



1st USDLDF National Dragon and Lion Dance Championships

Dragon Dance Rules and Regulations

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Rules & Regulations

Classification

This is a Dragon Dance Competition.

1. Participants

- 1.1 Only one School under the same name may enter the Dragon Dance Competition. A maximum of 1 teams from each School may enter.
- 1.2 Participants can only represent 1 School.
- 1.3 The maximum of participants of a Dragon Dance team is 18 people, of which there can be a team leader, coach, and up to 16 competitors. A minimum of 10 competitors are required to participate, consisting of 1 dragon pearl player, 1 dragon head player, 1 dragon tail player, and 7 dragon body players. Teams are allowed to use 1 participant to substitute for the dragon head player. Remaining competitors are allowed to play instruments.
- 1.4 During the competition, one substitute is allowed to replace the dragon head player and the transition time cannot exceed 20 seconds otherwise points will be deducted. Prior to the competition, the substitute is required to be identified on the registration form.

2. General Regulations

- 2.1 All participating teams must submit their registration form by May 11, 2018 11:59 PM EST.
- 2.2 Performers must obey all the rules, respect the competitors and the judges. Any influence and disturbance on the competitors and judges is prohibited.
- 2.3 Performers should salute to the judges and the audience when entering and leaving the competition area.

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3. Venue Size

- 3.1 The performance area will be at least 18m x 16m and the ceiling will be at least 6m in height with no obstructions such as light fixtures. The performance area boundary will be marked off, stepping out of bounds will result in deductions.



4. Prop Regulations

- 4.1 For the safety of all present, the use of an open flame or pyrotechnics (eg. firecrackers, fireworks, etc.) in the performance are strictly prohibited and will result in a deduction.

5. Music and Equipment Regulations

- 5.1 Live or recorded music can be used for the performance. There are no restrictions on instruments used for live music. If you are using recorded music, please verify with the hosting committee what musical formats will be supported.
- 5.2 Pearl specifications:
- The diameter of the pearl must be no less than 0.33m.
 - The height of the pearl including the pole must be no shorter than 1.7m.
- 5.3 Dragon head specifications:
- The weight of the dragon head must be no less than 2.5kg.
 - Its width must be no less than 0.36m.
 - Its height must be no less than 0.6m.
 - Its length must be no less than 0.8m.
 - The height of the pole must be no shorter than 1.25m.
 - The height of the dragon head including the pole must be no shorter than 1.85m.
- 5.4 Dragon body specifications:
- It must be a 9-section dragon whose body is a closed cylinder.
 - Its diameter is no less than 0.33m.
 - The height of the dragon body section including the pole must be no shorter than 1.6m.
 - The distance between poles must be roughly equal.
 - Its total length must be no less than 18m.

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- 5.5 Dragon tail specifications:
- Its height must be no less than 0.55m.
 - Its length must be no less than 0.75m.
- 5.6 Any team whose equipment does not conform to the above criteria will incur deductions.

6. Competition Time Limit

- 6.1 The performance must be between 7 and 10 minutes. Points will be deducted for going under or over the time limit.
- 6.2 Each team will be given up to 10 minutes to set up. Points will be deducted for going over time limit.
- 6.3 The time will start depending on your routine, please indicate on registration form which way to start the time.
- The time will start from the first performer entering the arena
 - If the performance starts with a pose, the time will start when the first performer starts to act.
- 6.4 The time will stop depending on your routine, please indicate on registration form which way to stop the time.
- The time will stop at the last performer leaving the arena.
 - If the performance stops with a pose, the time will stop when the whole team complete their pose.

7. Forfeit & Disqualification

- 7.1 A representative from each team must check in by 11:00 am on May 27, 2018 at the Registration Table in Quincy High School to confirm intent to compete for the day. (Note: The competition will be held at Empire Garden Restaurant in the afternoon. 690 Washington St, Boston, MA 02111)
- 7.2 All registered team members must be present at the Preparation Area no later than 15 minutes after their team is called for Attire & Equipment Check Process within a reasonable time before their performance order. (Order will be posted in Preparation Area as soon as Lot Drawn is done.)
- 7.3 Teams must start to set up for competition routine within 5 minutes after each team is called for Set Up Process.
- 7.4 Teams must enter designated competition ring within 2 minutes of team name called for Competition Performance.
- 7.5 Teams will forfeit if all above requirements (7.1, 7.2, 7.3, and 7.4) are not met.
- 7.6 A team can request to forfeit by having their team leader speak to the chief judge.
- 7.7 In the event that any participating team cannot complete the entire performance due to mistakes, falls, or injuries no score will be given and the team will be disqualified.

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8. Redo

- 8.1 Redo is allowed if the competition routine is interrupted for some objective reasons for no point deduction.
- 8.2 The redo application is allowed if the competition routine is interrupted for some subjective reasons such as the performer's injury, equipment damage, music accompaniment, etc for point deduction.

9. Awards

- 9.1 1st Place - \$1,200
2nd Place - \$700
3rd Place - \$300

NOTE: All teams placing 1st through 3rd will also receive trophies and team members will be awarded individual medals.

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Judging Guidelines

Definition Of Terms

- Valid Scores are the scoring judges' scores selected to calculate the deserved score using the valid Score Selection rules.
- Deserved Score is calculated based on the average of the valid scores.
- Basic Score is a score assigned by the chief judge when the valid scores are in violation of the rules set out in Regulations for the Differences between valid Scores.
- Final Score is the result of applying the chief judge's deductions to the deserved score.

1. Judging

- 1.1 The panel of judges consists of 1 chief judge and 5, 7 or 9 scoring judges.
- 1.2 The chief judge has the right to call for a conference if there are any issues with the performance or discrepancies between judges.
- 1.3 All decisions made by the judges are final.

2. Scoring Order

- 2.1 Scoring judges will provide scores following each performance.
- 2.2 All the scoring judges will meet with the chief judge after each of the first 3 performances to ensure scoring consistency prior to providing scores. Additional conferences can be called on subsequent performances if the chief judge determines they are necessary.

3. Valid Score Selection

- 3.1 If there are 5 scoring judges, the highest and the lowest scores will be regarded as invalid.
- 3.2 If there are 7 scoring judges, the 2 highest and 2 lowest scores will be regarded as invalid.
- 3.3 If there are 9 scoring judges, the 2 highest and 2 lowest scores will be regarded as invalid.

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4. Regulations For The Differences Between Valid Scores

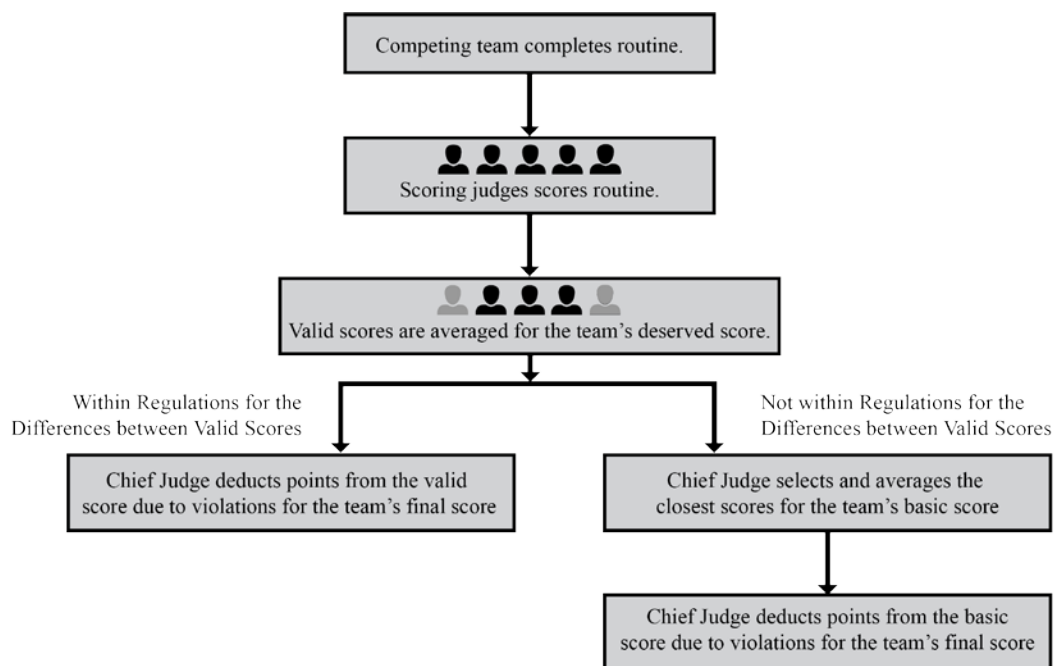
- 4.1 The difference between scores should not be more than 0.2 when the deserved score is 9.5 points and above.
- 4.2 The difference between scores should not be more than 0.3 when the deserved score is in the 9 - 9.5 point range.
- 4.3 The difference between scores should not be more than 0.5 when the deserved score is below 9 points.
- 4.4 The chief judge selects a score to be used as the basic score when the difference between the valid scores of the scoring judges is in violation of the rules set out in Regulations for the Differences between valid scores. This basic score is then used with the two (2) or four (4) closest valid scores to calculate the team's deserved score.

5. Final Score

- 5.1 The team's final score is the result of applying the chief judge's deductions to the deserved score.

6. Scoring Process

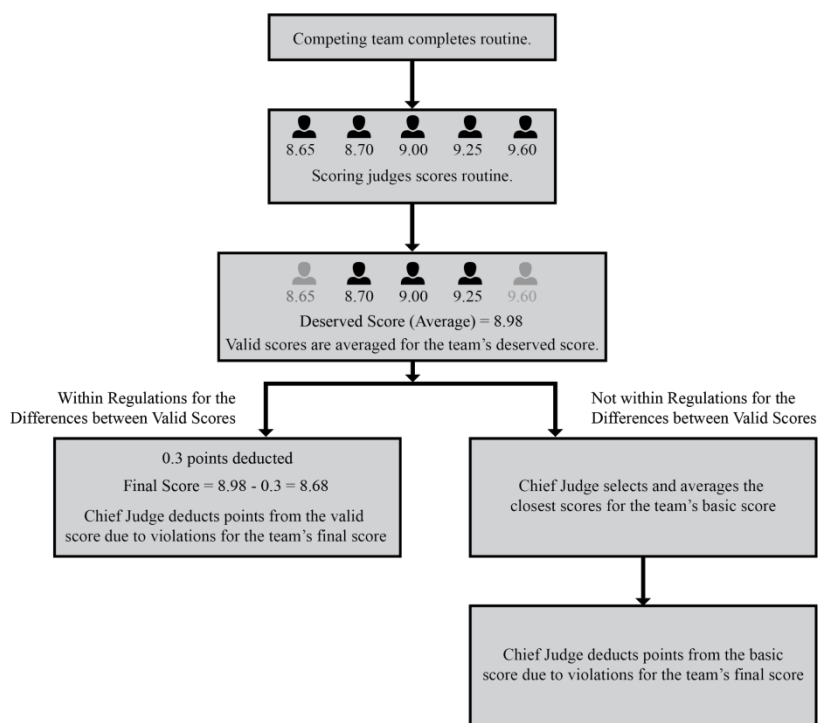
- 6.1 Scoring Process Flow Chart



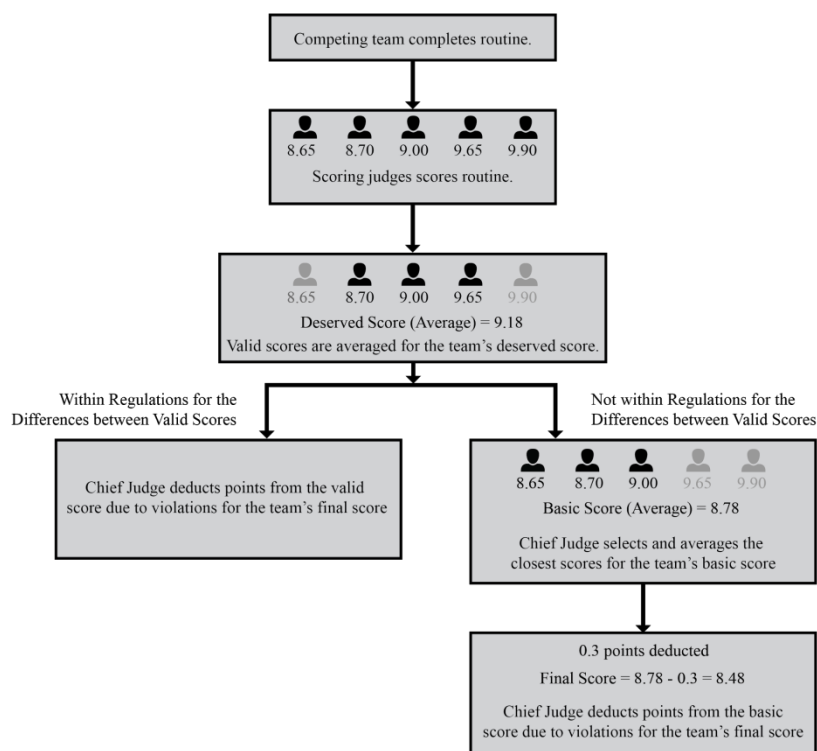
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6.2 Scoring Process Example 1



6.3 Scoring Process Example 2



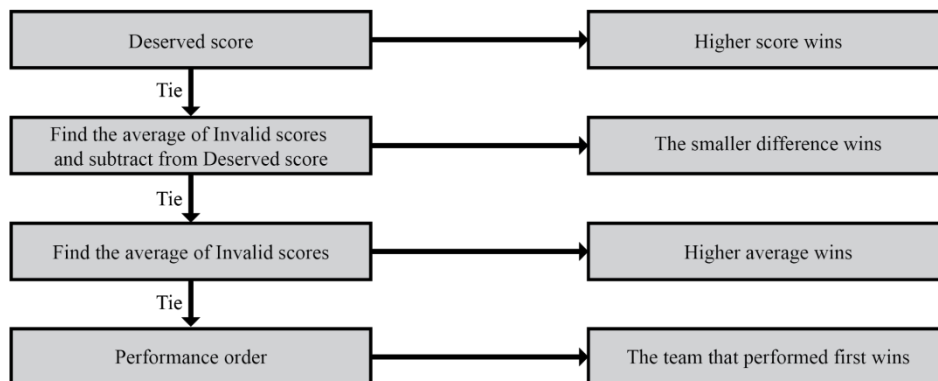
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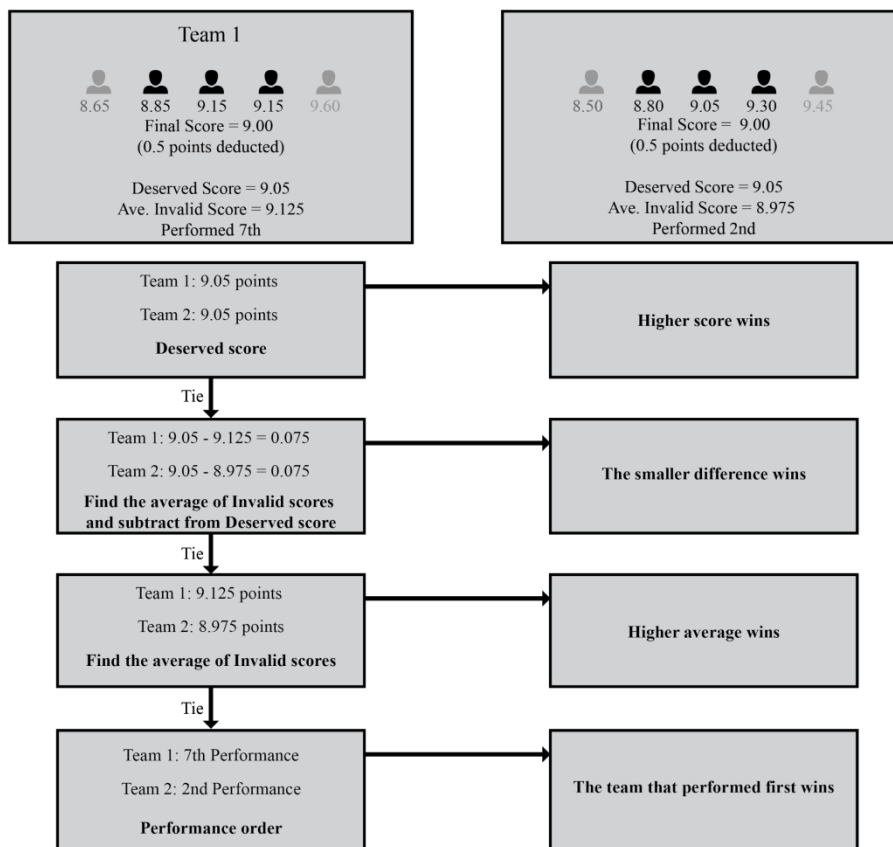
7. Ranking and Tie Breaker Guidelines

7.1 Teams with higher final scores will be ranked higher.

7.2 In the event of a tie, teams will be ranked according to the following guidelines:



7.3 Tie Example



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8. Standard Grading

8.1 Teams will be given a score between 5 to 10 points based upon the following criteria:

Storyline (0.5 - 1.0)	A distinct theme, rich content, a full expression of the basic law, logic, and procedure of the traditional folk custom.
Shape (0.5 - 1.0)	Perfect movements of posing, reasonable technique, flexible, firm, and varied footwork, well coordinated movements.
Spirit (0.5 - 1.0)	Varied expressions, true-to-life demonstration, energetic performance, a full display of dragon spirit and nature.
Feature (0.5 - 1.0)	Folk customs are especially featured, with outstanding artistic style and unique design.
Composition (0.5 - 1.0)	The composition is ingenious, well-knitted in structure and reasonable in arrangement, so that different forms and expressions of the dragon is revealed with the help of equipment based on the theme.
Effect (0.5 - 1.0)	With strong artistic appeal, the performance should gain a good effect and atmosphere.
Skill (0.5 - 1.0)	The performance is perfect, the movements are skillful, and the theme can be reasonably revealed through certain acrobatic movements, which are well executed.
Music (0.5 - 1.0)	The musical accompaniment should be well coordinated with the movements of the dragon, the rhythm is distinct, and the style is unique and conventional, setting off the atmosphere of the dragon.
Etiquette (0.5 - 1.0)	Vigorous and polite, correct etiquette of marching into and out of the competition field.
Attire and Equipment (0.5 - 1.0)	The style and color of the attire matches and compliments the equipment, the design of which is ingenious and meets the theme requirements.

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Deduction of Points

1. Rules of Deductions

- 1.1 Scoring judges will keep track of common errors and assess deductions for common errors unless otherwise noted in the deduction rules.
- 1.2 Regulation deductions are assessed by the chief judge.

2. Common Errors and Point Deductions

The scoring judges assess all point deductions with the exception of the other errors. The chief judge makes the other error deductions.

Classifications and Criteria	Reasons	Point Values
Minor Error	The dragon body folds slightly.	0.1 point deduction for each occurrence
	The dragon body's movement and the performer's movement are disconnected slightly.	0.1 point deduction for each occurrence
	The performer's body posture is not completely accomplished.	0.1 point deduction for each occurrence
	The performer has additional support while lying or standing.	0.1 point deduction for each occurrence
	The figure structure is not well formed. The movements are not agile and it takes too long to get into or out of the figure structure.	0.1 point deduction for each occurrence
	The dragon body is not full in the static posture meaning the body is not uniformly straight or looped. The figure is not lifelike.	0.1 point deduction for each occurrence
Obvious Error	The movement tempo of the performers causes different parts of the dragon body to be unevenly tight or slack.	0.2 point deducted for each occurrence
	The movement of the dragon is not uniform and the dragon unreasonably touches the ground.	0.2 point deducted for each occurrence
	The performers bump into each other, step on the dragon body, step on a pole or there is an uneven pause in movement.	0.2 point deducted for each occurrence

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Classifications and Criteria	Reasons	Point Values
Obvious Error (Continued)	A fault or fall occurs when performers perform following technical movements: <ul style="list-style-type: none"> • Mounting shoulders • Lifting legs • Placing foot • Riding shoulders • Folding back • Rolling back • Holding waist 	0.2 point deducted for each occurrence
	The transition from static position to moving or vice versa is loose or uneven.	0.2 point deducted for each occurrence
	The strength and tempo of the dragon is not correct.	0.2 point deducted for each occurrence
Grave Error	Dragon body gets tangled or twisted unreasonably.	0.3 point deducted for each occurrence
	Performer falls to the ground	0.3 point deducted for each occurrence
	Performer loses grip on pole	0.3 point deducted for each occurrence
Other Error	The equipment falls to the ground and is damaged.	0.2 point deducted for each occurrence
	The dress or adornment falls to the ground.	0.1 point deducted for each occurrence
	The coach prompts or reminds the team using either verbal commands or nonverbal signals.	0.1 point deducted for each occurrence

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3. Regulation Deductions

Classifications and Criteria	Reasons	Point Values
Time	1-15 seconds less or more than the scheduled time	0.1 point deducted
	16-30 seconds less or more than the scheduled time	0.2 point deducted
		The rest can be inferred
Redo	Redo is allowed if the competition routine is interrupted for some objective reason.	No point deducted
	Redo is allowed if the competition routine is interrupted for some subjective reason such as but not limited to injury to a performer, equipment/prop failure or problem with musical instruments.	1 point deducted
Boundary	The performers step on the line or outside the boundary line during the performance	0.1 point deducted for each occurrence
Violations	Too many or too few performers	0.5 point deducted for each additional/missing performer
	The prop dimensions are in violation of the prop dimension guidelines	0.5 point deducted for each occurrence
	Delayed registration.	1 point deducted
	Protocol violation: Rudeness or unsportsmanlike conduct	0.5 point deducted
	The performers are in the incorrect sequence.	0.3 point deducted

Other

1. Right of Interpretation

- 1.1 The right of interpretation of the rules belongs to United States Dragon and Lion Dance Federation