

Megaplex 2018 Dance Competition Rules

Auditions:

- To compete in the 2018 Megaplex Dance Competition you must first attend one of the two scheduled auditions.
- **NEW: TO HAVE A WINNING FINALS ROUTINE YOU MUST HAVE AN ORIGINAL CHOREOGRAPHY.** You may compete and make it to finals if you are replicating a routine, but due to intellectual property rules you will not be able to win. If you are replicating a routine you must inform the dance competition host so we may give proper representation to the original routine.
 - Unoriginal choreography: uses 50% or more choreography from another dance
- You must perform your full routine **IN THE FURSUIT YOU PLAN TO COMPETE IN** for the audition judges. Your routine will be graded according to the same rubric used in the finals. Competitors with the highest cumulative score will advance to the finals.
- Fursuits, partial or full, will not be considered a valid entry if wearing street shoes. Fursuit appropriate footwear such as Happy Feet will be allowed. Any questions may be answered at mp-dancecomp@megaplexcon.org
- There will be two opportunities to audition for a slot in the finals of the Dance Competition: one on Friday night and one on Saturday morning.
- All auditions must be completed in fursuit, and all fursuits used in auditions must be the same ones that will be used in the finals. (You cannot wear a partial for preliminaries, then a full suit for finals). Points will be appropriated for full suit vs. partial as well as foot-paw vs. other footwear.
- Competitors may attend either audition at any point during the scheduled time periods. Please bring your music to the audition on a USB drive if you did not submit it via web. (See specifics on music below.)
- Auditions will be closed to the public viewing & competitors may request a private audition (no other dancers allowed in the room) if they so wish.
- Each competitor will be given ONE chance to audition. If a competitor auditions on Friday, they cannot then audition again on Saturday.
- No form of recording will be allowed at audition. Our suggestion is to use the time practicing before the con to record yourself for the purpose of critique.
- **NEW:** If we receive 5 or more group auditions, and make finals, we will implement a separate group category.

Music Guidelines (Single Competitors):

- Performances cannot exceed 2:00 long. It is recommended that competitors do a simple edit on their music tracks to prevent any possible issues with start/end times during the competition. **Tip:** Simply because we allow a 2:00 limit does not mean you are

expected to do a 2:00 routine. If your routine does better between 1:30 - 1:45 consider cutting your track to that time for a more flushed out routine.

- If your music runs longer than 2:00 (two minutes), it will be faded out at that point. If your routine requires more than two minutes to complete, please contact staff at mp-dancecomp@megaplexcon.org.
- Music should not include any inappropriate language or lyrics. Megaplex is a family-friendly convention and this event is rated PG. Any inappropriate language in a track should be edited out by the performer beforehand. **FAILURE TO DO THIS WILL RESULT IN AN INVALID AUDITION**. An easy way to censor a song is reversing the curse word using a program such as Audacity, or getting the clean/radio version. If you have questions regarding language used in your track, please send them to the dance competition email listed above and below.
- Music tracks may be submitted beforehand by emailing them to mp-dancecomp@megaplexcon.org or using the sign-up form <https://docs.google.com/forms/d/e/1FAIpQLSeoOABHrEE2Uf7KX7mC6cilxgSSIGcAEtJ9jP1qcBjlhsAaHQ/viewform>
- All e-mails should include your character (fursuit) name in the body of the e-mail, as well as any specific requests you may have for tryouts. Special requests regarding finals can be made in person at the tryouts.
- Music should be brought on a USB flash drive as an .mp3 or .wav file. **Do not bring music on an iPod, Android, or any other device or media format.**
- Music used for auditions **MUST** be the same music that will be used for the finals. Music cannot be changed between the two events.

Music Guidelines (Group Entries):

- The only difference between single and group entry music rules is that for each additional person the group is allotted another 30 seconds, with a maximum time allowance of 3:00 (3 minutes). For instance, a two-person group will be given a maximum time of 2:30. A three- or more member group will have a maximum time of 3:30.
- Groups should e-mail their music, along with the character names of all members in the group, in the body of the e-mail.

Judging:

- **NEW:** Competitors will be judged based on five categories: Execution, Space and levels, choreography, technique, and group synchronicity (group performers only).
 - Execution: Judges will assess how precise each dancer's movements are within the chosen style of dance, how strong each move is, and how cleanly it is performed.
 - Space and Levels: Judges will critique how well a routine uses the space presented. Staying within one small space, often referred to as a "comfort box",

will lower your score while finding ways to dance towards the edges of the floor will raise your score. Levels scores will be lowered if a routine is done at one level such as standing, sitting, kneeling, or jumping. Levels scores will be raised if a routine mixes up its stance levels between standing, sitting, kneeling, or jumping.

- Choreography: Judges want to see that your routine matches the music to which you are dancing. Dancers with good choreography feel the different rhythms inside a song, and their movement will match the tempo/attitude of that track. Choreography scores will be lowered if the routine does not match the song it's paired with. Choreography scores will be raised if the music compliments the routine.
- Technique: Judges will evaluate how well the routine represents that style of dance. For example; if a routine has waves, isolations, and tutting judges will look for how the performance uses the different styles of dance to play off each other and create a stronger routine. Judges will also look for repeated moves or a depth of moves within each style. Repeating the same move too much will lower your technique score while being able to perform a variety of moves with varying complexity will raise your score.
- Group Synchronicity (groups only): This is the largest scoring opportunity for group routines. Judges will critique how in time one dancer is with another during the routine. If a routine has instance with purposeful de-synchronization make sure your routine makes it clear, these instances can be powerful tools if used properly. Judges will also critique how often one dancer has to look at another to keep with the choreography. Routines are not required to completely avoid looking at one's partner, however it should be done in a more meaningful way than remembering your spot. Group synchronicity scores will be lowered if a group must keep looking at each other instead of the audience, or if one dancer is out of pace with their partner(s) or music. Group synchronicity scores will be raised if the dancers only have to look at each other when the choreography calls for it and are able to keep pace with their partner(s) and music.
- First, Second, and Third place winners will be announced at the end of the competition. All other competitors can receive their scores privately if requested.

Tips for Entering:

- Keep in mind that while this is a competition, the point of having these competitions is for the entertainment of the crowd. Without the crowd, these events wouldn't happen.
- Dancers are welcome to perform using any style of dance. Judges' scores will reflect the desired effect of the performance (i.e., dancers will not be docked for not generating cheering in a contemporary performance.)
- Practice, practice, practice! Practice your routine before the convention. Performing freestyle when entering a dance competition almost never has the same effect as a

performance that is choreographed and well rehearsed. There are great freestylers, but a few sessions of practice can help a routine go from great to phenomenal.

- Be confident in yourself. Even if it's your first competition, no one will make fun of you for trying. You will be nervous, but use that feeling to make your performance better. Even the most experienced dancers that have been in competition after competition get nervous before they go on. It's normal! Take a deep breath and have fun with it.
- Avoid being repetitive! Repeatedly doing the same moves can ruin the energy a performance generates. Try to keep the moves in your routine varied. Power moves look great, but shouldn't be used multiple times, especially several times in a row.
- Edit your music! It is not up to the Audio Visual crew to find your cue point. Editing your music to begin and end at the appropriate spots will ensure no mistakes are made during your performance.
- **Have fun!** Although the dance competition can be taken seriously, don't let it ruin your fun. You'll be at a convention, and while this is a big event, it shouldn't keep you from enjoying the rest of the amazing things Megaplex has to offer. At the end of the day, all of the dancers in this community dance because they enjoy it. If you aren't having fun, then you may need to re-think your reasons for competing.

Any questions about dance comp entry should be directed to: mp-dancecomp@megaplexcon.org

Also be sure to join the Official Megaplex Dance Competition telegram chat to receive finalist list, updates, and the opportunity to bounce ideas off of peers.

<https://t.me/joinchat/BhXNikObkTafZ69qdZMoCA>