



dy-nam-ics [dahy-nam-iks]

sec. 1

Definition:

- Pertaining to the physically demanding skills, technique and difficulty of the styles and moves executed by the B-Boys and B-Girls.

sec. 1.2

Note: Since “difficulty” is subjective to the Dancer which varies, depending on the individuals physical characteristics and abilities, the Dynamics judge is specifically looking for “**Dynamic qualities**”.

sec. 2

The 7 Dynamic qualities:

1. **Strength** pertains to the brawn or brute force that one may be able to lift, hold or control their body weight.
2. **Speed** pertains to the quickness and rapidness of the movement.
3. **Balance** pertains to the ability to balance one’s body weight with control and execution.
4. **Explosive** pertains to wild and forceful movements, with sudden unpredictable changes in direction.
5. **Flexibility** pertains to the body’s ability to bend and contort above and beyond the average capabilities.
6. **Danger** pertains to the level of risk of injury, that a move might, should, or could inflict on the BBoy, as well as moves that may otherwise be painful.
7. **Magical** pertains to the quality of un-explainable trickery such as illusions or complete mastery in situations where most likely to fail.

sec. 3.1

Factor: “Raising the Bar”

The Dynamics judge must consider the highest level of each of the Dynamic qualities as the standard in a particular event on a particular day.

- For example, Bboy A displays high level of strength and scores Perfect.
- Bboy B also displays an even higher level of strength and also scores a perfect, thus raising the bar of strength.
- Thus, Bboy A will need to match (or exceed) the level of strength of Bboy B in order to score another perfect.

Sec 3.2

Factor #2: “Style & Technique”

Dynamics is applied to two aspects:

- Style (overall movement)
- Technique (moves)



These standards have been approved and endorsed by: “Soul Control”



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

Sec 3.3

Factor #3: “Non Dynamic Toprock”

The Dynamic judge should NOT penalize a round for a non-dynamic Toprock.

Sec 4.1

What the Dynamics Judge is looking for:

In the Dynamics category, the judge must determine whether or not any of the above dynamic qualities are “clearly” either present or absent.

The judge must be certain to not judge based on “impressiveness”

Sec 4.2

There are 5 possible answers that the judge must choose from. None, Poor, Average, Good or Excellent. It is important that the judge does not choose the numbers from 1-5 but instead attribute the five possible answers to the scores. Choosing a number instead of the score tends to start reflecting how impressed the judge is, rather than the fact of the level.

THE STANDARDS OF DYNAMICS

PERFECT= 5 points

“Clearly” high level dynamic qualities, or a single Dynamic Quality which has raised the bar, from the beginning to the end of the entire run.

GOOD= 4 points

High level dynamic qualities, or a single Dynamic Quality which has raised the bar, however NOT from the beginning to the end of the entire run.

AVERAGE= 3 points

Displays at least one of the dynamic attributes within his style or moves.

POOR= 2 points

Attempted to display dynamic qualities but performed to a low standard.

NONE= 1 point

Did not attempt any dynamic qualities what so ever, and was very basic, using simple moves with no risk.



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