



CHEER ROCK! COMPETITION JUDGING CRITERIA STREET ROCK CATEGORY

JUDGING PANELS

The Judging Panel consists of 3 to 4 judges with a Head Judge.

COMPETITION VIOLATIONS AND PENALTIES

Boundary Violations

All performances must originate and be completed within the competition boundary. No lineups, skills or transitions are allowed outside of the competition boundary. Anytime a participant unintentionally steps outside of the competition boundary, they must return immediately. No scoring will take place outside of the competition boundary. Props may be partly touching out of bounds without penalty. A team member may pick up or set down a prop that is partially outside of the performance area. However, a team member may not pick up or set down a prop that is completely outside of the performance area. Safely tossing props off the performance floor is acceptable. Each violation of the above restrictions will result in a 0.05 deduction per occurrence

Time Limit Violations

Time limit violations (for both the music portion and/or total routine time) are as follows:

1-5 seconds overtime	one tenth (0.1) deduction
6-10 seconds overtime	three tenths (0.3) deduction
11 or more seconds overtime	five tenths (0.5) deduction

Safety Violations/General Competition Guidelines

A 0.5 deduction will be given for each safety/general competition guideline violation (Example: a 0.5 penalty will be assessed for jewellery). Safety Violations are in effect until the team leaves the performance floor. Please read and study the appropriate Rules and Regulation section for Street Rock category to ensure your team does not have any safety violations. The Organisers of Cheer Rock! Competition reserves the right to make decisions on any violations not covered in this book and interpretation of rules covered.

Division Violations

Participants may not compete in more than one team/division within each category.

(Example: participants may not participate in another team within the cheerleading category/Street Rock category)

Category Violations

Members in Street Rock category may participate in Cheerleading Category. There should be NO REPETITION of themes, choreography, styles and cheers. (Example: members who participate in cheerleading cannot duplicate their dance steps/cheers if they participate in the Street Rock category as well). The Organisers of Cheer Rock! Competitions reserve the right to disqualify teams that displayed non-compliance to this segment of violation.

Inappropriate Choreography/Music

Teams with vulgar and offensive movements, words or music will be disqualified. Routines must be appropriate for public viewing and listening.



Uniform Distractions

The Legality Judge or Head Judge reserves the right to stop a routine due to a uniform distraction (Example: garment not being securely fastened/attached, straps break, pants split, etc). Each performer is required to take the necessary steps to avoid inappropriate exposure (leave performance floor or adjust uniform which will result in a deduction of a Major Mistake and/or Safety Guideline infraction assessable from a 0.1 to a 0.5 deduction depending on the amount of distraction. If a judge stops the routine, the penalty will be 0.5. Any deductions for mistakes, time violations, safety guideline violations or inappropriate choreography/music will be subtracted from the FINAL averaged score. Thus, executing a "clean" routine is very important. Deductions/penalties are assessed at the sole discretion of the judges based on the criteria set forth in the book. All judges' decisions are final.

NOTE: A street rocker's uniform represents his/her image, thus will include: his/her shoes, socks, head accessories, etc. Points will be deducted for team without uniform image.

JUDGING SCALE

Points will be totaled based on the following scale and taking into accounts points deducted for penalties committed.

	Street Rock Elements	Description	Percentage
1	Dance choreography	Transitions, formations, synergy of music and dance choreography	25
2	Cheers	Originality, contents ('Chingay' should be a recurring theme), rhythm of cheer, projection, clarity of words and voice	25
3	Team work	Overall dynamics of routine, difficulty, teamwork and perfection, coordination and cooperation	20
4	Originality / Creativity	Overall synergy and creativity in dance, cheers, costumes, how the performance break out of the usually run-of-the-mill dance items (surprise elements, creative use of props and effects)	15
5	Showmanship	Poise, projection, energy, professionalism and appearance	5
6	Costumes	Creative use of costumes to tie in with dance choreography, funky, trendy and of good taste (suitable for family viewing)	5
7	X-factor/crowd-pleaser factor	Rapport with audiences	5
	Total :		100