

Presented by **URBAN DANCE YOUTH TRUST**

PROJECT



**Saturday
31st May**

Primary, Mega Skul,
Intermediate / Junior
Novice, & Secondary /
Varsity Novice Divisions



**King's
Birthday
Weekend
2025**

Mercury Baypark
Arena | Tauranga

**Sunday
1st June**

Open Junior,
Mega, Varsity,
Adult & Mini
Crew Divisions

COMPETITION INFO PACK

PROJECT

KING'S BIRTHDAY
WEEKEND 2025

YOUTH HIP HOP DANCE COMPETITION

In its 16th year, **PROJECT** caters to youth from all over New Zealand over two days.

PROJECT is a Hip Hop Crew Dance Competition for youth who have a passion for Hip Hop Dance. This event will allow young people to engage in creative expression in a supportive and positive environment that encourages participation and enjoyment. Participants may come from throughout NZ.

URBAN DANCE YOUTH TRUST work alongside schools, community groups, marae and organisations to provide opportunities to young people to be involved and showcase their skills, creativity, talents and artistry.

On Saturday 31st May our entry-level competition gives young dancers the opportunity to take the stage and experience competitive Hip Hop Dance - we will have Primary, Intermediate /Junior Novice and Secondary School /Varsity Novice divisions

On Sunday 1st June we see the open division crews at an elite level from all over NZ take to the floor as the crews battle it out for over \$20,000 in prize money.



PROJECT

COMPETITION INFORMATION

SATURDAY 31st May 2025 – SCHOOL/NOVICE DIVISIONS

PRIMARY & MEGA SCHOOL DIVISIONS

- > Venue opens **8.00am**
- > Rehearsals commence **8.30am**
- > Auditorium doors open **12.00pm**
- > Competition commences **12.30pm**
- > Event finish approx. **3.00pm**

SATURDAY 31st May 2025 – SCHOOL/NOVICE DIVISIONS

INTERMEDIATE / JUNIOR NOVICE +
SECONDARY / VARSITY NOVICE DIVISIONS

- > Rehearsals commence **3.30am**
- > Auditorium doors open **6.30pm**
- > Competition commences **7.00pm**
- > Event finish approx. **10.00pm**

SUNDAY 1st June 2025 – OPEN DIVISIONS

JUNIOR, ADULTS & MINI CREW
DIVISIONS

- > Venue opens **8.00am**
- > Rehearsals commence **8.30am**
- > Auditorium doors open **12.00pm**
- > Competition commences **12.30pm**
- > Event finish approx. **3.00pm**

SUNDAY 1st June 2025 – OPEN DIVISIONS

VARSITY + MEGA CREW DIVISIONS

- > Rehearsals commence **3.30pm**
- > Auditorium doors open **6.30pm**
- > Competition commences **7.00pm**
- > Event finish approx. **10.00pm**

NB: times will depend on registrations and are subject to change.



PROJECT

RULES AND GUIDELINES

PROJECT is a Hip Hop Crew Dance Competition for youth who have a passion for Hip Hop Dance. This event will allow young people to engage in creative expression in a supportive and positive environment that encourages participation and enjoyment. Participants may come from throughout New Zealand.

★ Registration

Crews should ensure that the Online registration form is completed and returned to **Urban Dance** by **May 2nd 2025** at 5pm.

Registration Fees are per crew member and are to be paid by **May 2nd 2025** or registration cannot be accepted. Deposits made to:

Urban Dance Youth Trust Account **06-0433-0449874-00**

Schools / Novice Divisions Lil Junior, Primary, Intermediate/Junior Novice, Secondary/ Varsity Novice, Mega Schools **\$30 per crew member**

Open Divisions Junior, Varsity, Adults & Mini Crews **\$40 per crew member**
Mega Crews **\$50 per crew member**

Please note: There will no longer be multi-entry discounts

★ Entrant Eligibility

Dancers must meet the age or year level requirements for each division as at 1st Jan 2025 to be eligible for **PROJECT**. There are no age restrictions for Mini or Mega Crews.

★ Composition of a Crew

A crew can consist of a minimum of four (4) to a maximum of twelve (12) members. Mega Crew division crews can consist of a minimum of fourteen (14) members to a maximum of forty (40) members. The members of the crew may be made up of any combination of males and females. Crew members do not all need to attend the same school: crews can be composed of students attending the same school, friends, families, Marae groups, youth groups & dance schools; provided they meet the requirements for Age Divisions.

***PLEASE NOTE:** Crews entering the schools / novice divisions must be predominantly made up of novice dancers. Project Event Management reserve the right to use their discretion in accepting registrations.

PROJECT

RULES AND GUIDELINES cont

★ School / Novice Divisions

Lil Juniors: Aged 5 to 7 years as at 1st Jan 2025.

Primary: Be in Years 4-6 at school (approx 8 yrs old – 10 yrs old)

Intermediate / Junior Novice: Be in Years 7 or 8 at school (approx 11 – 12 yrs old)

Secondary / Varsity Novice: Be in Years 9-13 at school (approx 13 – 18 yrs old)

Up to two (2 members in a crew may compete in an immediate age division up or down. (eg: A crew composed of six Intermediate attending students may also have two Year 9 Students OR two Year 6 students within their crew and compete as an Intermediate crew, but not have Year 10's or older students, or Year 5's or younger. Primary aged crews may have up to two Year 7 students, but no Year 8 Students or older. Secondary aged crews may have up to two Year 8 Students.

★ Open Divisions

Junior: Aged 8 to 12 years as at 1st Jan 2025.

Varsity: Aged 13 to 17 years as at 1st Jan 2025.

Adults Aged 18 years + as at 1st Jan 2025.

Mini & Mega Crews: There are no age requirements - they are open divisions.

All crew members in the Open Divisions must fit within the age requirements. A crew is allowed up to 3x dancers who are younger, but none who are older.

Eg: A 12-year-old turning 13 within the competition year (by 31st Dec) may compete in the Junior or Varsity division. Likewise a 17-year-old turning 18 within the competition year (by 31st Dec) can compete as a Varsity or Adult.

★ Participation Limit

A crew member may not compete in more than one crew per division, but providing they meet the requirements can compete in multiple divisions (Eg: a 16-yr old may compete in Varsity AND Adult Open Crews)

Crews or dancers may participate in both the schools and open competitions provided they meet the requirements for each division.

★ Managers/Helpers' Backstage

All crews are allowed 1 Manager & 2 Helpers Only Backstage.

Any Managers/Helpers wishing to watch from the Auditorium will be given free access. There will be a live feed provided backstage for performers to watch. All Crews must have a Manager or Helper over 18 years remain with the crew at all times.

PROJECT

RULES AND GUIDELINES cont

★ Music

The time limit for all Crews is one minute & forty five seconds (1:45) - two minutes & fifteen seconds (2:15). The time limit for Mega Divisions is three minutes & thirty seconds (3:30) - four minutes (4:00).

Crew's must upload their music in one track to the Registration software. All crew's music **must be received by 8pm Friday 23rd May 2025**. The crew name and division must be clearly labeled in the name of the track. The competition music must not contain inappropriate or offensive language. It is advised that crews bring a back up copy of their music on a USB on the day.

★ Attire

Please keep clothing appropriate for a family-friendly event. Revealing clothing deemed too short or too tight will be scrutinized for age appropriateness and overexposure of certain areas of the body.

Please wear clean Footwear – shoes must be worn (no bare feet)

★ Props

Props are prohibited (i.e. canes, chairs, tambourines, musical instruments) Kneepads or any other performing apparatus to aid in the safety and proper execution of a move is allowed. When in doubt contact Urban Dance for clarification.

★ Rehearsals

All crews will be given a Rehearsal time for the competition day. **Crew Managers are responsible for ensuring the crew has arrived on time and are ready, as organisers cannot guarantee additional time.** All crews will be permitted one technical run through.

Crews may not watch the Technical Rehearsals and are required to clear the theatre following their rehearsal.

★ Crew Briefing

There will be no crew briefing. All information will be communicated to Crew Managers or can be found in the Managers Info pack.

Responsibility

All performers are responsible for their own equipment and possessions. No responsibility will be taken by the organisers for any lost or damaged equipment or personal possessions.

Crew Managers must not leave dancers unattended – including at the conclusion of the event. Please ensure all students are safely collected by parents/caregivers.

PROJECT

RULES AND GUIDELINES cont

★ General

The Judges decision is final. No discussion or correspondence concerning such decisions will be allowed. This is a strictly drug and alcohol free event. Breaking this rule will result in instant disqualification of the performer and their crew.

Project Event reserves the right to make decisions concerning changes to the rules or format of the competition, however all decisions will be communicated to managers.

All decisions made by Project Event team members are final.

Managers will be provided with all information by email. Please ensure Urban Dance has the correct details to contact you and your crew.

All dancers and parents/caregivers should take the time to read these rules and guidelines before signing the Registration Form.

For all questions or comments please contact Sarah on **021 136 1514**

or email sarah@urbandance.org.nz



PROJECT

RECOMMENDATIONS FOR CREWS

- ★ Avoid being influenced by well known champion crew's routines, as there is no distinct model for a winning routine. The judges are looking for performances that are different, new, original and showcase a variety of authentic urban street dance styles.
- ★ Make sure your routine includes an ample amount of dance
- ★ Building a story within the dance may be a method to consider.
- ★ Find "The Groove" which is the dancer's reaction to the beat. It's what makes the dance "funky". Find the groove in your music and express it in your crew's dancing.
- ★ The judges will reward routines for incorporating unique and original/creative moves, a high number of hip-hop street dance styles executed, good usage of the stage, formations, showmanship, intensity and street appearance resulting in an entertaining routine that evokes emotional response.
- ★ Crews should aim to include 3-5 street dance styles in their routines without excessive use of the same move or patterns. A varied range of styles should be shown in the choreography of arm, leg and body movements.
- ★ Dance styles can include but are not limited to Locking, Boogaloo, Popping, Breaking, Waacking, Pinking, Vogue, House Dance, Party Dances, Hip Hop Dance, Choreography, Krump, Stepping.
- ★ Traditional/cultural dance is also encouraged as part of a street dance routine.
- ★ The crew must demonstrate awareness of spacing between the members through a full range of unique, complicated and challenging formations, interactive partner moves and patterns. The full use of stage will also be considered. The routine should include three (3) levels of movement (low/mid/high utilizing arm, hand, leg, foot, torso and head movements with transitions that are creative and unpredictable.
- ★ The inclusion of TRICKS may add to the overall effect of a routine, but will not elevate it above another crew's routine. No special points will be awarded for the inclusion "specifically" of tricks, but using them to heighten the routine's theme, personality and excitement is an allowable risk. No tricks should be done if there are chances of incompleteness.
- ★ Clothing and accessories worn should represent and reflect the real character and natural style of the urban street environment with a unique look that sets the crew apart. Crew members do not have to be dressed identical or similar. Individuality of dress is encouraged. Crews may wear stylized clothing representing their routine's theme.

Theatrical costumes are not typical of the urban street and are not recommended.

- ★ A music mix should be made for the crew which has a range of songs to compliment the different styles of dance being included. There is no maximum or minimum number of songs or recordings that may be used in the routine. The songs may be edited to enhance choreography and personal performance. Sound effects and original compositions are permitted.
- ★ The competition music must not contain inappropriate, lewd or offensive language.

PROJECT

EXPLANATION FOR JUDGING CRITERIA

★ **Choreography - 15%**

Choreography should be interesting, unique and one of a kind. Crews should use signature moves and combinations of moves that are yours alone. These marks basically are being given for WHAT you do. Remember to include lots of dancing! You should also be including an awareness of spacing: particularly in full use of the stage, with different and complex formations, interactive partner moves and patterns, and use of the different levels (floor, standing and air).

★ **Technique / Skill / Execution - 20%**

These marks are allocated for HOW you dance. Consideration is given to the number of crew members who attempt and successfully complete complex choreography and who demonstrate a variety of dance styles executed correctly showing an understanding of the foundations of hip hop.

★ **Musicality/Synchronisation/Timing - 20%**

Musicality is where the movements chosen relate to the music. The Dancers are staying in time with the music, moving to the beat of the music, and using identifiable phrases to construct the routine's choreography. The judges will be looking for the Crews who can dance in UNISON.

★ **Performance Intensity & Presentation - 20%**

Dancers should be able to perform the routine entirely without showing any tiredness or lack of energy. Attitude and energy should reflect a street style. Projection of the crew members should be consistently strong throughout the entire routine with an uninterrupted display of confidence measured by facial expression, eye contact and body movement. The crew members should perform with enthusiasm, passion and a natural ability to "sell it" on stage.

★ **Originality & Creativity - 15%**

These points are given for the lasting impression you leave. The points can come from original ways to go to the floor, getting up from the floor, transitions, music editing, clothing and the unique look and style that sets you apart from the other routines. Be special, different and fresh with all aspects of your routine.

★ **Audience Impact - 10%**

The judges will be listening to the reactions you evoke from audience members throughout your routine. A 'home crowd' advantage is different to evoking a reaction from the crowd – aim to include 'crowd pleasing' aspects through unique movement, theme or creativity.

PROJECT

AWARDS AND PRIZES

All prizes will be handed out at Prize giving at the conclusion of each session.

Schools / Novice Divisions:

Lil Juniors - PROJECT participation medal per dancer

1st place - PROJECT trophy and certificate

2nd place - PROJECT trophy and certificate

3rd place - PROJECT trophy and certificate

Open Divisions:

MEGA CREWS

1st place - PROJECT trophy, \$10,000 prize money and certificate

2nd place - PROJECT trophy, \$3,000 prize money and certificate

3rd place - PROJECT trophy, \$1,000 prize money and certificate

JUNIOR, VARSITY & ADULT CREWS

1st place - PROJECT trophy, \$1,000 prize money and certificate

2nd place - PROJECT trophy, \$500 prize money and certificate

3rd place - PROJECT trophy, \$200 prize money and certificate

MINI CREWS

\$500 prize money

\$300 prize money

\$100 prize money

NB: Prize Money will only be awarded if there are 3 or more competing crews in that division.

All prizes will be awarded at the conclusion of each division. Competitors must be present to receive their award and prizes. Prize money will be paid into the Crew's bank account.



PROJECT

ADDITIONAL INFORMATION

All crews will be allocated a stage rehearsal time.

Upon arrival you will enter the Auditorium's foyer and Register with the event Team. They will be able to answer any questions you may have and will show you around the premises.

Please arrive on time to complete registration and check-in processes. **Crew Managers are responsible for ensuring the crew has arrived on time and are ready, as organisers cannot guarantee additional time.**

Each crew will have an opportunity to rehearse on stage with their music for approximately 5 minutes. The crews are not required to rehearse in their costumes/uniforms however, appropriate footwear must be worn.

Crews may not watch the Technical Rehearsals and are required to clear the Auditorium following their rehearsal.

Crews are encouraged to come to the Arena with most personal preparations completed (Hair, Make-up etc).

A 'greenroom' hall is available for all crews to use. It will be the responsibility of the Crew Manager to ensure the Dancers are ready for their performance. Personal belongings are the responsibility of the dancers and manager/helper.

All Crews must have a Manager, Helper or Leader over 18 years remain with the crew at all times.

An Event Run Sheet will be provided to all Managers and posted around the backstage areas and this will be closely adhered to.

We encourage the Dancers to bring their own Water Bottles. Snacks and food/drinks will be available for purchase from the Arena cafe.

Eftpos will be available onsite.

Dancers will be able to enter the auditorium during the shows. A live feed will also be provided into the Backstage area for the dancers to watch the stage.

Please ensure all dancers are safely collected at the conclusion of the event by parents/caregivers.

PROJECT

REGISTRATIONS

Registrations are now available to complete Online through the **UDYT DANCE COMP GENIE** portal. The Company or School Manager creates the Account. Multiple crews can be registered under the Company or School account. Individual crews not associated with a company or school can have their Crew Manager create the account.

If you have used Dance Comp Genie before then your login will work through this portal
If you HAVEN'T used Dance Comp Genie before you will need to create a new login.

Dance Comp Genie Create Account Instructions

1. Click **Add new account** (Company / Studio / School / Crew Manager)
2. Complete DCG Passport Account details for the Company / Studio / School / Manager
3. Click **Add New Registration**
4. Select PROJECT from the drop down menu
5. Click **Add Crew**
7. Select Type (School / Novice Divisions, Open Divisions or Open Mega Crew)
8. Click **Edit Dancers** - add your dancers details here
9. Continue with completing the Crew details
10. Click **Continue to Checkout**
11. Check the numbers per Division type is correct for the fees charged and select **Continue**
12. Agree to the Terms and Conditions and click **Checkout**

Please ensure you read all information clearly and that your dancers meet the criteria.

