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WWW.CHEERBRANDZ.COM

## COMPETE VIRTUALLY OR IN PERSON!!!



**DANCEBRANDZ** RCOMP RSEASON







19 SEP AUCKLAND,NZ





6-8 NOV SYDNEY, AU



#### COMPETING VIRTUALLY? HAVE YOUR OWN WATCH PARTY!!!

WATCH THE EVENT LIVE ON THE BIG SCREEN, WITH REAL CROWDS & REAL AUDIENCES CHEERING ON YOUR FAVOURITE TEAMS VIA THIS AMAZINGLY FUN VIRTUAL EXPERIENCE

#### INTERNATIONAL EVENT **QUALIFICATION** HAWAII, FLORIDA & AUS

- ► OVER \$20,000 IN PAID BIDS UP FOR GRABS!!
- ► HIGHEST POINT SCORERS AT EACH EVENT WIN FREE ENTRY PLUS \$1000 TO ANY CHEERBRANDZ INTERNATIONAL EVENT!!

- International Event Qualification
  - Global Games Hawaii
- Dance Worlds Disney World Florida
  - Austalasian Majors Brisbane
    - Nationals Sydney

**BEST STAGED EVENT IN AUSTRALASIA!!** FULL PRODUCTION, LIGHTING & SOUND. **EXPERT QUALIFIED INTERNATIONAL JUDGING PANEL!** 

**NEW PRICING:** 

- First Troupe Routine \$30pp
- Extra Troupe Routines \$15pp





# Y CHOOSE A ANDZ EVENT?

- We bring FUN to every event with mini dance challenges & Prize Giving Parties for All
- Confetti Cannons, Fireworks & a Dance Party
- Blacked out arena & Rockstar lighting at every event
- Bean Bag seating areas
- International Event Qualifications
- Online judging Scoresheets emailed within minutes of prize giving
- Full backstage warmup with sound & Marley floor, Professionally run & always on time.
- Detailed scoresheets with actionable comments including technique drivers
- VIP Coach Treatment Hospitality Suite with free snacks and a hot catered lunch Free Learning Events - Q&A with US Judges & Coaches Education

# WWW.CHEERBRANDZ.COM



### **TESTIMONIALS:**

Thanks for always giving athletes the best platform to showcase their passion. The experience here is second to none. It's cool, calm, relaxed, inviting and encouraging. All of the event staff are great. Skye Vickers Coach

"Wow!! What an experience!! Don't think I've ever seen so many smiling faces at a competition, no intensity or stress that usually surrounds these events. My 9 year old has been competing for 3 years and she absolutely loved your comp for the fun and light hearted feel that it gave her while still being able to perform in what she loves. The sportsmanship was outstanding, I think the teams really felt the family feel and not the feeling like they were against each other. The dancing, the games etc really broke the ice "Karen Sweeny Cheer Mum

"We wanted to say a massive thank you to Kimberley and all the CheerBrandz crew for an amazing weekend at Majors! You and your staff go above and beyond for our teams and coaches and we can't thank you enough for a fun and stress free weekend! We can't wait to compete at with CheerBrandz next year! Anyone who is considering attending these competitions we highly recommend them!!" Olympus Cheer

"Thanks so much for putting on such a great event! Was definitely one of the best run competitions (particularly loved the lighting, the longer warm up rotations, the viewing area out the back and also the comp floor seating at the front of the floor, the coaches area, the way deduction review & score cards are online and the whole flow of the event) Was a great experience for all!" Tash Hingston Coach

OUR PARENTS AND ATHLETES LOVE
THE VIBE AT CHEERBRANDZ! THE
DANCE PARTY IS THEIR HIGHLIGHT
AND ALSO BEING ABLE TO SIT ON THE
FLOOR TO CHEER ON THEIR CLUB XX
SUSAN LOBRIZA

Love CheerBrandz, they are our favourite competitions every year and we can't wait for the 2020 events already:)





# **PRICING**

FIRST TROUPE ROUTINE \$30PP

# EVENT BIDS

#### INTERNATIONAL EVENT QUALIFICATION HAWAII, FLORIDA & AUS



EXTRA TROUPE ROUTINES

\$15pp

VIRTUAL SOLOS & DUOS \$30pp

SPECTATOR ADULT \$20PP

SPECTATOR CHILD (5-15yrs) \$10PP

**HIGHEST POINT SCORERS AT EACH EVENT** 

WIN FREE ENTRY
PLUS \$1000 TO ANY

**CHEERBRANDZ INTERNATIONAL EVENT!!** 



- International Event Qualification
- Global Games Hawaii
- Dance Worlds Disney World Florida
- 🕒 Austalasian Majors Brisbane
- Nationals Sydney





# NZ DANCE AGE GRID

DIVISION	AGE	NUMBER	STYLES
Junior	13 & Younger	4 or more	Jazz, Hip Hop, Contemporary/Lyrical
Senior	13 & Older	4 or more	Jazz, Hip Hop, Contemporary/Lyrical
Adult	18 & Older	4 or more	Jazz, Hip Hop, Contemporary/Lyrical
Open Age	All Ages	4 or more	Jazz, Hip Hop, Contemporary/Lyrical

#### SCHOLASTIC DANCE - WHERE THERE IS LESS THAN 3 TEAMS THIS DIVISION WILL BE COMBINED WITH ANOTHER APPROPRIATE DIVISION.

Scholastic Primary, Intermediate, High school, University	4 or more	Jazz, Hip Hop, Contemporary/Lyrical
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#### NOVICE DANCE - ALL STYLES JUDGED AGAINST EACH OTHER UNLESS THERE ARE 3 OR MORE TEAM IN EACH STYLE

Junior	13 & Younger	4 or more	Jazz, Hip Hop, Contemporary/Lyrical
Senior	13 & Older	4 or more	Jazz, Hip Hop, Contemporary/Lyrical

<sup>\*</sup>Three out of age athletes allowed per team.

#### SOLOS/DUOS VIRTUAL ENTRIES ONLY

Unfortunately due to Covid19 we are offering a reduced Solo/Duo division and these only offered virtually. Winners of each division will get to perform and receive their trophy plus compete to be named Solo/Duo Grand Champion.

DIVISION	AGE	STYLES
Junior	13 & Younger	Jazz, Hip Hop, Contemporary/Lyrical
Senior	13 & Older	Jazz, Hip Hop, Contemporary/Lyrical

#### COMPETING VIRTUALLY:

Please submit your virtual video online through the registration portal. Video's must be submitted 24hrs before the event. They must show a front on elevated view and be one continuous take and can not be edited. The video should be filmed within 4 weeks of the event date.

#### AGE OF DANCER

The age of a dancer will be determined based on the international standard being the date of birth falling during the 'year of competition'. The date used is 31 December. Please note that we are allowing three out of age athletes per team.

#### PARTICIPATION LIMIT (CROSSOVERS)

Crossovers are allowed but dancers are limited to three performances only and these must be within different divisions. Dancers may NOT crossover between Novice and Competitive Divisions. Participants must pay the additional crossover registration fee for each additional team performance. Please note that it is likely that crossover performers may miss scheduled warmups. We will make every effort to provide time for uniform changes and/or rest between crossover routines, but we cannot guarantee more than 10mins for this.



# RULES & GUIDELINES

#### **ROUTINE TIMES**

HIP HOP - Routine time may not exceed 2:15mins

HIP HOP MEGA CREW - Routine time may not exceed 3:30 mins

JAZZ/CONTEMPORARY/LYRICAL - Routine time may not exceed 3:30 mins

NOVICE DANCE TEAMS - Routine time may not exceed 2:15mins

POM - Routine time may not exceed 2:15mins

SOLOS & DUOS - Routine time may not exceed 1:30min

Timing Begins: With the first movement, voice, or note of music, whichever comes first.

Timing will end with the last movement, last voice, or note of music, whichever comes last.

Time Limit Violations: 3-5 seconds overtime -0.5, 6-10 seconds overtime -1.0, 11+ seconds overtime -2.0

#### MUSIC

**AUXILIARY INPUT:** Music must be played on a Auxiliary Input capable device. Please have someone ready with your music at the music desk two items before your scheduled time.

**MUSIC INTERRUPTION:** If the fault is due to event equipment or team's music failure - the teacher will have to decide within 2 minutes if they would like to perform again. Judging will resume at the point where the music was interrupted. The team will be required to take the stage immediately for the 2nd performance.

**HELPFUL TIPS:** To ensure you have the best experience at our events, we have come up with these great tips to help you prevent music interruption. Fully download your music onto your device. Items played from email servers, cloud storage systems etc can stop start based on stream speed of the 4G/wifi in the venue. We suggest putting each track into its own play list or "note" to prevent the next track playing at end.

We recommend taking the cover off your audio player to ensure the auxiliary input is not disturbed on the day. If you are using your phone, ensure it is switched to flight mode before connecting the auxiliary cable to your device. Lastly, after you have plugged in your device, ensure the volume is up on full before you hit play. Many devices automatically drop the volume after they are plugged in.

#### **COMPETITION AREA - DANCE**

**DANCE FLOOR:** Approximate floor size for dance will be 12m wide by 12m deep (8 strips marley floor). **Please note** New Zealand events use 7 strips marley floor and side wings are provided at NZ events for studio dance teams to use.

Please note that at some events the backstage warmup floor is not the same size as the performance floor.

START & END OFF FLOOR: Dance participants may start on or off the floor and may use wings for lineups or costume changes.

**BOUNDARY DEDUCTIONS** - No deductions will be assessed for dancing outside of the dance floor.



# RULES & GUIDELINES

#### **RULES & GUIDELINES:**

**CHOREOGRAPHY:** All choreography should be age appropriate. Any suggestive or offensive choreography, costuming, makeup and/or music may affect the judges' overall impression and/or score of the routine. Vulgar or suggestive choreography is defined as any movement implying something improper or indecent, appearing offensive or sexual in content, and/or relaying lewd or profane gestures.

**MUSIC:** Every effort should be made to ensure that the lyrics of the music are appropriate for all audience members and should not include profanity.

**COSTUMING:** Performing in socks, high heels, roller skates, roller blades or any other footwear that is inappropriate for dance is not allowed. Jewellery as part of a costume is allowed. All costuming should be secure. PROPS: Props are not allowed. Only the use of costume elements (i.e. Necklace, jacket, hat, poms, etc.) Are allowed. They may be used and discarded but may not be used to elevate athletes from the performance surface.

#### **RULE VIOLATIONS & DEDUCTIONS:**

Minimum athlete number not met - 1.0

Pom or costume drops that become a hazard - 0.5

Drops or falls to the floor during choreography, jumps, leaps, tumbling, kicks, tricks, lifts or freezes - 1.0 Suggestive or Offensive costuming, music or choreography – 1.0

Unsportsmanlike Conduct -1.0

Use of Props -2.0

Timing Violations 3-5 seconds overtime -0.5, 6-10 seconds overtime -1.0, 11+ seconds overtime -2.0

#### **SCORING:**

Scoresheets are emailed out at the end of each prize giving. Please note that scoresheets are saved on your online account and can be accessed the day after the event here:

Open the Event/Docs/Reports/Results/Competitions.

#### **IASF Score Sheet**

http://www.iasfworlds.com/wp-content/uploads/2019/10/IASF-All-Genre-Score-Sheet.pdf



# **IASF WORLDS**

#### **SCORE SHEET**



TOTAL 100 \_\_\_\_\_

Team Name	Judge Number	
TECHNICAL EXECUTION		
Category Style Execution  Pom - Quality of Pom motion Technique: placement, control, precise and strong completion of reliable Hip Hop - Groove and quality of authentic hip hop/street style  Jazz - Continuity of movement and quality of style, extension and presence/carriage  High Kick - Quality of High Kick Technique: posture, flexibility, extension, control, foot prep/close Open/Open - Quality of movement using contraction/release, control, sustained and expressive	ure	
Movement Technique Execution  Movement that has strength, intensity, placement, control, presence and commitment	10	
<b>Skill Technique Execution</b> Ability to demonstrate appropriate level skills with correct placement, body alignment, control, extension, balance, strength and completion of movement	10	
GROUP EXECUTION		
Synchronization/Timing with Music Correct timing with team members and the music	10	
Uniformity of Movement  Movements are the same on each person: clear, clean and precise	10	
Spacing Correct positioning/distance between individuals on the performance surface during the routine	and transitions 10	
CHOREOGRAPHY		
<b>Musicality</b> Movement that complements the music accents, rhythm, tempo, phrasing, lyrics, style, etc. in a creative, unique and original manner	10	
Routine Staging/Visual Effects Utilization of varied formations and seamless transitions Visual impact of staging through group work, partner work, floor work, lifts, levels, opposition, et	tc. 10	
Complexity of Movement Level of difficulty of movement such as tempo, weight changes, directional changes, connectiving intricacy of movement, etc. Difficulty of skills being credited in relation to correct technical exec		
OVERALL EFFECT		
Communication/Projection/Audience Appeal & Appropriateness Ability to exhibit a dynamic routine with genuine showmanship and audience appeal. The performance the category description and has age appropriate music, costume and choreography that enhancements are considered as a contract of the category description and has age appropriate music, costume and choreography that enhancements are contracted as a contract of the category description and has age appropriate music, costume and choreography that enhancements are contracted as a con		



For more information please visit our website

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**REGISTRATION:** 

https://cheerbrandz.com/register

Dauce

DANCE SCORING:

https://cheerbrandz.com/information/dance-scoring

Cheer

**CHEER SCORING:** 

https://cheerbrandz.com/information/cheer-scoring

Cheer & Dauce

**CHEER & DANCE GUIDELINES:** 

https://cheerbrandz.com/information/cheer-and-dance-guidelines

LEGAL

**LEGAL STUFF:** 

https://cheerbrandz.com/information/legal-stuff

