a team, not just a demonstration of unrelated solo performances. Musicality, difficulty of movements and figures, originality and team variability will all be highly evaluated. Synchronized movements, shadow standing, mirror positions and smooth transitions of these components from one into another, along with choreographic variability and work with space will also be evaluated. All typical elements of Break Dance should be performed – Styles - Pop Locking - Power moves – Electric Boogie/Popping.
6. If one crew disturbs another team’s performance or endangers another team’s safety, a loss of evaluation points will result.
7. The final ‘battle’ portion of each contest shall consist of individual performances of dancers from the competing crews in which each dancer must dance his or her solo part at least one time, and the crew’s performance will be Adjudicator as a whole.
8. Based on the first round results, the Chairperson of Adjudicators will determine the order of “battles” between 1<sup>st</sup> - 2<sup>nd</sup> ranked crews and the 3<sup>rd</sup> - 4<sup>th</sup> ranked crews.
9. All other rules are as outlined under Break Dance Solo.
10. Procedure of Break Dance Team competition

First round is a show of crews who will dance to their own music.

See SYSTEM OF JUDGING QUALIFICATION ROUND HIP HOP AND BREAK DANCE BATTLE in Book 5, under 3.11

The Adjudicators will evaluate and select the four best crews. The Adjudicators give the best crew 4 points (A), the next best crew 3 points (B), the next best crew 2 points (C) and the next best crew 1 point (D) .Only the 4 best crews will battle to the Organizer’s music (3<sup>rd</sup> against 4<sup>th</sup> and 1<sup>st</sup> against 2<sup>nd</sup>).

If there are more than 8 crews in the 1<sup>st</sup>=preliminary round, a Supervisor together with a Chairperson of Adjudicators may decide to ask for additional crosses for crew/crews on the next position after 4 best crews (cross means placement).

### Special note for Break Dance and Electric Boogie/Popping:

When asked to select Adjudicators for this discipline, each nation should only invite Adjudicators who are very experienced in Break Dance and Electric Boogie/ Popping. This type of VIP Adjudicator would include past champions, celebrity performers, teachers and choreographers who are all considered experts in this field. This note is intended as a guideline only, and is not a rule.



## BOOK 3 RULES FOR IDO DANCE DISCIPLINES

### 2.3 ELECTRIC BOOGIE / POPPING

The categories of Electric Boogie/Popping are: Solo, Duo.

Age Divisions see in General Provisions of Street Dance Disciplines.

1. Duration of Performance: Organizer 's music 1 minute in all rounds, including the final round.
2. Tempo: Solos 30-32,5 bars per minute (120-130 beats per minute). Duos 31-32,5 bars p.m. (124-130 bpm)
3. Typical Movements and Techniques: Sharp electric movements that flow into waves, isolations, robot, pantomime elements, popping, animation, electric shock, walking, puppet, ticking, locking, etc. It is important to show more than two different techniques and movements.
4. The dancer(s) should endeavor to create illusions in his or her performance to surprise and 'electrify' the audience.
5. Lifts are allowed in Junior and Adults Duos.
6. Stage Props: are allowed, such as masks, glasses, hats etc. - but NO requisites!!

Each group of competitors begins with a one-minute performance, dancing together in each round. They then dance three, two or one by one for their one-minute performance or 1 minute performance in the final round. Each group dances a final minute together in each round.

To avoid any risk of injuries, Adjudicators shall walk around the competition floor in opening and final presentations. Both the opening and final performance give the Adjudicators an opportunity to compare the dancers.

### 2.4 HIP HOP

The categories of Hip Hop are: Solo Male, Solo Female, Duo, Group, Formation.

Age Divisions see in General Provisions of Street Dance Disciplines.

#### SOLO MALE, SOLO FEMALE AND DUO

1. Duration of Performance: Organizer's music 1 minute.
2. Tempo: 27 - 28 bars per minute (108 - 112 beats per minute) (downbeat, more groove).
3. Characteristics and Movement: Hip-Hop includes different new dance styles, such as Hype Dance, New-Jack- Swing, Jamming, etc., adding creative elements such as stops, jokes, flashes, swift movements, etc. Some Electric Boogie movements can be performed but should not dominate. Hip-Hop is mostly danced on the eighth notes with a typical bounce, or jumping action (New-Jack-Swing).
4. Acrobatic Movements: Permitted as outlined under General Provisions of Street Dance Disciplines, including those typical of Break Dance, but should not control / dominate the performance. (*see in General Rules restriction for Children, p. 60* )
5. Lifts: Not permitted as outlined under General Provisions of Street Dance Disciplines.
6. Stage Props: Not permitted (see more under General Provisions of Street Dance Disciplines)
7. Special Note for Duos: Both dancers should dance together, not only for themselves or one by one. Their performance should include synchronized steps such as Follow the Leader, shadow and mirror design, as well as patterns and dancing the same steps. A mixture of all possibilities is important.



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8. Procedure of Competition: In each round the dancers perform three (3) times. Each group of competitors begins and ends with a one-minute performance dancing together in each round. Number of dancers on the floor in subsequent rounds during second minute of performance is specified in the Section 3.12.2 General Rules & Regulations for Competitions.

Both opening and final minutes are to give the Adjudicators an opportunity to compare dancers.

To avoid any risk of injuries Adjudicators shall walk around the competition floor in opening and final presentations.

### GROUPS

1. Length of Exhibition: Organizer's music 2 minutes.
2. Tempo: 27 - 28 bars per minute (108 - 112 beats per minute), downbeat, groove.
3. Dancers of each group dance together, two or three at a time. In final round they perform one by one.
4. Musicality, (rhythm, breaks), dance variety and originality, together with well-done and well-performed stage and individual choreography, will be highly evaluated. It is very important to present harmony of music, dance and costume, which should underline the special Hip-Hop character.
5. Lifts: Not permitted as outlined under General Provisions of Street Dance Disciplines.
6. Stage Props: Not permitted (see more under General Provisions of Street Dance Disciplines).
7. Groups will be Adjudicator'd as a whole. Solo parts may be performed but must not control/dominate.
8. All other rules are as outlined under Hip Hop: Solo Male / Female, Duo.

### FORMATIONS

1. Formations dance to their own music.
2. Length of Exhibition: 2 minutes&30 seconds minimum to 3 minutes maximum.
3. The music in Hip Hop Formation shall be really Hip Hop music with clear Hip Hop beat but without restriction in tempo. Only 30 sec. may be out of Hip Hop music.  
(AGM 2016, Implementation date 1<sup>st</sup> January 2017)
4. Music: Must be typically Hip Hop as it is currently known in the Hip Hop scene, including break beats.
5. Formations will be Adjudicator'd as a whole. Solo parts may be performed but must not dominate.
6. Lifts: Permitted only in junior and adult formation.
7. Stage Props: Not permitted (see more under General Provisions of Street Dance Disciplines).

All other rules are as outlined under Hip Hop: Solo Male / Female, Duo & Small Group.

### 2.5 HIP HOP BATTLES

The categories of Hip Hop Battles are: Solo and Crews.

Age Divisions see in General Provisions of Street Dance Disciplines.

Hip Hop Battles are for Juniors and Adults only

Starting January 1<sup>st</sup>, 2018, Hip Hop battles are allowed for Children solos and crews  
(ADM 2017, Implementation 1.1.2018, no change possible before 2021)

### SOLO

1. Music: Organizer's music in different Hip Hop styles.

## BOOK 3 RULES FOR IDO DANCE DISCIPLINES

### HH BATTLES MUSIC SCHEDULE:

1. always NEW STYLE
2. DIFFERENT STYLES
  - · Ragga
  - · R&B
  - · House
  - · D.step
  - · Popping
3. always OLD SCHOOL

### solo BATTLES

	1st round	1/8 final	1/4 final	1/2 final	Battle 3/4. place	Battle 1/2. place
1.	1:00 NEW	0:30-0:40 NEW	0:30-0:40 NEW	0:30-0:40 NEW	0:30-0:40 NEW	0:30-0:40 NEW
2.	0:30-0:40	0:30-0:40	0:30-0:40	0:30-0:40	0:30-0:40	0:30-0:40
3.	0:30-0:40	0:30-0:40 OLD	0:30-0:40 OLD	0:30-0:40 OLD	0:30-0:40 OLD	0:30-0:40 OLD
4.	1:00 OLD	-----	-----	-----	-----	-----

3. Tempo: No restrictions, but very different because of the different styles
4. Acrobatic Movements: Permitted as outlined under General Provisions of Street Dance Disciplines, including those typical of Break Dance, but should not control / dominate the performance.
5. Stage Props: Not permitted (see more under General Provisions of Street Dance Disciplines)
6. Procedure of Hip Hop Solo Battle competition:
  - A FIRST/PRELIMINARY ROUND: Each group of competitors (heats) begins dancing together in the preliminary round with a one-minute performance in "New Style", but not more than 6 dancers on the floor.. Then they dance 2 times 30-40 seconds in some other Style: Ragga or R&B or House or D. Step or Popping or others, but not more than 6 dancers on the floor. The final performance is "Old School", again one minute", but not more than 6 dancers on the floor.

The Best 16 competitors will be qualified and continue with battles (knock out system).

- B Qualification: If there are 18 dancers or more in the 1<sup>st</sup> round, Adjudicators should qualify the best 16.

In the first round, the Adjudicators evaluate each dancer with the points from 1 to 10. Criteria for the points are:

- 1- bad- none of the elements are performed in correct way, out of music
- 2- bad- one or two elements are performed correct but out of music
- 3- not bad- dancer is performing weak, choreography is poor
- 4- not bad- dancer is performing various elements or style
- 5- satisfactory- dancer is performing various elements or style, but there is no fluidity or is repeating the same element two or more time



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6- good- dancer is performing various elements and style, there is not enough power or image is poor

7- very good- dancer is performing the elements and style correctly, but with the small mistakes

8- very good- dancer is performing the elements and style correctly, but losing the power 9- excellent- dancer is using different styles and performing various elements on a very high level

9- outstanding- dancer is using different styles, performing various elements and bringing personal note in performance

Following the given points Adjudicators will give A, B, C, D letters and additionally X's, for those that they want into the next round.

The Scrutineers count each given letter with the points. The points are given in the following manner:

- A- 4 points, B- 3 points, C- 2 points, D- 1 point. The cross is counted as 0.5 point. The dancers are sorted out for the next round (spider) by the total amount of points that comes from the given letters and crosses.

In case of tie the Scrutineer will use the following rule for the start numbers in tie:

first, the number of letters will be counted (C and D for one start number is better than B) and if the tie cannot be broken the given points from all Adjudicators (1-10) will be used in order to select the dancers for the next round. If it is not possible to select the start numbers for the next round after procedure explained in 1 and 2, then the actual re- dance will be organized by giving the points from 1-10 and letters that are needed for the next round.

### C BATTLES:

In the 8 battles that follow, the dancers from A class will battle with dancers from D class, and dancers from B class will battle with dancers from C class (1<sup>st</sup> in a ranking from group A with last from group D, etc.). Neither dancers, nor Adjudicators will be informed who belongs to which class, only Scrutineer and Supervisor (Chairperson of Adjudicators) will be informed. List of battles will be published. After 8 battles, those who are winners will battle in the next 4 battles, and afterwards in last two for 4<sup>th</sup> and 3<sup>rd</sup> as well as for 2<sup>nd</sup> and 1<sup>st</sup> place. All Adjudicators' decisions must be also in written form (made by Scrutineer and the Chairperson of Adjudicators).

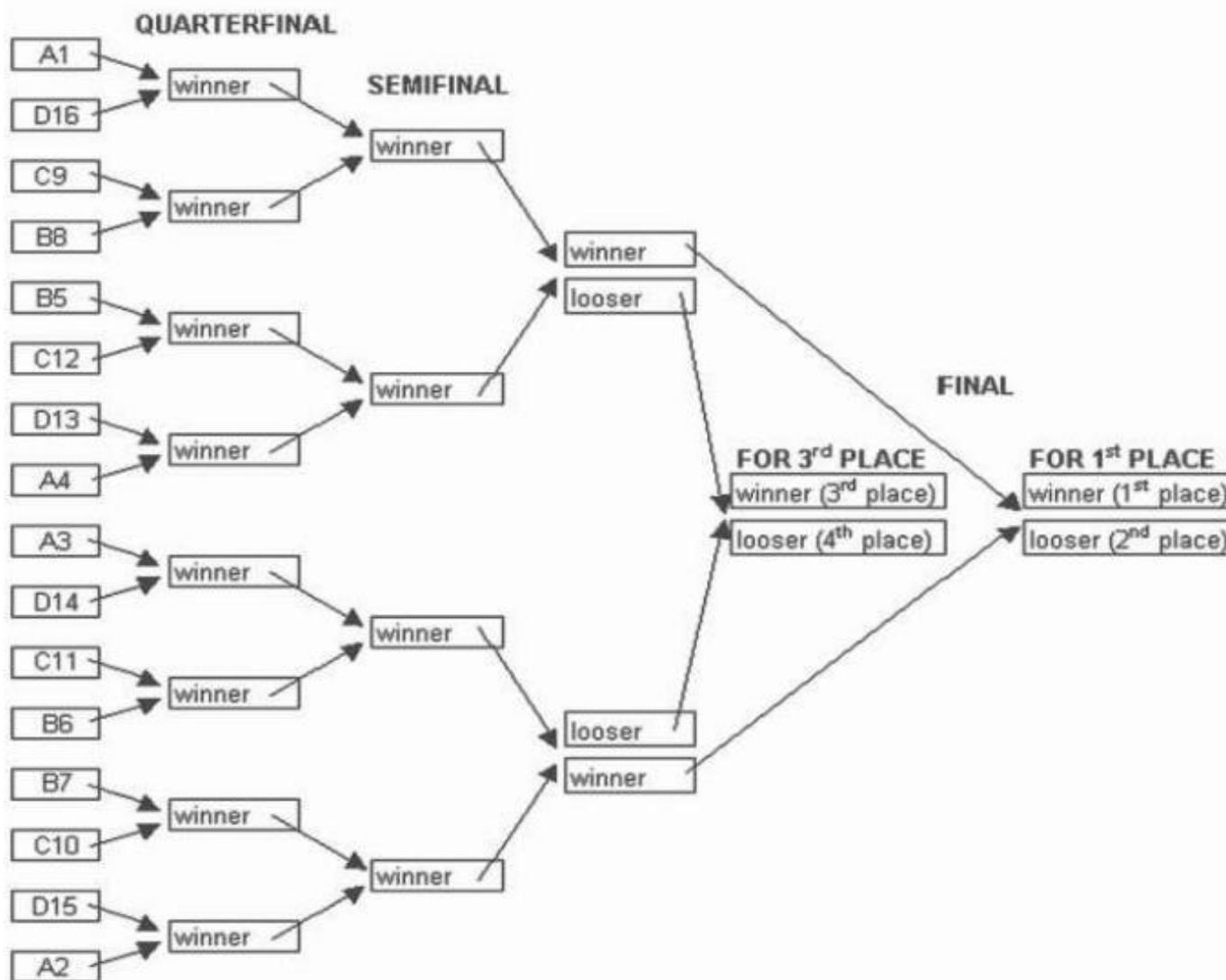
### Ranking after the 1st round:

1A	5B	9C	13D
2A	6B	10C	14D
3A	7B	11C	15D
4A	8B	12C	16D



## BOOK 3 RULES FOR IDO DANCE DISCIPLINES

### SPIDER of BATTLES:



If there is 10 to 17 competitors in the 1<sup>st</sup> round, Adjudicators will qualify only 8 dancers, 2 of class A (4 points), 2 of class B (3 points), 2 of class C (2 points), and 2 of class D (1 point). Then in next round there are only 4 battles (A1/D8; B3/C6; A2/D7; B4/C5). The winners of these four battles will go on to two battles and finally will be one battle for 1<sup>st</sup> place and one battle for 3<sup>rd</sup> place.

If there is less than 10 competitors in the 1<sup>st</sup> round, Adjudicators will qualify only 4 dancers, one of each class and then there are only 2 battles (A1/D4 and B2/C3); followed by battles of the winners of previous 2 battles (one battle for 1<sup>st</sup> place and one battle for 3<sup>rd</sup> place).

### CREWS

1. Number of Dancers: 3-7
2. Music: Crews = Teams may use their own music in the first round. Organizer's music will be used from 2<sup>nd</sup> round.



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### HH BATTLES MUSIC SCHEDULE:

1. always NEW STYLE
2. DIFFERENT STYLES
  - o · Ragga
  - o · R&B
  - o · House
  - o · D.step
  - o · Popping
3. always OLD SCHOOL

### Crew BATTLES

	<b>all rounds</b>
<b>1.</b>	<b>0:30-0:40 NEW</b>
<b>2.</b>	<b>0:30-0:40</b>
<b>3.</b>	<b>0:30-0:40</b>
<b>4.</b>	<b>0:30-0:40</b>
<b>5.</b>	<b>0:30-0:40 OLD</b>

3. Duration of Performance: 150-180 seconds (2:30–3:00 minutes) in first round (Show). The “Semifinal-Battle” (3. And 4. Place) will have up to 5 entries (Different styles. The “Final-Battle” up to 7 entries (Different styles).
4. Tempo: No restrictions
5. Stage props are allowed in hip hop crews = teams
6. If one crew disturbs another crew’s performance or endangers another crews safety, a loss of evaluation points will result.
7. Based on the first round results, the Chairperson of Adjudicators will determine the order of “battles” between 1<sup>st</sup> – 2<sup>nd</sup> ranked crews and the 3<sup>rd</sup> – 4<sup>th</sup> ranked crews.
8. All other rules are as outlined under SOLO
9. Procedure of Hip Hop Battle Crew competition:
10. First round is a show of crews who will dance to their own music  
See SYSTEM OF JUDGING QUALIFICATION ROUND HIP HOP AND BREAKDANCE BATTLE in Book 5, under 3.11  
Adjudicators must be aware that crews are presenting at least 2 different styles. The Adjudicators will evaluate and select the four best crews. The Adjudicators give the best crew 4 points (A) , the next best crew 3 points (B), the next best crew 2 points (C), and the next best crew 1 point (D). Only the 4 best crews will battle to the Organizers music (3<sup>rd</sup> against 4<sup>th</sup> and 1<sup>st</sup> against 2<sup>nd</sup>). If there are more than 8 crews in the 1<sup>st</sup> preliminary round, a Supervisor together with a Chairperson of Adjudicators may decide to ask for additional crosses for crew/crews on the next position after 4 best crews (cross means placement).

If the time frame allows, Organizer Chairperson and Supervisor can decide, to use the big spider (as Solos), so there go 8 or 16 crews into the battles.

If there is no clear majority in the hip hop battles (crossed arms), one more round (one entrance of each) will be done. After the additional round (entrance), Adjudicators have to clearly decide about their choice, showing the hand to the dancer/crew they would like to see as a winner. Adjudicators have to use the given Adjudicators sheet who they would like to see in the next round. The Adjudicators then show the hand to a dancer/crew following the judging sheet.

The Chairperson and Scrutineer control the showing of hands

**For more about IDO Dance Sport Rules & Regulations**

<https://www.ido-dance.com/ceis/ido/rules/competitionRules/danceSportRules.pdf>

**For more information about IDO Anti-Doping Rules**

<https://www.ido-dance.com/ceis/ido/rules/competitionRules/ido-anti-doping-rules.pdf>