

2000) Square Dancing Competitor Regulations

NOTE:

Performance requirements are intended to test the dancers' knowledge of basic definitions of square dancing as demonstrated by their ability to respond gracefully and accurately to calls.

2001) Sq Dnc: Basic Category Determination

The level of competition within the Categories is based on the number and complexity of basic calls which entrants may be called upon to perform. These calls are detailed in the current published Callerlab Lists and further clarified under **Appendix "B": List of Basic Calls**.

2002) Sq Dnc: Minimum Requirement

All Teams shall dance three singing calls.

Higher Categories shall continue on and dance to one or more patter calls, usually pre-recorded on tape, or other acceptable audio recordings.

Appendix A-4 must be submitted by March 15th.

2100) Square Dance Team

NOTE:

Although a Square Dance Team is defined as including a Caller, regulations in this section refer to the dancers. The Caller shall be subject to the regulations under **section 4000 "Square Dance Calling Regulations"**

2110) Sq Dnc: Basic Team Definition

An entry in the Square Dance competition shall consist of 8 Dancers (4 couples) and a Caller. This unit shall be referred to hereafter as a "Team". The left and right dancer in each couple must be easily identified by their outfit (e.g. colour, dress, sash, etc.) [9/12]

2111) Sq Dnc: Team Registration

Square Dance teams must register (Appendix A-4) with the current Coordinator by March 15th of the current year. See Appendix A-1.

2115) Sq Dnc: Club Affiliation

To compete in the PNTSDF, a Square Dancing competitor must be registered in a "Team" as a square dancer or alternate. ("Team" is defined elsewhere. [see rule 2110]) All Square Dance entrants must be members of a participating Square Dance Club. Teams that do not have a Caller from their own club may use an eligible Caller from another Club. [9/12]

2120) Sq Dnc: Mystery Team Registration

The names listed on the square dance entry form [see rule 1020] will comprise the Team that will advance to further rounds of competition, provided that each member in the Team has danced in Round One of the competition. Appendix A-9 must be submitted prior to Round Two.

2130) Sq Dnc: Minimum Team: Advancement to Further Rounds

To continue to further rounds in Square Dancing, a Team must maintain at least 4 of the same Team members dancing all positions of Round One: Display Round. This is to facilitate the cycling of alternate dancers thru the Display Round while maintaining the integrity of a Team.

2140) Sq Dnc: Alternate Dancers

It is recommended that at the time of entry organizations have alternate (spare) dancers available in the event of illness or accident.

Note: Alternates must meet all eligibility requirements.

2141) Sq Dnc: Alternates: General Participation

A dancer who is standing by as an alternate (spare) for a Square Dance Team may dance in place of some other competing dancer even if not actually needed.

2142) Sq Dnc: Alternates: Mystery Round Participation

To dance in Mystery rounds, an alternate must also have competed in Round One.

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2150) Sq Dnc: Alternates: Exceptions to Eligibility

Exceptions to the above requirements for alternates (spares) may be made on application to the Chief Square Dance Judge where it can be shown that genuinely unforeseen circumstances will otherwise prevent the participation of a group (Team) despite reasonable effort to provide adequate spares. [see rule 1050]

2160) Sq Dnc: Square Dance Category Participant Shortfall. [see Rule 4160]

2170) Sq Dnc: No caller; "Ghost Entry"

Any extra squares that do not have a Caller, therefore not meeting the requirements of a Team, will not be permitted to dance in competition as a "ghost entry".

2200) Square Dancing Categories

2210) Sq Dnc: Category: Overlapping

In square dancing, there are **5** distinct Categories that cannot overlap in competition awards. They are: **Preteen Novice, Preteen, Novice, Junior, Intermediate** [SUSPENDED until 2022], and **Senior**.

For example: A Novice cannot win a Junior award, nor can a Junior win a Preteen award, except as regulated by rule 2240 (Preteen)

2220) Square Dancing: List of Categories

Preteen Novice:

All entrants can be up to and including 12 years of age, as of December 31st in the year previous to the current Festival. [9/20]

Entrants will be eligible for Preteen Novice awards if they have never previously competed in a capacity concerned with the Pacific Northwest Teen Festival or any comparable competitive Festival with the exception of those previously entered in the Introductory (School) Category.

Preteen Novices will only compete against other Preteen Novice competitors except where rule 2240 applies.

Preteen Novice entrants do not compete for "Grand Champion" awards.

A maximum of two (2) 13-year-old dancers per square can dance as preteen novice dancers, and will be considered as drop backs under rule 2240. [09/13]

Preteen:

All entrants can be up to and including 12 years of age as of December 31st in the year previous to the current Festival. [9/20]

A maximum of two (2) 13-year-old dancers per square [09/05], can dance as preteens, and will be considered as dropbacks under rule 2240. [09/03]

Preteens shall retain their Preteen age status even if they have experience in Teen categories. [03/08] (See also Rule 2240)

Novice:

All entrants **must** be 12 to 19 years of age, inclusive, as of December 31st in the year previous to the current Festival. [9/20]

Entrants will be eligible for novice awards if they have never previously competed in a capacity concerned with the Pacific Northwest Teen Festival or any comparable competitive Festival with the exception of those previously entered in the Introductory (School) Category.

Novices will only compete against other Novice competitors except where rule 2240 applies.

Novice entrants do not compete for "Grand Champion" awards.

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2220) Square Dance Categories, (continued)

Junior:

All entrants **must** be 12 to 19 years of age, inclusive, as of December 31st in the year previous to the current Festival. [9/20]

~~The individual members of a Team, who danced in mysteries, [09/03] and who win Champion in Junior Category must, in subsequent years, move up to the Intermediate Category or higher or must be counted as an Intermediate dancer if they dance in a Junior Square as a dancer with Intermediate mystery experience. [SUSPENDED 09/10]~~

Intermediate: [SUSPENDED 06/19 until 2022]

~~All entrants **must** be 13 to 19 years of age, inclusive, as of December 31st in the year previous to the current Festival. [9/20]~~

~~Note: see rule 2222 for (special consideration) exception for **age**~~

~~The individual members of a Team, who danced in mysteries, [09/03] and who win Champion in Intermediate Category must, in subsequent years, move up to the Senior Category or must be counted as a Senior if they dance in an Intermediate Square as a dancer with Senior mystery experience. [SUSPENDED 09/10]~~

~~Note: The distinction between Junior and Intermediate is more the expected level of accomplishment than in any age requirement.~~

Senior:

All entrants **must** be 14 to 19 years of age, inclusive, as of December 31st in the year previous to the current Festival. [9/20]

Note: see rule 2222 for (special consideration) exception for **age**

Note: The distinction between Junior, Intermediate and Senior is more the expected level of accomplishment than in any age requirement.

2222) Sq Dnc: Categories, "post 19 Year Olds" [09/12]

Upper age limit may be extended to post 19 years old in an Intermediate and/or Senior Square.
Upper age limit may be extended to allow two post 19 years old in a Junior Square. [09/19]

A maximum of two 20 year olds and/or 21 year olds **per square** will be allowed. [09/12]

2230) Sq Dnc: Categories, "Personal Choice Option"

The above eligibility requirements will not prevent an individual or square from competing in a higher Category, if so desired, providing all other requirements are met.

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2240) Sq Dnc: Experience Exceptions: Category Regression

Preteen Novice:

Preteen Novice dancing Teams will remain eligible for Preteen Novice awards if no more than 3 of the dancers on the Team have had previous Festival experience in the Preteen Category, provided that no more than 2 Preteen experienced dancers are on the floor at the same time.

Preteen:

Preteens shall retain their preteen age status even if they have experience in teen categories.
[09/12]

Novice:

Novice dancing Teams will remain eligible for Novice awards if no more than 3 of the dancers on the Team have had previous Festival experience in the Junior Category, provided that no more than 2 experienced dancers are on the floor at the same time.

Junior:

Junior dancing Teams will remain eligible for Junior awards if no more than 3 of the dancers on the Team have had previous Festival mystery experience in the Intermediate Category provided that no more than 2 Intermediate experienced dancers are on the floor at the same time. Dancers who are forced to move into the Intermediate Category because of a previous Junior First Place win, will be considered to have had previous Festival experience in the Intermediate Category.

Note: In the event there is no Intermediate category, substitute Senior for the word Intermediate in this section.

Intermediate: [SUSPENDED 06/19 until 2022]

Intermediate dancing Teams will remain eligible for Intermediate awards if no more than 3 of the dancers on the Team have had previous Festival mystery experience in the Senior Category provided that no more than 2 Senior experienced dancers are on the floor at the same time. Dancers, who are forced to move into the Senior Category because of a previous Intermediate First Place win, will be considered to have had previous Festival experience in the Senior Category.

2300) Sq Dnc: Round One: Display

2310) Sq Dnc: Round One Definition: Display Round

The portion of the Festival in which all competing Square Dance Teams dance their required (Compulsory) three standard singing calls shall be referred to as "Round One" or the "Display Round".

2320) Sq Dnc: Round One Performance: Display (Compulsories)

Each Team shall be required to dance three standard singing calls.

Of these, the Team's display square shall be prepared and rehearsed in advance and called by the Team's own Caller. [see rules 4110 & 4170]

The other two calls will be danced to the calling of other competing Callers calling to their Teams.

~~At the discretion of the Festival Coordinator, and with approval of the Chief Square Dance Judge, a warm up (Fourth) standard singing call may be danced. Where possible this non-judged display square will be called by a "Solo" caller. [see rule 4170][SUSPENDED 09/13]~~

No display [06/08] team shall be judged while a "Solo" caller is calling. [06/01]

~~In the event a warm up position is offered, Competitors will be allowed to dance only once prior to being judged.[SUSPENDED 09/13]~~

2380) Sq Dnc: Round One: Deviation from Standard Procedures

Any changes to Round One listed above may be at the discretion of the Chief Square Dance Judge or the programming committee, and must be approved by the Chief Square Dance Judge.

2400) Square Dance Mystery: Further Rounds

2410) Sq Dnc: Mystery Call, Basic Definition

A pre-recorded cassette tape, compact disc, (or equivalent) of a competent caller calling a patter call comprised of calls taken from Appendix B **List of Basic Calls** except where limitations expressly prevent such. See rule 2830 for content guidelines for individual Categories.

(See **Appendix "B"** for specific Categories of Square Dance competition. The Mystery shall be challenging and contain **All Position Dancing (APD)** calls, where applicable.)

2420) Sq Dnc: Rounds Two & Three Definition, Mystery Call

Rounds 2 & 3 shall consist of Mystery Square Dances done to Pre-Recorded Patter Recordings. These are recorded patter calls using basic calls, listed in Appendix "B".

For purposes of Square Dance competition, mystery calls shall consist of patter calls adhering closely to the above descriptions.

2421) Sq Dnc: Rounds Two & Three: Method of Competition

The Mystery Recordings are played to up to four (4) Square Dance Teams at a time, preferably three (3) per flight. Each Team in a Round shall dance to the same Recording. Multiple "flights" may be necessary to provide for each Round.

2440) Sq Dnc: Team Advancement

- a) ~~Following Round One, the six (6) squares with the highest score in the **Preteen** Category shall advance to Round Three.~~ [SUSPENDED 09/11]
- b) All **Junior**, ~~**Intermediate**~~ [Suspended until 2022] and **Senior** squares must advance to Round Two.
- c) ~~Following Round Two, the six (6) squares with the highest aggregate score in the **Junior**, **Intermediate** and **Senior** Categories shall advance to Round Three.~~ [SUSPENDED 09/11]
- d) All squares shall advance to Final Mysteries unless a square chooses to withdraw from Round Three. [09/11]

2450) Sq Dnc: Mystery Rounds: Isolation of Teams

Teams dancing in the same Category of Mystery competition are required to wait their turn in a location where they cannot hear these calls. It is recommended that whenever Round Dance Hash and Square Dance Mysteries are scheduled simultaneously, there be more than one isolation hall to accommodate contestants in both disciplines who have completed one portion but not the other.

Competitors will not be allowed to possess electronic devices during the time they are secluded in isolation halls. [09/12]

PNTSDF will not be responsible for any lost or damaged electronic devices.

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2480) Sq Dnc: Deviation from Standard Procedures

Any changes to Further Rounds listed above may be at the discretion of the Chief Square Dance Judge or the programming committee and must be approved by the Chief Square Dance Judge.

2490) Sq Dnc: Mystery Recordings, Secrecy Requirement

Recordings are made by a caller whose identity, prior to presentation of the recording at Festival, is not revealed to the contestants. It is essential in this part of the competition that no dancer has prior knowledge of the calls or caller before actually dancing the Recordings in competition.

2491) Sq Dnc: Mystery, Disqualification

Any attempt to obtain prior knowledge of the contents of the Mystery Recordings, or to reveal any information to Teams in seclusion, or any activity by anyone which could otherwise compromise the secrecy of the Mystery Round shall result in the disqualification of the Square Dance Team(s) involved.

2500) Square Dancing: Judging

2510) Sq Dnc: Judging of Teams

Competing Square Dance Teams will be judged as a team, not as individuals.

2520) Sq Dnc: Selection of Judges

The current Festival Coordinator will instruct the current Chief Square Dance Judge to select the Square Dance Judges on as broad a basis as possible, including judges from all countries represented by the competing Teams.

2530) Sq Dnc: Judges, Round One (Display)

There shall be 2 Judges per Team competing.

Traditionally there are 3 sets of Judges on the floor as there are usually 3 Teams competing per flight. This number will be allowed to vary but the ratio should stay the same of Judges: Team.

2531) Cue Sheet Checker: Location Of And Duty Of...

The "Cue Sheet Checker" will be situated in a location that is visible to the Judges on the floor.

The Festival Day Committee will place a "spotter" at each Judges' table to watch the Cue Sheet Checker for an indication that the competing Caller has made an error or deviated from the actual written choreography. [see rule 4710]

The spotter's job is to inform the Judges that an **error** has been made.

It will be allowable, if it proves feasible; to eliminate the spotters and replace them via some type of electronic means to signal the Dance Judges on their tabletop.

The Festival Day Committee will instruct their Judges that when an error is made by the Caller, they are to take this into consideration **and judge the dancers accordingly**.

If there is a cue sheet error detected in Round One (Display) the Chief Square Dance Judge shall, upon receiving notification of any perceived error, immediately notify the appropriate Club representative that an error was flagged. [06/14]

2532) Sq Dnc: Timing Judges: Rounds Two & Three

There shall be 5 Judges, with Stopwatches, timing each Team competing in Rounds Two and/or Three (Mystery Calls competition).

2533) Sq Dnc: Mystery Recordings: Chief Timer

The method of obtaining (and recording) times from the Timing Judges at the completion of each mystery flight will be at the discretion of the Chief Square Dance Judge by either.

One Chief Timing Recorder shall record all times for each flight of Teams and submit times to the appropriate scorekeeping official.

One Chief Timing Recorder per square shall compile the times for a participating Team and submit times to the appropriate scorekeeping official. [11/12]

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2534) Sq Dnc: Other Judges: Rounds Two & Three

There are 3 other Judges who judge the elements of Rhythm and Grace, Enjoyment, and Posture and Styling; one Judge for each category.

Each Judge evaluates only one of the elements. Judge scores all three Teams at the same time during a flight of mysteries.) This holds true for all three Judges, that they shall eventually judge all Teams competing in a given category of the Mystery Rounds (i.e.: They will judge all of the Junior category).

2540) Sq Dnc: Judges, Location Of

For each competing Team in Round One, Judges for each Team are placed at a single table located near the Team to be observed, in a spot that has no obstruction or distractions between the Judges and the Team being evaluated. The Square Dance Judges are separated from each other, thus preventing communication between the two, by the placement of the Calling Judge who is sitting between them. This would make a SJ, CJ, SJ placement at the table.

In Rounds Two and Three the other judges may be placed at a single table where they can observe all competing teams without obstruction or distraction between the Judges and the Teams being evaluated.

Judges are not allowed to communicate in any way during the evaluation of Teams.

2550) Sq Dnc: Judging Guidelines: "Bench Marking"

All Square Dance Judges will be instructed to award each element of judging with a Six (6) to begin each round and remove one point per deviation from accuracy or add one point per proficiency of performance.

2551) Sq Dnc: Timing: Judges Preview Requirements (Mystery)

The Chief Judge shall, as soon as possible, have all Timing Judges dance the Mystery Recordings and familiarize themselves with the calls in them.

2560) Sq Dnc: Judge Policy: Conflict of Interest

No chosen Square Dance Judge, Timing Judge, or the Square Dance Chief Judge shall be involved with teen competitors in the teaching or grooming of any competitor(s) within a period of eight months immediately prior to the current, upcoming Festival competition. [06/15] Any contact with competitor(s) must be perceived to be impartial [09/10] [11/12]

Any former PNTSDF Square Dance competitor may not be appointed judge for a period of two years after their final participation in the PNTSDF Square Dance division.

2600) Scoring Procedures: Square Dancing

2610) Sq Dnc: Scoring: General

Competitors in all Categories perform three singing call dances during Round One. Competitors in all but the Novice Categories perform patter call dances (Mystery) during Round 2. Scoring methods and advancement are covered in other Sections.

2620) Square Dance Scoring, Round One

Points are awarded for: **Rhythm**, **Enjoyment**, **Ability To Follow The Call**, **Posture**, and **Styling**.

The total possible for any Team is 370 points, approximately 60% of which are for the side positions and 40% of which is for the prepared Display Square.

Element	<u>Positions 1 & 3</u>		<u>Position 2: Display</u>	
	<u>Multiple Factor</u>	<u>Maximum Points</u>	<u>Multiple Factor</u>	<u>Maximum Points</u>
Rhythm	1	10	3	30
Enjoyment	2	20	5	50
Ability To Follow Call	4	40	1	10
Posture	2	20	2	20
Styling	2	<u>20</u>	4	40
Maximum points possible / round-->		110 (x2)		150

The table above illustrates the maximum points possible for each element. Each Judge will award up to 10 points for each element. The Scorekeepers will then multiply each element by the factors listed above to derive a total for that element.

An illustrated score sheet for Round One might look as follows:

<i>Round One</i> Element	<i>Judges Score</i> <u>Position #</u>			<i>Product Score</i> <u>Position #</u>			<u>Totals</u>
	<u>1</u>	<u>2</u>	<u>3</u>	<u>1</u>	<u>2</u>	<u>3</u>	<u>All</u>
Rhythm	8	8	7	8	24	7	39
Enjoyment	6	8	7	12	40	14	66
Ability To Follow Call	9	9	9	36	9	36	81
Posture	7	8	8	14	16	16	46
Styling	8	8	8	<u>16</u>	<u>32</u>	<u>16</u>	<u>64</u>
Totals--->				86	121	89	296

To calculate the above system, in the "Rhythm" element you take the Judge's score of 8 in position #1, multiply it by the factor listed in the table above to derive the product of 8 in Product Score Position #1. In the same regard, Position #2 for "Rhythm" is 8 times 3 to get the product of 24, and so on.

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2630) Square Dance Scoring, Rounds 2 & 3

The total number of **seconds** during which a Team is dancing accurately will be counted directly as points. The time registered with the Chief Timer shall be converted to a value of one point per second.

Of the 5 values derived, the High and Low scores shall be "thrown out" and the remaining scores shall be used. Exception: Where possible no less than three (3) times will be averaged.

Extra points will also be awarded for **Rhythm and Grace, Enjoyment, and Posture and Styling**, for a possible 50 points.

To continue the illustration from the previous paragraphs:

Round 2		Timer Number						
		1	2	3	4	5		
Time in Seconds								
Totaled, adjusted, averaged	277	354	342	496	317	= 1013/3	= 338	
Extra Points: Totaled		11	14	7			<u>32</u>	
Round Total							370	
Balance brought forward from Round 1 ----->							<u>296</u>	
Total through Round 2 ----->							666	

Round 3		Timer Number						
		1	2	3	4	5		
Time in Seconds								
Totaled, adjusted, averaged	188	308	294	281	307	= 822/3	= 294	
Extra Points: Totaled		14	14	6			<u>34</u>	
Round Total							328	
Balance brought forward from Round 2 ----->							<u>666</u>	
Total through Round 3 ----->							994	

2631) Basic Mystery Scoring

Scoring in Mystery Square competition is based largely on stopwatch timing of the periods during which dancers are responding accurately to the calls given.

A Mystery Square will not be considered broken down if the dancers are out of sequence or in "Arky" position, i.e.: two girls dancing together when it should be two boys, are not broken down providing they are dancing correctly to the given calls.

2640) Scoring for Categories of Competition (See also Section 2900)

The total score for a Team is a cumulative total of the score for all required Rounds, as defined in sections 2300 and 2400. For each Category, these Rounds are:

Preteen Novice and Novice	Round 1 Only
Preteen	Round 1 (Top Six) + 3 Total [06/08]
Junior, Intermediate and Senior	Round 1 + 2 + 3 (Top Six) Total

~~**2650) Square Dance: Scoring: Calculations**~~

~~The **Square Dance Score Calculation Form** is used as a worksheet and guide to determine each team's score. One form is used for all Categories of dancers. [See rule 2660]~~

~~The intent of the above rules is incorporated into the design of this form. [SUSPENDED 11/12]~~

2700) Square Dance Terminology

2710) Square Dancing Definition, General

Basically, a square dance routine done to a melody, the metre and sequence of steps being arranged so as to suit that melody.

2720) Singing Call Definition, [See Rules 4321 & 4710]

Patter Call Definition [See Rule 4720]

2730) Sq Dnc: Competency

Dancers will be rated on their abilities in Rhythm, Enjoyment, Ability to Follow the Call, Posture, and Styling.

2731) Rhythm:

The ability of the square or individual dancers to correctly do the call and dance or move their feet and hands with the beat of the music.

2732) Enjoyment:

The dancers' apparent pleasure in dancing and shall be judged more by their actions than by just having a smile on their face.

2733) Ability to follow the call:

The ability of the dancers to do the call effortlessly and correctly in time with the music.

2734) Posture:

The correct posture of the dancers shall be in a comfortable, straight position, not a slouched, hipshot position. However, a physical handicap will not be judged for an incorrect position when it is not possible to have correct posture.

2735) Styling:

Doing the given call smoothly, effortlessly and comfortably in time with the music, with the entire square working together. Extra flourishes shall be taken into consideration.

2800) Square Dance Competition Policies

2801) Sq. Dancing Support: Dancer Availability for Calling Competition – Rounds Two and Three:

In addition to such dancing as is required for their level of competition, all dancers have an obligation to be available throughout the Festival to make up squares for the various Rounds of the calling competition:

- 1) There shall be three squares on the floor directly in front of the stage, made up of club level dancers, Preteen, Junior, Intermediate and Senior competitors and/or Club Advisors dressed in square dance attire.
- 2) Composition of squares shall be mixed as to group affiliation.
- 3) Dancing shall be competition styling and only eligible dancers can be in the front three squares. An eligible dancer is defined as a Square Dancer who has the ability to dance the full Callerlab Basic and Mainstream Lists.

2802) Square Dancing: Side Pos., Dancing to Own Caller

In Square Dance competition, Round One, Teams competing at either of the 2 side positions, but dancing to their own club competitor Caller, shall be penalized three points per position.

The Team will not be penalized in the event of a programming error.

CONTINGENCY: If the Category is short of entries to compose a flight from 3 different clubs, a "Contingency Ghost Square" may be substituted at the discretion of the Festival Day Committee and/or the Festival Coordinator.

2803) Square Movement Limitation

All couples moving onto the floor, moving to the Display Position, moving to the third position and moving off of the floor will do so in standard couple position, promenade one full promenade and stop at home.

Flourishes are allowable provided that they do NOT take any more time than a standard promenade as outlined above.

2810) Sq Dnc: Call List: Changes to

Individual movements may be added, deleted or changed by a majority vote at any given PNTSDF meeting, with the exception of the Representative's meeting held the day before competition. [see Rule 2001]

These amendments will become effective in January [see Rule 9810] [09/13] of the dance year immediately following the dance year in which the changes were implemented.

2811) Sq Dnc: Mystery Recordings: Acquisition of

It shall be the responsibility of the Festival Coordinator to acquire, or direct the Chief Square Dance Judge or other delegate to acquire, the Mystery Recordings in accordance with the guidelines set forth elsewhere in this rulebook.

2812) Sq Dnc Mystery Recordings: Production Deadline

Mystery square dance recordings shall be made well in advance of competition and presented to the Chief Square Dance Judge no later than April 1st.

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2813) Sq Dnc Mystery Recordings: Production Requirements

Mystery tapes, compact discs (or equivalent recordings) are **required** to be recorded in stereo with the voice on one track and music on the other.

2814) Sq Dnc Mystery Recordings: Production Recommendations

It is a recommendation of the PNTSDF Committee that all calls in the appropriate Categories be used.

2815) Sq Dnc: Mystery Recordings, Time Limitations:

Preteen

The Mystery Recording shall be between 7 and 8 minutes in length for **Final**. [06/08]

Junior and Intermediate [SUSPENDED 06/19 until 2022]

The Mystery Recordings shall be between 4 and 6 minutes in length for **Preliminary** and between 8 and 10 minutes in length for **Final**.

Senior

The Mystery Recordings shall be between 8 and 10 minutes in length for **Preliminary** and between 10 and 12 minutes in length for **Final**.

2816) Sq Dnc: Mystery Recordings: Rejection Of

If the Recordings are found to be unsatisfactory by the Chief Judge, it will be responsibility of the Chief Square Dance Judge to secure other means of presenting Mystery calls; either by acquiring new Mystery Recordings or by some other means.

2830) Sq Dnc: Mystery Recording, Difficulty of Content Guideline:

The following is a guide to the caller creating the Mystery Recordings for the PNTSDF.

The method outlined below is to assure accurate evaluation of ability while affording an encouraging experience for our youth. The percentages are for content of patten in relation to the time allotted for a given Category. We desire to build confidence and alleviate nervousness, while offering a challenge in the middle portion and then close by having everyone a winner.

Timing is of critical importance. The opening credo of the PNTSDF states that "The object of the game is not simply to get from point X to point Y in as few steps as possible, but to cover the distance smoothly, comfortably and to the beat of the music..."Please be accurate with your timing. Don't give too many beats for a move, but then again, don't shortchange the dancers either.

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2830) Sq Dnc: Mystery Recording, difficulty of Content Guideline: (continued)

At NO time are extra helps acceptable in any Category. By extra helps we mean telling the contestants they are in lines or columns; have their original partner; "should be home"; etcetera. We expect them to know where they belong. **Please follow the limitations in the List of Basic Calls we provide.**

Category	Easy Opening	Tough Middle	Easy Closing
Preteen Final:	50%	25%	25%

50%) Open with easy sequence. The idea is for flow; easy "standard" choreography. No special cueing but plenty of places to recover with enough time to recover, maybe even some extra beats.

Give these 8-12 year olds time to get over their nervousness.

25%) Work into more difficult sequences, while staying within the guidelines provided in the List of Basic Calls. Use position work while maintaining flow. Keep fractionalization to a bare minimum: One to Three maximum for ENTIRE Mystery and then use on only the "super-basic" calls (a move they ALL should know perfectly).

In the past, we have "blown-away" our Preteens with choreography they could not handle. You almost can NOT be too easy.

Suggest throwing in easy "confidence builder" licks between toughies.

25%) Finish tape with EASY, STANDARD positioning, "everybody wins" choreography.

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2830) Sq Dnc: Mystery Recording, difficulty of Content Guideline: (continued) [09/02]

Category	Easy Opening	Hard -----	Medium Middle	Hard -----	Easy Closing
Junior Preliminary & Final:					
Intermediate Preliminary & Final:	25%	20%	10%	20%	25%
Senior Preliminary & Final:					

25%) Start basic, standard "At-A-Dance" type of choreography.

Give time to get over nervousness. No extra cueing throughout.

50%) Work into more intricate choreography with varied positions. Feel free to work pretty hard here.

25%) Finish Mystery with good, smooth "winning" choreography.

Pretty much anything goes in the Final Mystery, but we would like you to consider the percentages listed. Use a lot of APD. Good flow. No helps! Proper timing throughout, no extra recovery for this round, it's the Final Mystery. This one decides the Category Champion Team.

Seniors dance a high level and are expected to know the lists from all positions. They are supposed to be the best so put them to the test.

2840) Sq Dnc: Categories: Minimum Team Requirement

~~In order for there to be a valid Square Dance competition a minimum of two Teams are required. In order for Champion Awards to be presented these Teams must successfully fulfill all of the requirements for their given category.~~ [SUSPENDED 09/12] When there is only one Team entered in a category, they will be presented with the Champion trophy. [09/12]

2850) Sq Dnc: Penalty for Late

If a Competing Square Dance Team is not available as needed, there will be a five minute warning announced in the appropriate hall, and where feasible in the other halls. If after 5 minutes have elapsed and the Square Dance Team is still not available a 5 point penalty will be assessed. After a total of 10 minutes has elapsed a further 10 points penalty will be assessed. After 15 minutes have elapsed a further 15 point penalty will be assessed. After a total of 20 minutes, the Square Dance Team will receive zero (0) for that round.

2900) Square Dance: Awards

2910) Sq Dnc: Preteen Novice Awards

Determined by cumulative scores for all 3 positions, Round One.

First (including single entry)

Second

Third

Additional Awards

Best Display (including single entry)

Determined on Round One, Pos 2: Best score.

2920) Sq Dnc: Preteen Awards

Determined by cumulative scores for all Rounds in Category.

Champion

Second

Third

Additional Awards

Best Display (including single entry)

Determined on Round One, Pos 2: Best score.

2930) Sq Dnc: Novice Awards

Determined by cumulative scores for all 3 positions, Round One.

First (including single entry)

Second

Third

Additional Awards

Best Display (including single entry)

Determined on Round One, Pos 2: Best score.

[Continued next page]

2940) Sq Dnc: Junior Awards

Determined by cumulative scores for all Rounds in Category.

Champion

Second

Third

Additional Awards

Best Display (including single entry)

Determined on Round One, Pos 2: Best score.

2950) Sq Dnc: Intermediate Awards [SUSPENDED 06/19 until 2022]

Determined by cumulative scores for all Rounds in Category.

Champion

Second

Third

Additional Awards

Best Display (including single entry)

Determined on Round One, Pos 2: Best score.

2960) Sq Dnc: Senior Awards

Determined by cumulative scores for all Rounds in Category.

Champion

Second

Third

Additional Awards

Best Display (including single entry)

Determined on Round One, Pos 2: Best score.

[END OF SECTION]