



O.U.R. B-Boys and B-Girls Association

## The CYPHER / BATTLE perspective

*(Formerly known only as the BATTLE perspective)*

**cyph·er** [sahy-fer]

- **noun**

- A secret method of writing, as by transposition or substitution of letter, specially formed symbols, or the like. (dictionary.com)
- Two or more [B-Boys](#) or [b-girls breakdancing](#) (or rappers) in a circle together in an informal freestyle manner. They could be battling or simply playing off of each other. (urbandictionary.com)

**bat·tle** [bat-l]

- **noun**

- A hostile encounter or engagement between opposing forces

- **verb**

- to engage in battle
- to force or accomplish by fighting, struggling

*(Section 1)*

### **The Cypher Battle:**

Before competitions and judges, the B-Boys and B-Girls used to dance in cyphers and battles were a big part of the culture. Before there were judges, the B-Boys and B-Girls had their own way of determining who was the winner or loser and there was a way in which B-Boys and B-Girls danced and interacted with one another in the circle. This category is meant to preserve the true essence of a cypher battle, before there were judges and competitions.

*(Section 2)*

### **The Two Components of the Cypher Battle**

- 1) Busting Egos
- 2) Playing Off Each Other

*(Section 2.1)*

#### #1 “Busting Egos”

Busting Egos has two parts to it:

1. Being able to remove your opponent’s confidence
2. Being able to retain your own self 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*





## O.U.R. B-Boys and B-Girls Association

(Section 2.2)

### #2 “Playing Off Each Other”

This pertains to how the B-Boy responds to the throw down of the opponent.

#### WHAT TO RESPOND TO:

A B-Boy can respond to the different aspects of a throw down such as:

- A) The opponents Style
- B) The opponents Moves
- C) An opponent’s Concept or Idea

(Section 2.3)

#### WHICH TO RESPOND TO:

The B-Boy should pick out from the opponent’s throw down one of the following to respond to:

- A) What the opponent did best
- B) What the opponent failed or miss-executed

(Section 2.4)

#### PROPPER RESPONSE:

There are two different ways to respond to the opponent.

- A) To “Burn” (outdo)  
To show physically “I can do that better” (faster, stronger, harder, longer, cleaner)
- B) To “Smoke” (1 up)  
To show physically “I can also do that too” (a variation) “But can you do this!” (then do more)

*Note: Must execute either one*





O.U.R. B-Boys and B-Girls Association

(Section 3)

## The Standards of Cypher/ Battle

Perfect = (5 points)

High level of Confidence plus a “clear and specific” proper response

Good = (4 points)

No Confidence lost plus a “similar” response

Average = (3 points)

A) No Confidence lost, No Response, but overall clearly stronger round

B) No Confidence lost, a similar response, but clearly weaker round

Poor = (2 points)

A) Lost Confidence plus Similar Response

B) Lost Confidence but Clearly Stronger round (no response)

C) No Confidence lost, No response

None = (1 point)

Lost Confidence and No response

(Section 3.1)

Beginning the Battle:

The first throw down is not responding to an opponent, thus they are setting the pace of the battle.

The first throw down is automatically awarded:

- Average (3 points)

For starting the battle. It's neither good or bad to begin the battle

- o If the first throw down has bad execution (crash, slips, fall), then it is Poor (2 points)
- o If the first throw down has “Perfect” execution, then it is Good (4 points)
  - First round is never Perfect or None (unless it is a qualifier or pre selection battle)

(Section 4)

## Credit and Research For the Cypher/Battle Standards

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

Kenswift, Crazylegs, Alienness, Buckingham, Roxrite, Gizmo, Dyzee, Flo Master, Storm, K-Mel

