



DANCE COMPETITION

SATURDAY, JULY 27, 2019

QUALIFICATIONS: This is an amateur dance competition. Paid or professional dance instructors are ineligible to compete. All participants must sign a liability release form. Participants under 18 years of age must have parental permission and a parent or legal guardian signature is required on liability release form.

DANCE STYLE CATEGORIES & AGE DIVISIONS:

- **HIP-HOP** - Child (Ages 8-10), Junior (Ages 11-15), Adult (Ages 16 & Over)
- **CLOGGING** - Child (Ages 8-10), Junior (Ages 11-15)
- **SWING** - Child (Ages 8-10), Junior (Ages 11-15), Adult (Ages 16 & Over)
- For couples, age division will be determined by the age of the oldest participant.

DANCE FLOOR SIZE: 20' X 20'

REGISTRATION

- **Registration for competition is FREE with paid Fair Admission.**
- Registration for competitions begins at 2:00 p.m. Registration is limited to the first 20 participants in each category. Registration will be accepted until the beginning of each competition.
- After registration is complete, participants will be randomly selected to dance to their chosen style of music.

SCHEDULE

- 2:00 p.m. - Registration
- 2:30 p.m. - Hip-Hop
- 3:30 p.m. - Clogging
- 5:30 p.m. - Swing

AWARDS

ADULT (Ages 16 & Over) - HIP-HOP & SWING

- 1st Place - \$150 & Rosette
- 2nd Place - \$75 & Rosette
- 3rd Place - Rosette

JUNIOR (Ages 11-15) - HIP-HOP, CLOGGING, SWING

- 1st Place - \$150 & Rosette
- 2nd Place - \$75 & Rosette
- 3rd Place - Rosette

CHILD (Ages 8-10) - HIP-HOP, CLOGGING, SWING

- 1st Place - Two (2) Carnival Wristbands (good for unlimited rides all day), Two (2) Fair Admission Tickets
- 2nd Place - One (1) Carnival Ride Wristband (good for unlimited rides all day), Two (2) Fair Admission Tickets
- 3rd Place Child - Rosette

COMPETITION RULES

- CLOTHING MUST BE TASTEFUL AND APPROPRIATE TO A FAMILY ENVIRONMENT. INAPPROPRIATE ATTIRE INCLUDES EXPOSURE OF UNDERWEAR, TUBE TOPS, SEE-THROUGH SHIRTS AND SHORT SHORTS OR THAT WHICH CAUSES ALARM TO GUESTS (I.E. GANG RELATED CLOTHING, ATTIRE, OR THE FLYING OF ANY COLORS). PARTICIPANTS NOT ADHERING TO SAID RULES WILL AUTOMATICALLY BE DISQUALIFIED.
- All decisions from the Judges are final. Score sheets for the final round are available to participants after the completion of the event. Consultations with judges will not be available.
- The judges will score and rank the participants from first to third place. In the event of a tie, participants will select a new song for a second performance. The participant with the highest score in the second performance will win the tie.
- Judging will take place during the dance performance, but may be influenced by participant actions the entire time on the floor. **Good conduct and sportsmanship should be maintained at all times.**
- Lifts, drops and aerials are allowed. Participants are encouraged to practice common sense and exercise caution before attempting these moves.
- Unsportsmanlike conduct or harassment of judges or officials by participants or associates of a participant may result in disqualification.
- Vulgar or inappropriate dance moves may result in disqualification.
- Floor props are not allowed.
- Costumes are not required and will have no effect on scores. Themed attire is encouraged.

JUDGING CRITERIA

- Movement (1-10 points)
 - Originality of steps.
 - Variety of movements and/or degree of difficulty.
 - Few repetitions and contrast of movements.
- Execution (1-10 points)
 - Ease of transition between movement.
 - Continuous motion in dance and maintaining hand connection with partner, if applicable.
 - Dance free from hindrances or difficulties.
- Attire (1-10 points)
 - Themed dress is encouraged, but not required.
 - Clothing must be tasteful.
- Presentation (1-10 points)
 - Movements are performed with vitality and energy.
 - Participant exhibits confidence, enthusiasm and charisma and maintains eye contact between partners and with judges.

SCORING: The following formula will be used to tabulate scores. A total of 120 points are possible.

$$\frac{\text{Movement}}{\text{Execution}} \times \text{Execution} = \text{Movement} + \frac{\text{Attire}}{\text{Presentation}} + \frac{\text{Presentation}}{\text{TOTAL}} = \text{TOTAL}$$