



HTEDance Contest Regulation & Awards Breakdown

Master High Kick

- Registration will take place at the Main Sound Table as early as 7:45 am the day of contest. You can pick up the combination from the sound table.
- You must learn the combination before you come to auditions.
- A minimum of 20 dancers is required to hold Master High Kick. If there is not at least 20 participants by the last preliminary round, refunds will be issued at the main sound table.
- Dancers must attend at least one of the preliminary rounds (check your schedule to see where these will be held) to qualify for Semi-Finals.
- For the Preliminary, Semi-Final and Final rounds, dancers will be put in groups of 4-6. Everyone will mark the combination with music, then each group will be judged line by line.
- If your dancer is not chosen for Semi-Finals or Finals, notes will be taken as to why. Inquiries about these comments can be made up to one week after the audition. After one week, the dancer's audition information will no longer be available.
- If chosen for Semi-Finals, your dancer must come to the assigned time in the assigned location (check your schedule for greater detail).
- Once the Finalists are chosen, a panel of judges will determine the winner. Comments will not be available from the Final round audition.

Solo Competition

- Classifications: Pre K & K, 1st-3rd, 4th-6th, 7th-8th, 9th-10th, 11th-12th
- Males and females compete against each other within their respective classification.
- Schools and studios compete against each other within their respective classification.
- If a dancer enters more than one solo, only the top scoring solo will be used for award placement.
- Time Limit – 90 seconds to 3 minutes performance time
- Division 1 will be awarded to dancers with an 85 or above.
- For every 5 solo entries in a category, a place will be awarded (up to 15 places in a category).

Solo Finals

- Solo Finalists will be announced up to 30 minutes before Solo Finals in the main gym.
- All dancers must be prepared to dance at Solo Finals. Music should be turned into the main sound table and dancers should prepare to perform at Solo Finals.
- The winner from the following classifications will automatically perform: Pre K & K, 1st-3rd, 4th-6th, 7th-8th. All other places will be awarded without a performance.
- For the 9th-10th and 11th-12th classifications, either all places will be awarded and the winner performs, OR the top dancers (usually 2-3 but decided by judges) will perform again for the judges in the main gym to be re-ranked. Dancers will not receive a talk tape or scoresheet for this performance. All other places will be awarded without a performance.

Duet & Trio Competition

- Classifications: Pre K & K, 1st-3rd, 4th-6th, 7th-8th, 9th-10th, 11th-12th
- Duets and Trios should be entered by the highest grade level in the group.
- Time Limit – Minimum 1 minute 30 seconds and up to 2 minutes 15 seconds
- Division 1 will be awarded to dancers with an 85 or above.
- For every 5 duet/trio entry in a category, a place will be awarded.

Ensemble Competition

- Classifications:
 - Studio: Pre K & K, 1st-3rd, 4th-6th, 7th-9th, 10th-12th
 - Schools: Middle/Junior High, JV, Varsity
- Ensembles should be entered by the highest grade level in the group.
- Time Limit – up to 3 minutes performance time
- Ensemble Size:
 - Small 4-6
 - Medium 7-12
 - Large 13-20
 - Extra-Large 21+
- Division 1 will be awarded to ensembles with an 85 or above.
- If a routine is competing against itself (no other ensembles in the same classification), then they must average a score of 92.5 to win Champion. An average score of 92.4 and below will receive an Honorable Mention Award.

Officer Competition

- Classifications: PreK & K Studio, 1st-3rd Studio, 4th-6th Studio, 7th-9th Studio, 10th-12th Studio, Middle/Junior High, Pep Squad, JV, Varsity Small, Varsity Medium, Varsity Large, Varsity Extra Large, Boys Crew and Co-Ed (at least 25% of team is male)
- Time Limit – 90 seconds to 3 minutes performance time. 5 minutes including entrance and exit.
- Categories are: Kick, Jazz, Pom, Prop, Military, Novelty, Lyrical Hip Hop, Contemporary, Modern and Open
- Within each category a winner will be chosen. If there are more than 4 entries, 2 places will be awarded. If there are 5-7 entries, 3 places will be awarded. If there are 8 or more entries, 4 places will be awarded.
- If a routine is competing against itself (no other officer routines in the same category/classification), then they must average a score of 92.5 to win Champion. An average score of 92.4 and below will receive an Honorable Mention Award.
- Sweepstakes will be awarded to officer lines that have entered 3 or more routines (only the top 3 routines will be counted) with an average score between 85-94.4.
- Super Sweepstakes will be awarded to officer lines that have entered 3 or more routines (only the top 3 routines will be counted) with an average score between 94.5 and above.
- All officer lines are eligible for the following judge's awards, no matter how many routines they bring.
 - Presentation – chosen by the judges
 - Precision – chosen by the judges
 - Entertainment - chosen by the judges
 - Technique – determined by the judge's scores
 - Showmanship - determined by the judge's scores
 - Choreography - determined by the judge's scores

Select Competition

- Classifications: Pre K & K Studio, 1st-3rd Studio, 4th-6th Studio, 7th-9th Studio, 10th-12th Studio, Middle/Junior High, Pep Squad, JV, Varsity, Boys Crew and Co-Ed (at least 25% of team is male)
- Time Limit – 90 seconds to 3 minutes performance time. 5 minutes including entrance and exit.
- Categories are: Kick, Jazz, Pom, Prop, Military, Novelty, Lyrical Hip Hop, Contemporary, Modern and Open
- Select teams will not be split based on size.
- Officer lines may not compete by themselves as a select team. The select team must have members from the team as well.
- The same members do not have to be in each company.
- Within each category a winner will be chosen. If there are more than 4 entries, 2 places will awarded. If there are 5-7 entries, 3 places will be awarded. If there are 8 or more entries, 4 places will be awarded.
- If a routine is competing against itself (no other select routines in the same category/classification), then they must average a score of 92.5 to win Champion. An average score of 92.4 and below will receive an Honorable Mention Award.
- Sweepstakes will be awarded to select teams that have entered 3 or more routines (only the top 3 routines will be counted) with an average score between 85-94.4.
- Super Sweepstakes will be awarded to select teams that have entered 3 or more routines (only the top 3 routines will be counted) with an average score between 94.5 and above.
- All select teams are eligible for the following judge's awards, no matter how many routines they bring.
 - Presentation – chosen by the judges
 - Precision – chosen by the judges
 - Entertainment - chosen by the judges
 - Technique – determined by the judge's scores
 - Showmanship - determined by the judge's scores
 - Choreography - determined by the judge's scores

Team and Boys Crew Competition

- Classifications: Pre K & K, 1st-3rd Studio, 4th-6th Studio, 7th-9th Studio, 10th-12th Studio, Middle/Junior High, Pep Squad, JV, Varsity, Boys Crew and Co-Ed (at least 25% of team is male).
 - Varsity is divided up into groups by size:

Small (4-15)	Medium (16-29)
Large (30-49)	X-Large (50+)
- Time Limit – 90 seconds to 3 minutes performance time. 5 minutes including entrance and exit. Production Routines will have 10 minutes total. 5 minutes to set up and tear down props. 5 minutes for performance time.
- Categories are: Kick, Jazz, Pom, Prop, Military, Novelty, Lyrical Hip Hop, Contemporary, Modern, Open and Production
- Within each category a winner will be chosen. If there are more than 4 entries, 2 places will be awarded. If there are 5-7 entries, 3 places will be awarded. If there are 8 or more entries, 4 places will be awarded.
- If a routine is competing against itself (no other teams in the same category/classification), then they must average a score of 92.5 to win Champion. An average score of 92.4 and below will receive an Honorable Mention Award.
- Sweepstakes will be awarded to teams that have entered 3 or more routines (only the top 3 routines will be counted) with an average score between 85-94.4.
- Super Sweepstakes will be awarded to teams that have entered 3 or more routines (only the top 3 routines will be counted) with an average score between 94.5 and above.
- All teams are eligible for the following judge's awards, no matter how many routines they bring.
 - Presentation – chosen by the judges
 - Precision – chosen by the judges
 - Entertainment - chosen by the judges
 - Technique – determined by the judge's scores
 - Showmanship - determined by the judge's scores
 - Choreography - determined by the judge's scores
 - Esprit de Corps – chosen by judges and staff for the most entertaining routine of the day
- If there are 6 or more teams entered in Pep Squad, JV and Middle School, then teams will compete in categories based on size.

Small 4-20	Medium 21-35
Large 36+	

Best in Class

- Best in Class is only awarded when there are at least two different divisions competing in a category.
- Officer Category Best in Class is awarded when there at least 3 entries.
- Team Category Best in Class is awarded when there at least 8 entries.

Division Champion

- All classifications from officers, select and team are eligible for Division Champion if there are at least 3 teams entered in a division.
- At State & Nationals, if there are 1-2 teams in a division they will compete against the score of 95 (94.5 will be rounded up). If the teams do not reach that score, no Division Champion is awarded.
- Teams must enter at least 3 routines to be eligible for Division Champion.
- The top 3 routines are used to calculate the Division Champion.

Grand Champion

- JV, Pep Squad, and Middle School Teams are not eligible for Grand Champion.
- Studio Grand Champion is awarded if there are at least 3 teams (regardless of division) with 3 team entries.
- Awarded to Top Scoring High School Teams and Officer Divisions.
- Teams must enter at least 3 routines to be eligible for Grand Champion.
- The top 3 routines are used to calculate the Grand Champion.

Tops in Texas

- Awarded to the team with the highest score (from the top 3 routines) from our entire season regardless of classification.

Performance Schedule

- The first version of the schedule will be sent out 10 days before the day of the event. After the first version of the schedule is released, there will be no refunds for any cancellations made (exceptions listed in Refunds/Cancellations section below).
- We try to give your team at least 30 minutes between routines. Officers may have a minimum of 20 minutes to change. Please let the scheduler know in advance if you have difficult costume changes, make-up/hair changes, and/or props that will require more time between routines.
- Schedule changes must be made via email ONLY. Calls and text messages will not be allowed in making changes to the schedule.
- The final schedule will be released Wednesday the week of contest at 9 a.m. After this schedule is released, any additions, cancellations or changes must be made the week of contest.

Check-In Procedure

- It is recommended to arrive one hour prior to the start of contest.
- Teams will need to wait outside of the registration area in an organized manner in order for the process to run smoothly.
- An HTEDance and Host School representative will be waiting to process any paperwork you have, and we will provide all the information you need for the day.
- After receiving your material for the day, a member from the host school will escort you and your team to your dressing room.

Music

- Your music must be purchased legally and should not violate any copyright laws. On our registration page there is a section where you must confirm this. The section also states that HTEDance will not be held liable for any violations of copyright laws by schools attending contest.
- CD's are the preferred format of music. Always bring an extra copy of all music!
- Music should be turned in to the performance area your respective performances take place in at the beginning of the day. For example, team music should be turned in to the main sound table.
- Please make sure your CD is labeled with all the information that is included on the schedule. For example "Dance HS Highsteppers Large Team Kick" or "Chelsea Casner Solo 11th-12th Single Ladies".
- CD's must be written on with permanent black marker and NOT a sticker label.
- Use a separate CD for each routine.
- A computer or phone may also be used to play music. Please provide the electronic source 2-3 dances before your scheduled performance. If you need any connectors besides a standard auxiliary cord, you must provide them at the time of your performance.
- A representative from your team must be at the sound table to operate the device and to pick up the device immediately after the performance.
- HTEDance will not speed up or slow down your music. Please provide your music at your desired tempo.

Props

- Props are allowed; however, you and your team must take all precautions to not damage the performance area before, during or after your performance. Your school may be held liable for any property damages. The host school is allowed to bill you for any damages made to the property.
- All bottoms should be taped to avoid scratching the surface of the gym floor.
- If you will need more than a minute to set up or take down a set, please inform the contest scheduler beforehand so ample time will be allowed in the schedule.
- Prop drop-off and storage will be designated and coordinated by the host school.
- If you have any props that shed or explode as part of the performance, a representative from your school must be there to clean it up thoroughly before the next performance.
- Any props or staging must be able to fit through a 7-foot-tall double door with the center support bar removed.

Refunds/Cancellations

- All cancellations must be made via email or refunds will not be honored by accounting.
- There are no cancellations and no refunds once the 10-day countdown before the event begins. Any cancellations made before the 10-day countdown will be issued a full refund after contest season.
- Refunds will not be issued once the first version of the schedule has been released.
- If your team does not show up for contest, no refund will be issued.
- If HTEDance cancels a contest, a full refund of all registration fees will be issued immediately.
- If the host school cancels, the full amount will be credited to your school account to be used at another contest during that same season.
- In the event of inclement weather, HTEDance offers the following options:
 - A 50% refund on total registration fees. Refund checks are issued the Monday following the contest date.
 - A full credit towards future registration fees with HTEDance (does not include Special Events).
- Weather-related cancellations are approved at the discretion of the management. In the event of an unforeseen natural disaster or involuntary cancellation of the contest date or location, refunds will not be issued. HTEDance will make every effort to reschedule or relocate the contest.

National Dressing Areas

- At HTEDance Nationals, you may be required to purchase a tent or rent a dressing room area for the duration of the competition.
- HTEDance cannot guarantee a community area; however, we will do our best to provide this amenity.

Judges

- If there are 2-3 judges, all scores will be used to average the final score.
- If there are 4 judges, the lowest score will be dropped.
- If there are 5 judges, the highest and lowest score will be dropped.