



District 5/6 Dance/Drill Championships and District Qualifier
Saturday, March 13, 2010
Dance/Drill West Valley High School
9800 Zier Rd.
Yakima, WA 98908



Dance/Drill

Qualification:

To compete in the WIAA District Qualifier for Dance/Drill, each team will be asked to verify that the following criteria have been met:

- The team performed in at least five (5) school events this school year. (WIAA Handbook and Bound for State Regulations 1.0)
- The team participated in at least two (2) school sponsored competitions in each of the categories in which they wish to compete at the district event, and scored at least a 195 minimum qualifying score after deductions from three (3) WSSJA judges in the category or categories in which the team will compete at the WIAA District Qualifier in at least one (1) of the competitions.

A list of WIAA sanctioned dance/drill competitions are on the WIAA website, as well as the WSSJA website. These are the only competitions dance/drill teams can use to qualify for the district qualifier.

- Verification of the above will be signed off by coach and athletic director/principal on registration form.
- Teams may qualify to compete in three (3) categories. (Bound for State Regulations 5.7) [Note: Qualifying score will be verified by WSSJA]

Note: Teams must score a 210 or higher at their district qualifier in order to advance to the WIAA State Dance & Drill Championship, which will be held March 26 & 27 at the Yakima Sundome.

- There are NO exceptions to these rules and regulations established by the WIAA.

NOTE: Please list email address on registration form. All communication from tournament director will be done via email.

District Qualifier Format and Times:

- Teams will be randomly selected for performance times, which will be e-mailed to participating schools approximately one week before tournament.
- Teams may arrive at 8:00 AM, with floor times starting at 8:30 AM (for local teams within a 1 hour drive). Each team will be given 5 minutes of floor time per routine. Warm-ups will be assigned based on distance to the site. Those closest will have the earlier times assigned, while those farther away will have the later times.

- Schedule for the tournament:

- 8:00 am** Teams arrive for the competition
- 8:30 am** Practice times available in main gym (5 minutes max)
- 10:30 am** Judges arrive (hospitality provided)
- 11:00 am** Doors open for general public (Ticket sales \$5 Adult/\$4 Student & Sr. Cit)
- 11:15 am** Judges/Coaches meeting
- 12:00 pm** Competition begins.
- 3:00 pm (approximately)** A/2A/3A Drill Down
- 3:15 pm (approximately)** 4A Drill Down
- 3:30 pm (approximately)** Awards

PRACTICE SCHEDULE: Practices will be scheduled on the same day as the competition for that school. Available practice time will be divided equally among the teams with a maximum of five (5) minutes per **performance**. The practices may be closed to other teams.

CATEGORIES: NFHS Spirit rules will be strictly enforced in all categories.

- 5.1 All categories are subject to the criteria of the linear scale score sheet.
- 5.2 Themes may be used in any category.

5.3 Backdrops, sets, portable dance floors, and props are only allowed in the Show category.

5.4 Poms are only allowed in the Pom category and Show category (if related to theme).

5.5 Categories consist of:

5.5.1 Dance: A Dance routine is an artistic form of primarily nonverbal communication. A routine may be of any style, or combination of styles (e.g. jazz, lyrical, modern, contemporary) that is not defined by another WIAA category definition (i.e. Kick, Hip Hop, etc.).

5.5.2 Hip Hop: A Hip Hop routine is funk or street style dance based on isolations and rhythms (e.g. free style, popping, locking, breaking, etc.). Timing and articulation of the body are major elements of the technique with movements and gestures being mostly percussive. Group synchronization, uniformity, and team style must be apparent.

5.5.3 Kick: A Kick routine highlights a variety of kick series. Kicks should be the focal point and must be used for at least fifty percent (50%) of the routine. All other choreography is secondary and should not detract from the focus on kicks. A kick is defined as movement performed as an extension of the leg from the hip or knee.

5.5.4 Pom: A Pom routine is designed to emphasize the visual impact of the poms. The focus on poms is primary in choreography. All other movement and choreography is secondary and should not detract from the visual impact of pom patterning.

5.5.5 Military: A Military routine is a precision routine that incorporates many sharp, concise movements that showcase--but are not limited to--formation changes, visual effects, group work, contagions, levels, ripples, etc.

5.5.6 Show: A Show routine focuses on story/characterization and/or theme. Props (including flags, manuals, poms, etc.), costumes, and the creative use and interpretation of music should be used to develop the story/theme. The choreography expresses a story line and/or theme that do not rely on any prior knowledge of the story/theme's origin (on part of the audience/judges). Backdrops, sets, and portable dance floors may be used to enhance the program.

5.6.0 A school may enter only one team in each category. Each school may enter in a maximum of three (3) categories.

SCORING/JUDGING

6.1 Uniforms and dress for performance must be approved by the local school district. Precautions should be taken so that the performing area is not marred. Any shoes that will scuff floors must be taped with non-marking tape. A safety/technical judge may check shoes prior to the performance.

6.2 Each judging unit will consist three (3) sets of judges with five (5) judges plus two (2) safety/technical judges in each set.

6.3 Routines will be scored on an average of:

90% - 100% (450-500 points) will receive a Superior rating

80-89.9% (400-449.9 points) will receive an Exceptional rating

70-79.9% (350-399.9 points) will receive an Excellent rating

50-69.9% (250-349.9 points) will receive a Good rating

0-49.9% (0-249.9 points) will receive a Developing rating

6.4 Judges will be positioned on one side of the facility.

6.5 The points from each judge will be converted to ordinals by the tabulator. The team with the highest point total will receive a "1", the second highest point total will receive a "2", and so forth. The team with the lowest ordinal total will be declared the winner in that category, the second lowest ordinal total will be declared the consolation winner (second place), and so forth.

6.6 In the event of a tie, the actual number scores will be used to break the tie.

LENGTH OF ROUTINE

7.1 The length of Dance, Drill, Kick and Pom routines will be 2-3 minutes. A team is also allowed an additional 1 minute to enter and 1 minute to exit the performance area.

7.2 The length of Color Guard/Flag and/or Prop/Production routines will be 2-4 minutes, with up to an additional 3 minutes to set and 3 minutes to remove props.

PERFORMANCE AREA

8.1 The entire raised basketball court represents the performance boundary area.

8.2 Entrances and exits from the performance area will not be judged by the performance judges. Safety/Technical judging starts when the 1st participant crosses the performance area boundary and ends when the last participant crosses the performance area boundary.

ENTRANCE PROCEDURES

9.1 All teams must be ready to take the floor one team ahead. Stay out of view and do not get into your entrance position until the official announcement to do so. The announcement procedure will be:

9.2 The announcer will say, " _____ High School take your positions." _____ will get into beginning position.

9.3 The announcer will then say, "Presenting _____ High School, team name," and any other pertinent information.

9.4 The final announcement will be "Ladies and gentlemen, _____ High School Drill (or Dance) team. Good luck, _____, your music is on." The routine then begins.

MUSIC

10.0 All music must be approved by the local school district.

10.1 All music must be recorded at the beginning of a new compact disc (CD.) It is recommended to have two new CD's in case of an accident or lost CD. ***WVHS also recommends that you have your music on an MP3 player as a backup.***

10.2 The CD will be checked during the practice session and will be kept by the announcer until following the competition. CD's must be in a plastic case identified with the team name.

10.3 In case of a mechanical failure, the team has the option to go back to the beginning and repeat their performance. Judging will not take place until they reach the part of the music where the music stopped. There will be no penalty due to mechanical failure.

10.4 Music may have words, but all must be appropriate.

10.5 A representative of each team must be present at the announcer's table to cue the music when their team is performing. No responsibility is taken by the sound crew if no one is there.

PROPS AND PREPARATION

11.1 Props or sets may be used; however, all props or sets used must have rubber or carpet tips in order to protect them from scarring the floor. Up to three (3) minutes will be allowed for placement and the removal of props.

11.2 No provisions will be made for special effects. The use of fire, smoke, and helium balloons WILL NOT be allowed in competition. Any violation of these safety rules will result in disqualification.

11.3 Props imitating or implying any sort of weapon will not be allowed except for the use in traditional color guard performances. Violating this rule will be considered a technical violation for unsportsmanlike actions.

*****Please indicate ahead of time if you will have any large props to bring in to the gym.***

PENALTIES

12.1 Any damage to the floor resulting from a team's performance will be that school's responsibility. Rosin is not allowed on shoes or on the competition floor.

12.2 There will be a 5 point penalty assessed if the routine is over or under the established time limits. Penalties will be assessed in 10-second increments, 5 points for every 10- second increment.

12.3 No points will be deducted if hands cross outside the court to drop or pick up pompons or props.

12.4 A one (1) point penalty will be assessed for each performer who exits the designated performance floor and then re-enters during the performance.

12.5 A five (5) point penalty will be assessed if props are not set up/cleared off the floor within the three (3) minute time limit.

12.6 There will be a 25 point penalty for choreographed drops and a 1 point penalty for accidental drops.

12.7 There will be a .5 penalty for accidentally stepping on items and accidental costume malfunctions that DO NOT become a safety concern.

AWARDS

One (1) trophy will be awarded in each category with a minimum of four (4) schools competing in that category.

DRILL DOWN

For 2010, 12 spots to state from Districts 5/6 for the 4A Drill Down competition and 34 spots from Districts 5/6 for the 3A/2A/A Drill Down competition.

SEATING:

- Designated areas for teams, parents, and spectators will be marked with signs provided by the tournament management. Only official school banners are allowed in the audience. No other signs, noise-makers, etc. are allowed per WIAA regulations.

TICKET PRICES:

- Ticket prices are set by the YVIAA/NCWAA: \$5 for adults or students without ASB Card, \$4 students with ASB Card, \$4 for Senior Citizens. Each team will have 1 coach admitted for every 5 participants, up to 3 coaches total.

TRAINING ROOM

- A certified athletic trainer or other medical personnel will be on site for most of the day. Please bring your own supplies for taping, etc.

WARM UP AND LOCKER ROOMS:

- Ready rooms will be available for changing clothes and applying make up. Teams who have male members will have a boy's restroom or locker room available for changing.
- There is no secure place for team bags in warm up areas; therefore teams are expected to keep valuable belongings with them in designated ready rooms during the competitions.
- A Warm Up area will be available for teams before they enter the on deck position during the competition. The starter will look for ALL teams in the Warm Up area. Please plan to be there at least 20 minutes prior to performance.

All District Qualifying Tournaments will follow the format used by local competitions developed by WSDDC (Washington State Dance/Drill Coaches Association), WSSJA (Washington State Spirit Judges Association), and the WIAA Regulations "Bound for State", which can be found at <http://www.wiaa.com/ConDocs/Con305/dndreg.pdf>

We look forward to seeing you on March 13th!

Sincerely,

Joe Coscarart

Joe Coscarart, WVHS Athletic Director & Tournament Manager
West Valley High School
9800 Zier Rd.
Yakima, WA 98908
Email coscarartj@wvwd208.org
Phone (509) 972-5942

Tournament Dance/Drill Host Advisors
Craig Lacy
West Valley High School
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Yakima, WA 98908
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 Saturday, March 13, 2010
Dance/Drill West Valley High School **Dance/Drill**
 9800 Zier Rd.
 Yakima, WA 98908



TEAM REGISTRATION & QUALIFICATION CONFIRMATION

School Name: _____

School Address: _____

Classification: 1A 2A 3A 4A

Head Coach: _____ Head Coach Phone number(s): _____

Head Coach e-mail address: _____ **Asst Coach(es):** _____
 (Other important information will be e-mailed back to head coaches.)

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Note: Teams must score a 210 at their district qualifier in order to advance to the WIAA State Dance & Drill Championship, which will be held March 26 & 27 at the Yakima Sundome. There are NO exceptions to any of these regulations from WIAA.

_____ Yes, our school dance/drill team has met the requirements to compete in the District 5/6 Dance/Drill State Qualifier Competition.

Signature of Coach _____

Signature of Athletic Director or Principal _____

Print Name of Athletic Director or Principal _____

	Name of Competitions /	/Date /	/Category /	/Score/
1.	_____			
2.	_____			

(use back of page if more space needed to list competitions and categories.)

Category/Categories for District Competition (up to 3, categories may not be changed after registration received.)

Dance Hip/Hop Kick Pom Military (circle one) Show

Number of Participants: _____ female _____ male

TEAM REGISTRATION & CONFIRMATION FORM MUST BE RECEIVED BY MARCH 1, 2010

If you are attending a competition after the above date that is needed for qualification, please list above. Confirmation will be obtained from WSSJA.) MAIL OR FAX FORM TO:

Joe Coscart
 9800 Zier Rd.
 Yakima, WA 98908

District 5/6 Dance & Drill District Tournament Director
 Fax : 509-972-5901
 Phone: 509-972-5942

E-mail: coscartj@wvsd208.org