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General Guidelines - 2vs2 Battles

1. Chemistry between partners.
2. Combination moves and Choreography must be implemented and well executed.
3. Interaction between partners and also against the opposition.
4. The level of understanding each other as partners, complimenting each other's moves and skill set.
5. It's a battle, It's street dance, meaning no counting e.g. 5, 6, 7, 8- Interpret the music and allow your choreography or combination to gradually fall in line with the music.
6. Partners have to be more or less equally strong dancers.
7. Note although we do encourage individual presence or individualism within the battles , It is a 2vs2 battle , therefore judges need to see how the 2 individuals have combined forces and how well they have prepared to be the ultimate 2vs2 Champions .

Popping - continuous contraction of the muscles to the beat to give it a more jerking or snapping effect.

Breaking (breakdance) - There are 4 basic elements to Break Dancing - Toprock, Downrock, Freeze, Power moves. A style which originated in the 1970's, which involves alot of footwork to breakbeats and poses that breakers throw into their dance set to add punctuation to certain beats or to end their routine or combination.

All Styles - As known to the world now as Open Style. All Styles is a combination of street dance styles under the Hip Hop Dance Umbrella - from old school to new school. Music will range from funk, house, and party music and even dubstep.

Krump - known as Kingdom Radically Uplifted Mighty Praise.

An aggressive but controlled street dance style using chest pops, stomps, armswings, travels and killoffs. There are levels to Krumping - Krump, Buckness, Ampness.

Afro styles - Is a combination of styles created in Africa and danced or performed to African music(Afro beats) from Pantsula, Sbujwa, Kuduro, Sjepa, Azonto, Gweta, Funana, Skelewu, Ndombolo, Shoki, Coupé Décalé, Etc.

General Rules - 2vs2 Battles

Showcase

Forty-five (45) seconds – one (1) minute

Two (2) battle rounds per duo team.

Forty-five (45) seconds – one (1) minute

Final battle (3 rounds)

Forty-five (45) seconds – one (1) minute

Battle judging criteria

1. Performance (personality)
2. Creativity (Highlights)
3. Technique (skill)
4. Musicality (different composition of the music)
5. Chemistry between partners (Choreography, Combos, Commandos)
6. Entertainment value (attitude)

REMEMBER: IT'S A STEET DANCE BATTLE– SO THE JUDGES WANT TO SEE YOU BATTLE

For any questions or quires please mail info@globaldancesupreme.com

