

GDS Inter-Continental - 20n2 Battles

Herewith the Rules and Guidelines for all 20n2 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 avoid 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 It is a 20n2 battle, therefore judges need to see how the 2 individuals have combined forces and how well they have prepared to be the ultimate 20n2 Champions.
- 8. Dj will select music for the Battles.

Battle Rules – 20n2 Battles

Showcase round.

Forty-five (45) seconds – one round

Battle Rounds

Two (2) battle rounds per duo team from Top 16 until Finals

Forty-five (45) seconds

Battle Judging criteria

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

Guideline

The 1st - 16 Battle Teams entries will be accepted in each section

- There will be a maximum 16 Battle Teams per section
- Winners from 1st round will advance to Top 8 (Quarter Finals) then to Semi Finals & Finals, all rounds will be 45sec maximum.
- Each battle round will be judged based on Performance, Musicality & Creativity.
- Since its a 20n2 Battle both dancers need to dance together on every battle round.

REMEMBER: IT'S A STREET DANCE BATTLE—SO THE JUDGES WANT TO SEE YOU BATTLE

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







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