

# DDCA / JA TECHNICAL JUDGING Reference Placemat

### T I M E - 3 pts

<b>OSAA 2.4.3</b>	<b>Dance Drill:</b> Maximum of 5 minutes. Penalty for over time. - 3 pts <b>Show:</b> Maximum of 7 minutes. Penalty for over time. - 3 pts
<b>DDCA</b>	<b>Category:</b> 2-3 minutes. Penalty for over or under time. - 3 pts 1.5-2.5 minutes Kick Category. Penalty for over or under time. - 3 pts

### G E N E R A L

<b>OSAA 1.1.2</b>	All student participants must meet OSAA student eligibility rules. - DQ
<b>OSAA 1.3.1(1)</b>	A costume may not be manipulated by the wearer or other participant with the intent to be a backdrop, set or floor, (in the Dance/Drill division). - 10 pts
<b>OSAA 1.3.1(2)</b>	Manipulation of costume to change overall appearance of costume, must be approved prior. - 10 pts
<b>OSAA 1.3.2</b>	Number of Performers above or below stated division - DQ
<b>OSAA 2.3</b>	Changing your routine, music, costume (including hair) between rounds - 10 pts
<b>OSAA 2.5.5</b>	Inappropriate use of same 10 live musicians outside of boundaries. - DQ
<b>OSAA 2.5.6</b>	A team member may be a dancer or a musician but not perform as both. - 10 pts
<b>OSAA 2.6</b>	Unapproved special Effects - DQ
<b>DDCA</b>	Number of Kicks below 50 - DQ

### Q A - C H O R E O G R A P H Y - 1 pt

<b>Q1.1</b>	No drug or alcohol references through dance or prop - 1 pt
<b>Q1.2</b>	No sexual references or motions being acted out through dance movement or prop - 1 pt
<b>Q1.3</b>	No violent references or movement through dance or prop. - 1 pt
<b>Q1.4</b>	Movement that depicts bodily harm/abuse is prohibited. - 1 pt

### Q A - M U S I C - 5 pt

<b>Q2.1</b>	No drug or alcohol references, including well-known slang terms, through music - 5 pt
<b>Q2.2</b>	No sexual references, including well-known slang terms, through music - 5 pt
<b>Q2.3</b>	No violent references through music - 5 pt
<b>Q2.4</b>	No swearing in music lyrics - 5 pt
<b>Q2.5</b>	No inappropriate language or suggestive material bleeped but understood - 5 pt

### Q A - C O S T U M E - 1 pt

<b>Q3.1</b>	No bare midriffs. This includes nude leotard. If costume is two-piece (separate top and bottom) a colored leotard must be worn under the costume. - 1 pt
<b>Q3.2</b>	No exposed bare skin on the front and side of the dancer's torso from the crotch to the armpits. No sheer or flesh colored cutouts. - 1 pt
<b>Q3.3</b>	Exposed skin or nude cutouts to middle of back are acceptable as long as done in good taste and age appropriate. - 1 pt
<b>Q3.4</b>	Costumes must be modest. Give consideration to all body types with special attention paid to necklines and bottom lines. - 1 pt
<b>Q3.5</b>	Low-cut tops, high-cut leotards, rear-end cheeks and cleavage are NOT acceptable. Infraction needed by 1/3 of team. - 1 pt
<b>Q3.6</b>	All performers must wear effective support-undergarments. Costumes must allow for proper foundation garments. The costume must cover the support garments. Clear/nude bra straps showing are acceptable. - 1 pt

### P R O P S - 10 pts

<b>OSAA 2.8.3</b> R3/Sec3/Art2	<b>Dancers</b> may not perform on a prop or set higher than five feet tall (excluding the wheels, if any). - 10 pts
<b>OSAA 2.8.5</b>	<b>Props/Sets</b> using special lighting or requiring electricity must be run by a power pack. No electrical provisions will be made by competition or facility personnel. - 10 pts
<b>R2/Sec1/Art6</b>	<b>Mini-tramps</b> , springboards, etc are illegal during performances. - 10 pts
<b>R3/Sec2/Art10</b>	<b>Moving Prop with Dancer:</b> Dancer may stand or dance on moving prop, but must hold on to a stable piece on that moving prop, or have a spotter. - 10 pts
<b>R3/Sec4/Art2</b> R2/Sec8/Art3	<b>Dismounts</b> from props higher than 3 feet must have assisted landings. - 10 pts

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<b>S A F E T Y - 1 pt</b>	
<b>R2/Sec1/Art5</b> Handbook pg. 11	<b>Performance surfaces</b> and areas must be suitable, reasonably free from objects. This includes dropped items that become a risk due to an amount/location/circumstance and are not recovered at an appropriate time. - 1 pt
<b>R3/Sec1/Art1</b> <b>R2/Sec3/Art1</b> Handbook pg. 10	<b>Hard Jewelry</b> is "legal "if securely affixed to costume/hair, NOT to the ears, and will not interfere with the safe execution of a dance move or stunt. Team's school shall be responsible for the repair of a damaged floor. - 1 pt Exception: Religious medals may be taped to body under apparel without a chain. Medical medals may be taped to body and may be visible. Glued jewels to hair or face are legal if no risk is involved and the dancer is not stunting or performing level 2 or 3 tumbling.
<b>R3/Sec1/Art3-4</b> <b>R2/Sec3/Art3-4</b> Handbook pg. 11	<b>Costume Risks:</b> Pant legs long enough to step on, hairpieces that fall off, masks that slip over eyes or fall off, "revealed" items become unattached, body piercing, safety pins outside of costume, tumbling in gloves without non-slip material. - 1 pt
<b>R3/Sec1/Art5</b>	<b>Dance Shoes:</b> Generally, any dancers who are performing "Cheerleading Style Lifts", stunts or level 2 or 3 tumbling, must wear shoes that cover the toes and entire sole of the foot. - 1 pt
Ex A Handbook pg. 10	Exception A: Dance division team members who are not performing "Cheerleading Style Lifts", stunts or level 2 or 3 tumbling, must wear some type of dance shoe, but lyrical sandals/paws are acceptable.
Ex B Handbook pg. 11	Exception B: Show division team members who are not performing "Cheerleading Style Lifts", stunts or level 2 or 3 tumbling, may dance without shoes so long as a floor is being used.
Tumbling Level 1	Basic rolls, bridges, handstands, cartwheel, round-off handstand forward roll, back walkover, front walkover. Lyrical sandals/paws and jewels on hair or face are allowed.
Tumbling Level 2	Standing & round-off back handspring, standing back handspring series, aerial cartwheel. Full-soled shoes required, NO jewels on face or hair allowed.
Tumbling Level 3 Handbook pg. 10	Round-off back handspring series, standing back tuck, round-off back tuck, round-off back handspring back tuck, layouts from round-off back handspring, whip backs, half twists, full twists. Full-soled shoes required, NO jewels on face or hair allowed, airborne twisting skills must be on a mat.
<b>R3/Sec1/Art4</b> <b>R2/Sec3/Art4,5</b>	<b>Tumbling in Costume</b> of a full head or body costume, or is loose or flowing, is illegal. Apparel must be appropriate for activity. Forward roll or cartwheel allowed. - 1 pt
<b>R3/Sec1/Art6</b> <b>R2/Sec3/Art7</b>	<b>Glitter:</b> Loose glitter may be made legal through mixing it in gel or some sort of solution prior to application. For props/signs "glitter paint" or laminated glitter must be used. - 1 pt
<b>R3/Sec5/Art1</b> <b>R2/Sec11/Art1</b>	<b>Drops</b> of knees, seat, thigh and splits from a jump, stand, or inverted position are illegal unless most of the weight is first borne on the hand(s) or foot/feet or is controlled to absorb impact. - 1 pt
<b>R3/Sec2/Art7</b>	<b>Head of top person is backward</b> out of alignment with torso: permitted provided the prop is 2 x 2 feet or dancer grasps part of the prop.- 10 pts
<b>S T U N T S - 10 pts</b>	
<b>Tumbling &amp; Stunts</b> NFHS "Points of Emphasis" pg. 6	The NFHS continues to stress that coaches must be responsible for teaching and enforcing general risk management rules, identifying teams' ability levels, and following proper progressions in learning new skills. It is imperative that coaches insist upon "perfection before progression" before advancing to the next skill level. - 10 pts
<b>R2/Sec5/Art2</b>	<b>Stunts:</b> Backward suspended rolls are illegal, such as chorus line flips, - 10 pts
<b>R2/Sec6/Art2</b>	<b>Stunts:</b> Basket Tosses done without proper mats are illegal. - 10 pts
<b>R3/Sec3/Art1</b> <b>R2/Sec4/Art5</b>	<b>Spotters:</b> Additional spotters are required until a stunt is mastered, with or without the use of a prop. - 10 pts
<b>R3/Sec3/Art2</b> <b>R2/Sec4/Art6</b>	<b>Spotters</b> must be in proper location with correct body position. - 10 pts Exception: Spotters are not required for "Dance Style Lifts" UNLESS the lift is extended above prep level.
<b>R3/Sec2/Art4</b> <b>R2/Sec9/Art 1</b> <b>R2/Sec9/Art2</b>	<b>Tumbling</b> onto, over, under or through a prop, stunt or other performer; <b>Moving</b> under or over a partner stunt or pyramid is illegal. - 10 pts Exception: Forward roll over prop.
<b>R2/Sec9/Art5</b>	<b>Airborne twisting tumbling skills</b> only permitted on a mat. - 10 pts Exception: Roundoffs and aerial cartwheels.
<b>R3/Sec2/Art6</b>	<b>Stunting on Prop:</b> Stunting on prop is illegal. - 10 pts Exception: "Dance Style Lifts" below prep level are permitted on a prop.
<b>MS/JR. HIGH PENALTIES</b>	
*All rules apply to MS/Jr. High teams. Exception: No timing minium requirement. 3 min. maximum of music.	
	10 pt HS equates to 2 pt. MS
	5 pt HS equates to 1 pt MS
	3 pt HS equates to .6 pt MS

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1 pt HS equates to .2 pt MS
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