



ROMANIA LATIN DANCE CUP

JUDGES DANCE COMPETITION CRITERIA

SALSA WEEK ROMANIA 2019

JUDGES DANCE COMPETITION CRITERIA

RLDC

Dance Competition Criteria

- Choreography
- Execution & Technique
- Overall Impression

Faults System

- Mild deduction of points
- Severe deduction of points
- Disqualification

Ties

Dance Competition Criteria

- Judges for the RLDC will be impartial, qualified, and experienced professionals with a thorough knowledge and background in Dance.
- The final average score given by the judges will be shown in a range between **1 and 100**. The points of deduction for faults and mistakes will be taken off after the judges final total score.
- Our Judging Panel will be looking into many different parameters in the dance performance. The maximum score is **100 points** divided into the three following **criteria**:

100 Points in Total

40

Choreography

- Artistry - Creativity - Originality
- Visual Effect - Formations - Transitions
- Compliments the Music
- Level of Difficulty

50

Execution & Technique

- Strength - Control - Connection
- Proper Execution of Technical Dance Movements
- Synchronization - Uniformity
- Projection - Showmanship
- Spacing

10

Overall Impression

- Costuming
- Entertainment Value
- Connection to crowd



Choreography

Maximum Score 40

Artistry - Creativity - Originality

- Unique Style
- Effective Staging
- Variety of Movement

10
Points

Visual Effect - Formations - Transitions

- Visual Effect of the movements throughout the stage
- Smooth Execution of Transitions

10
Points

Compliments the Music

Choreography connexion with the music : Use of music to movement.

Utilizing Tempo Variations

Musicality- cues enhancing choreography design

10
Points

Difficulty

- Level of Technical Difficulty Regardless of Execution
- Intricate Movement. Range of Movements

10
Points

Execution & Technique

Maximum Score 50

Strength - Control - Connection

- Clear, Consistent Articulation of Movements
- Control and Precision in the Execution of difficulty
- Precise and controlled connection with partner-group when applicable

10
Points

Proper Execution of Technical Dance Movements

- Technique applicable to type/genre of the Dance
- Precise and control execution of the footwork.
- Proper and correct execution of the body movements
- Execution of tricks, lifts and acrobat moves when applicable

10
Points

Synchronization - Uniformity

- Synchronize and keeping timing according to style and speed of the music
- Uniformity and consistency according to the style throughout
- Synchronicity with others when applicable

10
Points

Projection-Showmanship

- Energy and Confidence
- Emotion and Expression

10
Points

Spacing

- Proper Spacing/Awareness in relation to the stage size.
- Proper Spacing/Awareness of partner other dancers when applicable.

10
Points

Overall Impression

Maximum Score 10

Costuming

- Costume, Hair and Makeup complements the choreography
- There are no malfunctions
- It's adequate for family viewing

10 points

Entertainment Value

- Holds the attention and interest of the audience

10 points

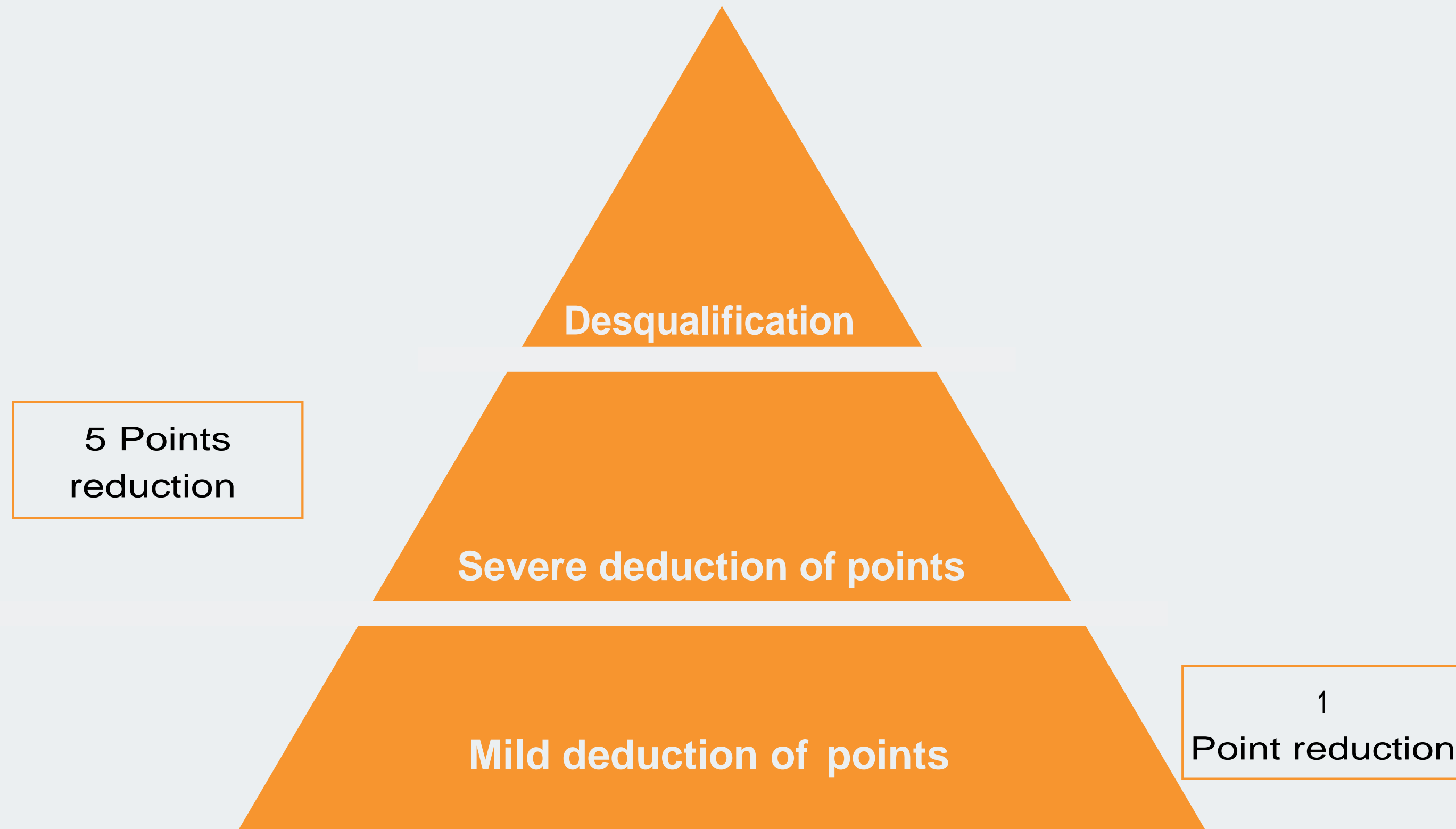
Connection to crowd

- General appeal to the audience
- Impressing the crowd

10 points

FAULTS SYSTEM

Beside the judges criteria for the competition the WLDC has a Fault System that the panel will apply to the competitor/s in specific circumstances. From mild to severe deduction of points, to disqualification.



MILD DEDUCTION OF POINTS

1 POINT DEDUCTION

- If competitors lose hands or physical connection with each other, it will be counted as a mild deduction the first time this happens.
- If competitor falls during the choreography, it will be counted as a mild deduction the first time this happens.
- If during the choreography any element of the costume and/or accessory falls off the competitor, it will be counted as a mild deduction the first time this occurs.
- For all competitors, competing barefoot/ No shoes will be counted as a mild deduction.
- All female competitors should wear tights or fishnets as part of the costume or they will be given a mild deduction.

FAULTS SYSTEM / Severe deduction

SEVERE DEDUCTION OF POINTS 5 POINTS DEDUCTION

- If a competitor goes out of timing during the performance, a severe deduction will be given every time it happens there after.
- Each trick, lift and acrobatic additional to those allowed in each division.
- Each lift and acrobatic performed in divisions that are not allowed.
- Special musical effects on the tracks, except in the divisions of Urban Latin Dances.
- Musical effects on the tracks, which are not based on the musical genre of the competition division.
- Exceeding the time allowed for musical fusions specified in the rules. For every 5 seconds or more a severe deduction will be given. (Extra time is counted from the first second)
- Exceed the duration of the choreographies specified in the rules. For every 5 seconds or more a severe deduction will be given. (Extra time is counted from the first second).
- If a competitor falls during the choreography, a severe deduction will be given every fall there after.
- Absence to each mandatory activity of the event.
- If competitors lose hands or physical connection with each other, a severe deduction will be given to every disconnect there after.
- During the choreography any element of the costume and / or accessory falls off the competitor, a severe deduction will be given for every piece of costume that falls thereafter.
- The use of scenography elements that are not part of the costumes.

FAULTS SYSTEM / Disqualifications

DISQUALIFICATION

- If a competitor registers for professional division, he/she will not be able to register under semi-professional or amateur divisions. This will result in automatic disqualification on the semi-professional and/or the amateur division.
- Choreographies from other choreographers/dancers will be allowed as long as the competitor has authorization from the original choreographer in writing. No having the proper authorization from the original choreographer and/or receiving a complain from him/herself to the organization at any given time during or after the event, will automatically disqualified the competitor.
- False information about competitor's age will result in disqualification.
- RLDC Disciplinary Committee: When a situation that is not in the general rules or not clear and creates a situation, the Head of Judges will make the decisions to solve the situation. If the case warrants it, the Head of Judges will convene the Disciplinary Committee to take the necessary measures. There will be a sign act after every decision.
- In case of a disqualification a detailed report signed by the RLCD Disciplinary Committee will be provided.
- Code of Ethics: Any person whose acts or conduct violent towards fellow competitors, judges, members of the staff or public will be disqualified and reported to the RLDC Disciplinary Committee to be subject to a review.

TIES

- In event of a tie, the competitor who has fewer errors recorded in the results will win.
- If they have the same number of errors, the competitors with the highest score in the Choreography and Execution & Technique criteria combine together will win.
- If the tie continues, those who score is higher on the Execution & Technique criteria will win.
- If the tie still continues, those who score is higher on the Choreography criteria will win.
- If the tie continues, those who score is higher on the Overall Impression criteria will win.
- The last resource to break the tie, will be a democratic vote by the judges to determine the winner.