



## WORLD BATTLE RULES AND REGULATIONS

### 1VS1 POPPING BATTLES

1. ORIGINAL POPPING MOVEMENTS (Foundation, Techniques and Variations of styles ex: Popping, Boogaloo, Tutting, Animation, Snaking etc...)
2. CHARACTER & CHARISMA (Eye contact and Interaction with environment)
3. MUSICALITY (Pure Funk, Improvisation & Interaction with the music)
4. STYLE & GRACE (Execution and Demonstration of body control through balance, strength and range of motion)
5. ATTITUDE (No fear, Confidence, High energy, Good sportsmanship. Ability to experiment through improvisation and making any mistakes into something, Focus on the music...not moves or worries!)
6. FLOOR WORK (Within the Popping vocabulary)
7. STAGE PRESENCE (Entertainment quality/Performance/Audience connection)
8. CREATIVITY (...Add your flavor, Be Extraordinary)
9. ATTIRE (Within the Popping Style)
10. There will be 16 open slots for this battle, a qualifying round will take place to determine the top 16 poppers if needed.
11. Each battle will consist of two poppers who will battle one another facing each other in one (1) minute rounds for each popper.
  - There will be no point system for the battles. (Focus should be on the music not your competition)

- The judges will judge on each criteria separately.
- The judges are looking for the person that encompasses all the above criteria and therefore looking for the COMPLETE POPPER.
- Competition is a learning tool. The results reflect hitting the judges' criteria.
- The event is designed to help one improve and understand popping better. Unity through understanding. This competition is between you and your potential, not any opponents. Do not miss an opportunity to grow. Support the results; it is part of the attitude.

## **1VS1 LOCKING BATTLES**

1. ORIGINAL LOCKING MOVEMENTS (Campbellocking Essence & Foundation)
2. CHARACTER & CHARISMA (Eye contact and Interaction with environment)
3. MUSICALITY (Pure Funk, Improvisation & Interaction with the music)
4. STYLE & GRACE (Execution and Demonstration of body control through balance, strength and range of motion)
5. ATTITUDE (No fear, Confidence, High energy, Good sportsmanship. Ability to experiment through improvisation and making any mistakes into something meaningful, Focus on the music...not the moves)
6. FLOOR WORK (Within the Locking vocabulary)
7. STAGE PRESENCE (Entertainment quality/Performance/Audience connection)
8. CREATIVITY (Add your flavor, Be Extraordinary)
9. COSTUMES (Within the Locking Style)
10. There will be 16 open slots for this battle, a qualifying round will take place to determine the top 16 lockers if needed.
11. Each battle will consist of two lockers who will battle one another facing each other in one (1) minute rounds for each locker.

\* There will be no point system for the battles. (Focus should be on the music not your competition) The judges will judge on each criteria separately.

The judges are looking for the person that encompasses all the above criteria and therefore looking for the COMPLETE LOCKER.

- Remember: Keep the spirit of locking.

- Competition is a learning tool. The results reflect hitting the judges' criteria. The event is designed to help one improve and understand locking better. Unity through understanding. This competition is between you and your potential not any opponents. Do not miss an opportunity to grow. Support the results; it is part of the attitude.

## **1VS1 BREAKING BATTLES**

The World Breaking Battle is a straight battle; 1 vs 1. Participants are judged on their demonstration and performance of the essential foundations of Bboying and Bgirling consisting of top rock, up rock, legwork, footwork, power moves, freezes as well as the following:

- Style - feeling or expressing the moves, "flava", the manner in which you present
- Character – self-expression, facial reactions, demonstrating feelings
- Originality – individual presence and style, being different
- Smoothness – very clean in presentation and go down with no slips, falls, stuttering, rough edges or being stuck in a move
- Difficult combinations – self-explanatory
- Execution – perform the moves with correct body placement and technique
- Musicality – perform the moves in time with the music; correctly utilizing the music and dance
- Energy – Exhibiting strong and exciting physical presence
- Creativity – bringing something new to the dance more than the basics
- Low number of repeat moves – do not repeat the same set or combination of

### **RULES & REGULATIONS**

- The Breaking Battle is a 1 vs 1 battle and is open to all bboys/bgirls, any age or gender.
- The World Battle is not divided into age divisions. There is no age requirement.
- Based on the total number of bboys/bgirls entered, qualifying rounds of one (1) minute each will be conducted to narrow the field of competition to the top 16 bboys/bgirls.
- Two (2) bboys/bgirls will battle at a time to determine which one advances to the next round.

- The top 16 bboys/bgirls selected will battle in the preliminary rounds, each lasting three (3) minutes until the final four bboys/bgirls have been chosen.
- The final four bboys/bgirls will battle in the two (2) semifinal rounds each four and a half (4.5) minutes to determine the top two bboys/bgirls.
- The top two bboys/bgirls will battle in a six (6) minute round for the “World Battle” title.
- Physical contact in battles will not be tolerated and may result in a disqualification or a score deduction for the dancer or dancers involved.
- Inappropriate sexual gestures are not advised.
- All music will be selected by the competition DJ.
- The judge panel determines order of appearance of bboys/bgirls throughout the battle.
- Three judges will officiate.

## **1VS1 WHACKING BATTLES**

1. Musicality - Personal rhythm and manipulation in beats while telling a Story or having a Conversation via movement
2. Originality in usage of arms - clarity with OG arm movements inspired by Bruce Lee’s nunchucks, symphonic conductor Leopold Stokowski especially noted for his free-hand conducting style that inspired the traditional baton and or lightsabers from Star Wars..such as overheads etc.
3. Creativity in expression via posing - Frozen action inspired by Art Deco and Erte (Romain de Tiroff) with its angular shapes..and photography book Four Fabulous Faces by Larry Carr or pop culture photography.
4. Usage of space - extreme fluid movement inspired by figure skating, silent movies with jump-cut visuals in editing and footwork with leaps and jumps and turns as dramatic effect.
5. Attire - costuming within the Whacking style. Be creative and thematic. Highlighting country, culture and national pride is encouraged.
6. Feet and arms coordination - having a visual relationship in conquering the music
7. Floor work in art deco angular movement - same as in # 3 but strictly floor based inspired by Busby Berkeley’s elaborate musical production numbers that often involved complex geometric patterns and shot with overhead camera angles
8. Full body awareness and control - basically applying all the above and expressing who you are as an artist.
9. No lip syncing

10. No Vogue elements

11. Artistry in combining all of the above - adding all or most elements to Whacking in battle

- The Whacking Battle is the art of expressing oneself through dance and to music selected by a DJ who is its heartbeat. The battle is between the DJ and the dancer for the right to be on the dance floor. All dance music and remixes of songs can be used in the Whacking/Waacking battle as long as it has an energetic BPM that allows the dancer to be free in expressing him/herself.

- The origin of the word “Whack” is derived from a 1960’s TV Series Batman and is a verb, to strike forcefully with a sharp blow.

- There will be 16 open slots for this battle, preceded by a qualifying round to determine the top 16 Whackers.

- Each battle will consist of 2 Whackers who battle 1 vs. 1 in 1 minute rounds for each Whacker.

- There will be no point system for the battles. The judges will judge on each criteria separately. The judges are looking for the person that encompasses all the above criteria and therefore looking for the COMPLETE WHACKER

## **1VS1 LOCKING BATTLES**

1. ORIGINAL LOCKING MOVEMENTS (Campbellocking Essence & Foundation)

2. CHARACTER & CHARISMA (Eye contact and Interaction with environment)

3. MUSICALITY (Pure Funk, Improvisation & Interaction with the music)

4. STYLE & GRACE (Execution and Demonstration of body control through balance, strength and range of motion)

5. ATTITUDE (No fear, Confidence, High energy, Good sportsmanship. Ability to experiment through improvisation and making any mistakes into something meaningful, Focus on the music...not the moves)

6. FLOOR WORK (Within the Locking vocabulary)

7. STAGE PRESENCE (Entertainment quality/Performance/Audience connection)

8. CREATIVITY (Add your flavor, Be Extraordinary)

9. COSTUMES (Within the Locking Style)

10. There will be 16 open slots for this battle, a qualifying round will take place to determine the top 16 lockers if needed.

11. Each battle will consist of two lockers who will battle one another facing each other in one (1) minute rounds for each locker.

\*There will be no point system for the battles. (Focus should be on the music not your competition) The judges will judge on each criteria separately.

The judges are looking for the person that encompasses all the above criteria and therefore looking for the COMPLETE LOCKER.

- Remember: Keep the spirit of locking.
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## **1VS1 ALL STYLES BATTLES**

The All Styles Battle is a 1 vs 1 Battle and is open to all dancers. Dancers will be expected to dance impromptu to any style and beat of music selected by the Battle DJ. Judges will be assessing the quality of the performance, musicality, dance technique and the personality of the dancers.

1. 1 vs 1 battle where each pair of dancers will be challenged to dance to the unpredictable, varied beats of a live DJ.
2. The music genre will change for each dancer and can range from any genre of music such as rap, pop, break beats, funk, electronica, house music, etc...
3. Each battle will consist of 2 dancers who will battle one another facing each other.
4. During the preliminary rounds, the DJ will play one song for each round.
5. There will be 16 open slots for this battle. To narrow the field of dancers to 16, a qualifying round may become necessary.
6. All dancers in the preliminary battles will have two rounds of 45 seconds each to dance ~ 1.5 minutes total.
7. Judges will choose 1 winner from each battle to advance to the next round until the battle progresses to the final winner.
8. In the final battle each dancer will have two rounds of 1 minute each to impress the judges.
9. Each dancer will be judged on ARTISTIC CREATIVITY, MUSICALITY, and their ABILITY to ENTERTAIN the JUDGES.

[Any questions with the criteria email us at info@hiphopinternational.com](mailto:info@hiphopinternational.com)