

2007-08 Bound for State Dance/Drill Regulations

WASHINGTON INTERSCHOLASTIC ACTIVITIES ASSOCIATION

435 Main Avenue South, Renton, WA 98057

425-687-8585 FAX 425-687-9476 *wiaa.com*

2007-08 DANCE/DRILL GENERAL TOURNAMENT RULES

Facility Access – Please enter through the participant pass gate. Participants and coach(es) must be listed on a squad roster on school letterhead provided by the athletic director of the school. The pass list will allow access to any tournament game.

1. **Participants Roster limits** – Participants are admitted free through the pass gate. There is no limit on the number approved by the participating school.
2. **Dance/Drill** - One coach may be admitted at no charge for every five participants (one to five participants, one coach admitted free; six to ten participants, two coaches) up to a maximum of three coaches.

Dressing Room – A room may be available for changing clothes and preparing for games. Please do not use the public restrooms for this purpose.

Check-in at Site - The dance/drill coach must report to the Tournament Manager one-half to one hour prior to each of their game times to verify supervisory responsibilities and to determine performance schedules.

Warm-up Area – A designated warm-up area may be provided.

Stunts – NFHS rules apply. Stunts may be practiced only in the designated warm-up area IF THE SQUAD BRINGS A MAT and performed ONLY on the competition floor. No coaches will be allowed onto the competition floor as spotters. Each squad is responsible to provide any matting required to meet NFHS safety rules.

Half-time Music – Squads are required to have their own cassette tape/DVD player and tape/DVD unless the band is playing. A representative of the squad must be present at the announcer's table to cue the music.

Half-time Entertainment – Seven (7) minutes may be allocated for half-time entertainment. Since the clock is running, the time allotted for performing groups begins when the group enters the court and end when the group exits the court (NOT when the music begins and ends.) All half-time entertainment must be cleared with the Tournament Manager prior to the contest. The recommended performance order is listed below. This schedule can be changed upon mutual agreement of all performance groups and/or the tournament manager depending upon half-time presentations or special promotions.

- 1st - Home Drill Team (3 minutes maximum)
- 2nd - Visiting Drill Team (3 minutes maximum)
- 3rd – Home Cheerleaders (30 seconds)
- 4th – Visiting Cheerleaders (30 seconds)
- 5th – Home Band (if time permits)
- 6th – Visiting Band (if time permits)

Length of Routines – Squads are recommended to be prepared with both short and long routines, depending upon the available time and the number of squads on site.

2007-08 DANCE DRILL CHAMPIONSHIPS

**DATES 4A State Championships March 21, 2008 Yakima SunDome
2A/3A State Championships March 22, 2008 Yakima SunDome**

Changes from the 2006-07 Dance/Drill Regulations are indicated in bold type.

1. QUALIFYING FOR POST SEASON EVENTS

- 1.1. The team must have performed in at least five (5) school events, such as school assemblies, half-time performances, pep rallies, etc.
- 1.2. The team must have participated in at least two (2) WIAA school sponsored competitions in each of the categories in which they wish to compete at the district event and at the state event. The team must have scored at least 195 as a minimum qualifying score (whole numbers only; there will be no rounding of decimals) after all deductions (based upon the cumulative scores awarded by three (3) judges) in the category in which the team will compete at the state event in at least one (1) of the competitions.
 - 1.2.1. A school sponsored dance drill competition is
 - 1.2.1.1. Staffed entirely by school personnel and/or affiliates (school administrators, teachers, coaches, booster clubs, etc)
 - 1.2.1.2. All registration/entry fees must be deposited into the school ASB account
 - 1.2.1.3. Maximum \$150 per team registration/entry fee may be charged
 - 1.2.1.4. WOA/WSSJA judges are required
- 1.3. The team must have participated in its WIAA District qualifying tournament and must score at least a 210 or higher (whole numbers only; there will be no rounding of decimals) after all deductions (based upon the cumulative scores awarded by three (3) judges) in the category in which the team will compete at the state event.

2. SCHEDULING OF QUALIFYING EVENTS

- 2.1. In order to guarantee the appropriate number of judges for the District qualifying events, and for all teams to have adequate preparation time, the deadline for determining district entries to the state dance/drill championships shall be midnight Saturday two (2) weeks prior to the week of the state championship event (editorial change of WIAA Handbook 25.2.1 specifically addressing dance/drill).
 - 2.1.1. In the school years beginning with an odd number, Districts 1, 4 and 7/8 shall complete their qualifying event three (3) weeks prior to the state championship event; Districts 2, 3 and 5/6 shall complete their qualifying event two (2) weeks prior to the state championship event.
 - 2.1.2. In the school years beginning with an even number, Districts 2, 3 and 5/6 shall complete their qualifying event three (3) weeks prior to the state championship event; Districts 1, 4 and 7/8 shall complete their qualifying event two (2) weeks prior to the state championship event.

3. **STATE EVENT FORMAT:** The State Championship will be formatted based upon school classifications, with 4A schools competing against other 4A schools, and the 2A and 3A schools competing against other 2A and 3A schools within each category. Practice times, competition, drill down and the awards ceremony for each classification will be completed in a single day.

3.1. If less than four (4) teams qualify (from the WIAA District qualifying events) in a given category, the teams with the highest qualifying scores in that category will move forward to the state championships.

3.2. If less than four (4) teams compete in a given category in all WIAA District qualifying events, a first place trophy will be awarded if a team scores at least an 85 (based upon the average of all five (5) judges.)

3.3. If less than four (4) teams qualify for state over a three-year period, that category will then be combined with another category the following year.

3.4. An annual coaches meeting will be held during the State Championship Tournament. All coaches are urged to be members of the Washington State Dance and Drill Coaches Association (WSDDCA).

3.5. **COMPETITION SCHEDULE:** A random draw of all teams participating in each category will be done. Teams drawn for the first competition slot would not be eligible for that first slot during the following two (2) years; teams drawn for the final competition slot would not be eligible for that final slot during the following two (2) years.

4. **PRACTICE SCHEDULE:** Practices will be scheduled on the same day as the competition for that school. **The practice schedule will mirror the competition schedule.** Available practice time will be divided equally among the teams with a maximum of five (5) minutes per **performance**. The practices may be closed to other teams.

5. **CATEGORIES:** NFHS Spirit rules will be strictly enforced in all categories.

5.1. Drill Down is a category in which individual participants may compete. Drill down participants competing in the state championships must qualify through their representative WIAA District events. The number of drill down participants will be allocated to each WIAA District, based upon the number of schools in that District that sponsor dance/drill programs.

5.2. Dance: A Dance routine uses dance moves with the body to convey action on the floor. A variety of dance styles may be combined, or one single style may be used in a routine. Examples of dance styles include jazz, ballet, modern, lyrical, hip-hop, and/or funk. Turns, leaps, group work, and the use of levels are common in a dance routine. When incorporating more difficult elements, proper technique should always be demonstrated. Themes may be used. The emphasis should be placed on presenting a mixture of difficulty, creativity and dance technique. Backdrops, sets, portable dance floors, props and poms are not allowed in this category.

5.3. Hip Hop Dance: **A routine in which dancers perform a variety of hip hop, funk, and/or street style dance. Dancers should exhibit execution, uniformity, body control, body isolations, consistency of style, and rhythm. Choreography should demonstrate creativity, musical interpretation, and visual effects. Intricacy, speed, strength, and/or athletic movement may be incorporated for difficulty.**

5.4. Drill: A Drill routine is precision oriented. A variety of marching **and** traveling steps, ripples, contagions, group work and good use of levels are common in a Drill routine. A variety of styles may be combined, or one single style may be used. Examples of Drill styles include traditional drill, show drill, military or precision drill. Themes may be used. The emphasis should be placed on presenting a well-balanced mixture of precisely executed dynamic moves, creativity, difficulty and maximum visual effect created by the use of floor patterns and movement. Backdrops, sets, portable dance floors, props and poms are not allowed in this category.

5.5. Kick: A kick routine must be at least fifty percent (50%) kicks, meaning that kicks are the focus of the routine. A kick is counted if one foot or leg remains on the floor while the other foot or leg is lifted a minimum of six (6) inches from the floor. A variety of kicks, group work, effective floor patterning, and the use of levels are common in a kick routine. A variety of styles may be combined or a single style may be used (e.g. dance, hip hop, or drill). Themes may be used. The emphasis should be placed on presenting a well-balanced mixture of creativity, difficulty, **and** variety of kicks. **In addition, performers should demonstrate** good upper body control, uniformity of kick height, and **proper** kick technique. Backdrops, sets, portable dance floors, props, and poms are not allowed in this category.

5.6. Color Guard/Prop/Production: A Prop routine is a theme or character oriented show, which incorporates props. Props, costumes, and the creative use and interpretation of music can be used to develop and continue the theme. Color Guard/Prop/Production routines can be Dance

or Drill in style. The emphasis should be placed on presenting a well-balanced mixture of creativity, difficulty, effect use of props and complete development of the theme or character throughout the entire program. Backdrops, sets, and portable dance floors may be used to enhance the program. Poms are not allowed in this category.

A Color Guard/Flag routine utilizes flags, rifles, sabers, ribbons, or hoops to demonstrate technique and enhance the program. Various styles may be combined or a single style may be used. Examples include: traditional precision color guard, large flags, small flags, or winter guard style (show oriented.) The emphasis should be placed on presenting a well-balanced mixture of creativity, difficulty, synchronization and effective use of the prop(s) and proper Color Guard/Flag technique. Flags, rifles, sabers ribbons, or hoops are required for 80% of the routine. Poms are not allowed in this category.

A prop routine should include smooth prop exchanges, full use of the props and precision n prop movement should be seen throughout the program. Backdrops, sets and portable dance floors may be used to enhance the program. Props are required for 80% of the routine. Poms are not allowed in this category. A Production routine is a theme or character oriented show that does not rely on the use of props to develop the program. Backdrops, sets or portable dance floor may be used to enhance the program. Props are not required, but may be incorporated. Poms are not allowed in this category.

NOTE: Teams should be required to indicate whether they are a Color Guard/Flag, Prop or Production team. If choosing Props, the routine should be about the story and should show ca continued use of props (80% of the routine.) If choosing Production, they could use props if they wanted to. An example would be a West Side Story show, or an Austin Powers theme with little or no prop use.

- 5.7. Pom: A pom routine is designed to emphasize the utilization and movement of poms. A variety of styles may be combined or one single style may be used. Themes may be used. Emphasis should be placed on presenting a well-balanced mixture of creativity, difficulty, synchronized and precise movement of the poms, and maximum visual effect created with use of the poms **created in groups, levels and formations performed with many dimensions. When incorporating more difficult elements, proper pom technique should always be demonstrated.** Use of the poms in hands is required for 80% of the routine. Backdrops, sets, portable dance floors and props are not allowed in this category.
- 5.8. A school may enter only one team in each category. Each school may enter in a maximum of three (3) categories.

6. SCORING/JUDGING

- 6.1. Uniforms and dress for performance must be approved by the local school district. Precautions should be taken so that the performing area is not marred. Any shoes that will scuff floors must be taped with non-marking tape. A safety/technical judge may check shoes prior to the performance.
- 6.2. Each judging unit will consist three (3) sets of judges with five (5) judges plus two (2) safety/technical judges in each set.
- 6.3. Routines will be scored on an average of:
90% - 100% (270-300 points) will receive a Superior rating
70% - 89.9% (210-269.9 points) will receive an Excellent rating
50%-69.9% (150-209.9 points) will receive an Outstanding rating
0%-49.9% (0-149.9 points) will receive a Good rating
- 6.4. Judges will be positioned on one side of the facility.
- 6.5. **The points from each judge will be converted to ordinals by the tabulator. The team with the highest point total will receive a "1", the second highest point total will receive a "2", and so forth. The team with the lowest ordinal total will be declared the winner in that category, the second lowest ordinal total will be declared the consolation winner (second place), and so forth.**
- 6.6. In the event of a tie, the actual number scores will be used to break the tie.

7. LENGTH OF ROUTINE

- 7.1. The length of Dance, Drill, Kick and Pom routines will be **2-3 minutes**. A team is also allowed an additional 1 minute to enter and 1 minute to exit the performance area.
- 7.2. The length of Color Guard/Flag and/or Prop/Production routines will be 2-4 minutes, with up to an additional 3 minutes to set and 3 minutes to remove props.

8. PERFORMANCE AREA

- 8.1. The entire raised basketball court represents the performance boundary area.
- 8.2. Entrances and exits from the performance area will not be judged by the performance judges. Teams are encouraged to enter and exit the court using the ramps provided. Safety/Technical judging starts when the first participant crosses the performance area boundary and ends when the last participant crosses the performance area boundary.

9. ENTRANCE PROCEDURES

- 9.1. All teams must be ready to take the floor one team ahead. Stay out of view and do not get into your entrance position until the official announcement to do so. The announcement procedure will be:
- 9.2. The announcer will say, " _____ High School take your positions." _____ will get into beginning position.
- 9.3. The announcer will then say, "Presenting _____ High School, team name," and any other pertinent information.
- 9.4. The final announcement will be "Ladies and gentlemen, _____ High School Drill (or Dance) team. Good luck, _____, your music is on." The routine then begins.

10. MUSIC: All music must be approved by the local school district.

- 10.1. All music must be recorded at the beginning of a new compact disc (CD.) It is recommended to have two new CD's in case of an accident or lost CD.
- 10.2. **The CD will be checked during the practice session and will be kept by the announcer until following the competition. CD's must be in a plastic case identified with the team name.**
- 10.3. In case of a mechanical failure, the team has the option to go back to the beginning and repeat their performance. Judging will not take place until they reach the part of the music where the music stopped. There will be no penalty due to mechanical failure.
- 10.4. Music may have words, but all must be appropriate.
- 10.5. A representative of each team must be present at the announcer's table to cue the music when their team is performing. No responsibility is taken by the sound crew if no one is there.

11. PROPS AND PREPARATION

- 11.1. Props or sets may be used; however, all props or sets used must have rubber or carpet tips in order to protect them from scarring the floor. Up to three (3) minutes will be allowed for placement and the removal of props.
- 11.2. No provisions will be made for special effects. The use of fire, smoke, and helium balloons WILL NOT be allowed in competition. Any violation of these safety rules will result in disqualification.
- 11.3. Props imitating or implying any sort of weapon will not be allowed except for the use in traditional color guard performances. Violating this rule will be considered a technical violation for unsportsmanlike actions.

12. PENALTIES

- 12.1. Any damage to the floor resulting from a team's performance will be that school's responsibility. Rosin is not allowed on shoes or on the competition floor.

- 12.2. There will be a 5 point penalty assessed if the routine is over or under the established time limits. Penalties will be assessed in **10-second increments, 5 points for every 10-second increment.**
- 12.3. No points will be deducted if hands cross outside the court to drop or pick up pompons or props.
- 12.4. A one (1) point penalty will be assessed for each performer who exits the designated performance floor and then re-enters during the performance.
- 12.5. A five (5) point penalty will be assessed if props are not set up/cleared off the floor within the three (3) minute time limit.
- 12.6. **There will be a 25 point penalty for choreographed drops and a 1 point penalty for accidental drops.**
- 12.7. **There will be a .5 penalty for accidentally stepping on items.**

13. AWARDS: One (1) trophy will be awarded in each category with a minimum of four (4) schools competing in that category or the conditions in 3.1, 3.2, and 3.3 are met.

- 13.1. **A second place trophy will be added when five (5) to seven (7) schools compete in a category.**
- 13.2. **A third place trophy will be added when eight (8) to eleven (11) schools compete in a category.**
- 13.3. **A fourth place trophy will be added when twelve (12) to sixteen (16) schools compete in a category.**
- 13.4. **A fifth place trophy will be added when seventeen (17) or more schools compete in a category.**

14. **SPECTATOR and PARTICIPANT SEATING:** Participants and spectators may not “block” or “reserve” seats. Areas will be designated for either spectators or participating teams.

15. **ALL STATE COMPETITIONS:** The WIAA does not select nor announce the selection of an allstate or all conference team. If one is selected, it is done by outside groups, other than conference management, and is announced or publicized by outside organizations.