



# **BOOGIE WOOGIE FORMATION**

**New Judging System  
V1.0 – 12.01.2019**



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## **1 Abstract**

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The New Judging System for Boogie Woogie Formation is an integral part of the Boogie Woogie NJS. The following document will describe all elements that are specific to the Boogie Woogie Formation and not covered on the "Boogie Woogie NJS" and on the "Scoring Formations" documents approved and published by the WRRC.

## 2 Tournament Regulations

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In all items, not regulated separately in the following, the appropriate conditions stipulated by the WRRRC especially in the *Tournament Rules, Scoring Formations, Boogie Woogie Regulation and Boogie Woogie Guidelines for judges* shall be applicable.

### 2.1 Tournament definition

Category	Age	Round	Music speed	Music duration	Max numbers couples	Competition
Formations	Min 16	All rounds	27 -52	2:45-3:00	4-8	All
Rehearsal Time = 5 min						
<ul style="list-style-type: none"><li>➤ The age of a competitor, for determining their age category for competition, is calculated as the year of birth subtracted from the year of competition.</li><li>➤ Age = (Year of competition) – (Year of birth)</li><li>➤ A couple is not allowed to compete in more than one age group.</li><li>➤ Multiple changes of age groups are not allowed.</li></ul>						

### 2.2 Description of music requirements

Please refer to the main document "*Scoring Formations*".

The Music speed is 27 - 52. The Music duration is 2:45-3:00

### 2.3 Naming of the national teams

Please refer to the main document "*Scoring Formations*".

### 2.4 General Principles

Please refer to the main document "*Scoring Formations*".

### 2.5 Observer and Judges

5 Judges will be appointed for Master/World Cup and 7 for World and Continental championships.

1 Certified Boogie observer will be appointed for all Boogie competitions.

#### 2.5.1 Observer

Observers are responsible for overseeing the adherence to the rules defined in the NJS.

Depending on the non-conformance a card will be given to the couple:

#### **Dance Figures**

- Numbers of Acrobatic figures: maximum 4 danced in couple or during a formation pattern

#### **Accessories and Clothes**

The dress code is defined in the Dress Code supplement.

## 2.5.2 Judges

The judges are responsible to evaluate the overall performance of the formation based on all criteria defined on the judgment criteria section. It will be judged with values depending of the adequacy on all of them with no deduction.

4 main criteria will be judged:

- Boogie Woogie Basics
- Dance Figures
- Choreography
- Formation Mark

### 3 Judgment Criteria

The judgment criteria support the judges to do an efficient, fair and correct judgment. Furthermore, it also gives full transparency.

To make this effective the judgment criteria are divided in:

- Boogie Woogie Basics
- Dance Figures
- Choreography
- Formation Mark

The maximum number of points will be 65.

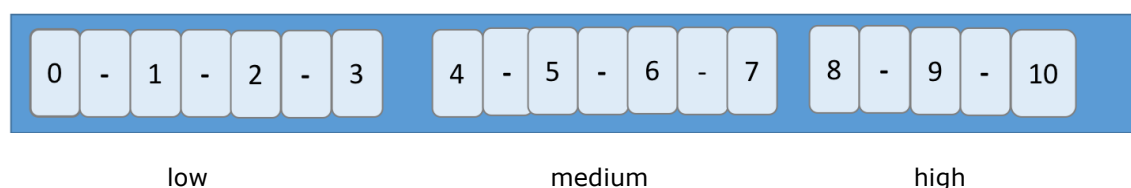
Criteria		Point Max 65
Boogie Woogie Basics	Rhythm & Foot Technique	17,5 Points
Dance Figure	Execution, Difficulty/Variety	15 Points
Choreography	Music Interpretation Theme Performance	15 Points
Formation Mark	Pattern (Difficulty, Execution, Variety & Originality) Transitions, Synchronicity, Space Occupation	17,5 Points

#### 3.1 Boogie Woogie Basics

All requirements for the Boogie Woogie Basics are described in section 3.1.1 of the "Boogie Woogie Regulation" document and judge is following the guidelines described in the section 2 of the "Boogie Woogie Guidelines for Judges".

It is essential that all couples and or individual dancers follow the beat and the rhythm of the music.

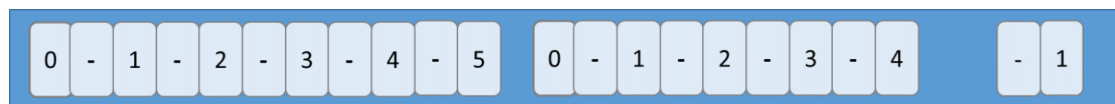
Implementation on judging tablet:



## 3.2 Dance Figure

Dance Figures are figures danced in couple and follows the rules described in the section 3 on the "Boogie Woogie Regulation" and judge is following the guidelines described in the section 3 of the "Boogie Woogie Guidelines for Judges".

Implementation on judging Tablet:



0-5 Execution (0-1 bad, 2 medium, 3 good, 4-5 excellent)

0-4 Difficulty/Variety (0-1 bad, 2 medium, 3 good, 4 excellent)

0-1 Bonus (0.5 medium, 1 good)

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0-10 SUM

### Execution (0–5 points)

- Whatever the number of figures is executed during the performance a maximum of 5 can be provided by the judge for the execution of the figures

### Difficulty, variety, originality (0–4 points)

- To have a good variety of figures the performance have to take in account the type of the dance figure (different style) but as well the different dimension (in the floor, in the air, occupation of the stage, etc.)

### Bonus (0,5–1 point)

- for extraordinary amazingly "danced" figures

#### Specific to Boogie Formation:

Dance figures should contain basic, advanced and highlight figures with:

- A maximum of 4 Acrobatic figures danced in couple or during a formation pattern
- A minimum of 8 Dance Figures (highlight and advanced) danced in couple
- It is recommended to include a minimum of 15 patterns

#### **Note:**

Lead and Follow, Basic Dancing and Harmony will be judged as part of the dance figure execution.

## 3.3 Choreography

All presentations shall be based on a concept, story, theme or idea. The concept, story, theme or idea must be fully understandable and will be expressed by means of dance movements that adhere to the piece being presented, along with being creative, imaginative and original. It is very important to present harmony of idea, music, dance, choreography and costumes. It is needed to have a link between idea, music, choreography, movements, patterns, costumes...

Couple dance is one major part of the whole presentation and not individuals.

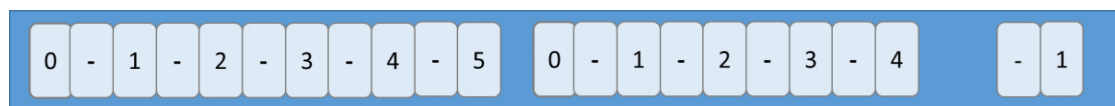
Dancers do not necessarily all dance exactly the same choreography at the same time; solo work is permitted to a limited amount (maximum of 24 bars of music over the whole presentation).



Dancers may perform something in sequence for a cascade effect.

What makes a choreography really exiting is that the most important parts can get their certain stresses thus the climax can be built up but as well if the Theme/Idea always evident along the overall performance through the music, movements and costumes.

Implementation on judging Tablet:



0-5 Structure of the choreography, performance and presentation  
(0-1 bad, 2-3 medium, 4 good, 5 excellent)

0-4 Ideas (0-1 bad, 2 medium, 3 good, 4 excellent)

0-1 Bonus (0.5 medium, 1 good)

0-10 SUM

### **Structure of the choreography, performance and presentation (0-5 points)**

- Use of different dance lines
- Use of the dance space (3 dimensions)
- Use of different orientations during the choreography
- logic, harmonious and aesthetic combination of different figures
- Acrobatics are well placed on the music
- Body language and expression
- Fluidity of the dance
- Fluent re-dance after the acrobatics
- Charisma
- Self-confidence
- Joy to dance
- Harmony and collaboration between partners

### **Ideas (0-4 points)**

- Connection between music, movements, costume.... etc.
- Clearly recognizable theme or story.
- Original movements or patterns.
- Originality

### **Ideas (0.5-1 point)**

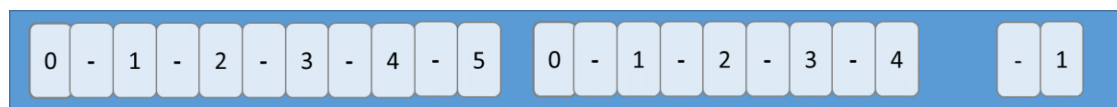
- extraordinary artistic performance

## **3.4 Formation Mark**

The following section follows the same rules as the one described of the document "*Scoring Formation*". A specific guideline (see appendix) will explain the way to judge it for a boogie formation.

The routine is judged by the distribution of competitors across the floor, how visible the patterns are and the transitions between these patterns, it is important how the team uses the floor available keeping the formation in good order with sharp lines and a clear and even distance between the team members.

Implementation on judging Tablet:



0-5 Synchronicity/Execution (0-1 bad, 2-3 medium, 4 good, 5 excellent)

0-4 Patterns (0-1 bad, 2 medium, 3 good, 4 excellent)

0-1 Transitions bonus (0.5 medium, 1 good)

0-10 SUM

### Synchronicity and execution (0-5 points)

- Synchronicity of dance movements
- Synchronicity of acrobatics
- Synchronicity with music
- Lines and rows shall be straight
- Circles shall be circular
- Distinct direction of bodies during patterns and transitions
- Conformity of body lines and their projection direction between couples/dancers
- Equality or clean logic distances between couples/dancers
- The division of space respectively best possible utilization of space
- Position of the pattern on the stage
- Symmetric patterns shall be recognizably constructed symmetrically
- Asymmetric patterns should clearly be recognized as asymmetric

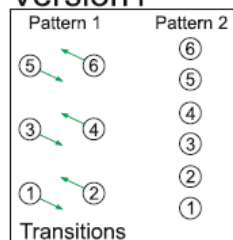
### Patterns (0-4 points)

- Variety of patterns such as lines, circle, square, arrow ...
- Diagonal lines are more difficult than vertical/horizontal or cross rows
- Non-geometrical patterns with meaning are more difficult than the geometrical patterns (Heart, star ...)
- Moving patterns are more difficult than non-moving patterns. Different use of stage.
- New patterns and pictures
- It is recommended to include minimum 15 patterns in the program

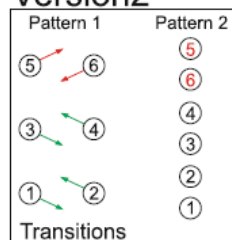
### Transition bonus (0.5-1 point)

- Can be clearly recognized when a pattern starts, and when it finishes
- Precise change of patterns (no trailing behind)
- Speed of the transition
- Turns of patterns/lines are more difficult instead of movements in a straight line
- Aesthetic transitions (example below, version 1 is more aesthetic than version 2)

#### Version1



#### Version2



Higher level of transitions

- Transition with basic steps instead of running
- Transition with arms movements instead of static position
- Transitions when all dancer are moving alone or in couples
- Transitions always flowing and continuous
- Moving with couples' dance figures with or without basic steps