

2017 IGNITE DANCE SOLO/DUO/TRIO GUIDELINES

- o **JAZZ:** Consists primarily of jazz technique, utilizing up tempo music.
- o **LYRICAL:** Consists of jazz and ballet techniques emphasizing strength, control and interpretation.
- o **CONTEMPORARY:** Consists of modern and ballet technique, **reaching beyond the standard of jazz vocabulary.**
- o **HIP-HOP:** Consists of street, funk, music video style jazz technique.

COMPETITION DIVISIONS, FEES & TIME LIMITS:

Solo:	\$70.00	3 minute max
Duet:	\$110.00	3 minute max
Trio:	\$135.00	3 minute max

ENTRY DEADLINE: Feb.15th

A \$20 late fee will be added for late entries. No entries accepted after **Feb. 25th**



IGNITE CATAGORIES

NOVICE

Novice Category is for dancers that are **FIRST TIME** competitors at the **BEGINNING** skill level. This category must follow the same guidelines for **BEGINNING** level to avoid penalties.

The following skills may be performed at this level:

Basic skills such as single pirouette, grande jete leaps, heel stretch.

This level is designated for the less experienced dancer.

BEGINNING

The following skills may be performed at this level:

Leaps: Front leaps – Side leaps – Stag leaps – Pas de Chats.

Not allowed: Back Leaps, Switch Leaps, Grand Pas de Chats, Barrel-Roll leaps.

Jumps/Hops: Tuck Hops – Straight Jumps – Axle Hops – “C” Jumps.

Not allowed: Firebird Jumps.

Turns: Chaines – Piques – Pirouettes – Pencil turns – Attitude turns – Coupe turns.

*SINGLES of any type of turn are acceptable, **EXCEPT Fouette turns or A Le Seconde turns are NOT allowed!!!**

Not Allowed: DOUBLE turns of any kind. Fouette turns – A Le Seconde turns (leg extended out to the side) – Changing-Spot turns of any kind are not allowed in this Skill Level (changing focus to spot at different directions while turning). Single leg hold turns.

Kicks: Kicks of all kinds are acceptable including tilt kicks.

Locomotor Skills: Pas de Bourrees – Skip/Gallops – Walks/Runs – Chasses/Side Slides – Footwork.

INTERMEDIATE LEVEL I

The following skills may be performed at this level:

Leaps: Same leaps allowed as Beginning Skill Level, plus – Back Leaps and Grand Pas de Chats.

Not Allowed Switch Leaps, Barrel-Roll Leaps. (Barrel-Roll Leaps are a horizontal maneuver in which you spot the floor and the ceiling)

Jumps/Hops: Same jumps/hops allowed as Beginning Skill Level, plus – Firebirds – Tilt Hops – Renverses.

Not Allowed: Switch Tilts.

Turns: Chaines – Piques – Including Box Piques – Pirouettes – Pencil turns – Attitude turns – Coupe turns –

A Le Seconde turns (Turns with leg extended in seconde position) are allowed, **HOWEVER you may NOT EXCEED MORE THAN 3 ROTATIONS in Seconde with a Double Pirouette Rotation out of it.**

You can do NO MORE THAN 5 consecutive rotations of any combination of turns and No More than a Double rotation in any particular turn.

*DOUBLE rotations in all types of turns are acceptable, with the exception for Leg Hold turns (must only do a single leg hold turn).

Not Allowed:-Double Leg Hold turns, Fouette turns, NO More than 5 consecutive rotations in any combination of turns, No Changing-Spot turns (changing focus to spot at different directions while turning), and No more than DOUBLES.

Kicks: Kicks of all kinds are acceptable including tilt kicks.

Locomotor Skills: All Footwork and Locomotor skills (traveling skills) are acceptable.

INTERMEDIATE LEVEL II

The following skills may be performed at this level:

Leaps: Same leaps allowed as Intermediate Skill Level 1, plus -- Barrel-Roll Leaps and Switch Leaps

Jumps/Hops: Same jumps/hops as Intermediate Skill Level 1, plus - Switch Tilts

Turns: Any variety of Turns are acceptable - TRIPLE rotations are allowed, plus - Double Leg Hold turns - A Le Seconde turns and Fouette turns are allowed, HOWEVER - NO MORE THAN 5 Consecutive Fouette turn rotations. You can do a Triple turn out of the 5 Fouette turns without receiving a penalty. Dancers Must NOT do MORE THAN 8 consecutive rotations of any turn combination. **Not Allowed** - No Changing-Spot turns (except for a changing-spot box pique turn), No More than 8 Consecutive turn rotations of any turn combination, No More than 5 consecutive Fouette Rotations.

ADVANCED

The following skills may be performed at this level:

Anything goes! Changing-Spot turns - Quad rotations (or more) in any turn - Any combination of turns, leaps, kicks, jumps/hops, and locomotor skills is acceptable.

SOLOS/DUOS/TRIOS

Must follow the same Skill Level Rules as listed above



RULES ABOUT GYMNASTICS & ACRO MOVES

Gymnastics and Acro Movements are not part of the Skill level Regulations.

Technique will be judged according to the same expectations as all the “dance” skills.



MUSIC REQUIREMENTS

Please provide 1 professional quality CD recording for each entry. A backup CD must also be available for each entry. UDR labels will be provided when music is submitted at the registration desk. Each CD must be clearly marked with the song title, dancer name AND studio name. Discs with multiple songs on them will not be accepted. **No ipods or iphones please!** Music and judging sheets may be picked up following the completion of awards assembly.

MUSIC CHECK IN: Dancers must check music in at the ENTRANCE TO AUDITORIUM between 1:30--3 o'clock.

AWARDS

TIARAS will be awarded to all participants in each category with Queen being the highest award. HIGH POINT AWARD will be given to top scorer in each category.

OTHER IMPORTANT INFO

COMPETITION WILL BE HELD ON MARCH 10TH 2017

AT THE CEDAR HIGH SCHOOL AUDITORIUM

(STAGE ONLY COMPETITION)

703 WEST 600 SOUTH

CEDAR CITY, UT

PARKING AVAILABLE IN CHS MAIN PARKING LOT-SOUTH SIDE OF BUILDING

FOLLOW THE IGNITE SIGNS TO THE AUDITORIUM

COMPETITION BEGINS AT 4PM

ADMISSION PRICES:

\$5 per person

Includes admission to CRAFT FAIR

\$1 for CRAFT FAIR only

ALL PROCEEDS TO GO CHS MOHEY TAWA.

THANK YOU FOR YOUR PARTICIPATION!

Please contact Lori Stubbs for any further inquiries

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