

# UK STREET DANCE CHALLENGE



# RULES & CRITERIA

[WWW.UKSTREETDANCECHALLENGE.CO.UK](http://WWW.UKSTREETDANCECHALLENGE.CO.UK)

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# ACCOUNT TYPES

Our website has different account types, please read the description below to determine what account is best for you.

## DANCE TEACHER

This account is for a studio owner, dance teacher or assistant teacher. All account types will have the same responsibilities and will be able to order tickets, register for events, approve memberships and more.

## DANCER

This account is for any dancer over the age of 16. Creating this account will give you a unique ID that will allow you to join dance schools and be identified by a dance teacher.

## PARENT

This account is for parents who have dancers 15 years old or younger. You can add multiple dancers to one parent account, each will have a unique ID that will allow them to join a dance school and be identified by a dance teacher.



# GENERAL INFORMATION

- All dancers must be a member of UK Street Dance Challenge, it is free to join. You should create an account type that suits you most, based on the descriptions above.
- Wristbands ordered in advance will be posted out to the dance teacher and all dancers, spectators and dance teachers must have their wristbands on before entering the sports hall.
- Dance teachers or an appointed representative can collect the dance school welcome pack from our registration desk on the morning of the event, this will include any registered dancers' details and a certificate for each dancer.
- It is the responsibility of the dance teacher to ensure that dancers are registered for an event and are registered in the correct category before registration closes. Registration will close 7 days before a regional event and 14 days before a weekend event.
- Dancers can compete in each category once, any dancer found competing in more than one solo, duo etc risks being disqualified.
- There is a £5 admin fee per late entry, for example, if you need to register a dancer on the day of the event for solo and duo then there will be a late fee of £10 due.
- At certain events, seating will be allocated for each group. Seating will be for spectators only.

# CODE OF CONDUCT

- Only teachers or school officials should approach the event staff with questions during the competition. Please do not approach the judges, MC or DJ. Event staff can be identified by their uniform.
- Dancers must not perform any power moves, tricks or acrobatics during heats. These moves can only be used when dancers make the finals, if there is sufficient space to perform the moves safely. A “trick” is defined as any gymnastic or acrobatic manoeuvre, or any situation where a dancer lacks complete control over their body, like in the case of flips.
- Props are permitted; however, you must be able to clear them immediately after your performance therefore glitter, water etc. must not be used.
- Outfits should be suitable for the age group, and any inappropriate movements or gestures are prohibited (e.g., no explicit sexual or offensive actions).
- Bags and other items should not obstruct walkways or cause any hazards which could cause injury to others.

**UK Street Dance Challenge is dedicated to fostering a positive and inclusive atmosphere for all participants. Our mission is to create a fun and friendly event where everyone feels welcome. We strongly encourage dancers and spectators alike to support all competitors, promoting a spirit of camaraderie and sportsmanship. By maintaining mutual respect and encouragement, we aim to elevate the experience for everyone involved, ensuring that our events are both enjoyable and inspiring.**

# TICKET INFORMATION

- For our regional events of 2026, wristbands are priced at £21 per person for both dancers and spectators when ordered in advance. If an event is not sold out then we will have tickets available to purchase on the day of the event, these will be £23 per person.
- We offer complimentary wristbands to dance teachers. These are offered on a basis of 1 teacher wristband per ten dancers participating.
- We have a strict no refund policy on wristbands. An order can be amended up to 14 days before an event, after this point all wristbands ordered, must be paid for.
- If for reasons beyond our control we need to change the venue and / or date of an event, then your ticket will still be valid, and no refund will be issued.
- Tickets are allocated on a first come first served basis so please reserve your tickets as soon as possible to avoid disappointment.

**If you forget your wristband on the day of the event, you can complete our “Forgotten Wristband Policy” form at the event, you will need to purchase the wristband from our registration desk. You will be given information on how to return your forgotten wristband. Once this is returned to us, we will issue a refund via BACS transfer minus a £3 per wristband admin fee.**



# Solo & Duo Rules

# PROCEDURE

**The MC will call dancers to the holding area by age & their ability. Depending on the number of dancers in each category they may be split into heats by the event staff.**

Dancers will dance together on the dance floor at the same time and the judges will select the numbers which they wish to progress to the following round. The judges will move around the floor, if they are unable to see a dancer.

Dancers should wear their numbers on the front of their outfit and ensure they are always secured and fully visible. Safety pins will be made available by event staff.

The MC will announce recalls by the age division and category and the

successful dancers will dance again. These recalls will continue until we are down to the final 6 (Our computer algorithm may bring back more than 6 for a final on occasions), who will then dance again and be placed by our judges.

Please ensure you do not miss your category. If you do miss your category, then you will be unable to dance. Event staff will check the correct category and if you are in the incorrect category, you will not be allowed to dance.

The final 6 solos & duos in the advanced section will perform a dance off, each will receive the same amount of time, which is 6 counts of 8.

# GENERAL RULES

**Dance teachers & professional dancers must dance in the advanced category. Assistant dance teachers / choreographers must dance at a minimum level of intermediate.**

Each dancer can only compete in one solo & one duo. If you enter more than once, then you will be disqualified.

Please wear your dancer competitor number on the front of your outfit and use more than one safety pin to secure it.

For duos, you must dance in the category age & oldest dancer. For example, if one dancer is 13 and the second dancer is 15, then the duo must dance in 16 & under.

The category level for a duo can be determined by averaging the levels of

the two dancers. For example, if one dancer competes as a Beginner in solo and the other is Advanced in solo, the duo can compete in the Intermediate category. If you need any clarification on this then please do not hesitate to contact our office.

Dancers must stay in their allocated space on the dance floor.

It is the responsibility of the parent, dancer and dance teacher to ensure that dancers are registered for an event and are registered in the correct category before registration closes. Any registrations/changes on the day or after registration closes will incur an admin fee of £5 per dancer per section.

# JUDGING CRITERIA

There will be 3 judges on the floors at any one-time during solos & duos and they are looking for the following:

- Interpretation of the track used
- Musicality
- Execution & movement quality
- Performance quality
- Knowledge & understanding of foundational movements

In addition to the above criteria, when judging duos, the judges will also be looking for the following:

- Connection & interaction with dance partner
- Synchronicity of routine.
- Creativity & Choreography

# AGE GROUPS

You must enter the age group based on your age on the day of the competition.

6 & under (open level)	8 & under	10 & under	12 & under	14 & under	16 & under	17 & over
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# MUSIC

Music will be provided by the DJ for solos & duos. There will be a set BPM for each category, this will depend on which level you are dancing in:

NEWCOMER	110 BPM – 130 BPM
BEGINNER	110BPM - 130BPM
INTERMEDIATE	100BPM - 130BPM
ADVANCED	90BPM - 130BPM

# ABILITIES LEVEL

NEWCOMER	<p>This category is for dancers that have competed up to and including 3 times before and have never placed in those competitions. Once you have competed at your 3rd competition, please ensure for your next event (regardless of which organisation you compete at then you enter Beginner.</p>
BEGINNER	<p>This category is for dancers that have competed at 3 or more competitions before and have not placed twice in the top 6 with 6 or more dancers or won the section with more than 8 dancers.</p>
INTERMEDIATE	<p>This category is for dancers that have won the beginner section with 8 or more dancers or placed in the top 6 with 6 or more dancers on more than 2 occasions.</p> <p>Once a dancer has competed in Intermediate, they are unable to move back to beginner level, even if you move up an age category.</p> <p>Assistant teachers / Assistant choreographers must enter either Intermediate or Advanced.</p>
ADVANCED	<p>This category is for dancers that have won the intermediate section with 8 or more dancers or placed twice in Intermediate with 6 or more dancers.</p> <p>Once a dancer has competed in Advanced, they are only permitted to move back to Intermediate once they have moved up an age category, for example a 14 &amp; under Advanced dancer is able to move back to Intermediate once they have moved to 16 &amp; under if they wish.</p>



# Trio & Quad Rules

# PROCEDURE

**Each age group will have a set song to choreograph to, this will be released 10-12 weeks prior to the event.**

There are no ability levels, everyone will compete at an open level.

The track will start from the beginning at each heat, unless stated otherwise.

There will be heats of 5-7 trio/quads dancing on the floor at one time, each heat will last around 60-90 seconds.

# AGE GROUPS

**You must enter the age group based on your age on the day of the competition.**

8 & under open

10 & under open

14 & under open

17 & under open

18 & over open

# JUDGING CRITERIA

**The judges will be looking for the following while judging trio/quads:**

- Interpretation of the track used
- Musicality (dancing in time with the music)
- Execution and movement quality
- Performance quality
- Synchronicity of routine
- Connection and interaction with others in the trio/quad



# Team Rules

# GENERAL RULES & INFORMATION

- Each crew must have a minimum of 5 dancers and a maximum of 25 dancers.
- For regional events, all crews must be registered at least 7 days before the event, for Alton Towers weekenders, competition registration closes 14 days before the event.
- Each crew must have a minimum of 75% of its dancers in the age division they have entered, 25% of dancers may be 1 age division higher. For example, a crew who are competing in 14 & under have 12 members, 9 of those members (75%) must be 14 & under, the other 3 members (25%) can be 15, 16 or 17, none of those members can be 18 & over as this is 2 age divisions above 14 & under.
- The dance teacher / crew leader is responsible for registering the team into the correct age division and section.
- We may amalgamate the intermediate/advanced team section at any time at our discretion.
- Dancers can only perform in one team & one super crew per event.
- It is the responsibility of the dance teacher to ensure that team music is uploaded before the deadline.
- Please ensure that you have a backup of your team music, we will not accept responsibility if your team music does not play.
- Team music must be set at the correct level for playing, the DJ will make no adjustments on the day.

## PENALTIES

The head judge is responsible for monitoring and enforcing penalties. The penalties are deducted from your score subtotal before giving a final score.

Penalties will be enforced for the following:

TIME	<b>1 mark per judge</b> for music being over the allocated time, there is a 4 second buffer. <b>Tracks more than 30 seconds over the allocated time will receive a 10-point penalty.</b>
LANGUAGE	<b>1 mark per judge</b> for music which includes any inappropriate or offensive language.
COSTUME	<b>1 mark per judge</b> for costumes which are not appropriate for all audiences.
MOVEMENT	<b>1 mark per judge</b> for movements which are not appropriate for all audiences.

# TIMINGS

The following time limits apply for teams:

BEGINNER / PARENT TEAMS	2 minutes
INTERMEDIATE / ADVANCED:	2 minutes & 30 seconds

There is a 4 second buffer allowed before the time penalty is allocated. Please note that any track that is more than 30 seconds will receive a 10-point penalty.

# AGE GROUPS

We have the following age categories for teams at our events:

6 & under (open level)	8 & under (open level)	10 & under	12 & under	14 & under	17 & under	18 & over
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# ABILITIES LEVEL

<b>BEGINNER</b>	<p>To be able to compete at this level you must not have won at a previous competition in the beginner category with 8 or more teams or placed twice 2nd – 5th with 5 or more teams.</p> <p>At least 75% of the crew must compete at either newcomer / beginner level for solo. A maximum of 25% of the team can compete at intermediate / advanced level for solo.</p>
<b>INTERMEDIATE</b>	<p>To be able to compete at this level you should not have won beginner (or equivalent at any competition) with 8 or more teams or placed twice 2nd – 5th with 5 or more teams.</p> <p>Once a team have competed in intermediate, you are unable to move back to beginner level, even if you move up an age level.</p> <p>At least 75% of the crew must compete at either newcomer, beginner, or intermediate level for solo. A maximum of 25% of the team can compete at advanced level for solo.</p>
<b>ADVANCED</b>	<p>If you won intermediate category (or equivalent) with 5 or more teams or placed twice 2nd – 5th with more than 5 teams then you should enter this category.</p>

# JUDGING CRITERIA

Each crew will be marked on the following by all judges and can gain a max of 70 marks per judge with an additional 16 points available from our head judge.

## Choreography:

- a) Difficulty of the routine used (10 marks)

## Musicality:

- b) How well the choreography matches the music (10 marks)

## Presentation:

- c) Execution and perfection of routine/synchronicity. (10 marks)

## Performance:

- d) Performance quality (10 marks)

## Staging:

- e) Formations & Transitions (10 marks)

## Creativity:

- f) Originality of routine, ideas, and music (10 marks)

## Judges Opinion:

- g) Individual opinion of each judge (10 marks)

Our focus is on the quality of the styles used and not quantity therefore our head judge will award a maximum of 6 marks for styles used and can award an additional 10 marks for executions of styles used.

## Variety:

- h) Variety of styles used (6 marks – max 2 marks per style)

## The styles that we recognise are:

- Hip Hop, Popping, Locking, Krump, Dancehall, Breaking, Waacking, House, Voguing, Afro House and Litefeet.
- You must show a minimum of 4 x 8 consecutively of each style to be awarded the full 2 marks, up to a maximum of 6 marks.
- You must show a minimum of 2 x 8's consecutively of each style to receive 1 mark.
- If you do less than 2 x 8's consecutively then it will not be recognised by the judges.
- 75% of the crew must perform the style to be awarded the 2 marks, if less than 75% of the crew perform the style, you will only be awarded a maximum of 1 mark, even if 4 x 8's or more are shown.

## Execution:

- i) Execution of styles used (10 marks).

Please note that if you score 0 for styles then you will automatically score 0 for execution of styles.



# Mega Crew Rules

# GENERAL RULES & INFORMATION

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- Mega Crews should have a clear concept or theme in their routine.
- At least half of the Mega Crew must dance for a minimum of 2 minutes.
- Dancers can enter both Teams and Mega Crews, but their routines must be different.
- Mega Crews can include between 17 and 50 dancers.
- Tricks are allowed in Mega Crew performances.
- The maximum routine length for Mega Crews is 4 minutes.
- There are no separate age or ability divisions; all Mega Crews compete together.

# JUDGING CRITERIA

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Each Mega Crew will be judged based on six key areas, with each category scored out of 10 points, totaling a maximum of 60 points.

## Concept & Creativity (10 points)

- Crews should present a clear concept, theme, or story that is engaging and easy to follow.
- Originality and creativity in choreography, transitions, formations, and movement choices are key.
- Unique signature moves, and innovative use of music selection will be rewarded.

## Execution & Technique (10 points)

- Street dance foundations and techniques should be executed with precision, difficulty, and authenticity.
- While creativity is encouraged, technical execution should remain strong throughout the routine.
- A balance between choreography difficulty and execution quality is expected.

**Synchronization & Timing (10 points)**

- Crews should dance in unison, demonstrating precise timing and synchronization.
- Movements must be performed cleanly, with sharp transitions and clarity in execution.
- The routine should appear polished and well-rehearsed.

**Musicality & Performance Composition (10 points)**

- Routines should reflect a strong understanding of musicality, including accents, rhythms, and tempo variations.
- Music should be used intentionally to enhance the overall impact of the performance.
- Transitions, formations, and level changes should be well-placed and support the performance's energy.

**Stage Presence & Entertainment Value (10 points)**

- Crews should command the stage with confidence, charisma, and audience engagement.
- Props and costumes may be used but should complement rather than distract from the performance.

**Overall Impact & Judges' Impression (10 points)**

Judges will consider the overall impression of the routine, factoring in entertainment value and audience impact.

- The performance should leave a lasting impression through originality, storytelling, and execution.
- Judges' subjective opinions will contribute to this score, assessing how engaging and impactful the routine was.

# PENALTIES

The following penalties can be issued by the judges:

**Time:**

- 1 mark per judge for music being over the allocated time, there is a 4 second buffer. Tracks more than 30 seconds over the allocated time will receive a 10-point penalty.

**Language:**

- 1 mark per judge for music which includes any inappropriate or offensive language.

**Costume:**

- 1 mark per judge for costumes which are not appropriate for all audiences.

**Movement:**

- 1 mark per judge for movements which are not appropriate for all audiences.

# Adult & Child Duo

Our adult and child duo is a fun category that we offer at our Alton Towers weekend events. The adult that is dancing must not be competing already (except for parent team). Therefore, this must not be an older dancer that has paired up with a younger dancer, this is strictly an adult, for example parent, aunty, uncle, grandparent, sibling, that is not a dancer.

A dance teacher may participate in a duo with their own child only. The dance teacher is not able to create an adult and child duo with a sibling or another child within the dance school.

If our event team believe that these rules are not being followed, then you will be asked to provide proof and it could result in you being unable to dance.





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