

TSF DANCE CHAMPIONSHIP ARTICLES OF UNDERSTANDING

General Rules

School team divisions and squad size:

- Elementary = 5th grade and under
- 6th grade = majority in 6th grade
- 7th grade = majority in 7th grade
- 8th grade = majority in 8th grade
- Freshman = 9th grade and under
- Junior Varsity = 12th grade and under
- Small Varsity = 1-14 members
- Large Varsity = 15 members and up

NOTE: All members of the school dance teams must be current members of the official school spirit squad and must attend the school they are representing.

All-Star team divisions:

- Tiny All-Star = 6 years and under
- Mini All-Star = 9 years and under
- Youth All-Star = 12 years and under
- Junior All-Star = 15 years and under
- Senior All-Star = 18 years and under

NOTE: All Star teams are defined as squads that do not dance for another athletic team and are formed for competition purposes.

Ensembles:

- Mini = 2nd grade and under
- Youth = 3rd-5th grade
- Junior = 6th-8th grade
- Senior = 9th-12th grade

NOTE: Ensemble maximum size: 8 members

Ensembles routines may include any style of dance such as jazz, hip hop, lyrical, pom, ballet or modern.

Individual Divisions:

- Mini (age 6 and under)
- Youth (age 9 and under)
- Junior (age 12 and under)

- Intermediate (age 15 and under)
- Senior (age 18 and under)

NOTE: Each performer's presentation may include any style of dance such as jazz, hip hop, lyrical, pom, ballet or modern.

Time Limits:

- TEAM ROUTINES: 3:00 maximum
- ENSEMBLE ROUTINES: 2:00 maximum
- INDIVIDUAL/SOLO ROUTINES: 1:30 maximum

Categories:

- **Game Day** - Details coming! Game Day criteria will match the new OSDTDA description which has not been published for the 2022 competition as of yet. We will alert you on our Facebook page as soon as this has been updated!
- **Pom** – Poms must be used at least 90% of the routine. No props. Important characteristics of a pom routine include synchronization and visual effects, along with proper pom placement and dance technique. Motions should be very sharp, clean, and precise. Your team should be synchronized and appear as “one.” A routine that is visually effective is extremely important, including level changes, group work, formation changes, etc.
- **Jazz** – A jazz routine incorporates stylized dance movements and combinations, formation changes, group work, leaps and turns. Emphasis is placed on proper technical execution, extension, control, body placement and team uniformity. Creative choreography will capture an audience and judges' attention. Having your own “style” will distinguish your team apart from the rest.
- **Hip-Hop** – Routines should include street style movements with an emphasis on execution, style, creativity, body isolations and control. The uniformity of all movement throughout the performance should complement the beats and rhythm of the music. Teams may also put an additional focus on incorporations such as jumps, jump variations, combo jumps, stalls and floor work.
- **Kick** – The emphasis will be on synchronization, choreography and technique. Each routine must be comprised of a majority of

kicks/kick sequences. A kick is defined as one foot remaining on the floor while the other foot lifts with force at least one inch from the floor.

- **Mix** - Must have 3 of 4 styles (pom, jazz, hip hop or kick) and at least six 8-counts of each style. Handheld props may NOT be used in place of poms in the mix category.

SPECIFIC RULES, LEGAL/ILLEGAL MOVES, PENALTIES

A. **Penalties:** A 25 point penalty will be deducted from your total score for any of the following infractions:

- Violating any of the general rules
- Violating any of the specific rules (more than one deduction could be assessed per routine)
- Entering and competing in the wrong division
- Not adhering to performance requirements
- Unsportsmanlike behavior

If you have any questions concerning the legality of a move or trick, please email or text a video: info@tsfchampionship.org or 918-734-2224.

B. Legal/Illegal Moves:

- Any full rotation (or more) of the body without hands in which the performer is faced away from the performance floor is **not allowed. Cartwheel and front walkover aerials are allowed as long as performer has at least 1 bare hand. If the non-bare hand touches the floor during an aerial rotation a penalty will be assessed.**
- Headsprings (without bare hand support) are **not allowed.**
- All other tumbling is **limited to two connected skills.**
- Weight bearing skills **without bare hands are not allowed** (including tumbling, stalls, etc). (Exception: forward and backward rolls are allowed)
- Drops to the chest, push-up position, head, or seat onto the performing surface from a turn, jump, stand, or inverted position **must first bear weight on the hands or feet** in order to break the impact of the drop (Exception: splits from a jump or a leap are allowed)
- In a dance lift or partnering situation, the lifting/supporting dancer must maintain direct contact with the performance

surface at all times. **At least one lifting/supporting dancer must maintain hand/arm to hand/arm/body contact with the elevated dancer at all times.** This includes jumping or leaping off another dancer or tossing another dancer.

- Hip-over-head rotation of the elevated dancer **may occur** as long as his/her hips maintain a level at or below the head height of the supporting dancers.
 - All Cheer style stunts and/or pyramids are **not allowed** with the exception of pony sits, thigh stands, shoulder sits, and preps.
***Preps must be performed with bare hands.**
 - Swinging lifts are categorized as dance lifts, so must follow the same guidelines.
- C. Backdrops are not allowed.
- D. Routine choreography, music, and costume must be appropriate in a school setting. Any routine choreography, music, or costuming determined by judges' panel to be suggestive, vulgar or offensive will be assessed a penalty.
- E. Timing will begin with the first note of the music. Timing will end with the last note of music or the last movement.
- F. **Music:** Designate one representative from your group to run your music; this person should remain at the sound table during the performance. CDs, MP3s, iPods/Phones or laptops are acceptable. Only one routine per CD and have a bac- up available. NOTE: for best experience at the DJ table, MP3s, iPods/Phones or laptops are encouraged. You must bring the appropriate cord adaptor. Please have device in airplane mode. No speed control will be available.
- G. Teams must enter the performance area as quickly as possible.
- H. **Sportsmanship:** All participants agree to conduct themselves in a manner displaying good sportsmanship throughout the tournament. The coach/advisor of each team is responsible for seeing that squad members, coaches, parents, and any other persons affiliated with the squad conduct themselves accordingly. Unsportsmanlike conduct is grounds for disqualification.
- I. In the event a team chooses to perform with different quantities of dancers in multiple categories, it is understood that registration fees for the first routine will be based upon the routine with the largest number of performers
- J. **Interruption of performance** - In the event the presentation of any team must be interrupted because of failure of the equipment,

facilities, etc., the team affected will be allowed to present their entire routine again at a time determined by the judging panel.

K. **Grievances:** Questions concerning the final scores or squad rankings must be handled exclusively by the coach/advisor of the squad and should be directed to the Competition Director in the office at 918-734- 2224. This must be done within five days after completion of the competition.

L. **Performance area and facility**

- The competition is to be held at UMAC at 67th and Mingo in Tulsa, OK. The performance surface is wood basketball court.
- The tournament officials shall have the right to alter the time and location of the competition in the event changes become necessary due to inclement weather, facility problems, or any other situation deemed by the tournament officials to be essential to the successful execution of the competition.

M. **Judges:** Qualified judges will be selected to adjudicate the competition. The judges will represent a variety of styles and backgrounds and will not represent any single camp or performance company. All solos, ensembles, and teams will be viewed by three scoring judges.

N. **Judging Criteria** - The judges will score the teams according to the judging criteria on a 100 point system.

Team/Ensemble Score Sheet

Overall Effect	20 points
1. Overall impression	10 points
2. Communication and Projection	10 points

Choreography	30 points
1. Originality and musicality	10 points
2. Difficulty	10 points
3. Formations/Transitions	10 points

Group Execution	25 points
1. Synchronization	15 points
2. Spacing	10 points

Dance Technique	25 points
1. Execution of style/Technical skill	15 points
2. Placement and control/Strength of movement	10 points

Total Points Possible

100 points

Individual/Solo Scoresheet

OVERALL EFFECT

20 POINTS

1. Overall impression
2. Communication and Projection

(10) _____
(10) _____

CHOREOGRAPHY

40 POINTS

1. Difficulty
2. Creativity
3. Complements the music
4. Use of performance area

(15) _____
(10) _____
(10) _____
(5) _____

DANCE TECHNIQUE

40 POINTS

1. Execution of style
2. Technical skill
3. Placement and control
4. Strength of Movement

(10) _____
(10) _____
(10) _____
(10) _____

Total Points Possible

100 points