



WORLD LATIN DANCE CUP TEXAS QUALIFIER

MARCH 18TH, 2018

RULES

General Regulation

Approved by the World Latin Dance Cup Organization

The present document states the guidelines for the development of the

Dear participant:

Be sure to read this regulation completely. The lack of knowledge about the rules described in this document, does not exempt you from following them.

General Regulation

SPECIFICATIONS

· **FIGURES AND TRICKS:** acrobatics and tricks are allowed according to the category.

A figure is when both feet are off the floor in the air at the same time and any part of the body of the dancer touches each other to attend an acrobatics. Tricks are defined as any movement where the pair is lifted from the floor, whether the feet are 2 inches from the floor or 10 feet from the floor, this type of assisted movement, as any will be considered as a figure or trick.

LIFT AND TRICKS COMBINATION: They are expected to remain in the salsa count

and / or in the musicality of the routine.

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· **LIFTS:** is when both feet are off the floor in the air at the same time and any part of

the body of the dancer touches each other to attend a lift.

· **TRICKS:** Up to 5 tricks are allowed with at least one foot always on the floor.

· **DROPS:** The point where the head goes below the waist of the partner and the weight is not sustained by itself.

· **URNS:** Turns, the maximum allowed is 4 counts of 8. For all divisions a maximum

of 8 bars / 32 beats / 4 counts of 8 times for continuous turns. If this time is

exceeded it will be penalized with a point that will be discounted in the final score.

All preparations to make turns should maintain the basic time. For the On1 style

the preparation must be carried out at 1-2 or 5-6. For the On2 style, preparation should occur at 2-3 or 6-7. Finishing or exiting a spin, sometimes the preparation can start at time 8 or 4 in the On1 style and in 1 or 5 in the On2 style.

· **FREEZE:** A full stop of the legs and no body movement (like a pause). Dancers cannot maintain an extended stop or freeze position for more than 1 count of 8. Extended stops or freezes cannot happen more than 2 times in the routine. So it is only allowed to stop or freeze two times in the routine. You can do this only two times during the whole routine. If you do this more than two times, points will be deducted.

If you decide to stop or freeze for less than 1 count of 8, it is still counted as a freeze or stop. In this case there will be no points deduction by the judges, however a judge might give you a lesser score in the choreography section if he or she thinks that there were too many stops or freezes in the routine.

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SALSA TEAM PROFESSIONAL

1. **TRICKS AND ACROBATS:** tricks, lifts and acrobatics are allowed.

However, 70% of the choreography should be Salsa dancing.

2. **NUMBER OF MEMBERS:** dance group combination of men or women with a minimum of 6 members.

3. **MUSIC:** must be attached at the time of registration in MP3 format.

4. **DURATION OF THE MUSIC:** the choreography should last no more than two (2) minutes.

5. **MUSICAL EFFECTS:** mixing several Salsa songs is allowed. However, it is NOT allowed mixtures, effects or introductions of other genres other than salsa. Only up to 30 seconds of Chachacha is allowed in the complete mix of the salsa song. Groups not following this rule might have one point deducted by the jury or the organization in the qualification.

6. **AGE OF PARTICIPANTS:** does not apply/no apply

7. **MUSIC TIMING:** keep the same musical timing always. If the choreography started with ON1 it must end at ON1, same applies to ON2. If the group performs Colombian style, it should keep the same timing with which the choreography began.

8. **OTHER DANCE STYLES:** it will be possible to perform the particular concept/vision each group has of Salsa. Thus, it is allowed to use movements, and figures that are not related to the traditional Salsa, but keeping its essence to ensure not to perform another dance style.

9. **LIGHTS OR TECHNICAL EFFECTS:** request for lighting and/or special effects it is not allowed and it will not be accepted by the technical personnel of the event.

10. **SCENOGRAPHIC ELEMENTS:** the use of scenographic elements is not allowed. These can lower score according to the jury's criteria. The stage must be always clear. At the end of each performance, groups must leave the stage as they found it.

Qualification system:

1. Aspects to qualify:

a. Rhythm and musicality: time used to perform the dance and its constancy. How effectively do contestants interpret the different elements the song may have? Are participants synchronized with the rhythm of the melody?

b. Dance technique: knowledge and right execution of the movements that integrate the choreography. Correct postures, appropriate lines and how well trained the dancers are.

c. Stage presence and visual presentation: dancer (s) attitude on the stage. Group aesthetics as a whole (hairstyle, costumes, makeup, etc.). How professional artists are. Do they manage to capture the attention of the public?

d. Choreography and uniqueness: this aspect takes into account the development of the routine. Was the performance good? Was there fluidity from one movement to the next? Were new and creative resources used in the routine? Were the movements used in harmony with the music? How were the formations and teamwork?

e. Synchronization and difficulty: group's coordination, connection, and synchronization. Level of difficulty and expertise shown by the dancers when executing each movement, figure, trick and lift. How much synchronization does the team show as a group and individually? Maintaining the quality of the routine, how difficult the choreography was? Do all members of the group respond equally to the level of difficulty? Note: Difficulty will never be taken into account if it is not done in a clean way, and with the necessary technique to preserve the quality of the routine.

2. Rating Range: The judges will evaluate the qualification aspects in a rating range from 1 to 10. Subsequently, these results will be averaged.

3. Errors: mistakes and falls will not be grounds for disqualification. Nevertheless, jurors will consider them as faults and will be the basis for their qualification. Dancers' falls, drops of accessories and/or clothing, forgetting the routine, etc. will be taken as errors; and represented as points in the grading sheets. These points will be taken into account only in cases of draws. The group with fewer mistakes will be always ahead.

4. Draw methodology: in the event of a tie, the pair or group with the fewest mistakes recorded in the judges' sheets will win. If they have the same number of errors, the contestants who have the highest score in the choreography will triumph; if draw persists, the winner will be whoever has the highest score in Rhythm and Musicality; if the tie continues, the victory will be for the couple or group with the higher score in Dance Technique; and so on until reaching the last qualification aspect. The last resort to tiebreak will be to re-evaluate the participants by performing one more time their routine.