



2nd USDLDF National Dragon and Lion Dance Championships

Traditional Lion Dance Rules & Regulations

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Rules and Regulations

Classifications

This is a Traditional Southern Lion Dance Competition. The ultimate objective of the lion's quest must be one, or more, of the following:

- Choi Cheng/Cai Qing (採青/采青) - "Picking Greens"
- Choi Lingji/Cai Lingzhi (採靈芝/采灵芝) - "Picking Mushroom"
- Choi Jau Cheng/Cai Jiu Qing (採酒青/采酒青) - "Picking Wine"

NOTES:

1. A flower can be used to represent a cheng or lingji.
2. Not including and "picking" one of these three objects in the routine is considered a mistake and will result in a deduction in the team's final score.
 - a. Picking a cheng or lingji must include the actions of taking, eating and spitting.
 - b. Picking wine consists of taking and drinking.
 - c. The pick is not complete if all of these actions are not clearly demonstrated.

Definition of Terms

- Cheng/Qing (青) = Greens
- Lingji/Lingzhi (靈芝/灵芝) = Flower of Immortality (Ganoderma Lucidum)
- Jau/Jiu (酒) = Wine

1. Participants

- 1.1 Only one School under the same name may enter the Lion Dance Competition. A maximum of 2 teams from each School may enter. (ie. School X can bring 2 teams; School X Team A, School X Team B, etc.)
- 1.2 Participants can only represent 1 School. Lion dancers and drummers may only dance or drum for one team per School. However, they are allowed to perform as a separate role on different teams.
- 1.3 The maximum of participants of a Lion Dance team is 10 people, of which there can be a team leader, coach, and up to 8 competitors. A minimum of 6 competitors are required to participate, consisting of at least 1 drum player, 1 gong player, 2 cymbal players, 1 head player, and 1 tail player. Remaining competitors are allowed to play any other instruments or lion leading characters (ie. Happy Buddha, Monkey King, etc.).
- 1.4 The use of safeguards is not allowed and will result in point deduction.

2. General Regulations

- 2.1 All participating teams must submit their registration form, storyline, and sketch map of their prop arrangement by June 22, 2019
- 2.2 Performers must obey all the rules, respect the competitors and the judges. Any influence and disturbance on the competitors and judges are prohibited

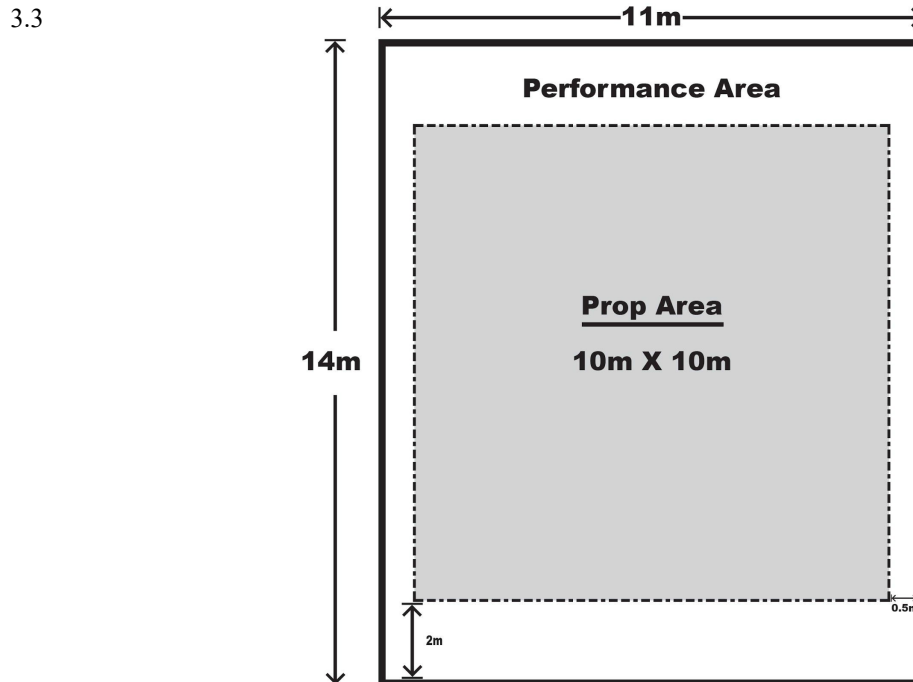
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- 2.3 Performers should salute to the judges and the audience when entering and leaving the competition area.

3. Venue Size

- 3.1 The performance area will be at least 11m x 14m 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.
- 3.2 All props must fit within a 10m x 10m area in the center of the performance area.



4. Prop Regulations

- 4.1 No High Pole (Jong/Zhuang - 椿) props are allowed.
- 4.2 “Cheng” can be set anywhere within the competition area.
- 4.3 The “Cheng” cannot be a real fruit or vegetable.
- 4.4 Props Regulation size: Props that will be climbed on or support the lion must not exceed 2m. Props used for decorations or supporting the Cheng are allowed to be taller than 2m in height.
- 4.5 All props must fit within the 10m x 10m square space, designated in performance area.
- 4.6 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.

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5. Music and Equipment Regulations

- 5.1 Teams are required to perform with at least 1 standard southern style lion dance drum, 1 gong, and 2 pairs of cymbals.
- 5.2 Basic instruments (lion drum, 2 pairs of cymbals and a gong), a size 3 Hok San and a size 3 Fut San lion head will be provided if needed. The equipment will be placed at a designated area provided by hosting committee. Please check with hosting committee if additional equipment is needed. The team will be responsible for any charges and expenses related to damaging the borrowed musical equipment.
- 5.3 The following dimensions are guidelines to ensure that the lion head is proportional to the performers. The chief judge will determine if the size is correct or requires a deduction.
 - For head dancers under 157.5cm, the lion head should be no smaller than 61cm in height, 71cm in depth, and 46cm in width.
 - For head dancers between 157.5cm and 183cm, the head should be no smaller than 66cm in height, 74cm in depth, and 56cm in width.
 - For head dancers over 183cm, the head should be no smaller than 66cm in height, 81cm in depth, and 64cm width.

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 15 minutes to set up props and “Cheng”. Points will be deducted for going over time limit.
- 6.3 The time starts when the drum is hit. The drummer is allowed a single rim click to signal other team members to start. The time ends when the lion head and lion tail players are out of the lion and salute.

7. Forfeit & Disqualification

- 7.1 A representative from each team must check in by 8:30 am on June 29, 2018 at the Registration Table to confirm intent to compete for the day.
- 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 - \$1,000
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

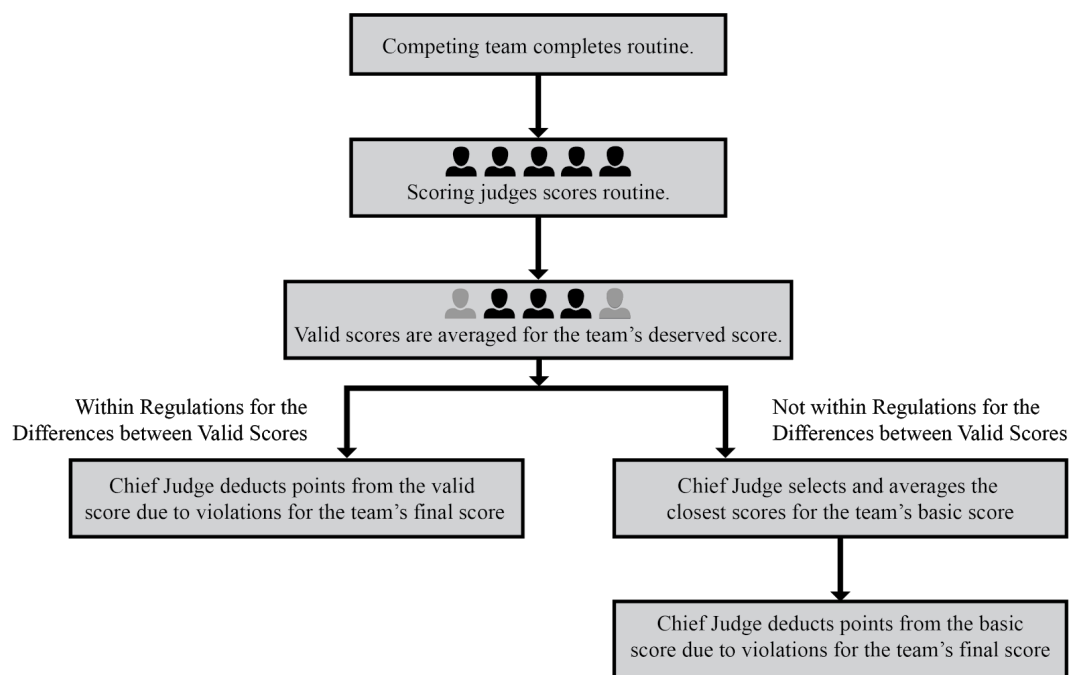
- 4.1 The difference between scores should not be more than 0.2 when the deserved score is 9.5 points and above.
- 4.2 The difference between scores should not be more than 0.3 when the deserved score is in the 9 - 9.5 point range.
- 4.3 The difference between scores should not be more than 0.5 when 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

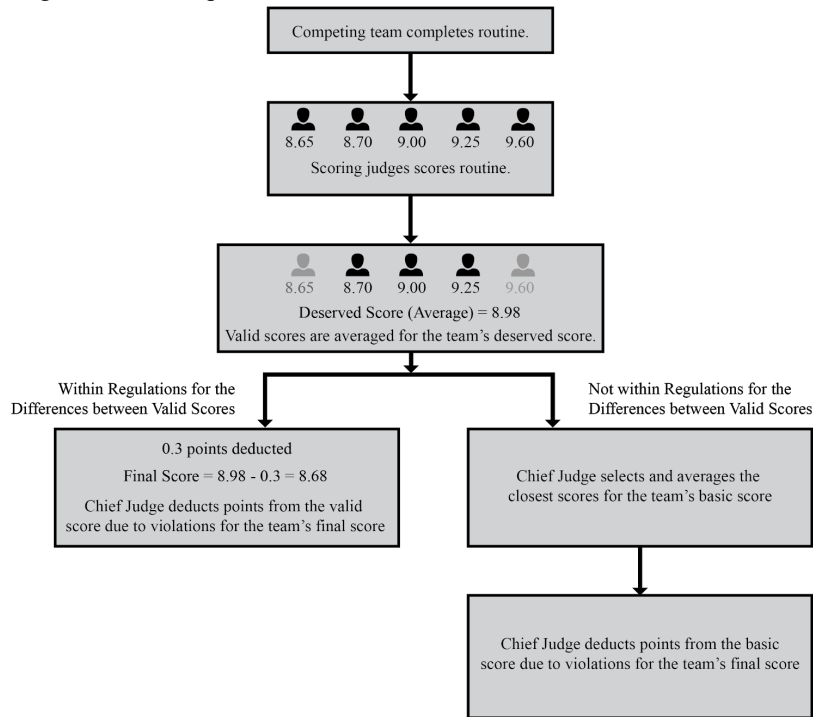
- 6.1 Scoring Process Flow Chart



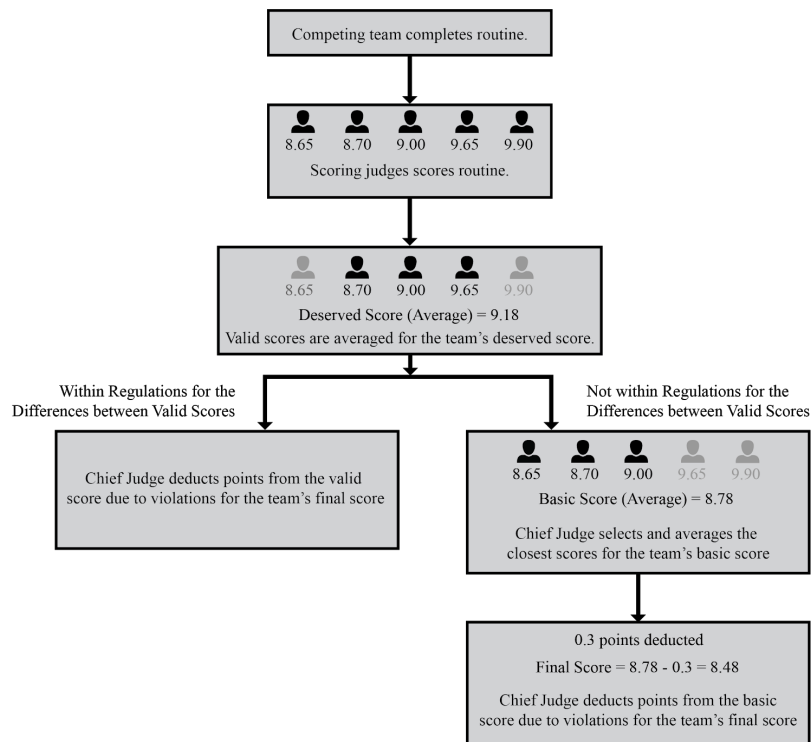
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6.2 Scoring Process Example



6.3 Scoring Process Example 2



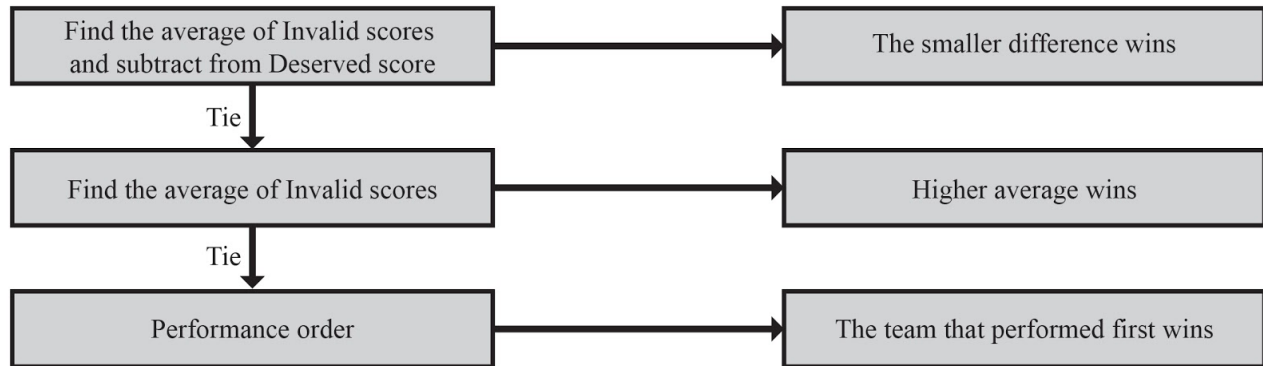
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7. Ranking and Tie Breaker Guidelines

7.1 Teams with higher final scores will be ranked higher.

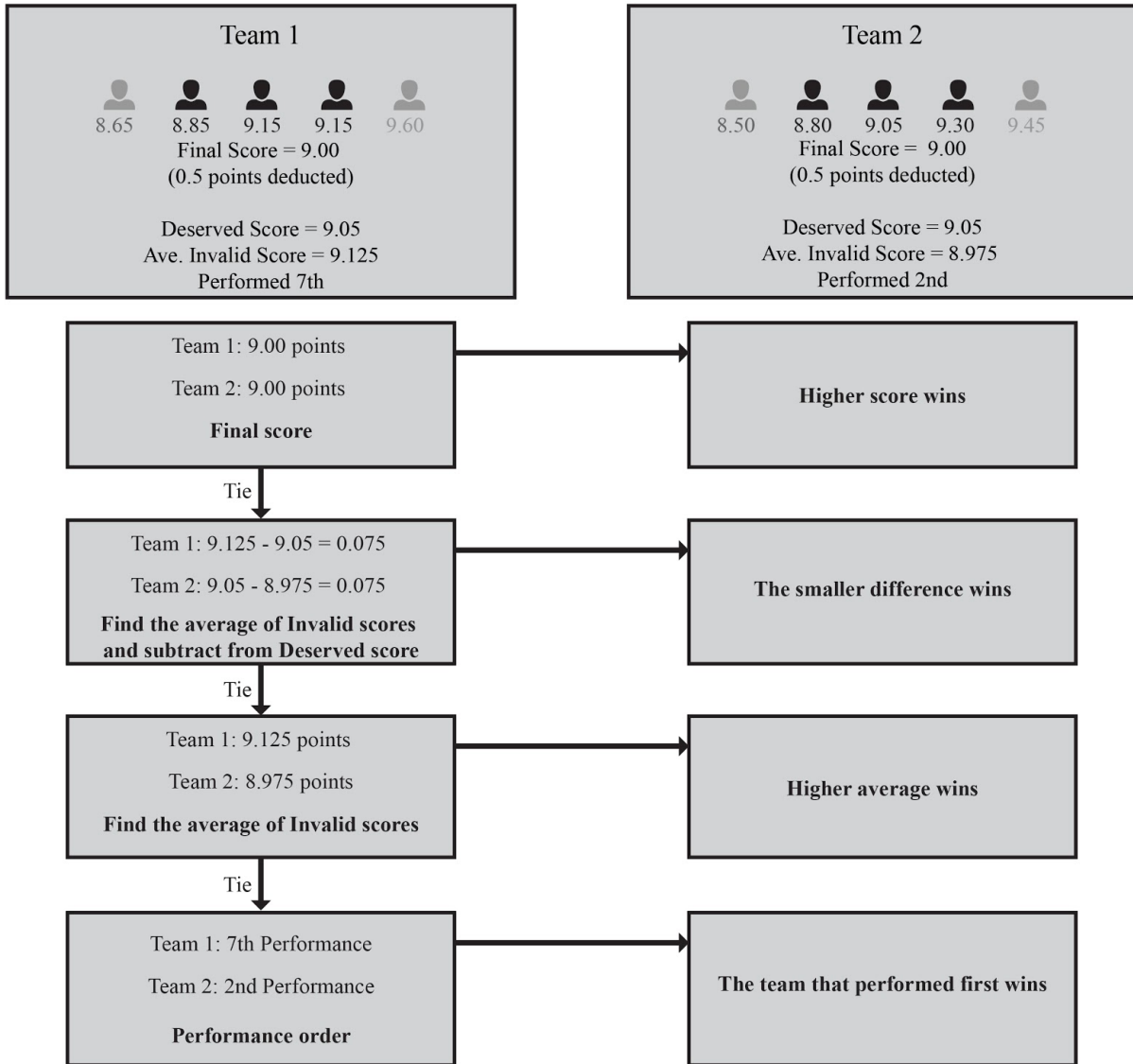
7.2 In the event of a tie, teams will be ranked according to the following guidelines:



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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 lion 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 lion 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 lion, the rhythm is distinct, and the style is unique and conventional, setting off the atmosphere of the lion.
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 If any errors are present during the performance, scoring judges may signal the chief judge using colored deduction cards to acknowledge an error. The following color cards will be used:
- Red - Grave Error (1.0 point deducted)
 - Black - Serious Error (0.5 point deducted)
 - Yellow - Minor Error (0.3 point deducted)
 - Green - Other Error (0.1 point deducted)
- 1.2 Deductions will be decided by the chief judge based on the signals of the scoring judges, and will be applied after the deserved score has been calculated.

2. Common Errors and Point Deductions

Classifications and Criteria	Reasons	Point Values
Grave Error	Lion head and lion tail performer fall on prop or fall to the ground.	1 point deducted
	Lion head or lion tail performers fall and are separated from the lion.	1 point deducted
	Objective not completed, such as Cheng picking.	1 point deducted
	Cheng is not set or the performance is without theme.	1 point deducted
Serious Error	Either the lion head or tail falls down on the prop or the ground; but the performers and the lion are not separated.	0.5 point deducted
	In the traditional items, the content (theme, procedure) of Picking Cheng violates the rules, some examples: <ul style="list-style-type: none"> ● The form of “lion coming exits of the cave” with no cave. ● Jumping from a higher to a lower position for “Picking Cheng” under the cliff. ● Passing through the bottom of the bridge for Cheng under the bridge ● Picking Cheng of the Snake, Crab or Centipede from the front. 	0.5 point deducted
	The fallen Cheng is not retrieved, and the theme unaccomplished.	0.5 point deducted

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Classifications and Criteria	Reasons	Point Values
Minor Error	Lion head performer slip or tumble off lion tail performer's thigh.	0.3 point deducted
	The lion performers is out of balance or using extra-support to prevent fall during the performance.	0.3 point deducted
	The props are damaged or collapse when in use.	0.3 point deducted
	The Cheng falls down when it's picked by the lion but still can be retrieved with skills.	0.3 point deducted
	Unreasonable picking of Cheng (collecting Cheng under the neck, or stretching more than a palm out of the lion's mouth, etc.)	0.3 point deducted
Other Error	Standing on lion's tail performer's leg discordantly and unnaturally, or foot slipping.	0.1 point deducted
	Unstable step or foot shifting when stepping on a prop (e.g. bench).	0.1 point deducted
	The lion head and lion tail performers have an uncontrolled clash (bump into each other by accident).	0.1 point deducted
	The lion costume or any of its adornments fall off.	0.1 point deducted
	Props or background setting falls.	0.1 point deducted
	Any musical instrument falls (including drumsticks or gong mallets).	0.1 point deducted
	Small decorations of the Cheng prop fall (like tree leaves or flower petals) in the process of picking the Cheng.	0.1 point deducted

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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
Storyline	The performers deviate from the submitted storyline by either omitting, adding or changing the order/nature of actions.	0.3 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
	People other than the performers touching or handling the lion or equipment.	0.5 point deducted for each occurrence
	Delayed registration	1 point deducted
	Coaching during the performance	1 point deducted
	Use of live animals, real fruits or vegetables, or open flames	1 point deducted for each occurrence
	Protocol violation: Rudeness or unsportsmanlike conduct	0.5 point deducted
	Use of safeguards	0.5 point deducted for each occurrence

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Other

1. Right of Interpretation

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

2. Event Change or Cancellation

- 2.1 The host committee reserves the right to cancel or change the event without prior notification.