

### Judges

8 judges, 4 (A-D) judging Performance and 4 (E-H) judging Skills.  
The judge papers shows how points are distributed.

### Placement

The judges are seated as Performance, Skills, Performance, Skills etc.

### Point entries

2 people type in the point in 2 independent systems, these are compared to secure correct entry.

### Performance score

The highest and lowest score are removed.

The average of the 2 scores left gives the performance score.

example

Judge A	Judge B	Judge C	Judge D			
4,5	4,3	5,2	4,7			
4,1	4,9	4,9	4,3			
3,8	4,3	4,3	4,9			
5,1	6,2	6,2	2,9			
4,9	2,9	5,1	4,4			
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22,4	22,6	25,7	21,2			
used	used	high	low	Jud. A+D	Score	
22,4	22,6	0	0	45	4,5	

### Skills score

As Performance.

example

Judge E	Judge F	Judge G	Judge H			
4,5	4,3	4,1	4,9			
4,1	4,9	3,8	4,3			
3,8	4,3	5,1	6,2			
5,1	6,2	6,2	2,9			
4,9	2,9	5,1	4,4			
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22,4	22,6	24,3	22,7			
low	used	high	used	Jud. E+H	Score	
0	22,6	0	22,7	45,3	4,53	

### Total score

The average of the performance and skill score gives the total score.

If 2 teams end at the same total score, the team with highest performance score wins

example

Perform.	Skills	total
4,5	4,53	4,515

Judge A-D : Sign \_\_\_\_\_

PERFORMANCE

Crew : \_\_\_\_\_

Division : J / V / A



**Creativity**

max 10 points

Unique, originality, one of a kind move, music, clothes.  
Be special, different and fresh with all aspects of your routine.

**Staging, Spacing, Formations & Level changes**

max 10 points

Crew demonstrate awareness of spacing between the members, routine should include 3 levels of movement (low/mid/high) utilizing arm, hand, leg, foot, torso..

**Showmanship, Intensity, Confidence, Projection & Presence**

max 10 points

Routine contains dynamic movements from beginning to end by the crew as whole styles and movements, containing minimal pauses and poses. Crew perform with enthusiasm.

**Street Presence / Attire**

max 10 points

Street Fashion, authentic, street style & attitude. Crew may wear stylized rep.  
Single 8 counts & use musical phrasing, now theatrical costumes

**Entertainment Value / Crowded Appeal**

max 10 points

Crew members and their routine should connect with the audience and evoke emotional responses, i.e. excitement, joy, laughter, involvement and/or sense of drama relative to the style presented. The routine should leave a memorable and lasting impression.

**Comments :**

TOTAL (max 50 points)

HIP HOP SCALE : AVERAGE = 4.5 - 6.5, ABOVE AVERAGE = 6.5 - 8.5, SUPERIOR = 8.5 - 10

Judge E-H : Sign \_\_\_\_\_

SKILL

Crew : \_\_\_\_\_

Division : J / V / A



**Musicality**

max 10 points

Performance and choreography corresponding to timing and music usage and the crew's ability to perform simultaneous to the music.

**Synchronization / Timing**

max 10 points

The movements of the crew members are performed in sync; the range of movement, speed, timing and execution of moves are performed by all members in unison.

Peel of or in cannon movements are allowable.

**Execution / Controlled Mobility and Stabilization**

max 10 points

The crew must maintain control of speed, direction, momentum and body placement throughout the routine.

**Difficulty of Execution of Authentic Hip Hop Dance Styles**

max 10 points

Difficulty is measured by the levels of ability demonstrated by all crew members and the variety of styles performed.

**Variety of Street Dance Styles**

max 10 points

A minimum of three (3) street dance styles must be performed in a routine to receive Variety points. The more styles a crew includes and performs correctly in the routine the higher the variety score will be.

**Comments :**

TOTAL (max 50 points)

HIP HOP SCALE : AVERAGE = 4.5 - 6.5, ABOVE AVERAGE = 6.5 - 8.5, SUPERIOR = 8.5 - 10