



The ORIGINALITY Perspective

Originality [uh-rij-uh-nal-i-tee]

– noun

1. the quality or state of being original
2. ability to think or express oneself in an independent and individual manner; creative ability.
3. freshness or novelty, as of an idea, method, or performance

(Section 1)

The Artistic Perspective:

The term “Originality” has become an important view in B-Boying today. It relates specifically to the artistic and creative approach to B-Boying. It can be the most opinionated category at first glance. Below is a formulated way to limit bias and personal opinion.

(Section 2)

Components:

First the judge must be able to determine the 4 Style components of a B-Boy which can be made to be original:

1. “Moves” - A B-Boy's moves can be unique, although his style and character is basic and generic.
2. “Style”- A B-Boy's style can be individual to himself alone, even though his character and moves are generic or universal, through the uniqueness or choice of steps which together expresses an individual style.
3. “Character” - A B-Boy can have a character that is individual to him alone, even though his style or moves is basic or universal.
4. “Concepts” – Since many moves and styles have already been done, it is concepts that are infinite and can show a great level of originality. Concepts usually tell a story in the context of B-Boying. This is usually done in two ways.
 1. By telling a story through action in the context of B-Boying.
Example: A B-Boy does a burn where he cuts open his opponents stomach, pulls out the intestines, then uses it as a rope to lasso in his partner into a commando.
 2. By a series of moves, steps or styles that show a mathematical equation.
Example: A B-Boy brushes off his foot in his footwork, then starts brushing off his foot in power moves, goes into a freeze and brushes off his foot.





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(Section 3)

Factors:

An originality judge should have a wide vocabulary of the universal moves such as power, transitions and freezes, so that they can best determine if the moves have been flipped.

BITING= is a universal term that relates to the complete copying of a move without flipping or making fresh. There are not penalties for biting, however, no merits are awarded to the style or move in which is deemed as a BITE.

REPEATING = The originality judge must take into account repeating. If a person comes out with the same thing without adding something new, then the same moves or concepts cannot be counted.

CONTEXT= Originality can only be counted if it's in the context of Breakin if the following is displayed:

- A. A variation of universal steps or moves in Breakin
- B. Flavor + Formula displayed
- C. Dynamically (Strength, Speed, Balance, Explosive Energy, Flexibility, Risk of Injury, Complexity, Mastery)
- D. As a Response

(Section 4)

Originality Standards:

PERFECT = 5 points

A CLEARLY creative (or unique) Character, Style, Moves and / or Concepts, from the beginning to the end of the entire round.

GOOD = 4 points

A "CLEARLY" creative (or unique) Character, Style, Move and / or Concept, but NOT throughout the entire round

AVERAGE = 3

A creative or unique Character, Style, Move and / or Concept

POOR = 2

Generic or universal moves flipped or rearranged in some creative order

NONE = 1

All generic or universal styles and moves presented





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Credit and Research For the Originality Standards

The standards of Cypher/Battle is the collection of the various (sometimes contradicting) values, philosophies, approaches and knowledge of the Originality perspective from the various cypher strategic Pioneers, Legends and OG's such as:

Dyzee, Kujo, Poel

