

## COMPETITION SQUARES RULES

1. All individuals of the group (each square) must be registered for the Convention and wearing the 70<sup>th</sup> NSDC convention badge.
2. Competition Registration forms can be picked up at the Dance Leader's Room 214. Each group must submit a completed form to Room 214 by noon on Friday, June 25<sup>th</sup>.
3. The Registration form will require the name of the group, the name of the group leader, the name of the eight dancers plus their 70<sup>th</sup> NSDC registration number, and the name of the 9<sup>th</sup> person to serve as an Event Judge.
4. There will be one practice tip at 2:00 pm. It is recommended that the group practice during the DBD sessions. Please refer to the daily schedule for locations and time.
5. The competition will be called at the Mainstream program according to the CALLERLAB list.
6. The contest will consist of two parts. The first heat will be a timed event. The final heat will be judged as last man standing using a prerecorded tape.
7. All contestants must check in on Friday, June 25<sup>th</sup> by 1:45 pm in Exhibit Hall B.
8. You will not be assigned the Judge you brought. At the end of each session, the Event Judge will rotate to a new square. Your Event Judge should be impartial and is encouraged NOT to be a close friend, family member, dance partner, fellow club member, etc.
9. The **first heat** is a timed event. There will be three ten-minute sessions with a short break in between. During this session, the amount of down time will be clocked by an Event Judge. The winner will be the group with the least amount of down time. Down time starts when the square breaks down and will end when (1) the square starts dancing again (2) the square is in proper dance position (3) that sequence ends and the dancers return to their home position. (Proper dance position will be two couple facing lines along the side walls with a beau to the left of the belle.
10. At the end of each session, the down time will be recorded on your team's score sheet. At the end of the heat, the group's score sheet will be submitted to the Event table. Scores will be tallied.
11. The number of groups moving to the final round will be determined at the start of the competition and will be dependent upon the number of submissions.
12. The **final heat** will be "last man standing" and will use a prerecorded tape. Each group will square up and the recorded caller will start easy and get more difficult. When a square breaks down they will be timed until they start dancing or return to proper dance position. If they are not dancing or in proper dance position for longer than 10 beats of music, they will be given a yellow card. If the square keeps dancing but does not resolve at home correctly, they will receive a yellow card. On the second break down they will be given a red card and eliminated from the competition.
13. Groups must agree to stop dancing and leave the floor if a judge gives the red card, even if you disagree with the ruling. Groups should move towards the judges table for additional instructions and for final awards.
14. In the event of a tie during the final heat, the team with the lowest time during the first heat will be awarded first place.