



Champion CIRCUIT

2024 RULES & REGULATIONS

Registration

- All entries should be made through our Online Registration at www.ascensiondance.com
- For questions regarding Registration, contact Melissa@Ascensiondance.com or at 1-833-RISEUP1 Ext.2
- To be invoiced please 'Checkout and Submit' Registration upon agreeing to Guidelines listed within this document
- Invoice will be emailed to you 1-3 business days after receipt of your Registration. For questions or to submit a P.O., please contact billing@ascensiondance.com. Payments are accepted by mail, credit card or ACH transfer
- Changes to your Registration may be made until 4 weeks prior to Contest Date
- For ANY Changes to a completed Registration, contact Melissa@Ascensiondance.com or at 1-833-RISEUP1 Ext.2 to UNLOCK your account to log on. This process ensures that we process any changes you may have prior to scheduling
- Entries following the Registration Deadline will incur a \$250 Administrative Fee
- By Registering for our Competitions you agree that your music selections have been purchased legally and have not been altered in any way to violate music copyright laws. By agreeing to our Terms & Conditions you hold harmless Ascension Dance from being liable should you be in violation of any copyright rules
- By Registering for our Competitions you agree and hold harmless Ascension Dance to take photographs/video footage and utilize for the purpose of advertisement both in print and electronically
- By Registering for our Competitions you agree to grant permission for Ascension Dance to seek medical attention/treatment in case of illness or injury as deemed appropriate. Any medical cost incurred due to illness or injury is not the responsibility of Ascension Dance

Registration-Payment-Schedule Timeline

4 WEEKS:

- ★ DEADLINE FOR REGISTRATION ENTRIES
- ★ ENTRY VERIFICATION COMPLETE via email
- ★ Submit Academic Excellence Application with Overall GPA
- ★ Submit Dressing Room Agreement

3 WEEKS:

- ★ ADD/DROP DEADLINE
- ★ PAYMENT OR P.O. MUST BE RECEIVED prior to scheduling
 - Pay by Mail to: Ascension Dance - P.O. Box 1692 – Cypress, TX 77410
 - Pay by Credit Card at: <https://melio.me/ascensiondance>
 - Pay by ACH transfer contact: billing@ascensiondance.com
 - Submit P.O.'s to: billing@ascensiondance.com
- ★ FULL REFUNDS will not be issued past the ADD/DROP DEADLINE for each Contest Location Date

2 WEEKS:

- ★ PRELIMINARY SCHEDULE will be emailed on Tuesday
- ★ Please Submit Schedule Change Form via email by next day (Wednesday)
- ★ ALL MUSIC must be uploaded to website on your Ascension Dance Portal

TUESDAY WEEK OF CONTEST DATE

- ★ UPDATED PERFORMANCE SCHEDULE will be posted on website
- ★ Please Submit Schedule Change Form for any changes by 5PM Tuesday

THURSDAY WEEK OF CONTEST DATE – FINAL PERFORMANCE SCHEDULE will be posted on website

Refund & Cancellation Policy

- In the event of inclement weather or cancellation due to circumstances beyond our control, teams will be offered a full credit toward future Ascension Dance Events for one calendar year or a 50% refund
- Routine Refunds will not be offered following the Add/Drop Deadline 3 weeks prior to Contest Date
- Cancellations following the Add/Drop Deadline may be granted on a case-by-case basis. Any credit offered must be applied at another contest location during the current season only

2024 Entry Fees

Team:	\$ 250
Officer	\$ 220
Extra Large Ensemble:	\$ 205
Large Ensemble	\$ 195
Medium Ensemble:	\$ 185
Small Ensemble:	\$ 175
Trio:	\$ 130
Duet:	\$ 120
Solo:	\$ 110

IMPORTANT TO NOTE:

- ★ To register for Champion Circuit Competition - Select 'Space City Championship'
- ★ For Category Selection select only from the following: Pom, Hip Hop, Jazz, Kick, Game Day
- ★ All Groups will be assessed a \$125 Facility Fee. This fee will be reflected on your invoice generated by our Billing Department.
NOTE: Any JV Team requiring their own dressing room will be assessed this fee
- ★ Optional Services Fees: Data Entry for Online Registration \$200.00
- ★ Late Entries or Changes following the Add/Drop Deadline 3 weeks prior to Contest Date will incur a \$250 Administration Fee
- ★ Independent Solos are offered at Preseason Events only. We reserve the right to have one Age Division dependent on total number of entries
- ★ Awards for Champion Circuit Performances will be given at the end of each Performance Category

Team Divisions

SCHOOL:

JR.HIGH/MS - Pom, Hip Hop, Jazz, Kick, TP, Game Day

Small (2 – 15 dancers)

Medium (16 - 29 dancers)

Large (30+ dancers)

HIGH SCHOOL JR. VARSITY - Pom, Hip Hop, Jazz, Kick, TP, Game Day

Small (2 – 15 dancers)

Medium (16 - 29 dancers)

Large (30+ dancers)

HIGH SCHOOL VARSITY OFFICER (SPECTRUM I or II) - Pom, Hip Hop, Jazz, Kick, TP, Game Day

HIGH SCHOOL (SPECTRUM I or II) - Pom, Hip Hop, Jazz, Kick, TP, Game Day

Small Varsity (4-15 dancers)

Medium Varsity (16-25 dancers)

Large Varsity (26-35 dancers)

Extra Large Varsity (36+ dancers)

COLLEGIATE - Pom, Hip Hop, Jazz, Kick, TP, Game Day

STUDIO/ALL STAR:

SENIOR (Age 16-18) - Pom, Hip Hop, Jazz, Kick, TP

JUNIOR (Age 13-15) - Pom, Hip Hop, Jazz, Kick, TP

YOUTH (Age 10-12) - Pom, Hip Hop, Jazz, Kick, TP

MINI (7-9) - Pom, Hip Hop, Jazz, Kick, TP

TINY (5-6) - Pom, Hip Hop, Jazz, Kick, TP

TOT (4 & under) - Pom, Hip Hop, Jazz, Kick, TP

- Any participant on the performance floor is considered a member of the performance
- At our discretion Divisions may be split/combined based on the number of dancers per team in each Division
- Dancers and teams may perform in varying Divisions based on the numbers of participants in each Category or style (i.e., a team may enter Large Varsity Pom and Small Varsity Jazz)
- Studio/All Star dancers may compete in more than one category, but must adhere to the age requirements in all divisions

Duet, Trio, Ensemble: Divisions and Classifications

SCHOOL

HIGH SCHOOL Spectrum I
HIGH SCHOOL Spectrum II
JR. HIGH/MIDDLE SCHOOL

STUDIO/ALL STAR *(Based on Age as of August 31, 2023)*

TOT Age 4 and under
TINY Age 5-6
MINI Age 7-9
YOUTH Age 10-12
JUNIOR Age 13-15
SENIOR Age 16-18

ENSEMBLE CLASSIFICATIONS:

DUET: 2 Dancers
SMALL: 4 - 6 Dancers
LARGE: 13 -18 Dancers

TRIO: 3 Dancers
MEDIUM: 7 - 12 Dancers
EXTRA LARGE: 19 -25 Dancers

Solo: Divisions and Classifications

- Performances may be of any genre
- Performer may enter more than one solo, however only highest scoring solo may Place

PUBLIC/PRIVATE SCHOOLS

HIGH SCHOOL – SPECTRUM I & II	Grade 11-12
HIGH SCHOOL – SPECTRUM I & II	Grade 9-10
JR. HIGH/MIDDLE SCHOOL	Grade 6-8

STUDIO/ALL STAR *(Based on Age as of August 31, 2023)*

TOT	Age 4 and under
TINY	Age 5-6
MINI	Age 7-9
YOUTH	Age 10-12
JUNIOR	Age 13-15
SENIOR	Age 16-18

Performance Time Limits

TEAM:	1:30 - 2:00 Minutes in Length
TEAM PERFORMANCE:	1:30 - 2:15 Minutes in Length
GAME DAY:	2:30 – 3:00 Minutes in Length
OFFICER:	1:30 - 2:00 Minutes in Length
ENSEMBLE:	1:30 – 2:30 Minutes in Length
DUET/TRIO:	1:30 – 2:30 Minutes in Length
SOLO:	1:30 - 2:00 Minutes in Length

- Total Time Limit refers to Performance Music. No Formal Entrance or Exit allowed

Performance Categories

POM:

A dance performance which emphasizes strong, energetic dance movements containing visual effects, pattern and formation changes throughout. Poms should be utilized for at least 75% of routine

JAZZ:

A dance performance which includes a combination of rhythmic body movements which interpret and emphasize a musical selection while emphasizing technique and execution

HIP HOP:

A dance performance that displays a grounded, street-style movement. Performance includes isolations and control while utilizing rhythmic, creative, movements with the major beats of a musical selection

KICK:

A performance that includes a variety of kicks waist level high or above with a minimum of 45 kicks performed by the majority of the team (half plus 1). Performance should emphasize precision, timing, control, technique and uniformity of height

TEAM PERFORMANCE:

A merge of 3 different styles utilizing 30 consecutive seconds of Jazz, Pom, Hip Hop OR Kick (minimum of 25 kicks performed by the majority of the team (half plus 1). Please note detailed category descriptions in this document. Handheld props, poms and costuming are allowed, however they are not required. Participants will submit Order of Performance and Time Sequence in advance for Adjudicators to note

GAME DAY:

A merge of Fight Song, Spirit Performance and Dance Performance performed in any order. Participants will submit Order of Performance and Time Sequence in advance for Adjudicators to note

- ★ Fight Song - Choreography should represent a traditional Fight Song that your team performs at games and community events. Recorded band music **MUST** be used and musical instruments may be utilized if off stage. Scoring in this section is determined by the dancers ability to perform a traditional school fight song displaying high energy and solid performance techniques with accurate execution
- ★ Spirit Raising Performance - Teams will choose to perform ONE of the following: Sideline Routine, Stand Routine, Drum Cadence or Band Chant. Emphasis of team choice should be on the appeal to the audience. Scoring in this section is determined by the ability of the dancers to promote audience interaction/participation, excitement and genuine spirit
- ★ Dance Performance - A routine (hip hop, jazz, kick, or pom) that is designed for entertainment with emphasis on energy and audience connection. Scoring in this section is determined by the ability of the dancers to entertain and connect to the audience

Music Requirements

- For your Online Registration to be complete, you must VERIFY by agreeing to our Terms & Conditions that your music selections for our event have been purchased legally and have not been altered in any way to violate music copyright laws. By agreeing to our Terms & Conditions you hold harmless Ascension Dance from being liable should you be in violation of any copyright laws
- *Music must be approved by our organizers 2 weeks prior to contest date*
- Music will be played on a high quality, professional sound system
- Team Representative with Backup Music at the Sound Table should remain for the duration of routine
- ONLY FOR BACKUP - For iPhone/iPad, please do the following: AUTO LOCK OFF / PASS CODE OFF / VOLUME UP / AIRPLANE MODE ON
- Music should be recorded at correct performance tempo and for the best music quality, professionally recorded
- Ascension Dance and Host Facility are not responsible for audio devices not picked up following performances

Competition Performance Floor and Guidelines

- Approximate floor size will be 50 feet wide by 39 feet Marley floor (10 panels). Entire Champion Circuit Competition Performances will be on a Marley floor
- Entire performance must begin and be completed within the competition floor. No lineups, skills, or transitions are allowed outside of the competition floor
- Formal entrances or exits involving dance, skills, traditions or chants are not permitted
- Teams may dance off the Marley floor, however, all routine choreography for the entire team must begin and end on the Marley floor
- All staging, backdrops, special effects, or any items that may damage or otherwise alter the performance floor or environment are prohibited (water, powder, glitter, smoke, fire, sliding oil, etc.)
- Curtains and center markers of ANY kind are prohibited

Scoring System

All Scoring is RANKED. Scores and Rankings will be available on the Registration Portal immediately following the Competition. Adjudicator Video Commentary will be available on the Registration Portal following the Competition after uploads are completed.

Adjudicators will adhere and score according to the following Point System:

TECHNIQUE (35)

Execution of Technical Elements, Body Placement and Control, Extension, Movement Quality

CHOREOGRAPHY (30)

Artistry, Creativity, Degree of Difficulty, Staging (Formations/Transitions), Musicality, Originality, Variety, Visual Effects (Pom), Kick Quantity (Kick), Authenticity (Hip Hop)

EXECUTION (25)

Uniformity of Movement, Spatial Awareness, Timing, Use of Space (Solo)
Completion of Movement, Dynamics, Stamina, Strength of Movement, Memory

PERFORMANCE IMPRESSION (10)

Appeal, Appropriateness, Energy, Genuine Expression, Projection

Awards

- Awards for Champion Circuit Performances will be given at the end of each Performance Category
- Apex Category Champions & Placement Winners by Size
- Special Awards:
 - Premier Performance – Honoring Performances exhibiting Optimal Strength (Adjudicator Choice)
 - Summit Spotlight– Honoring Performances true their Category (Adjudicator Choice)
 - Esprit de Corps – the common spirit, enthusiasm and morale existing in a group (Staff Choice)
 - Sportsmanship – a spirit of friendly competition, fairness, respect and graciousness (Staff Choice)

Dressing Areas

- All Teams will be assigned a Dressing Area upon receipt of Facility Agreement located on the Contest Location link
- All Teams will be assessed a \$125 Facility Fee per Team
- Please understand Dressing Areas **are not** secured
- No food or drinks are allowed in the Dressing Areas
- Ascension Dance and Host Facility are not responsible for any lost or stolen items
- **Males are not allowed in Dressing Areas. Should you have male team members who need dressing facilities, please indicate on your Facility Agreement**
- Please make sure to have your team leave the dressing area in the condition you found it
- Please have your team exit dressing rooms immediately following your last performance prior to Awards Ceremony

Spectator Admission Fees & Complimentary Passes

Champion Circuit Championship Events \$ 15.00

- Tickets may be purchased online at the link provided on contest website
- Children 4 & under are Free unless there are Capacity Restrictions
- Doors open at 3:30PM Friday and 7:00AM Saturday for Spectators and Teams (Fridays if necessary)
- Directors will be given Admission Credentials and 2 complimentary Admission Credentials to use at their discretion
- Bus drivers are given free admission with proper School District ID
- Non-Performing Team Dancers arriving separately without Team must pay Admission

Dining & Concessions

- Food concessions will be open for Breakfast, Lunch and Dinner graciously offered by our Host Facility
- Teams are highly encouraged to Pre-Order Meals offered by our Host Facility
- Bottles, containers or food items are not allowed to be brought into the building by participants or spectators. PLEASE support our gracious Host Facility and their efforts throughout the day
- On Saturday Directors are invited to the Directors Hospitality Room throughout the day
- Bus Drivers will have a designated hospitality per Contest Location

Photography and Videography

- Spectators are allowed to videotape throughout the day, however tripods and the use of electrical outlets are prohibited
- An Official Photographer will be onsite at MOST competitions for orders during and following competition
- No other photography may be sold onsite during competition
- Flash photography that could interrupt the performer's spots or focus and tripods are prohibited

First Aid, Lost & Found

- First Aid will be located in an area near the main Performance Gymnasium
- Lost and Found will be located in the First Aid area
- Minor first aid supplies and ice will be available. No medication of any kind will be dispensed