

Rules

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GENERAL RULES

UDO Dancers:

- Require original document **proof of identity** & age verification. This will be available at regional events, and must be completed during your **first 6 months** as a member.
- Dancers may compete in **multiple categories** (i.e perform a solo, duo, quad, team, and SuperCrew entry) but **may not compete twice** in the **same category** (ie perform two solos/compete in two different teams at one event). Dancers must wear dancer wristbands on the floor.
- All dancers will qualify and dance in the **same category** they have entered in for the **whole UDO year** (1st September until 31st August). This includes Worlds, Europeans and Six Nations regardless of placings or wins. Once they have placed, they will move up a category when the next UDO year begins.
- Dancers must be in the holding area and ready to dance at least **15 minutes before** stepping onto the floor.
- The UDO reserves the right to **combine categories** (eg Beginner/Novice, Intermediate/Advanced).
- At least 50% of the qualified Team/SuperCrew must remain the same throughout the competition season.
- Just because a dancer has qualified to compete with their team or SuperCrew for the World or European Championships, this does not qualify them to enter the solo or duo categories.
- You will only be permitted to dance at Worlds, Europeans or Six Nations if you have qualified (a list will be created by the UDO Head office). You must confirm your registration to compete at Worlds and Europeans closer to the event.
- **Parent Teams** are available at selected events, and are judged on the same criteria as **Beginner Teams**. However, 'Street Dance Technique' is **replaced with 'Entertainment Value'**.

Conduct:

- Dancers are not permitted to touch the judges or other members of the public during performance.
- Props are permitted, providing they comply with **Health & Safety regulations**. Props must be cleared easily from the dance floor immediately (i.e. **No** fire, chalk, talc, glitter etc may be thrown onto the stage). The stage must be left in the condition on which it was entered.
- Solo/Duo Dancers must remain in their **permitted floor space** whilst dancing. For all heats a dancer is not permitted to take more than **2 steps forward, backwards or to either side** of his/her marked place on the floor. (NB. This does not apply to Advanced finals, where a solo spot will be performed).
- Outfits must be **age appropriate**, and no inappropriate movement / gestures are permitted (i.e. No explicit sexual or offensive movements).
- Dancers in Solo/Duo/Quads are **not permitted** to use any tricks in the heats. All tricks must be kept to the final. "Trick" = anything construed as a gymnastic or acrobatic move, or where a dancer is not in full control of their body eg **flips**.
Breach of these rules will result in a warning or disqualification.

Registration & Event Entry

Pre-event Entry Changes:

- It is the Choreographer/Dance Teacher/designated representative responsibility to ensure that a dancer is registered.
- If the number of dancers in a team or SuperCrew changes before a competition, please inform UDO up to one week prior to the event by emailing hello@theudogroup.com.

Registration / Entry for an event:

- It is the **Dancer/Parent/Guardian/Dance Teacher's** responsibility to ensure that the Team/SuperCrew/Quad/Duo/Solo is **registered to dance** before the specified closing date and in correct age division and category as outlined below.
- Registration will be available online to register from at **least 3 months** before an event is due to take place.
- New UDO Members must [Create Membership](#) (Complete the membership form). If you need any assistance, please call us on **02920 799 199**. Each dancer must become a member of the UDO.
- To purchase tickets please ensure you are logged in to a UDO **membership account**.
- Parents registering children: due to data protection, a dancer under the age of 16 needs to be registered by a **parent whose membership is linked to theirs**. We must link the accounts, so if your account is not linked please contact the office.
- Team, SuperCrew, Quad, solo and duo entries for all competitions must be submitted online via the relevant [events page](#).
- Entries must be **no later than 10 days** before a regional competition and **21 days** before the British, World, European Championships and Six Nations.
- Any changes or questions must be asked or submitted before the date that the registration is due to close. (i.e. 10 days before a regional event and 21 days before the major events).
- Upload music in **MP3 format** to UDO website. This can be done when registering the team. It's the teacher's responsibility to ensure; quality, content, music length and performance as well as **clean** music uploaded to system (i.e. no swearing or offensive language). **Penalties** will be given if music is uploaded late, or contains offensive language.
- **No late registrations are accepted on the day of an event**. If you have a query with your registration or you think it has not been submitted successfully, please contact the office before the registrations closing date.
- Mitigating circumstances outside of the UDO rules must be submitted to the UDO Committee for their consideration.

HOW TO QUALIFY IN THE UK

CATAGORY	WORLD CHAMPIONSHIPS	EUROPEAN CHAMPIONSHIPS	SIX NATIONS CHAMPIONSHIPS	BRITISH CHAMPIONSHIPS
TEAMS	<ul style="list-style-type: none"> Place top 3 at a regional or 2.0 event Place top 5 at British, Six Nations or Europeans Achieve 38 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Place top 5 at a regional or 2.0 event Place top 7 at British or Six Nations Achieve 34 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Place top 6 at a regional or 2.0 event Place top 7 at British or Europeans Achieve 30 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Competed at a regional qualifier or 2.0 event
SOLOS	<ul style="list-style-type: none"> Place top 5 at a regional or 2.0 event Place top 7 at British, Six Nations or Europeans Achieve 47 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Place top 5 at a regional or 2.0 event Place top 7 at British or Six Nations Achieve 45 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Place top 6 at a regional or 2.0 event Place top 7 at British or Europeans Achieve 40 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Competed at a regional qualifier or 2.0 event Already qualified as competing with a team, duo, quad or supercrew
DUOS	<ul style="list-style-type: none"> Place top 5 at a regional event Place top 7 at British, Six Nations or Europeans Achieve 47 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Place top 5 at a regional event Place top 7 at British or Six Nations Achieve 45 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Place top 5 at a regional event Place top 10 at British or Europeans Achieve 40 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Competed at a regional qualifier Already qualified as competing with a team, solo, quad or supercrew
QUADS	<ul style="list-style-type: none"> Place top 5 at a regional or 2.0 event Place top 10 at British, Six Nations or Europeans Achieve 30 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Not available at Europeans 	<ul style="list-style-type: none"> Competed at a regional qualifier or 2.0 event Already qualified as competing with a team, solo, duo or supercrew 	<ul style="list-style-type: none"> Competed at a regional qualifier or 2.0 event Already qualified as competing with a team, solo, duo or supercrew
SUPERCREWS	<ul style="list-style-type: none"> Place top 3 at a 2.0 event Place top 5 at British, Six Nations or Europeans Achieve 38 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Place top 5 at a 2.0 event Place top 7 at British or Six Nations Achieve 34 Ranking points from your top 3 events 	<ul style="list-style-type: none"> Competed at a regional qualifier or 2.0 event Already qualified as competing with a team, solo, duo or quad 	<ul style="list-style-type: none"> Competed at a regional qualifier or 2.0 event Already qualified as competing with a team, solo, duo or quad
BATTLES	<ul style="list-style-type: none"> Place top 3 at a Battle qualifying event Place top 4 at British, Six Nations or Europeans 	<ul style="list-style-type: none"> Place top 4 at a Battle qualifying event Place top 8 at British or Six Nations 	<ul style="list-style-type: none"> Place top 4 at a Battle qualifying event Place top 8 at British or Europeans 	<ul style="list-style-type: none"> Competed at a regional qualifier or 2.0 event Already qualified as competing with a team, solo, duo, quad or supercrew

Team Judging

Teams will be judged on the following criteria:

Scoring	Max Points
<p>1. STREET DANCE TECHNIQUE - Execution, performance and portrayal of street dance styles</p> <p>This is where we assess the street dance techniques you have chosen to show in your performance. We recognise 9 foundation styles of street dance: (hip hop, house, locking, popping, breaking, vogue, waacking, krump and dancehall). You will be marked based on the quality of your performance, portrayal and execution of the style techniques.</p> <p>The age category and division will also be taken into consideration.</p> <p>There are no numerical or time requirements for what you should show - it is entirely up to you. You do not have to perform styles in chunks as the judges will recognise legitimate street dance techniques wherever you decide to place them in your performance. Your score will take into account each style you perform (if you show more than one) so please bear in mind that quality, rather than quantity, should be the goal.</p>	10
<p>2. EXECUTION - choreographic identity - crew synchronicity - dynamics and movement quality - use of levels</p> <p>This is where we assess the level of your crew skills and the execution of everything other than street dance technique. This means the choreography you decide to perform that doesn't necessarily include foundation technique, can score points for you based on the crew skills on show - synchronicity of the dancers in timing and shapes, use of different heights and levels, the quality of the movement on show and the use of different dynamics in your execution. We also encourage you to explore your choreographic identity - what moves, skills, ideas gives your crew its own identity? We want you to stand out for being you, not for trying to be like anyone else. We are trying to move away from the idea of a standard set and look forward to seeing what people will bring to their performances.</p>	10
<p>3. CREATIVITY - originality - concepts/themes - musicality - music choices</p> <p>As well as wanting to focus on the quality of performances with this update of the criteria we are really looking to push your creativity. Whether that be with themes and concepts for your sets or originality in your movement or even in your song choices. All of these things will show up as creative, and some facets of your creativity will score you points in more than one criteria (i.e. a creative way of transitioning in your formations will get you points for creativity and stagecraft, well-executed originality in your moves will get you points in creativity and execution etc...). Another aspect of creativity we look for is musicality. Bringing the music to life in interesting ways will add to your performance through your utilisation of musical accents, rhythm and tempos.</p>	10

<p>4. PERFORMANCE SKILLS</p> <ul style="list-style-type: none"> - confidence - focus - energy - projection <p>This is where we judge the level of your performance when you hit the floor. The confidence and focus on show during the performance. The projection of the movement to the audience and whether the energy can be felt beyond the stage. Even the commitment to characters if there is more of a narrative element to the performance. Basically, the way a crew brings life to their performance when they take to the stage.</p>	10
<p>5. STAGECRAFT</p> <ul style="list-style-type: none"> - formations - transitions - positioning - use of the stage <p>This is where we can judge your utilisation of the stage space during the performance. The accuracy and alignment of your formations. The smoothness and flow of the transitions of the dancers on and around the stage. The positioning of the individual dancers to make the formations appear as they should. Even the use of the whole expanse of the stage. A mixture of these things can really add to a performance.</p>	10
<p>6. JUDGES OPINION</p> <p>This is where we give our judges a chance to score the performance as a whole. It is not as quantifiable as the other criteria but rather it is based on the judges' individual feelings towards the performance, outside of the given criteria. We always have a diverse range of dance specialists represented on our judging panels so as choreographers your job is to try to appeal to the diverse range of judges we have!</p>	10
<p>General Note</p> <p>Age and level will always be taken into account when scoring. The older and/or higher up the ability scale you go, the more we expect in terms of your execution</p> <p>The full scale of 0 - 10 will be used</p> <p>We encourage teams to do what they want to do and not just what they think will win.</p> <p>Self-expression, creativity and originality are key.</p>	

TEAM RULES

Judges will grade per section using the following scale:

0-2 = Below Average 3-4 = Average 5-6 = Good 7-8 = Very Good 9-10 = Excellent

Please note that Judges may use increments of 0.25, 0.5, 0.75 and 1 to scores in accordance with the above scale.

Penalties will be given for the following:

Below is a list and its abbreviations:

- L** = Obscenities or inappropriate language in music
- C** = Inappropriate costume for age category
- M** = Inappropriate movement for age category
- T** = Music and/or performance over stated time

One point per Judge per penalty will be deducted for the above rule breaks.

These penalty marks are deducted from the Judges assessment section of the marks before the teams are placed.

General Rules:

- Minimum = 5 dancers. Recommended maximum = 17 dancers.
- Dancers **are** permitted to compete in the Team Category and the SuperCrew category at a UDO Event. However, routines must be different!
- If a team changes by over 50% during the competition year and you wish to be considered as a new team, please contact the UDO Head Office: hello@theudogroup.com. If you wish to change your team name, category age or division for any reason you will also need to contact the UDO Head Office.

Team Music and Performance:

- It is the Choreographer / teachers' responsibility to ensure that the Team music is checked and uploaded to the UDO website **one week prior** to a Regional event, and **three weeks prior** to the UDO's major Championships (Worlds, Europeans, Six Nations and British).
- Each team needs to have **back-up music** on either a USB or CD with only the track that they require at the event.
- Music should be free from swearing and inappropriate language as deemed by the judges. Any **penalties** will be notified to the team representative.
- The music should be **balanced** at a set level for playing, the DJ will make **no adjustments** on the day for sound (contact us for help with this).
- Beginner/Novice teams = **maximum 2 mins**. Inter/Advanced = **maximum 2 mins 30**.

Team Age Divisions & Category Levels:

- Ages are based around the **academic / sporting year**, i.e. the age the dancer becomes during the school year (1 st September to 31 st August) will be the age that he/she competes in for the entire year. For example, if you turn **12** on **1st July 2018** then you must compete in **Under 14** from **1st September 2018** until **31st August 2019**. Dancers will be **ranked with points** throughout the year in their category.
- A minimum of **75% of the competing team** must be within the age division they are competing in, with **25% permitted to be older**. However, they can only be older up to the next age division. i.e. no over 18-year-olds can compete in the u14 team category.
- Once the year is complete (31st August) the Teams that have **won with 5 or more** teams in their category or Teams that have **placed twice** (from 2nd to 5th) with **8 or more** teams in their category, will **move up a category** for the next UDO running Year.
- Once a team has moved up a category, they are **not permitted** to drop back down. For advanced, if teams have not been placed within 1 year they can send a request to the UDO committee for consideration.
- Teams will be ranked. Please see page 15 for full details.

There are **7 age divisions** within the team sections, they are:

- Under 8s - Under 10's – Under 12s – Under 14s – Under 16s - Under 18s – Over 18s.

Team categories by levels:

Beginner – Novice – Intermediate – Advanced

- Each category is open to:
 - all teams that have **never competed** in a UDO Street Dance competition, but wish to compete at the **stated level**.
 - teams that **currently dance** at the **stated level**, and have **never won** (with **5 or more** teams in the category) or been placed in the **top 5** (with **8 or more** teams in their category) or been placed in the **top 7** in **British or European Championships** (with 8 or more teams in their category).
- Please note that for Beginner teams, no more than **50% of team dancers** can be above **Beginner / Novice** level in solo or duos.
- If there are **8 teams or less** in a category the UDO reserves the right to **combine** certain categories.

SuperCrews Judging

SuperCrews will be judged on the following criteria:

Scoring	Max Points
<p>1. STREET DANCE TECHNIQUE - Execution, difficulty, and authenticity of choreography</p> <p>Your choreography can take inspiration from the 9 foundation styles we recognize (see team rules) but shouldn't feel limited by them (just as it shouldn't in the teams category). In SuperCrew, we are giving more choreographic freedom by not marking purely on technique. Rather, we are marking on your choices and execution of choreography.</p> <p>Your choreography should pull from street dance vocabularies, but it is up to you how you want to present it, and even build on it as part of your SuperCrew performance. Styles outside the 9 foundations are permissible as part of your creative input but please think about; 1) whether they genuinely add to the performance and 2) are suitable for a street dance competition (e.g. traditional native dances such as various African dances or Mambo could work, as they have had large influences on street dance, whereas ballet or technical jazz would not). Whatever the choices you make, please bear in mind that UDO is a street dance competition and the performance should reflect that.</p> <p>Your choreography must tell a story, or be based upon a clear, creative theme.</p> <p>Your score will reflect the difficulty and complexity of the choreography, and how well this choreography is executed by the SuperCrew.</p> <p>You must perform choreography in an authentic street style: the posture, attitude and energy should reflect strong hip hop influences.</p>	<p>10</p>
<p>2. CREATIVITY - Originality, theme/narrative, concept, music</p> <p>While focusing upon the strength of the choreography, creativity and originality is paramount to success at competition.</p> <p>Your theme should be original, and you should engage the audience in the story in a creative manner. The judges are looking for creativity in all areas of performance; choreography, theme, concept, song choice, transitions, stagecraft etc. Try and bring us a performance that hasn't been seen before.</p> <p>Musicality will be scored, so bringing the music to life in interesting ways through utilization of musical accents, rhythm and tempos will gain points. Effective use of props can add to a SuperCrew performance, however please note that any props must be used to elevate a performance, and not be used as a gimmick. All props must be used appropriately and responsibly.</p> <p>Attire must be appropriate to the theme of the routine, but outfits must not detract from the SuperCrew routine. SuperCrews do not have to be dressed in the same outfit, or even wear similar clothes; individuality is encouraged. Theatrical costumes are not representative of the urban dance style and are not recommended. All outfits/costumes must be family friendly and appropriate to the ages of the SuperCrew dancer; if a dancer is dressed inappropriately, penalties will be incurred.</p>	<p>10</p>
<p>3. PERFORMANCE - Timing, synchronization, stage presence, confidence</p> <p>This is where we judge the level of your overall performance as a SuperCrew. Judges will base this score upon the stage presence and confidence of the SuperCrew; engage the audience with showmanship and projection.</p> <p>Synchronisation is key to gaining top marks, as is execution of timing. The whole SuperCrew should remain on the correct beat at all times and remain in sync with one another throughout.</p> <p>The audience appeal will be considered in this score; dancers should commit entirely to the performance, remaining in character throughout and engaging the audience with strong energy.</p>	<p>10</p>

<p>4. Stagecraft - Staging, spacing, formations, transitions, patterns Here, the judges will consider the spatial awareness of the SuperCrew, and judge the way in which the overall routine is executed in the space. Dancers should utilise the space well, remaining in accurate, creative formations. The transitions must be smooth, with excellent flow; in a SuperCrew, this is vital to gaining high scores. Positioning and patterns will affect the score of this section, as the most successful SuperCrews will execute effective formations and shapes in the space provided.</p>	10
<p>5. JUDGES OPINION This is where we give our judges a chance to score the performance as a whole. In the SuperCrew category, judges will be considering the entertainment value of the overall performance. It is not as quantifiable as the other criteria but rather it is based on the judges' individual feelings towards the performance. We always have a diverse range of dance specialists represented on our judging panels so as choreographers your job is to try to appeal to the diverse range of judges we have!</p>	10
<p>General Note The full scale of 0 - 10 will be used. We encourage SuperCrews to bring us a story they want to tell, and not just what they think will win. Creativity and originality are key. Judges will grade per section using the following scale: 0-2 = Below Average 3-4 = Average 5 - 6 = Good 7-8 = Very Good 9-10 = Excellent Please note that Judges may use increments of 0.25, 0.5, 0.75 and 1 to scores in accordance with the above scale.</p>	

General SuperCrew Rules:

- Dancers **are** permitted to dance in a SuperCrew as well as their Team category at a UDO Event. The routines must be different.
- All SuperCrews must follow a **theme/narrative** in their routine.
- **18-40** dancers are permitted in a SuperCrew. Additions, substitutions, and deletions of up to **one third** of the SuperCrew may be made, as long as the number of dancers in the SuperCrew does not go below 18 or above 40.
- SuperCrew routines can be up to a maximum of **3 minutes long**.
- There is **no maximum** of song choices; SuperCrews may dance to as many or as few songs as they like in one routine.
- **75%** of the SuperCrew must dance for **at least 2 minutes** of the routine.
- There is **no age or division** categories for the SuperCrew competition; all SuperCrews will dance against each other regardless of age or ability.
- Tricks are **permitted**, at the dance teacher's/choreographer's discretion.

SOLO & DUO RULES

Music:

- Music will be played at random by the DJ.
- There will be set BPM (**Beats Per Minute**) for each category depending on the level in which you are dancing; the BPM's are as follows for Solo and Duo music.

Beginner & Novice - 110-130BPM

Intermediate - 100-130BPM

Advanced - 90-130BPM

Solo/Duo Dancing Procedure:

- Dancers will be called to side of stage (**holding area**) in category and age by the MC.
- Dancers will be separated into **heats**.
- Dancers will dance on the floor **at the same time** as the other dancers in their heat.
- **Recalls** will be announced by **age division & category**, and continue until the final (this is approx. **7 dancers for Solo** and **5 dancers for Duo** finals).
- Do not miss your category; you will **not be permitted** to dance in another category. If you are not ticked off at side of stage before the category begins dancing, you may not be allowed to dance!

What are the Judges looking for?

- Musicality (Dancing in time with the music)
- Showing a variety of movement & Choreography
- Energy, Enthusiasm and Confidence
- Uniqueness & Interpretation

In addition to the above, for **Duos** the Judges will also look at:

- Synchronicity (Mirror Image)
- Connection (Choreography complimenting one another)

Age divisions & Category Levels:

- Ages are based around the academic year.
- There are 7 age divisions within the Solo and Duo sections, they are:
 - Under 6's (5 years and under)
 - Under 8's (7 years and under)
 - Under 10's (9 years and under)
 - Under 12's (11 years and under)
 - Under 14's (13 years and under)
 - Under 16's (15 years and under)
 - Under 18's (17 years and under)
 - Over 18's (18 years and over)
- **Solo & Duo Categories:** ◦ Beginner ◦ Novice ◦ Intermediate ◦ Advanced

Duo Notes: duos will dance in the same age division as that of the eldest dancer.

- The category level can be based on the middle ground between the 2 dancers, i.e. if one dancer competes as a solo dancer in Under 12 Novice, and the other dancer is Under 16 Advanced, then the Duo is permitted to dance in the Under 16 Intermediate.
- If none of the dancers compete in Solo, then the Duo will use the same rules as solos.

Solo & Duo category levels explained:

- Please note the same applies for solos & duos as it does for teams i.e: ages are based around the academic / sporting year.
- Each category is open to: dancers who have not competed previously, but consider themselves to be within that ability category/Dancers who had competed previously, but never won (with 5 or more dances in their category) or placed (with 8 or more dances in their category).
- Once a dancer has won (with 5 or more dances in their category) or placed twice (with 8 or more), they get moved up a level.
- Dancers are not permitted to drop down a category once they have placed and moved up.
- Duo advanced heats will run in the same way as all other divisions, on reaching the final each dancer will perform a solo spot of their routine for a maximum of 12 bars (48 beats).

Junior & Senior Allstar Solos:

- To qualify for this division, you must achieve **5 wins** in the advanced category with 5 or more competitors at a UDO qualifying competition, or you win **top advanced dancer** at the UDO World Street Dance Championships.
- You must have **placed in your advanced category** during the year to compete in Allstar, if you have not placed during the year you will need to remain in the advanced category.
- You are not permitted to dance in advanced and Allstar at the same competition.
- **Junior:** You must be 15 or under. (for that year, not 16 until at least 1st September).
Senior: you must be 16 or over.
- You will dance a solo spot to your own choice of music for no more than 1 minute 30 seconds.
- You will be judged on the same criteria as teams, out of 10 for each section ie street dance technique, execution, creativity, performance skills, stagecraft, judges opinion. For further details, please see Team Judging Criteria, pages 5-6.
- The Allstar category is also only offered at British and World Championships.

Teachers

- If you're a **New Dance Teacher, Assistant Dance Teacher**, and / or a professional dancer to the UDO you will be able to compete in Novice, Intermediate or Advanced for Solo and Duo. Although after a Judges assessment you may be upgraded to a higher division for the year
- If you're an **existing Dance Teacher, Assistant Dance Teacher**, and / or a professional dancer competing with UDO at an Advanced level and have not placed in the past 18 months, you will be eligible to send a written request to the UDO to change your division for this year.

Parent and Child:

UDO offer Parent and Child categories at selected events.

- A parent must be a registered as a member of UDO in order to compete.
- Classification of a Parent and Child Duo or Quad is that of a dancer/child and their Mum, Dad, Aunty, Uncle or Grandparent or Guardian.
- Please note this is not a 'little or large' category, so a younger dancer and older dancer dancing together are **not permitted** unless they are stated as the **relation** listed above.
- If you are unsure, please request further details from the UDO Head Office.

QUADS

- Quads need to qualify at a **2.0 Championship** to compete at Worlds. Quads can also qualify at the **British Championships**.
- Dancers will compete in the age of the **eldest dancer**. There is **no 25% rule** for Quads.
- Heats of approximately 5 quads on the floor at any one time down to Semi-Final / Final, each heat will last for approximately **60-90 seconds**.
- Quad Music will be announced prior to the events, and made available via our website. The music will remain the same for events approximately **4 months** at a time (i.e. Sept-Dec, Jan-April, May-Aug).
- Unless stated otherwise on the Quads section of the relevant event page, the music will start from the **beginning** of each track and repeat for each heat.

Quad Categories:

Under 10 – Under 14 – Under 18 – Over 18

What are the judges looking for?

Quads are judged on the same criteria as solos and duos:

- Musicality (Dancing in time with the music)
- Showing a variety of movement & choreography
- Energy, Enthusiasm and Confidence
- Uniqueness & Interpretation
- Synchronicity (Mirror Image)
- Connection (Choreography complimenting one another)

UDO UK RANKING SYSTEM

Overall Ranking Points

Located on the UDO website, you will be able to view your overall ranking.

The overall rankings are updated approximately monthly and will be dated.

Ranking points are calculated for and between each major event by combining the highest 3 scores through the year.

Affiliated Events: Ranking points are not allocated for Affiliated events

Note: Teams & SuperCrews that are placed in the bottom 10% of their ranking group have the option to move down to the lower category (1 lower division i.e. From intermediate to novice) after the competition year.

Teams & SuperCrews

Teams & SuperCrews will now be allocated ranking points within each category and age division for each competition they attend. The system will work as follows:

Step 1 - Placement points

You will receive points depending on where you are placed in a competition, here is the scale below:

placement	Points awarded
1st	22
2nd	18
3rd	15
4th	12
5th	10
6th	9
7th	8
8th	7
9th	6
10th	5
11th	4
12th	3
13th	2
14th	1
15th	1
16th	1
17th	1
18th	1
19th	1
20th	1

Step 2 - Additional points allocated competitor based.

Teams will receive additional points based on the number of Teams that danced in that category:

placement	Points awarded	Additional competitor Points
1st	22	20
2nd	18	19
3rd	15	18
4th	12	17
5th	10	16
6th	9	15
7th	8	14
8th	7	13
9th	6	12
10th	5	11
11th	4	10
12th	3	9
13th	2	8
14th	1	7
15th	1	6
16th	1	5
17th	1	4
18th	1	3
19th	1	2
20th	1	1

i.e. If there are 20 teams (as shown above) then in 1st place will receive an additional 20 points, 2nd place will receive 19 points. If there are only 10 teams, then an additional ten points will be added to 1st, 9 points to 2nd and so on.

Step 3 – Both placement points and additional points are combined to achieve the event ranking points, as show below:

placement	Points awarded	Additional competitor Points	Event Ranking Points
1st	22	20	42
2nd	18	19	37
3rd	15	18	33
4th	12	17	29
5th	10	16	26
6th	9	15	24
7th	8	14	22
8th	7	13	20
9th	6	12	18
10th	5	11	16
11th	4	10	14
12th	3	9	12
13th	2	8	10
14th	1	7	8
15th	1	6	7
16th	1	5	6
17th	1	4	5
18th	1	3	4
19th	1	2	3
20th	1	1	2

Step 4 – Total Ranking points

The UDO will take the top 3 event ranking points from teams to qualify for their overall ranking.

Team Name	Event 1 Ranking Points	Event 2 Ranking Points	Event 3 Ranking Points	Total Ranking Points
A	42	40	46	128
B	37	37	42	116
C	33	32	40	105
D	29	28	32	89
E	26	20	31	77
F	24	19	30	73
G	22	18	28	68
H	20	20	22	62

Solo, Duo & Quad Ranking

Dancers will now be allocated ranking points within each category and age division for each competition they attend. The system will work as follows:

Step 1 - Placement points

You will receive points depending on where you are placed in a competition, during finals and semi-finals, here is the scale below:

Level Reached	Placement	Points awarded
Final	1st	22
Final	2nd	18
Final	3rd	15
Final	4th	12
Final	5th	10
Final	6th	9
Final	7th	8
Semi-Final Tier 1	8 to 15	6
Semi-Final Tier 1	8 to 15	6
Semi-Final Tier 1	8 to 15	6
Semi-Final Tier 1	8 to 15	6
Semi-Final Tier 1	8 to 15	6
Semi-Final Tier 2	8 to 15	4
Semi-Final Tier 2	8 to 15	4
Semi-Final Tier 2	8 to 15	4
Semi-Final Tier 2	8 to 15	4

Step 2 - Additional points allocated competitor based. Dancers will receive additional points based on the number of Dancers in a semi-final up to a maximum of 25:

Level Reached	Placement	Points awarded	Additional competitor Points
Final	1st	22	25
Final	2nd	18	24
Final	3rd	15	23
Final	4th	12	22
Final	5th	10	21
Final	6th	9	20
Final	7th	8	19
Semi-Final Tier 1	8 to 15	6	17
Semi-Final Tier 1	8 to 15	6	17
Semi-Final Tier 1	8 to 15	6	17
Semi-Final Tier 1	8 to 15	6	17
Semi-Final Tier 1	8 to 15	6	17
Semi-Final Tier 1	8 to 15	6	17
Semi-Final Tier 2	8 to 15	4	16
Semi-Final Tier 2	8 to 15	4	16
Semi-Final Tier 2	8 to 15	4	16
Semi-Final Tier 2	8 to 15	4	16
Semi-Final Tier 2	8 to 15	4	16

i.e. If there are 25 or more Dancers (as shown above) then 1st place will receive an additional 25 points, 2nd place will receive 24 points. If there are only 10 Dancers competing then 1st place will receive an additional 10 points, 2nd place will receive an additional 9 points and so on.

Step 3 – Both placement points and additional points are then combined together to achieve the event ranking points, as show below:

Level Reached	Placement	Points awarded	Additional competitor Points	Event Ranking Points
Final	1st	22	25	47
Final	2nd	18	24	42
Final	3rd	15	23	38
Final	4th	12	22	34
Final	5th	10	21	31
Final	6th	9	20	29
Final	7th	8	19	27
Semi-Final Tier 1	8 to 15	6	17	23
Semi-Final Tier 1	8 to 15	6	17	23
Semi-Final Tier 1	8 to 15	6	17	23
Semi-Final Tier 1	8 to 15	6	17	23
Semi-Final Tier 2	8 to 15	4	16	19
Semi-Final Tier 2	8 to 15	4	16	19
Semi-Final Tier 2	8 to 15	4	16	19
Semi-Final Tier 2	8 to 15	4	16	19

Step 4 – Total Ranking points

The UDO will take the top 3 event ranking points from the dancers to qualify for their overall ranking.

Dancer Name	Event 1 Ranking Points	Event 2 Ranking Points	Event 3 Ranking Points	Total Ranking Points
A	42	40	46	128
B	37	37	42	116
C	33	32	40	105
D	29	28	32	89
E	26	20	31	77
F	24	19	30	73
G	22	18	28	68
H	20	20	22	62

UDO Street Dance 1v1 Battles

What are 1v1 Battles?

- Battles are 1vs1 battles that run in the styles and age divisions.
- All dancers will come on to the floor for their chosen category and correct age division, the heats will be run like the Solo's, until the final eight dancers are chosen to compete in the quarter final, then each dancer will dance a 30 second showcase.
- The eight quarter finalists will go through to the semi-finals where the judges will select the final 4 to battle.
- The four semi-finalists will have one round of 30 seconds each and judges will decide the winners to go through to the final 1v1 Battle.
- The two finalists will have two rounds of 30 seconds each and the judges will decide the Overall winner of the Battle.
-

These battles are 1vs1 and are offered in the following styles and age divisions:

- Under 16 (15 years and under)
- Over 16 (16 years and over)

Styles currently included in the 1v1 battles are:

Hip Hop - House – Breaking – Popping – Locking

Please note that not all battle events will offer a minimum of 3 and maximum of 3 styles at any one regional event. These will be announced via the event page.

Prize Money:

- Minimum £50 with a minimum of 10 entries per age and style.
- Maximum £150 per style at any regional.
- Major Events (Six Nations, Europeans, British) – minimum £50 of 10 entries.
- Worlds – cash prize of £1000 per style.

Qualifications to UDO Worlds:

In order for a dancer to qualify to compete in any of the above styles at UDO Worlds you will need to qualify at one of the UDO official Battle qualifiers:

- If you win at UDO Worlds you will automatically qualify to compete in the style you won in the following year.
- If you place in the top 2 at the UK Regional Battles.
- If you place in the top 4 at the UDO British Championships or your Country Championships (such as the Netherlands, German, Italian etc).

If you wish to just enter battles at a UDO event, your ticket will be £5 entry + £5 per style. If you are already competing at a UDO event and wish to also enter battles, you just pay the additional £5 per style.

UDO Street Dance Crew Battles

General

UDO Street Dance Crew Battles are only available at specific events (this information is located on the event pages on the UDO website).

Ensure that your Crew is at the event and ready to battle before the designated time listed on the running order.

Minimum number of dancers = 5.

No maximum number of dancers (be aware of the size of the dance floor).

Is there a set style, age or division?

A crew is able to be made up of members from any age or division.

There is no set style required for this type of battle.

Eligibility requirements

The dancers in the registered Crew are required to be UDO members.

Crew Battle registration is required to be completed by each Crew to be eligible to compete. There is no qualification required to compete in the Crew Battles.

How the Street Dance Crew Battles are conducted:

- All Street Dance Crews will be given a Showcase of 1 minute.
The MC will advise when the allocated time is completed.
- The Judges will choose the four crews selected for the semi-finals to battle, this will be announced by the MC
- The four semi-final Crews will be randomly chosen to battle against each other
2 rounds of 45 seconds each will be allocated for the semi-final Crew Battles
The MC will announce when the allocated time is completed for each round

- The Judges will indicate the winners of each semi-final and this will be announced by the MC.
- The final two Crews will then battle in the UDO Street Dance Battle Final and be given 3 rounds of 45 seconds each. Judges indicate winners.

Any Questions?

Regarding Dancers

- Any queries or questions regarding Dancers should only be asked by the Choreographer / Dance teacher. (Any Parents and or dancers please direct your questions to your Choreographer / Teacher and they will liaise with UDO on your behalf).

At an event:

- Can be directed to the Contest Co-ordinator (situated side of stage next to the DJ and MC) or The UDO registration / reception (near the main entrance).
- If you are unable to find these, then please see a UDO member of staff (clearly marked Event Staff T-shirts) situated at the doors and stewarding in the halls and they will direct you.
- Under NO circumstances are you to directly approach the Scrutineer or Judges.

Pre & post event:

- Can be directed via Email using the relevant contact form on the website. For general queries, please email hello@theudogroup.com
- Via Facebook private message to our page: @udostreetdance
- By telephone into the office – please call 02920 799 199.

- All of the above may only be dealt with during the office hours of 9.00am to 5.00pm Monday to Friday.