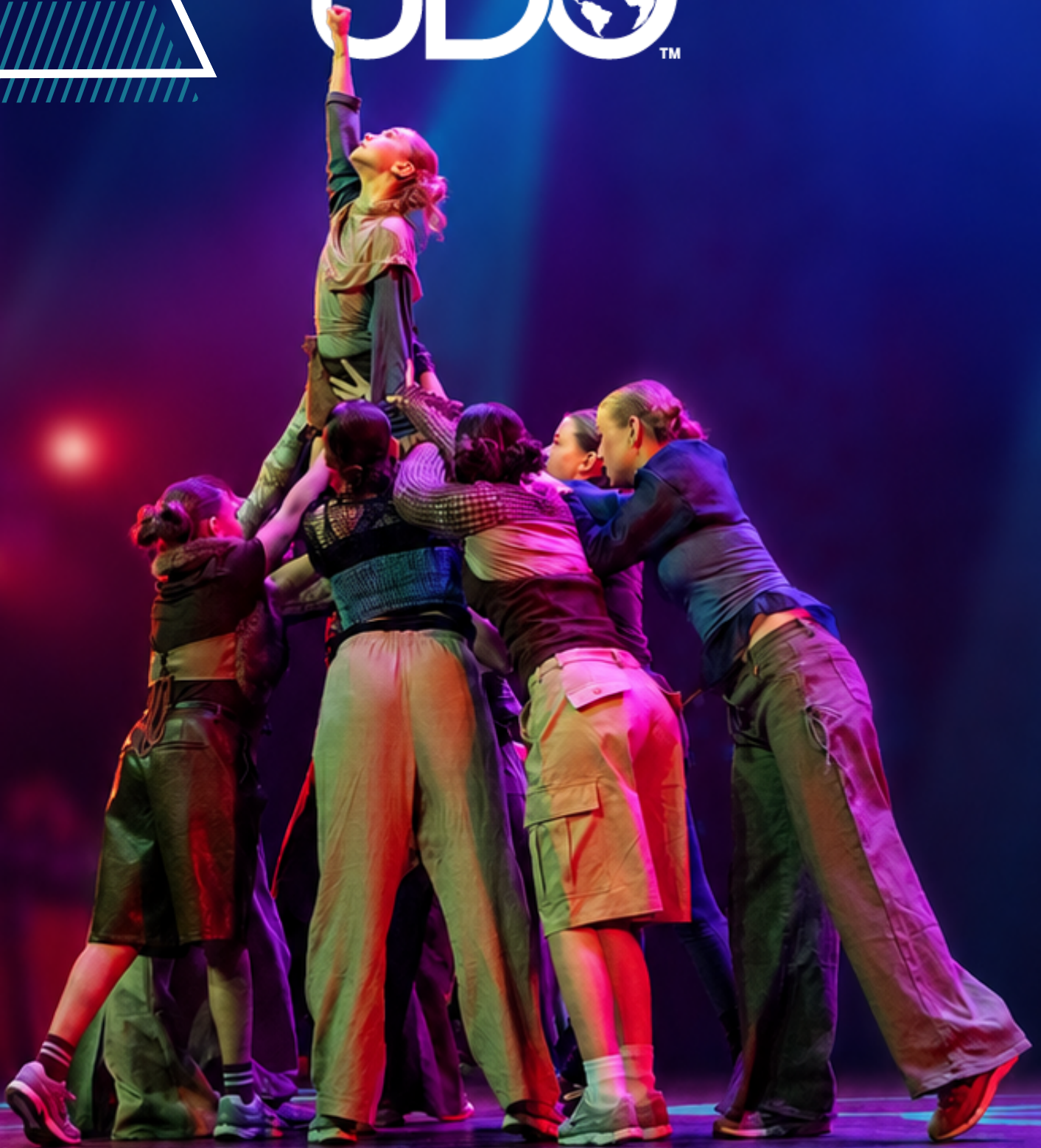


RULES

2026 - 2027

UDO

TM



Content

1

NEW THIS YEAR _____ **3**

2

COMPETITION FORMAT **4**

Schedule _____ **4**

Levels _____ **5**

Age rule _____ **5**

3

COMPETITION PROGRESS **7**

Solo _____ **7**

Duo _____ **8**

Regular Duo - Parent-Child _____ **8**

Trio/Quad - Regular Team - Special Heroes _____ **9**

Supercrew _____ **10**

Parents team - 25+ Team _____ **11**

4

REGISTRATION **12**

Registration & Entry _____ **12**

Submit music _____ **12**

5

COMPETITION REGISTRATION _____ **13**

6

FLOOR/STAGE _____ **13**

7

FIRST AID _____ **14**

8

CLOTHING AND PROPS _____ **15**

9**ETHICS AND SAFETY _____ 15****10****JUDGING _____ 16**Jury en Scoring _____ **16**Solo/Duo/Trio/Quad _____ **16**Teams _____ **17**Supercrew _____ **19****11****PENALTY'S _____ 21**Language - Costumes - Movements - Time - Music _____ **21**Props _____ **22**Participation in More Than One Division _____ **22****12****AWARDS _____ 23****13****RANKING _____ 24****14****PROMOTION _____ 25****15****KWALIFICATION _____ 25**Dutch Championships _____ **25**Belgian Championships _____ **26**European Championships _____ **26**World Championships _____ **26**Wildcard _____ **27****16****DEVIATING RULES _____ 27**



NEW THIS YEAR

- ✓ Regular duo instead of duo/trio showcase (for Belgian competitions) See page 8
- ✓ New parent-child category at Benelux competitions + qualification requirements See page 8
- ✓ Supercrew age See page 10
- ✓ New 25+ team category See page 11
- ✓ Double weighting of street dance technique for regular teams See page 16

SCHEMA

Category	SOLO	DUO	TEAM	BATTLE	TRIO/ QUAD	PARENT STEAM	SPECIAL HEROES	SUPER CREW	REGULAR DUO/TRIO *	PARENT CHILD DUO/TRIO
U8 (t/m 7)	OPEN									
U10 (t/m 9)	BEGINNER NOVICE INT/ADV	BEGINNER NOVICE	OPEN		OPEN					
U12 (t/m 11)	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	OPEN					OPEN	
U14 (t/m 13)	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED		OPEN					
U16 (t/m 15)	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	OPEN				OPEN	OPEN	
U18 (t/m 17)	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED		OPEN					
O16 (16 and +)				OPEN				OPEN	OPEN	
O18 (18 and +)	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED		OPEN	OPEN	OPEN			OPEN
O25 (25 and +)			OPEN							

*WE OFFER THIS CATEGORY AT SOME BELGIAN COMPETITIONS (SEE WEBSITE FOR MORE INFORMATION).

UDO RESERVES THE RIGHT TO MERGE CATEGORIES IF THERE ARE INSUFFICIENT REGISTRATIONS.

LEVELS

There is a level classification from beginner to advanced:

- BEGINNER
- NOVICE
- INTERMEDIATE
- ADVANCED
- OPEN: We use this category when we need to merge different levels.

AGE RULE

The age that is used for Solo, Duo, Trio/Quad and Team is 31 augustus 2027.

Voorbeeld:

If you turn 14 on August 31, 2027, then 14 is the age to calculate during all competitions in the 2026/2027 season (so you dance in the U16 solo category).

However, if you turn 14 on September 1 2027, you may dance U14 solo.

UDO reserves the right to check the registration of participants by age and category such as ID check.

REGULAR TEAM/SUPERCREW

All team compositions in terms of age are possible. The age category in which the team will dance is determined according to the following rules.

1. Age determination according to the age rule (see previous page)
2. The oldest dancers determine the age category. This with the 25% rule.

Below you will find 2 examples to clarify this rule:

Example 1

Imagine you have a team of 10 dancers: 12y, 13y, 15y, 17y, 18y, 19y, 20y, 13y, 14y, 11y. To determine in which category they should dance, look at the oldest dancers (18y, 19y, 20y) -> more than 25% of the dancers are older than 18y so this team dances in O18.

Example 2

Suppose you have a team of 10 dancers: 14y,15y,16y,18y,19y,14y,15y,16y,17y,15y.
To determine which category they should dance in, you look at the oldest dancers (18y,19y) -> less than 25% of the dancers are older than 18y so this team should be in U18 so this team dances in U18

At the beginning of the year, each team must send a list of members, with the birth dates of each dancer. You must be at least 5 dancers to form a team.

For regular teams, every dancer can only dance in 1 regular team.

DUO / REGULAR DUO (BE) / TRIO&QUAD

The oldest dancer determines the age category.

In duo, a dance teacher may not register in beginner level.

You may only dance in 1 regular duo/ 1 showcase Duo/Trio and 1 Trio/quad.

SOLO / BATTLE

See age rule.

For solo and duo, a dance teacher may not register at Beginners level.



RELIMINARY ROUND

- If there are more than 12 registrations, one or more preliminary rounds will be scheduled. During the preliminary round(s), dancers will compete in heats of 1 minute, with multiple dancers on the floor at the same time, dancing to music played by the DJ.
- Dancers in Solo/Duo/TrioQuads 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 e.g. flips

FINAL

- Beginner/Novice/Intermediate: These soloists will compete in the final with a maximum of 8 dancers on the floor at the same time, dancing to music played by the DJ.
- In the event of a large number of participants, it may be decided to allow more soloists to compete in the final.
- Advanced: The top 8 dancers will perform their solo to music played by the DJ (30 seconds), after which all finalists will return to the floor and dance together at the same time.

BATTLE

- This is offered to Intermediate and Advanced solo dancers in the U12*, U16 and O16 categories.
- During the preliminary round, dancers will compete in 1-minute heats, with multiple dancers on the floor at the same time, dancing to music played by the DJ.
- The top 4 dancers from the preliminary round will compete in a battle to determine the winner.

** In addition, we also organize the B2S Battle. This battle is designed to introduce all dancers to the concept of battling. Dancers of all levels are welcome to participate. You can find the regulations at www.b2sbattle.nl.

*** You can register for this battle if you compete in U10 Intermediate/Advanced or U12 Novice, Intermediate or Advanced Solo.

DUO

RELIMINARY ROUND

- If there are more than 12 registrations, one or more preliminary rounds will be scheduled. During the preliminary round(s), duos will compete in 1-minute heats, with multiple duos on the floor at the same time, dancing to music played by the DJ.
- Acrobatic movements are not allowed during the preliminary rounds. Tricks where the foot comes above knee height may be considered dangerous by the judges and may result in a penalty. Acrobatic movements are allowed in the final.

FINAL

- Beginner/Novice/Intermediate: These duos will compete in the final with 8 and a maximum of 4 duos on the floor at the same time, dancing to music played by the DJ.
- In the event of a large number of participants, it may be decided to allow more duos to compete in the final.
- Advanced: The top 8 duos will perform their duo to music played by the DJ (30 seconds), after which all finalists will return to the floor and dance together at the same time.

SOLO AND DUO

The following BPM will be used:

- Beginner en Novice 110 - 130 BPM
- Intermediate 100 - 130 BPM
- Advanced 90 - 130 BPM

REGULAR DUO (FOR BELGIAN COMPETITIONS ONLY)

- NEW! A Regular Duo competes on the dance floor together with several other duos.
- You perform your own choreography to music that is provided in advance. This music can be found on our website.
- This category is not offered in the Netherlands or at the European and World Championships.

PARENT-CHILD DUO/TRIO

- NEW! In addition to the European and World Championships, this category will now also be offered at selected Benelux competitions!
- To be eligible to participate in this category at the Championships, you must compete in at least one qualifying competition.
- A Parent-Child Duo/Trio consists of 1 or 2 dancers together with their mother, father, aunt, uncle, grandfather, grandmother, or legal guardian.
- You perform your own choreography together with several other duos/trios on the dance floor, to music played by the DJ (110-130 BPM).
- With up to 12 duos/trios, there will be a direct final. From 13 duos/trios onwards, one preliminary round will be added.
- A maximum of 8 duos/trios will compete in the final at the same time.
- 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.

TRIO/QUAD

- The oldest dancer determines the age category.
- A Trio/Quad (3 or 4 dancers) will compete on stage with 3 trios/quads at the same time, unless otherwise stated.
- You perform your own choreography to music provided in advance. This music can be found on our website.
- The music will play for 60-90 seconds.
- If there are fewer than 3 participants, the U10 and U14 Trio/Quad categories may be combined. However, both categories will retain their own music by competing in different heats.
- **Please note! A Trio/Quad may replace only 1 dancer during the season. If more changes are made, the new line-up will be considered a new Trio/Quad.**

REGULAR TEAM

- A team has the entire dance floor at its disposal and performs its rehearsed choreography to its own music mix.
- The duration of the performance is determined based on the music and performance.
- Beginner and Novice: maximum 2 minutes.
- Intermediate and Advanced: maximum 2 minutes and 30 seconds.
- Team U10 Open: maximum 2 minutes.
- Team 25+ Open: maximum 2 minutes and 30 seconds.
- If categories are combined due to an insufficient number of teams, teams may keep the time limit of their original level.
- During the same season, the team composition may be changed by a maximum of 50%.
- At the beginning of the season, you register your team in a specific age category. If you make changes to the team composition during the season, please contact the competition management.

SPECIAL HEROES

- A category for teams consisting of dancers with disabilities.
- A team has the entire dance floor at its disposal and performs its rehearsed choreography to its own music mix.
- The duration of the performance is determined based on the music and performance.
- The maximum time limit is 2 minutes and 30 seconds.



SUPERCREW

- NEW! From this season onwards, the Supercrew category will be split into U16 and O16, provided there are enough registrations.
- If there are 2 or fewer registrations, both age categories will be combined.
- Both U16 and O16 will compete on Sunday.
- This category is offered at every competition, with the exception of Slagharen and Barcelona.
- The duration of the performance is determined based on the music and performance.
- The Supercrew music mix may be a maximum of 3 minutes.
- 18-40 dancers are allowed in a Supercrew. Additions, replacements, and removals of up to one third of the Supercrew are permitted, as long as the number of dancers remains between 18 and 40. If you are unsure, please check the stage dimensions of the event you wish to participate in beforehand.
- All Supercrews must have a theme/narrative incorporated into their routine.



PARENT TEAM

- The age category is 25+ and/or parents of the dancers.
- A Parent Team has the entire dance floor at its disposal and performs its rehearsed choreography to its own music mix.
- The duration of the performance is determined based on the music and performance.
- The maximum time limit is 2 minutes.
- In this category, judging is based on entertainment value rather than street dance technique.
- Participation in this category is NOT permitted in combination with participation in the 25+ Team category.

25+ TEAM

- NEW! From this season onwards, the 25+ Team is a new regular team category.
- The age category for the dancers is 25 years and older.
- 25% of the dancers may be between 18 and 24 years old.
- A 25+ Team has the entire dance floor at its disposal and performs its rehearsed choreography to its own music mix.
- The duration of the performance is determined based on the music and performance.
- The maximum time limit is 2 minutes and 30 seconds.
- Participation in this category is NOT permitted in combination with participation in the Parent Team category.

The deadline for registration is always mentioned on the site, but as a rule of thumb, it may be held to be Wednesday, about 11 days before the competition. Provided the competition is full, then it will close earlier

You can register by completing the registration form, which can be found under each event on our website, and emailing the fully completed form to info@udochampionships.com once registration has opened.

Registrations are processed in the order in which they are received. Please note that a competition may reach full capacity before the registration deadline has passed.

MUSIC SUBMISSION

The music for Regular Team, Parent Team, Special Heroes and Super Crew must be submitted to us no later than 11 days before the competition, on Wednesday, in **MP3 format**. The exact music deadlines can be found on our website and social media channels.

You can upload your music in the system as follows:

<https://www.udostreetdance.com>

- Log in and go to 'Dance Schools'.
- Then go to 'Registration'.
- Click 'View' next to your team registration.
- At the very bottom, you can upload your music.
- The dancer(s)/team is responsible for ensuring that the music is of good quality.
- The music must be mixed to a set level. The DJ will not make any adjustments to the music during the event. If you need further information or assistance with this, please contact us.
- The music must be submitted in MP3 format.

If we have not received your music by the music deadline, penalty points will be awarded to your team.

Always bring your music in MP3 format on a USB stick to the competition as a backup.



5

COMPETITION REGISTRATION

Everyone must check in at the registration desk 1.5 hours before their category starts. Dancers/teams are expected backstage 15 minutes before their performance.

Please note! The schedule may change up until the day of the competition. Always check the latest version on our website. Please also keep in mind that a competition may run ahead of or behind schedule.

6

FLOOR/STAGE

The floor area at competitions ranges from 70 to 100 m², unless stated otherwise.

7

FIRST AID

The doctor has a duty to provide the athlete with a clear and precise objective opinion regarding the athlete's fitness to participate in sports, so that there can be no doubt about the doctor's assessment. In doing so, the doctor respects the athlete's own responsibility for their health and participation. An exception to this principle applies in situations where there is a health risk to third parties or in an acute emergency (see the rule below).

If the doctor is not physically present, a telephone consultation must take place if there are doubts about an athlete's fitness to participate. This consultation must take place between the doctor, the participant, the coach, and the competition management in order to determine whether the athlete is fit to participate in the competition.

Under certain circumstances, the doctor responsible for the medical supervision and guidance of athletes has a duty to decide whether an athlete may or may not participate in, or continue participating in, a competition. This applies when the athlete is temporarily unable to adequately assess their own health condition and the surrounding circumstances, and/or when the athlete's health condition poses a risk to others.

Explanation:

In the event of health problems, it is customary for the doctor to advise the athlete and their trainer/coach on whether it is appropriate to continue or resume participation in the competition. In principle, it is the athlete's responsibility to decide whether or not to follow this advice. However, exceptional situations may arise in which the athlete's health condition no longer allows them to properly assess the advice, or in which their health condition poses a risk to others in the sporting environment. In such cases, the doctor must have the authority to require the athlete to stop participating in the sport.

Other:

Making assessments about an athlete's health condition and/or commenting on treatment provided by others may unnecessarily harm those involved and may also undermine public confidence in healthcare, including sports healthcare.



8

CLOTHING AND PROPS

A team is free to choose its own costumes.

The use of props in the choreography is permitted, but these must be cleared away by the team themselves after the performance. **If this significantly disrupts the flow of the competition, a penalty point may be given**

The use of liquids, gel, confetti, powder, or fire is not permitted.

The use of any of these materials may result in penalty points or disqualification.

9

ETHICS AND SAFETY

All attendees are expected to treat each other with respect. Aggressive, intimidating, unwanted, unsportsmanlike, or other negative physical contact or behaviour is not permitted.

Violation of this rule may result in the disqualification of the participant(s) concerned and/or removal from the competition venue.

Every UDO judge has completed a certified training course with us. This ensures that all judges are thoroughly familiar with the 'Hiphop Rules' within UDO and allows us to guarantee that all judging criteria are interpreted consistently by our judges.

At our regional/qualifying competitions, we have 3 judges + 1 Head Judge. At the Belgian/Dutch Championships, we have 5 judges + 1 Head Judge. Our Head Judge is an additional judge who oversees the competition and ensures that everything runs smoothly.

Scoring is carried out using the Skater System. You can find more information about this scoring system via the link below:

[UDO Competition Rules](#)

SOLO/ DUO/ REGULAR DUO&TRIO / TRIO&QUAD

The judges will evaluate:

- Musicality (sense of rhythm, timing, and connection to the music)
- Variety in movements and choreography
- Energy, enthusiasm, and confidence
- Originality and interpretation
-

For Duo / Regular Duo & Trio / Trio & Quad, the following will also be taken into consideration:

- Synchronisation (performing movements simultaneously)
- Cooperation/connection (the choreography complements each dancer and creates one cohesive performance)



REGULAR TEAM, 25+ TEAM, PARENT TEAM, SPECIAL HEROES

SCORING	MAX. POINTS
1. STREET DANCE TECHNIQUE - Execution, performance and portrayal of street dance styles We recognise 11 foundation styles of Street Dance: Hip Hop, House, Locking, Popping, Breaking, Vogue, Waacking, Krump, Dancehall, Litefeet & Afro. You will be marked based on the quality of your performance, portrayal and execution of the style techniques. The age category and division will also be taken into consideration. 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. *NEW TO THE 2026/27 SEASON* - Street Dance Technique now counts x2. We have doubled the weight for Street Dance Technique. We wanted to put a stronger emphasis on authentic Street Dance content and technique at our competitions. Please note: Parent Team judging is based on entertainment value rather than street dance technique.	10
2. EXECUTION - Choreographic identity, Crew synchronicity, Dynamics and movement quality, Use of levels 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.	10
3. CREATIVITY - Originality, Concepts/themes, Musicality, Music choices 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.	10

SCORING	MAX. POINTS
4. PERFORMANCE SKILLS - Confidence, Focus, Energy, Projection 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.	10
5. STAGECRAFT - Formations, Transitions, Positioning, Use of the stage 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.	10
6. JUDGES OPINION 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 way of critiquing it based on our 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!	10
GENERAL NOTE ·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 ·The full scale of 0 - 10 will be used ·We encourage teams to do what they want to do and not just what they think will win. ·Self-expression, 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 0.5, and 1 to scores in accordance with the above scale.

SUPERCREW

SCORING	MAX. POINTS
1. NARRATIVE / THEME / CONCEPT - Originality and creative behind theme. 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. Attire must be appropriate to the theme of the routine, but outfits must not distract 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.	10
2. EXECUTION OF STREET DANCE TECHNIQUE AND CHOREOGRAPHY - Execution, difficulty and authenticity of choreography. Your choreography can take inspiration from the 11 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. 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. Your score will reflect the difficulty and complexity of the choreography, and how well this choreography is executed by the SuperCrew. You must perform choreography in an authentic street style: the posture, attitude and energy should reflect strong hip hop influences.	10
3. OVERALL CREATIVITY - Originality, theme/narrative, concept, music While focusing upon the strength of the choreography, creativity and originality is paramount to success at competition. 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. Musicality will be scored, so bringing the music to life in interesting ways through utilisation 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.	10

SCORING	MAX. POINTS
4. PERFORMANCE - Timing, synchronization, stage presence, confidence 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. 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. 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.	10
5. STAGECRAFT 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.	10
6. JUDGES OPINION - Personal views and opinions of the judge 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!	10
GENERAL NOTE - The full scale of 0 - 10 will be used. - We encourage SuperCrews to bring us a story they want to tell. - 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 0.5 and 1 to scores in accordance with the above scale.

LANGUAGE

Maximum Penalty:

- -1 placement
- -2 placements (in cases of extremely inappropriate language)

Vulgar or inappropriate language may result in penalty points, regardless of the language used. Examples include: fuck, bitch, coño, nigger, shit, ass, etc.

Please always check the lyrics carefully when creating your music mix. If you are unsure about a particular word, please contact us.

COSTUMES

Inappropriate clothing for the age category.

Maximum penalty: -1 placement.

MOVEMENT

Inappropriate movements (examples: twerking, touching your own or another person's private parts).

Maximum penalty: -1 placement.

TIME

Performance exceeds the time limit. The greater the time overrun, the more penalty points will be awarded.

Maximum penalties:

- -1 placement: 0-10 seconds over the time limit
- -2 placements: 10-30 seconds over the time limit
- -3 placements: more than 30 seconds over the time limit

MUSIC SUBMISSION

If the music has not been uploaded/submitted 11 days before the competition, this will result in a penalty point.

Maximum penalty: -1 placement.

USE OF PROPS

Maximum penalty: -1 placement

The use of the following is not permitted:

- Gels
- Liquids
- Confetti
- Powder
- Fire

If the use of these materials significantly disrupts the competition, a higher penalty may be imposed and, in some cases, this may even result in disqualification.

PARTICIPATION IN MORE THAN ONE DIVISION

This is not permitted and may result in disqualification.

Allowed:

As a dancer, you may participate in:

- 1 Regular Team
- 1 Duo
- 1 Regular Duo/Trio
- 1 Trio/Quad
- 1 Parent Team or 25+ Team
- 1 Supercrew
-

Permitted combinations:

Teams:

- Regular Team (U8 through O18) and:
 - Supercrew
 - Parent Team
 - Trio/Quad
- Supercrew, Parent Team, and Trio/Quad
-

Please note! During the same competition, you may NOT participate in both a Regular 25+ Team and a Parent Team.

Duos:

- Duo & Regular Duo/Trio



12

AWARDS

The competition concludes with an award ceremony, during which all winning dancers, teams, and choreographers are honoured.

At least the 1st, 2nd, and 3rd place winners in all categories will receive an award. For teams, an award will be presented both to the team as a whole and to each individual team member. All results will be displayed on a board at the registration desk at the end of the competition and will be published on the website after the competition.

After the qualifying competitions, the team captain can collect the judges' feedback at the registration desk.

The ranking is calculated based on the results from the regional competitions in the Benelux. The ranking is calculated as follows:

STEP 1:

Het aantal deelnemers geeft het aantal punten van de score, met een maximum van 25 punten bij 25 of meer dansers.

Dus 25 deelnemers geeft een 1e plaats: 25 punten

Laatste plaats: 1 punt

STEP 2:

Additional Team Points:

1st place:	+22 points
2nd place:	+18 points
3rd place:	+15 points
4th place:	+12 points
5th place:	+10 points
6th place:	+9 points
7th place:	+8 points
8th place:	+7 points
9th place:	+6 points
10th place:	+5 points
11th place:	+4 points
12th place:	+3 points
13th place:	+2 points
14th place or lower:	+1 point

Extra points Solo, Duo, Quad:

1st place:	+22 points
2nd place:	+18 points
3rd place:	+15 points
4th place:	+12 points
5th place:	+10 points
6th place:	+9 points
7th place:	+8 points
8th place:	+7 points
9th place:	+6 points
10th place:	+5 points
11th place:	+4 points
12th place:	+3 points

In the event of preliminary rounds, if you do not qualify for the final, you will receive 4 points in Step 2.

STEP 3:

The 3 best qualifying competition results will be taken into account for the ranking.

The ranking will be updated as soon as possible after each qualifying competition and can be found on the website under Results.

- Winning a Belgian Championship, Dutch Championship, European Championship, or World Championship with a minimum of 5 participants will result in automatic promotion to the next level.
- At the end of each season, the competition management will review which teams, soloists, and duos will be promoted. This is done to maintain a fair and balanced competition circuit.
- Once you compete at a level higher than Beginner, you cannot return to Beginner, even if you move up to a different age category.
- If 50% or more of the team composition changes compared to the previous season, the team's level may be reviewed in consultation with the competition management.
- When participating in a UDO competition for the first time, the competition management will first determine which level the dancer/team will compete in, based on the level assessment video, which must be submitted no later than one month before participation. If, after the first competition, it becomes clear that the level classification needs to be revised, the competition management will determine which level the team will compete in going forward.
- It is not permitted to change levels independently without consulting the competition management.

DUTCH CHAMPIONSHIP

Every Dutch Team, Parent Team, Special Heroes, and Supercrew in each category can qualify for the UDO Dutch Championships by participating in at least one regional UDO Championships competition. If there are too many registrations, it may be decided to allow only the top X% of the ranking to participate, provided they register before a specified deadline.

A maximum of the top 24 soloists, duos, and trios/quads from the ranking will qualify for the Dutch Championships. The ranking is based on the 3 best scores of the season, which are added together, regardless of how many competitions a dancer participates in. In the event of a tie in points within a category, the number of qualified participants may be lower, but will never exceed 24.

If there are too many registrations for the battles, it may be decided that only the finalists from the qualifying competitions will be allowed to participate.

Regular Duo/Trio is not offered at UDO competitions in the Netherlands.

BELGIAN CHAMPIONSHIP

Every Solo, Duo, Trio/Quad, Team, Parent Team, Special Heroes, Supercrew, and Regular Duo in each category qualifies for the UDO Belgian Championships by participating in at least one regional UDO Championships competition.

Belgian dancers have priority for participation in this competition.

EUROPEAN CHAMPIONSHIP

- The 10 highest-ranked soloists, duos, trios/quads, teams, parent teams, and supercrews from each level in the season ranking, provided they have participated in a minimum of 3 regional competitions.
- Regular Duo/Trio (BE) is not offered at the European Championships.
- For Dutch dancers: The top 5 soloists, duos, trios/quads, teams, parent teams, and supercrews from the UDO Dutch Championships and UDO Belgian Championships.
- For Belgian dancers: The top 5 soloists, duos, trios/quads, teams, parent teams, and supercrews from the UDO Belgian Championships.
- For Belgian dancers: The top 2 soloists, duos, trios/quads, teams, parent teams, and supercrews from a qualifying competition, provided they also participate in the Belgian Championships.
- Battle: Qualification through the B2S Battle and by reaching the final of the Solo Battle at regular competitions.
- Wildcard

WORLD CHAMPIONSHIP

- The 5 highest-ranked soloists, duos, trios/quads, teams, parent teams, and supercrews from each level in the season ranking, provided they have participated in a minimum of 3 qualifying competitions.
- For Dutch dancers: The top 3 soloists, duos, trios/quads, teams, and parent teams from the UDO Dutch Championships and UDO Belgian Championships.
- Regular Duo/Trio is not offered at the World Championships.
- For Belgian dancers: The top 3 soloists, duos, trios/quads, teams, and parent teams from the UDO Belgian Championships.
- The best team in each category from the UDO Masters of Dance Slagharen.
- The top 7 soloists, teams, parent teams, and supercrews from the UDO European Championships.
- The top 5 duos and trios/quads from the UDO European Championships.
- For Belgian dancers: The best team/duo and soloist from a qualifying competition, provided they also participate in the Belgian Championships.
- Battle: Qualification through the B2S Battle and by reaching the final of the Solo Battle at regular competitions.
- Wildcard



WILDCARD(S)

The organisation reserves the right to award wildcards in each category to soloists, duos, trios/quads, teams, 25+ teams, parent teams, and supercrews that, in the organisation's opinion, deserve to participate in the UDO European and/or World Championships, despite not having achieved direct qualification.

16

DIFFERENT RULES FOR THE EUROPEAN & WORLD CHAMPIONSHIPS

There may be minor differences between the UDO Benelux rules and the UDO Street Dance rules. Before participating in the European and World Championships, please read the international rules of UDO Street Dance. (www.udostreetdance.com).