foun-da-tion [foun-**dey**-sh*uh*n]

(Section 1)

Two definitions

#1) "The Bboying Foundation"

The essence and basis of what Bboying in it's entirety is founded upon.

#2) "Individual Foundation"

The essence and basis of what one's individual style is built upon such as steps, moves or concepts.

Note: The Foundation category pertains only to the Bboying Foundation.

(Section 2)

The Four Components of Foundation

- 1) The Formula
- 2) The Flavor
- 3) The Musical Approach
- 4) Vocabulary

(Section 2.1)

#1 "The Formula"

This pertains to the 3 parts of a Bboy throwdown.

- 1) Toprock
- 2) Downrock
- 3) Freeze

Note: Must display all 3.

(Section 2.2)

#2 "The B-Boy Flavor"

The Flavor of Bboying = Complete Confidence

Confidence is displayed by characteristics such as:

- a) Eye contact
- b) Energy
- c) Sharp confident form and posture

Note: Must display at least 2 out of the 3.

Must be sustained throughout the entire round

(Section 2.3)

#3 "The Musical Approach"

This pertains to the dancer's approach to the music.

There are three different ways to approach the music.

- A) Going Off; to the music, being funky, energetic, sporadic and/or unpredictable
- B) Finesse and Flow: to the music, riding the beat, tempo and rhythm of the song with ease
- C) Complete Musicality; accented movements confined only to the sounds, words and/or melodies of the song.

Note: Must display at least 1 out of 3.



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(Section 2.4) #3 "Vocabulary"

noun

- 1. the body of words used in a particular language.
- 2. a range of artistic or <u>stylistic</u> forms, techniques, or movements.

Vocabulary is judged by the dancers ongoing ability to present a wide range and variations of fundamental steps and patterns.

Thus repeating fundamentals without variations displays a low range of vocabulary.

(Section 3)

The Standards of Foundation

Perfect =

High Level of Flavor, Music, Formula and vocabulary from the beginning to the end of the entire round

Good =

High Level of Flavor, Music, Formula and vocabulary (But not throughout the entire round)

Average =

- A) Flavor, Music, Formula and vocabulary (None at a High Level)
- B) High Level of either Flavor, Music, Formula and vocabulary (but one component missing)

Poor =

Missing one of the 4 components of Foundation (Flavor, Music, Formula OR vocabulary) none at a high level

None =

Missing two or more of the components of Foundation.

(Section 4)

Credit and Research For the Foundation Standards

The standards of Foundation is the collection of the various (sometimes contradicting) values, philosophies, approaches and knowledge of the B-Boy Foundation from the various Pioneers, Legends and OG's such as:





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Kenswift, Crazylegs, Alieness, Trac2, Easyroc, Abby, Wiggles, Poeone, Kwikstep, Breakeasy, Iceyice, Jojo, Mr. Freeze,

The above definition, components and standards have been carefully reviewed, revised and approved by:

- Alieness (Mighty Zulu Kings)
- Easyroc

(more coming soon)

(Section 5)

Mental Process and Mind frame

When judging live using the OUR System, judges must apply a certain frame of mind while scoring. It is important to not judge solely using hindsight when applying scores, but to be mentally scoring according to the components, criteria and standards from the very beginning (of each throwdown) and throughout so that a score can be given the moment the throwdown is over.

- When Judging Foundation, the moment a throwdown begins, the judge should be looking for one of the musical approaches with flavor.
- If clearly witnessed, the judge should have the score of "Good" in their mind.
- At the moment the throwdown ends, the judge should use quick hindsight to ensure that the Formula was present or not.
- If the judge continues to witness "Good" components from the beginning to end of the entire round, then once the round finishes, the judge should immediately score "Perfect"
- If not witnessed to be throughout the entire round they should score "Good"
- If no "Good" components are determined, the judge should score "Average"
- As the battle and rounds progress, the judge should use quick hindsight to determine if the Breaker is repeating the same steps and patterns, or continually demonstrating new patterns and steps.

