

Pro-Am Judging Criteria

Newcomer

Correct TIMING, basic posture and frame, and basic concepts of lead/follow. Choreography should consist of basic patterns.

Novice

Newcomer skills plus, correct RHYTHM, connection (applied lead/follow concepts), and attempt at correct motion and footwork. Choreography should consist of basic patterns with variations and phrase endings.

Intermediate

Novice skills plus, correct MOTION and footwork, and incorporation of signature characteristics of the dance. Choreography should include more complex and intricate movements with defined male and female roles.

Advanced

Intermediate skills plus, CHARACTER of the dance, styling, and animated performance using shading and texture.

Scoring Standard

Medal	Description
Honorable Mention	Not meeting requirements for the expected skill for <u>two levels below</u> (e.g., Intermediate dancer not exhibiting consistent timing – the expected skill for Newcomer)
Bronze	Not meeting requirements for the expected skill for the <u>level below</u> (e.g., Novice dancer not exhibiting consistent timing – the expected skill for Newcomer)
Silver	Beginning to exhibit attempts at expected skill for the current level
Silver Plus	Inconsistent attempts at expected skill for current level
Gold	Consistently meeting expected skill for the current level
Gold Plus	Perfect (Unwavering/Persistent) use of expected skill for the current level
Honors	Excellent Performance. Meeting the technical skills and beginning to show the artistic/stylistic expectations required for the level. Consistently showing expected artistic/stylistic expectations for the current level
Honors Plus	Perfect (Unwavering/Persistent) use of expected artistic/stylistic expectations for the current level
Gold Graduate	All of the above, plus beginning to exhibit expected skill for the <u>next level</u> (e.g., Newcomer dance exhibiting attempts at Rhythm – the expected skill for Novice)

Couples Judging Criteria

Newcomer

Correct TIMING, basic posture and frame, basic concepts of lead/follow. Choreography should consist of basic patterns.

Novice

Newcomer skills plus, correct RHYTHM, connection (applied lead/follow concepts), and attempt at correct motion and footwork. Choreography should consist of basic patterns with variations and phrase endings.

Intermediate

Novice skills plus, correct MOTION and footwork, and incorporation of signature characteristics of the dance. Choreography should include more complex and intricate movements with defined male and female roles.

Advanced

Intermediate skills plus, CHARACTER of the dance, styling, and animated performance using shading and texture.

Superstars

Advanced skills in each of the dances is expected. Choreography should be designed for a stage and should have high entertainment value.

Scoring Standard

If a judge uses the same medal for two or more contestants in the same Division and same Level, the judge must rank contestants within that like medal.

Medal	Description
Honorable Mention	Not meeting requirements for the expected skill for <u>two levels below</u> (e.g., Intermediate dancer not exhibiting consistent timing: newcomer skill)
Bronze	Not meeting requirements for the expected skill for the <u>level below</u> (e.g., Novice dancer not exhibiting consistent timing: newcomer skill)
Silver	Beginning to exhibit attempts at expected skill for the current level
Silver Plus	Inconsistent attempts at expected skill for current level
Gold	Consistently meeting expected skill for the current level
Gold Plus	Perfect (Unwavering/Persistent) use of expected skill for the current level
Honors	Excellent Performance. Meeting Gold Plus criteria and consistently showing expected artistic/stylistic expectations for the current level
Honors Plus	Meeting Gold Plus criteria and perfected (Unwavering/Persistent) use of expected artistic/stylistic expectations for the current level
Gold Graduate	All of the above, plus beginning to exhibit expected skill for the <u>next level</u> (e.g., Newcomer dancer exhibiting attempts at Rhythm: Novice skill)

Dance Descriptions

Triple Two

Smooth progressive dance

Uses loops, laces and swirl patterns

Performed with curved sway in the triples using sideward action to create *volume*

Casual, almost playful character, intimate but in a public setting

Polka

Rhythm progressive dance

Uses runs, narrow weaves and leapfrog pattern Performed with lilt and pitch to create *pulse*

True country character, casual not formal

Night Club

Smooth stationary dance

Uses passes, diamond and carousel patterns

Performed with sway and counter sway motion

Intimate in character in a private setting

Cha Cha

Rhythm stationary dance

Uses intersecting, surging and rotating patterns

Performed with Cuban motion

Aggressive, machismo character

Waltz

Smooth progressive dance

Uses diagonal, streamlined and looping patterns

Performed with swing and sway to create a hovering action on two

Elegant *formal* character

Two Step

Body still progressive dance

Uses weaves, streamline and slingshot patterns *accenting the downbeat*

Performed with no motion

Party with friends, Saturday night social in character

East Coast Swing

Rhythm stationary dance

Uses passes, 8 count and rotating patterns

Performed with lilt and hip release

Lively, sock hop character

West Coast Swing

Body still stationary dance

Uses slotted pushes, passes and whip patterns

Performed with semi-Cuban motion

Groovy feeling character