



2027 RULES & REGULATIONS

Registration

- For questions regarding Registration, contact Holly@Ascensiondance.com or at 1-833-RISEUP1 Ext.2
- To be invoiced you MUST 'Checkout and Submit' Registration upon agreeing to Guidelines listed within this document
- Changes to your Registration may be made until 4 weeks prior to Contest Date. ALL balances must be paid 3 weeks prior to Contest Date
- For ANY Changes to a completed Registration, contact Holly@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 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 should you be in violation of any copyright rules
- By Registering you agree and hold harmless Ascension Dance to take photographs/video footage to utilize for advertisement both in print and electronically
- By Registering 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

Billing, Payment & Schedule Timeline

- OFFICIAL 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. Please indicate on Registration Notes if you need Separate Invoices
- IMPORTANT: PAY FROM OFFICIAL INVOICE sent from our Billing Department and not invoice generated on your Registration Account Portal

ENTRY VERIFICATION DUE - 4 WEEKS (MONDAY):

DEADLINE FOR REGISTRATION ENTRIES/CHANGES via your Registration Account Portal
Submit Facility Agreement – Dressing Rooms Assigned upon receipt
Upload ALL Music to your Registration Account Portal
Confirm All Director/Coach Names

FINAL ADD/DROP DEADLINE - 3 WEEKS (TUESDAY):

ALL PAYMENTS MUST BE PAID IN FULL OR P.O. RECEIVED prior to Scheduling
Payment Options:
Debit, credit, or ACH via your Invoice link
Zelle to billing@ascensiondance.com
Checks mailed and made payable to: Nordstrom Ascension Dance, LLC, PO Box 1692 Cypress, TX 77410
Submit P.O.'s to: billing@ascensiondance.com
Late Registrations past this time will be assessed a \$250 Administrative Fee
REFUNDS OR CANCELLATIONS at this point are on a case-by-case basis

PRELIMINARY SCHEDULE SENT - 2 WEEKS (TUESDAY):

Submit Schedule Change via email
PAST DUE: Music, Facility Agreement

UPDATED PERFORMANCE SCHEDULE SENT - WEEK OF CONTEST DATE (TUESDAY):

Please Submit Schedule Change Form for any changes by 5PM Tuesday

FINAL PERFORMANCE SCHEDULE POSTED - WEEK OF CONTEST DATE (THURSDAY)

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 OR Team Cancellations will not be issued following the Add/Drop Deadline for each Contest Location
- Cancellation refunds following the Add/Drop Deadline may be granted on a case-by-case basis. Any credit offered must be applied during the current season only

Entry Fees for 2021

Space City Championship - \$285 per Entry plus \$10 per Dancer over 20 Dancers

State Championship - \$295 plus \$10 per Dancer over 20 Dancers

National Dance Championship - \$310 per Entry plus \$10 per Dancer over 20 Dancers

- To register for Champion Circuit Competition - Select 'Space City, State or National Championship'
- For Category Selection select only from the following: Pom, Hip Hop, Jazz, Kick, Game Day, Team Performance
- All Groups will be assessed a \$125 Facility Fee. This fee will be reflected in the invoice generated by our Billing Department
- 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

Team Divisions

PUBLIC/PRIVATE SCHOOL:

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

Small (2-15 dancers)

Medium (16-29 dancers)

Large (30+ dancers)

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

Small (2-15 dancers)

Medium (16-29 dancers)

Large (30+ dancers)

HIGH SCHOOL (CLASSIC I or SELECT) - Pom, Hip Hop, Jazz, Kick, Team Performance, 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, Team Performance, Game Day

STUDIO/ALL STAR: Age as of January 1 of Current School Year

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

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

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

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

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

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

- 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 number 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

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

- 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

Competition Performance Floor and Guidelines

- All Performances will be performed on a Marley floor. The Marley Floor has 10 panels, and the floor size is 50' wide X 39'
- 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

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 uploaded to our website 4 WEEKS prior to contest date**
- Team Representative for Game Day Category must be at the Sound Table and should remain for the duration of routine

Scoring System

- All Scoring is RANKED. Scores and Rankings will be available on your Registration Account Portal immediately following the Competition
- Adjudicators are specifically trained for this type of competition scoring for the integrity of the competition
- Adjudicator Video Commentary will be available on the Registration Portal following the Competition after uploads are completed
- Adjudicators adhere and score according to the following Point System:

TECHNIQUE 30%	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 20%	Uniformity of Movement, Spatial Awareness, Timing, Use of Space Completion of Movement, Dynamics, Stamina, Strength of Movement, Memory
PERFORMANCE QUALITY 20%	Appeal, Appropriateness, Energy, Genuine Expression, Projection, Esprit de Corps

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

- Teams will be assigned a Dressing Area upon receipt of Facility Agreement located on the Contest Location
- 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. For male team members who need dressing facilities, please indicate on your Facility Agreement**
- Please have your team leave the dressing area in a clean condition
- Please have your team exit dressing rooms immediately following the Awards Ceremony

Spectator Admission Fees

Space City Spirit Championship \$ 15.00

State Spirit Championship \$20.00

National Spirit Dance Championship \$25.00

- Registered Directors/Coaches, Participating Dancers, Children 5 & under and Participating School Administrators are Free
- Tickets should be pre-purchased online on contest website or purchased on a personal device onsite at the door. No cash or card will be accepted at the Spectator Entrance
- Present QR Code on personal device or printed ticket for Admission Wristband at Spectator Entrance
- For lost tickets, check in on our App Data Base available at the Spectator Entrance
- All tickets purchased are considered non-refundable. In the event of an act of God or a catastrophe, purchased tickets are valid for a rescheduled date
- Directors will be given Admission Credentials at Team Check-In
- Bus Drivers receive free admission with proper School District ID
- Prop Parents, Parent Chaperones and Non-Performing Team Members arriving separately without Team must have Admission Wristband to enter
- Doors open for Spectators and Teams 1 hour prior to first Performance Time

Dining & Concessions

- Food concessions will be open for all meals graciously offered by our Host Facility
- Teams are highly encouraged to Pre-Order Meals offered by our Host Facility
- Bottles, Igloos or Containers of any type with food items are not allowed to be brought into the building by participants, Booster Club or spectators. PLEASE support our gracious Host Facility and their efforts throughout the day
- Directors are invited to the Directors Retreat throughout the day
- Bus Drivers will have a designated hospitality per Contest Location

Photography and Videography

- Spectators are allowed to videotape and photograph, however tripods and the use of electrical outlets are prohibited
- Photography may not be sold onsite during competition unless sanctioned by Ascension
- Photographers affiliated with a participating team must Pre-Register for Credentials
- 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 Performance Area
- 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