

Ceroc® New Zealand Competition Rules, Categories and Judging Criteria

Ceroc® competition events are held in different regions across New Zealand. The rules for the Classic and Cabaret categories as set out in this document will apply across all of these events. Event organisers will provide clear details for all Creative category rules, which may differ between events. Not all categories listed below will necessarily be present at every event. Each event may have their own extra regional Creative categories that will be detailed on the event organiser's web pages, which can be found via www.cerocevents.co.nz. Contact the event organiser for further details of categories not listed in this document.

Contents

- 1 Responsibilities
 - 1.1 Organiser Responsibilities
 - 1.2 Competitor Responsibilities
- 2 Points System for Competitor Levels
 - 2.1 How it works
 - 2.2 Points Registry
 - 2.3 Points as they relate to Competitor Level
 - 2.4 Earning Points
 - 2.5 Teachers Points
 - 2.6 International Competitors
- 3 General Rules
 - 3.1 Ceroc® Style
 - 3.2 Timing
 - 3.3 Non-Contact Dancing
 - 3.4 Floorcraft
 - 3.5 Aerials
 - 3.6 Newcomer Moves
- 4 Classic Categories
 - 4.1 Freestyle
 - 4.2 Dance With A Stranger (DWAS)
- 5 Cabaret Categories
 - 5.1 Showcase
 - 5.2 Newcomer Teams
 - 5.3 Intermediate and Advanced Teams
- 6 Creative Categories
 - 6.1 to 6.16
- 7 Judging
 - 7.1 Judging Criteria
 - 7.2 Penalties and Disqualifications

1 Responsibilities

1.1 Organiser Responsibilities

The organiser is responsible for ensuring the event is run professionally and fairly. This is a complex undertaking and more information can be provided by the organiser or Ceroc® Dance New Zealand (Ceroc® NZ) upon request.

The organiser may decide to:

- Cancel a competition category if there are less than four entries for that category when entries close.
- Combine competition categories to enable the allocation of points if there are less than the minimum numbers of entries for that category when entries close.
- In all instances, the organiser will communicate this change to all competitors who have entered the category to be cancelled or combined as soon as possible.

1.2 Competitor Responsibilities

- Competitors are responsible for reading and understanding this document, especially the general rules and specific category rules.
- Competitors are responsible for knowing which categories they are eligible to enter.
- Shoes must not damage or mark floors. Heel caps must be worn on shoes with a heel base the size of a New Zealand 20c piece or smaller.
- Costumes must be appropriate to the audience.
- It is the desire of the organiser to hold an expressive and exciting dance competition without sacrificing the quality of dancing or good taste. To encourage this balance, any action that is unacceptable in a social dance setting is prohibited.
- Competitors are responsible for displaying their number in an appropriate place on their back. At the end of a song competitors are required to rotate to ensure judges can clearly see their number.
- Competitors are required to be ready in the marshalling area at the appropriate time.

2 Points System for Competitor Levels

2.1 How it works

- Competitors will be awarded points for their placings achieved in competitions.
- Points are held by individuals, not couples.
- A competitor's points will determine which category levels they are eligible to enter.
- A competitor's points will be reset at the minimum points required each time they move up into a new competitive level.
- The points each competitor holds will be recorded and maintained in a centralised National database called the Points Registry.

2.2 Points Registry

To find out how many points you have please login to <https://myceroc.co.nz/registrations/>. The Points Registry will automatically be updated with the points earned at each competition within seven days of the competition results being announced.

Overseas entrants will be required to contact Ceroc® NZ to confirm their competition level. Please refer to section 2.6 for further details.

2.3 Points as they relate to Competitor Level

<u>Points</u>	<u>Level</u>
0 - 2	Newcomer
3 - 39	Intermediate B
40 - 99	Intermediate A
100 - 179	Advanced B
180 - 299	Advanced A
300 or more	Champions

2.4 Earning Points

Points are allocated to each individual for placings achieved according to the categories as set out below.

Classic (Freestyle and Dance with a Stranger (DWAS)) categories

A minimum of six couples for Freestyle and six individual leads and six individual follows for DWAS, are required in a final for points to be awarded.

Points are allocated according to the level of the category not the level of the competitor. Should a category run as a straight final, then half of the points stated below will be allocated and no points will be awarded to finalists that did not place.

- Newcomer categories: First - 3 points, Second - 3 points, Third - 3 points.
- Intermediate B and Intermediate A categories: First - 16 points, Second - 8 points, Third - 4 points. Finalists that did not place – 2 points.
- Advanced B and above categories: First - 24 points, Second - 16 points, Third - 8 points. Finalists that did not place – 2 points.

Cabaret categories

A minimum of three Showcase/Team entries are required for points to be awarded except Newcomer Teams which has no minimum.

- Showcases: First - 15 points, Second - 10 points, Third - 5 points.
If a preselection process has taken place and less than 3 showcases perform, then all showcases shall receive 1 point.
- Newcomer Teams: First - 1 point, Second - 1 point, Third - 1 point.
- Teams: First - 3 points, Second - 2 points, Third - 1 point.
If less than 3 teams perform, then all teams shall receive 1 point.

Creative categories

A minimum of four couples is required in a final for points to be awarded. Should a category run as a straight final, then half of the points stated below will be allocated and no points will be awarded to finalists

that did not place.

- First - 4 points, Second - 3 points, Third - 2 point. Finalists that did not place -1 point.

2.5 Teachers Points

A Ceroc® Teacher is any teacher who currently teaches for a Ceroc® Branch and is recognised by Ceroc® NZ on the Teachers Register.

Ceroc® Teachers will be allocated competition points to bring their total to a minimum of 100, unless they qualify for a higher competitive level.

2.6 International and NZ Modern Jive Competitors

When entering a Ceroc® NZ competition or the Ceroc® Dance Point's Registry for the first time, international and NZ Modern Jive competitors need to supplement their entry with an email of their placing history to the competition organizer. At the organisers discretion and with the assistance of the competitor's teacher, the competitive level best suited to the competitor will then be determined. The competitor will then be contacted and advised of their New Zealand Competitive level.

If the competitor is not new to the Ceroc Dance Point's Registry and has had their level verified, they may apply in writing to Ceroc® NZ to have their dance level reassessed. This applies to international and NZ Modern Jive competitors whose competitive level in Ceroc® NZ no longer matches that of their own country or their NZ Modern Jive competition level. For international competitors, the competitor needs to have placed at least once for their overseas level to be matched to the Ceroc® NZ equivalent. If they have not placed, at their overseas level then they are eligible to having their Ceroc® NZ competitive level changed to one level below their comparative level achieved overseas.

3 General Rules

These rules apply to all competitors across all event categories.

3.1 Ceroc® Style

Competitors must dance in the Ceroc® Style.

- Ceroc® is a partner dance.
- There is a lead and follow.
- Ceroc® has a concertina (inwards and outwards, coming together and going away) action with the lead usually stepping RIGHT / LEFT and the follow usually stepping LEFT / RIGHT on the "& 1" of a Ceroc® Count.
- Competitors should maintain contact for the majority of the dance.
- Variations of style are allowed; however, judges are looking for a concertina action for the majority of the dance.
- Ceroc® is about expressing fun and enjoyment through dancing.

3.2 Timing

Competitors must demonstrate dancing in time to a song.

- Ceroc® is a rhythmic dance, where each step is on a beat. A Ceroc® Count of "& 1" (two steps, two beats) etc is used to keep time. Although not essential to step on every beat, it is important that

dancers demonstrate an understanding of this.

- Generally, each position of a dance move occurs on a number in the Ceroc® Count “1” or “2” or “3” etc. (ie. the on-beat).
- Transitioning or moving between the positions of a dance move or from one move to another occurs on the “&” of a Ceroc® Count. (Ie. the offbeat).
- Musical flourishes. Rhythmic interpretation, lyrical interpretation and syncopations are allowed but not at the expense of the fundamentals of the overall Ceroc® Style.

3.3 Non-Contact Dancing

Competitors must limit the use of Non-Contact Dancing.

As Ceroc® is a partner dance the lead and follow is expressed through the contact between partners.

- Any time that a dancing partnership is completely broken for more than one Ceroc® count it is counted as non-contact dancing.
- During Non-Contact dancing, competitors are still required to dance/perform.
- Any continuous period of non-contact dancing cannot be longer than eight Ceroc® counts.
- Newcomer Teams are permitted to have a maximum of two non-contact dancing periods but not consecutively.
- Teams are permitted to have a maximum of three non-contact dancing periods but not consecutively.
- Showcases are permitted to have a maximum of three non-contact dancing periods but not consecutively.

3.4 Floor Craft

Competitors must use good Floor Craft.

Floor Craft refers to the skill of utilising the space on the dance floor while you are dancing, without disrupting the dancing of others.

- Competitors must have consideration for other competitors on the floor.
- Competitors are required to remain in the area assigned, unless otherwise stated.
- Showcases and Teams have use of the entire dance floor.

3.5 Aerials

Competitors must only perform Aerials in the approved categories as set out in the rules for each category.

Aerials are moves where a dancer is lifted off the ground, held off the ground, or thrown in the air by another dancer. The dancer being lifted, held or thrown is known as the flyer. The dancer doing the lifting, holding or throwing is the base.

- Baby aerials are Aerials where the flyer keeps one foot below the waistline of the base.
- Full aerials are Aerials where both of the flyer’s feet go above the waistline of the base.
- Acrobatics are Aerials where the flyer is thrown and contact between flyer and base is broken.
- Death spirals, though not Aerials by the definition of the flyer being off the ground, are where a flyer is spun by the base using centrifugal forces to maintain the flyers shape while in rotation.

3.6 Newcomer Moves

All Newcomer moves must be identifiable as one of the Ceroc® Beginner moves as listed below.

Back Pass	Basket	Break Through	Catapult	Ceroc New Yorker
Ceroc Spin	Check Step	Fan	Figure of 8	First Move
Hatchback	Leads Comb	Loop Through	Manhattan	Push Spin
Return	Shoulder Block	Slide Break	Squeeze Box	Step Across
Travelling Return	Wurlitzer	Yoyo		

4 Classic Categories

The Classic section includes Freestyle and Dance with a Stranger (DWAS) categories. The judging criteria listed are defined in section 7 Judging.

4.1 Freestyle

Freestyle Rules

- In Classic Freestyle couples dance to an undisclosed piece of music.
- Judges will be looking for non-sequenced dancing. Obvious use of repeated sequences of moves is discouraged.
- Category level is dictated by the competitor within the partnership with the most points. Partnerships do not require both competitors to be at the same level.
- Champions level Freestyle may not be held at all competitions.
- Competitors can only enter one Classic Freestyle category level.
- Death spirals and Acrobatics are not allowed in any Classic Freestyle category.

Freestyle Judging Criteria

Competitors will be judged on the following, listed in order of importance.

- Timing
- Technique
- Partnership
- Musicality
- Moves
- Presentation

Freestyle Categories

Newcomer Freestyle

- Both competitors in a Newcomer couple must have less than 3 points each.
- Heats, repechages, quarter finals, semi-finals, and final will be one song only.
- Moves allowed are the Ceroc® Beginner moves as listed in the general rules section.

Intermediate B Freestyle

- Both competitors in an Intermediate B couple must have less than 40 points each.
- At least one competitor must have 3 points or more.
- Heats, repechages, quarter finals, semi-finals, and final will be one song only.
- Baby aerials and Full aerials are not allowed.

Intermediate A Freestyle

- Both competitors in an Intermediate A couple must have less than 100 points each.
- At least one competitor must have 40 points or more.
- Heats, repechages, quarter finals, semi-finals, and final will be one song only.
- Baby aerials are allowed.
- Full aerials are not allowed.

Advanced B Freestyle

- Both competitors in an Advanced B couple must have less than 180 points each.

- At least one competitor must have 100 points or more.
- Heats, repechages, quarter finals, and semi-finals will be one song only.
- Finals will be a minimum of one song.
- Baby aerials are allowed.
- Full aerials are not allowed.

Advanced A Freestyle

- At least one competitor in an Advanced A couple must have 180 points or more.
- Heats, repechages, quarter finals, and semi-finals will be one song only.
- Finals will be a minimum of one song.
- Baby aerials are allowed.
- Full aerials are not allowed.

Champions Freestyle

- At least one competitor in a Champions couple must have 300 points or more.
- Heats, repechages, quarter finals, and semi-finals will be one song only.
- Finals will be a minimum of one song.
- Baby aerials are allowed.
- Full aerials are not allowed.
- Death spirals are allowed in Champions Spotlights only.

4.2 Dance with a Stranger (DWAS)

DWAS Rules

- Open to individual competitors, in Classic DWAS couples dance to an undisclosed piece of music.
- The lead and the follow are judged separately. The judges will however be looking for how well you interact with each partner.
- Category level is dictated by an individual's points. Therefore, a competitor's level danced in Classic Freestyle and Classic DWAS may differ.
- Competitors can only enter one Classic DWAS category level.
- Each pairing will have a minimum of 30 seconds until all leads have danced with all follows.
- Classic DWAS will have a maximum of 8 couples on the dance floor at one time.
- No Aerials (Baby, Full, Death spirals or Acrobatics) are allowed in any Classic DWAS category level.

DWAS Judging Criteria

Competitors will be judged on the following, listed in order of importance.

- Timing
- Technique
- Partnership
- Musicality
- Moves
- Presentation

DWAS Categories

Newcomer DWAS

- A Newcomer competitor must have 0-2 points.
- Moves allowed are the Ceroc® Beginner moves as listed in the general rules section.

Intermediate B DWAS

- An Intermediate B competitor must have 3-39 points.

Intermediate A DWAS

- An Intermediate A competitor must have 40-99 points.

Advanced B DWAS

- An Advanced B competitor must have 100-179 points.

Advanced A DWAS

- An Advanced A competitor must have 180 points or more.

Champions DWAS

- A Champions competitor must have 300 points or more.

5 Cabaret Categories

The Cabaret section of a competition is about entertaining the audience with a choreographed performance of Ceroc®, to music chosen by the competitors. The Cabaret section consists of two types of categories: Showcase and Teams.

The judging criteria listed are defined in section 7 Judging.

Cabaret Category Rules

- The event organiser reserves the right to preview performances before an entry may be accepted.
- All competitors that are on the floor once the music commences are deemed part of the Showcase or Team and are subject to the judging criteria and competition rules.
- It is the responsibility of the competitors and event organiser to correspond and select an appropriate music format regarding the playing of the cabaret music.

5.1 Showcase

Showcase Rules

- The competitor within the partnership with the most points must have 80 or more points. Partnerships do not require both competitors to be at the same level.
- Showcases may be either a couple or a triple entry.
- Competitors will dance a choreographed performance to their choice of music between 2.5 to 4 minutes long.
- The start of the performance is signalled by any audio, whether it be music, narration or sound effects including vocalised or physical (stomping/clapping etc).
- All moves are allowed including all Aerials.
- For non-contact dancing periods refer 3.3 Non-Contact Dancing.
- Showcases may require pre-selection before entries are accepted.

Showcase Judging Criteria

Showcases will be judged on the following, listed in order of importance.

- Timing
- Technique
- Partnership
- Performance
- Choreography
- Presentation

5.2 Newcomer Teams

Newcomer Team Rules

- Open to competitors with 2 points or less.
- The Team will dance a choreographed performance to their choice of music 2 minutes long.
- The start of the performance is signalled by any audio, whether it be music, narration or sound effects including vocalised or physical (stomping/clapping etc).

- Teams must have a minimum of three couples.
- For non-contact dancing periods refer 3.3 Non-Contact Dancing.
- Moves allowed are the Ceroc® Beginner moves as listed in the general rules section.

Newcomer Team Judging Criteria

Newcomer Teams will be judged on the following, listed in order of importance.

- Timing
- Technique
- Teamwork
- Choreography
- Presentation

5.3 Teams

Team Rules

- Open to all competitors.
- The Team will dance a choreographed performance to their choice of music between 2.5 – 4 minutes long.
- The start of the performance is signalled by any audio, whether it be music, narration or sound effects including vocalised or physical (stomping/clapping etc).
- Teams must have a minimum of three couples.
- All moves are allowed including all Aerials.
- For non-contact dancing periods refer 3.3 Non-Contact Dancing.

Teams Judging Criteria

Teams will be judged on the following, listed in order of importance.

- Timing
- Technique
- Teamwork
- Choreography
- Presentation

6 Creative Categories

- In Creative categories competitors dance to an undisclosed piece of music.
- Competitors can enter several Creative categories as specified eligibility allows.
- Partnerships do not require competitors to be at the same competition points level.
- The judging criteria listed are defined in section 7 Judging.

Creative Category Rules

- Death spirals and Acrobatics are not allowed in any Creative category except Open Freestyle and Champions / Invitational Spotlights.
- The regional event organiser will provide clear details of category rules that vary, including the following.
 - Partnership structure (including gender specifications).
 - If, and how, the category is split into levels.
 - Structure of heats, repechages, quarter finals, semi-finals and finals.
 - Moves allowed/not allowed.
 - Judging criteria order of importance.

Creative Category Judging Criteria

Competitors will be judged on the following, refer to specific regional event details for the order of importance.

- Timing, Partnership, Musicality, Presentation, Technique, Moves.

6.1 Open Freestyle

- The leader in a couple competing in the Open Freestyle category must have 60 points or more.
- The lead and follow cannot interchange their roles.
- All Aerials are allowed, including Death spirals and Acrobatics.
- As Aerials take up a lot of space the floor craft rule is stringent to protect the safety of those competing. If you enter another couple's dance space and interfere with another competitor, you will be disqualified from this category.
- A minimum of two different full Aerials must be performed in all Warmup, Heats, Repechages, Semi-Finals & Finals.
- Non-compliance will result in dancers not progressing further.

6.2 Switch

- All competition dance levels are eligible to enter.
- The lead and follow must interchange their role consistently as they dance.
- Any obvious use of choreography may result in dancers being marked down.
- Baby aerials and Full aerials are not allowed.
- Death spirals and Acrobatics are not allowed.

6.3 Triples

- There must be one lead and two follows.
- The lead and follows cannot interchange their roles.
- Baby aerials and Full aerials are allowed.

6.4 Ceroc® X

- There must be a lead and a follow.
- The lead and follow cannot interchange their roles.
- A number of Ceroc® Beginner moves will be selected by the event organiser from the Ceroc® Beginner moves list.
- All moves must be easily identifiable as one of the selected moves.
- The selected moves are the only moves permitted to be danced in this category at each event.
- Variations of the moves will be allowed but acceptance is based upon the move maintaining the same entry and exit of the core move that is being varied. The moves may not be varied to the point that they become another move.

6.5 Infinity

- There must be a lead and a follow.
- The lead and follow cannot interchange their roles.
- Contact between partners must be maintained with both hands to their partners hands throughout the song with no change of handhold.
- Any move (including Baby aerials and Full aerials) may be danced provided the hands remain in contact.
- If a handhold is released the couple must leave the floor.

6.6 Music Mash Up

- There must be a lead and a follow.
- The lead and follow cannot interchange their roles.
- Competitors will dance to 3-5 different song clips of at least 20 seconds each, played one after the other.
- Competitors will be judged on how well they can adapt their style and dancing to match the different genres, speeds and moods of music played.
- Baby aerials and Full aerials are not allowed.

6.7 Adam and Eve

- There must be a lead and a follow.
- The lead and follow cannot interchange their roles.
- Open to competitors with 3 or more points, excluding Teachers.
- An Intermediate competitor will be randomly paired with an Advanced competitor.
- Should there be insufficient Advanced competitors then Intermediate competitors shall be randomly paired together.
- Baby aerials and Full aerials are not allowed.

6.8 Pro-Am

- Only open to Teachers competing with a Newcomer competitor (i.e. a competitor with less than 3 points).
- The Professional (Teacher) and Amateur (Newcomer) will register as a couple.
- Baby aerials and Full aerials are not allowed.
- Moves allowed are the Ceroc® Beginner moves as listed in the general rules section.
- Variations of the above moves will be allowed but acceptance is based upon the move maintaining the same entry and exit of the original move that is being varied. The moves may not be varied to the point that they become another move.

6.9 Blind Date

- There must be a lead and a follow.
- The lead and follow cannot interchange their roles.
- Open to competitors with 3 or more points.
- A follow will be randomly paired with a lead.
- The follow will be blindfolded.
- The pairings shall remain unknown to the competitors and will change from round to round.
- Baby aerials and Full aerials are not allowed.

6.10 Swap & Steals

- Competitors must enter as two leads and one follow, or one lead and two follows.
- The leads and follows cannot interchange their roles.
- There can only be one lead at a time dancing with the follow.
- The lead can steal the follow from the other lead, or the follow can steal the lead from the other follow.
- Baby aerials and Full aerials are not allowed.

6.11 45 and Over

- Both competitors in a 45 and Over couple must be 45 years old or older on the day of the competition.
- There must be a lead and a follow.
- The lead and follow cannot interchange their roles.
- Baby aerials and Full aerials are not allowed in the Newcomer / Intermediate Category.
- Baby aerials only are allowed in the Advanced / Champions Category, full aerials are not allowed.

6.12 Lucky Dip

- There must be a lead and a follow.
- The lead and follow cannot interchange their roles.
- Competitors will be paired by the event organiser. Partnerships shall remain unknown to the competitors until such time as specified by the event organiser.
- Baby aerials and Full aerials are not allowed.

6.13 Dance Off

- There must be a lead and a follow.
- The lead and follow cannot interchange their roles.
- Open to competitors with 3 or more points.
- Baby aerials and Full aerials are allowed.
- Heats, repechages, quarter finals, semi-finals and final will all be one song, for a minimum duration of 5 minutes.
- All competing couples will be on the dance floor during the same song and will have a minimum of two 30 second spotlights during that song to dance solo.

6.14 Invitational

- Invited competitors only.
- There must be a lead and a follow.
- The lead and follow cannot interchange their roles.
- Baby aerials and Full aerials are allowed.

7 Judging

Competitors are judged from when they walk onto the dance floor to compete, until they are asked to leave the floor.

7.1 Judging Criteria

Below is a description of each of the judging criterion.

Timing

Timing is moving to the beat/rhythm/tempo of the music. Competitors are expected to dance on time to demonstrate to the judges that they have an understanding of moving to the beat rather than against it.

Technique

Technique is the display of:

- Controlled execution of moves
- Clear lead and follow
- Good balance and posture

Presentation

Presentation includes:

- Connection to the viewer
- Entertainment value
- Attitude
- Costume complimenting the couple
- Costume complimenting the choreography (applies to Cabaret categories only)

Partnership

Partnership is the display of:

- Connection with partner
- Complementing each other's style and strengths

Teamwork

Teamwork is the display of:

- Synchronisation between Team couples
- Formation structure

Choreography

Choreography is the pattern, order and formation of dance movements to a set piece of music.

Choreography can incorporate:

- expression of a story
- range of moves
- flow of dance/routines
- use of lines/extensions
- use of space and formation
- innovation/creativity
- interpreting the rhythm, melody, mood, flavour and imagery of the piece of music

Musicality

Musicality is the manner in which competitors interpret the rhythm, melody, mood, flavour and imagery of a song through movement, body language and expressions.

Moves

Moves are judged by:

- Difficulty
- Originality
- Selection

7.2 Penalties and Disqualifications

If a judge witnesses an incident in which a competition rule has been breached, they will make comments on their scoring sheets, however, will continue judging without said breach affecting the scores. That judge is then required to inform the head judge of the breach as soon as possible. Breaches of rules identified by competitors, audience and video replay will not be addressed.

It is the head judge's responsibility to identify the rule/s being breached and severity of the breach.

Taking into consideration the following:

- Did the incident give the competitor an unfair advantage
- Did the incident interfere with any other competitors
- Has the competitor been informed of the breach of rules previously (where applicable).

The head judge may then choose to:

- Warn the competitor, and identify the incident and rule/s that it breached
- Penalise the competitor by loss of place/placings, and identify the incident, rule/s that it breached and outcome to the competitor
- Disqualify the competitor from that category, and identify the incident, rule/s that it breached, and outcome to the competitor.