2022-2024 Changes

Rules, procedural and form changes are shaded in gray throughout the rules book.

Rules Changes:

Rule 1-2-1: INTERPRETATION: Consultation after Meet (June ’22)
Communication between coaches and officials regarding scores, scoring, ranking and/or any official’s notes will not be permitted. There will be no additional form of feedback except for the score sheet and placement.

Rule 2-2-(1-4): New Language - moved from Rule 1-1-(1-4)

Section 2: Meet Director

Art. 1. The meet director shall obtain the facilities, equipment, and personnel necessary for the operation of a successful meet.

Art. 2. Prior to the meet, the meet director shall see that all equipment is in proper order and meets specifications.

Art. 3. The meet director may order the floor cleared whenever necessary.

Art. 4. The meet director shall NOT serve as head tabulator for the meet in which s/he is directing.

Rule 2-4-3: New Language

Art. 3. High Kick Requirements: High Kick routines must include **35-55 kicks above the waist performed by all of the team members**. (One (1) kick counter/timer is required at all High Kick meets with 1 - 4 routines. Two (2) kick counter/timers, preferably trained, are required at all meets with 5 or more routines.) The **penalty** for going over or under the kick requirements is **one (1) point per judge, per kick with a maximum penalty of 10 points per judge**. The kick count that most benefits the team will be used. Only kicks above the waist by all team members will be counted. A kick is defined as a leg extension above the waist without assistance of hands. Hinge, pendulum, and swing kicks are counted on each extension above the waist. Battements and kicks above the waist without preps are counted. Leg holds, tilts, layouts, waist-level kicks, leg extension from the floor, and footwork do not count as kicks. Missed kicks or memory errors by one or more team members would still be included in the final kick count.

- French kicks are counted on each extension above the waist. Waist high kicks and footwork are not counted in the kick count but can be choreographed.
- All kick counter/timers shall verify both the kick count, the time of routine and the number of competitors on the performance floor.
- It is highly recommended to have two (2) kick counter/timers at ALL High Kick meets.

Rule 2-4-7: INTERPRETATION: Use of Music (June ’22)

Any music used, including any music used in a mix, for a routine, cannot be used again for four consecutive school years. If a song is used for a routine, no other version, singer, compilation, etc., can be used for four consecutive years, even if it is different from original mix/routine used.

Rule 2-4-8: New Language

Time Requirements: Timing and judging begins at the first beat of the music and will end with the last beat of the music. The routines in High Kick shall be at two minutes and 15 seconds (2:15) to two minutes and 45 seconds (2:45). The routines in Jazz shall be two (2) to two and one half (2 ½) minutes.
Rule 2-4-10: New Language

Dangerous moves: A majority of judges must observe and agree that a dangerous move was performed and must also agree whether it was flagrant (blatant disregard of dangerous moves rule) or minor violation (execution/adrenaline error), in order to take a deduction or disqualification. It is a coach’s responsibility to monitor all moves in a routine for safety, whether stated in this section or not.

Rule 2-4-10: EXCEPTIONS: New Language

- Dropping to one knee with one foot on the floor without using hands is legal.
- All drops that originate from a low (buttocks below the knees), recognizable squat without the use of hands is legal.
- A slow drop to the shoulder blades and/or back are permitted provided the dancer lowers their body with control breaking the impact and is not a full drop.
- Seat drops that fall back that are controlled enough to attain the position of a low recognizable squat without the use of hands is legal.

EXCEPTIONS THAT DON’T REQUIRE HANDS: New Language

- A slow continuous split that bears all the dancer’s weight on their feet and exhibits slow control from the beginning of the split until the landing.
- A split that originates from a low squat or kneel which exhibits control and lands flat or only slightly elevated.
- A slow drop to the shoulder blades and/or back is permitted provided the dancer slowly lowers body with control breaking the impact.

Rule 2-4-10-5: New Language

STUNTS: dance team routines shall not include skills which require any part of the dancer’s body to be in a vertical inversion above the standing waist level of the supporting dancers, without bearing their own weight on the performance floor with their hands. Airborne skills without hand support and include hip over head rotation are not allowed.

EXAMPLES OF INVERTED STUNTS:

- A handspring, aerial and inversions above the standing waist level are not allowed. RULING: illegal.
- A dancer does a handstand while another dancer holds their feet. RULING: This would be a legal move as the dancer is supporting their self with their hands on the performance floor.
- A dancer is on the floor on their knees and hands; another dancer grabs under/around the mid-section/belly and raises their feet off the floor to the ceiling. RULING: This would be illegal as the dancer performing the assisted move is using the other dancer for support and is above the standing waist level, not bearing their own weight on the performance floor.
- A kip up is performed from a supine position with dancer(s) hands originating from the floor: RULING: This would be legal as the move originates from below the standing waist level.

Rule 2-4-11: New Language

DANGEROUS MOVES PENALTY: (Article 10. 1 – 5)

Penalty will be dependent on whether the violation is flagrant or minor as described below.

a. Flagrant Violations: Flagrant violations of the dangerous moves rule will result in disqualification. Flagrant violations are defined as those that intentionally or obviously and/or blatantly disregard the dangerous moves rules. The dangerous moves rule was disregarded, and a move was intentionally added to routine. A flagrant violation does not include execution errors. A majority of judges (including
registered MSHSL judges serving as kick counter/timers) must observe and agree that a flagrant violation has occurred to disqualify a team. If a majority of judges do not agree that a flagrant violation has occurred, the violation will be assessed a point deduction as determined under minor violations.

b. **Minor Violations:** All dangerous moves violations that are not flagrant (for example, an error in which the move was executed poorly and/or adrenaline caused the error) are considered minor violations and will receive a **one (1) point deduction per judge per occurrence, with a maximum point deduction of five (5) points per judge.**

**Rule 2-5: INTERPRETATIONS**

Penalty:

- All uniform violations that are **not flagrant will be considered as minor violations. No points are deducted** and an incident report is submitted by the Superior Judge. Incident reports will be sent to Athletic/Activities Administrator.
- Flagrant violations are defined as those that, intentionally or unintentionally, obviously and blatantly disregard Article 1. Flagrant violations include but are not limited to the following:
  - Skin instead of opaque material on the body, such as open midriff, or bare shoulders (strapless)
  - Backless uniform (to include a large keyhole with full shoulder blades exposed)
  - Cleavage showing
  - Thong leotard

**Flagrant violations will result in the team not being allowed to compete until the uniform issue is resolved.** Injury protocol will be followed: If the issue is resolved prior to the end of the last dance in their classification or division, they will be allowed to compete after that last performance. If the issue is not resolved by the time, the team is not allowed to compete. The Superior Judge shall submit an incident report.

**Interpretations:**

- The purpose of Article 1 is to ensure that the front and back of the dancer’s body has appropriate coverage.
- If the Superior Judge observes a violation of Article 1, i.e., bra peeking out, racer back bra showing through a keyhole opening, etc. an incident report shall be submitted. **Violations of Article 1 that are minor violations have no point penalties to the team but shall be corrected before the next meet.**
- If the Superior Judge observes a flagrant violation of Article 1, i.e., bare midriffs, backless uniforms, etc., prior to teams’ performance and/or while walking on to the performance floor, the Superior Judge will treat same as an injury/music issue. The Superior Judge will address the head coach (if at sound table, also stop team from performing) and offer team the opportunity to fix their uniform so it would be in compliance. The team shall not be allowed to compete until the issue is resolved and an incident report shall be submitted. Teams who fix uniform issues shall be allowed to compete if they can resolve their issue prior to the last position in the division/class, otherwise, teams will not be allowed to compete. **Flagrant violations shall be corrected before the next meet.**
- If the Superior Judge discovers a violation once a team is on the floor and performing, the team will be allowed to continue to complete their performance and an incident report shall be submitted.
- **No uniform disqualification will be given.**

**Rule 2-5-10: Uniform Checks New Language**

a. Uniform checks will not be available on site at meets. Coaches may email State/Regional Coordinators with questions at any time.

**Rule 3-1-9: New Language**

**Art. 9.** Competitors may not spit on the performance floor.
Communicable Disease Procedures
While risk of one athlete infecting another is low, procedures for reducing the potential for transmission of communicable diseases should include but not limited to, the following:

Rule 6-3: INTERPRETATIONS
Section 3: Use of Props

Art. 1. No props shall be used. Any piece of uniform removed during the routine becomes a prop. A uniform piece that is moved during the performance, must be permanently attached to the uniform to not be considered a prop.

Art. 2. Penalty: disqualification

Interpretation (updated 2017): When an item is used, it must be permanently attached to an individual dancer's uniform and/or secured to the dancer(s) head via bobby pins, elastic, etc. and used only by the dancer on which it is attached. When another dancer takes hold of a piece or part of another dancer’s uniform, that uniform piece becomes a prop and would be considered illegal.

Interpretation (June 2022): A dancer may move a uniform piece, that is attached to their uniform and/or head, but it must be attached to their uniform at all times. i.e. change of uniform from shorts to skirt by dropping of material; poms attached to sleeves of uniform; sunglasses attached by band and moved from head to over eyes. A uniform piece may not be removed from uniform or head, but can be moved.

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MSHSL member schools registered for dance team shall follow the Minnesota State High School League Dance Team Rules book for the competitive season.

**Rule 1. OFFICIALS**

**Section 1: Meet Referee**

**Art. 1.** One (1) registered judge shall be designated as the meet referee. The meet referee shall enforce all meet regulations and rules of competition including assessing team deductions.

**Art. 2.** The meet referee will serve as a Superior Judge. If there is more than one (1) Superior Judge, one (1) will be designated as the meet referee.

**Art. 3.** The meet referee shall clarify misunderstandings regarding rules prior to competition.

**Art. 4.** The meet referee shall inspect the facility to ensure that it meets the requirements of the rules.

**Art. 5.** The meet referee may disqualify a coach or competitor for verbally abusing or disrespectfully addressing a judge/meet official or for using profanity. See Rule 5, Sec 1, Art. 5c,d.

**Art. 6.** The meet referee shall accept written or verbal inquiries from coaches within the required timeline and rules. Any legal inquiries will be referred to the Superior Judge of the event.

**Art. 7.** When spectator behavior becomes disruptive, the meet referee may suspend the meet until meet management removes the individual(s) from the premises.

**Art. 8.** The meet referee shall make decisions on any points that are not specifically covered in the rules.

**Section 2: Superior Judge**

**Art. 1.** The Superior Judge of each event shall:

- Before the meet -
  1) If illegal uniforms are identified prior to start of meet, notify the Head coach of illegal uniforms to provide an opportunity to correct the error before the next round of competition. Teams that do not meet the uniform requirement will not be allowed to compete (See Rule 2-5-1).

- During the meet -
  1) Consult with a Head Coach when necessary.
  2) Consult with a judge when requested by the judge.
  3) Call and conduct any judges’ conferences during the meet.
  4) Allow a second trial for a routine when other interference occurs not within the control of the performers, i.e., power failure, music failure, etc. The second trial shall take place at the end of that team’s class.
  5) Stop the meet, as necessary, if there is a safety concern for any of the participants that would require immediate attention.
  6) Assess team deductions.
  7) Monitor dangerous moves and disqualify the team, if a flagrant move was completed.
  8) Any protests on decisions of officials shall follow MSHSL Bylaw 407: “Protests against the decision of contest officials will not be honored. League officials will render an interpretation to all parties involved as to the proper application of contest rules in cases protested if the complete facts are
presented, in writing, to the League office. Such interpretations, however, will not alter the outcome of the contest. The decisions of contest officials are final”.

After the meet-
1) The Superior Judge shall assist with and verify the meet results, making the meet results final. At a dual sided meet, each Superior Judge shall verify the meet results.

**Interpretation: Consultations with Coaches:** (December ‘06)
When making a ruling that requires the Superior Judge to talk to a team representative, the Superior Judge shall talk to the Head Coach if at all possible, not an assistant coach or a dancer. Any inquiry to discuss issues with the Superior Judges must come from the Head Coach.

**Interpretation: Consultation after Meet (June ’22)**
Communication between coaches and officials regarding scores, scoring, ranking and/or any official’s notes will not be permitted. There will be no additional form of feedback except for the score sheet and placement.

### Section 3: Judges

**Art. 1.** It is recommended that a minimum of two (2) judges, with one (1) serving as the Superior Judge be hired for a singular meet with two or three routines.

**Art. 2.** It is recommended that three (3) to five (5) judges, with one (1) serving as the Superior Judge, be hired at meets with 4 routines or multiple dual, tri and quad meets (more than one competition at the same meet).

**Art. 3.** It is recommended that seven (7) or more judges and a minimum of five (5) judges with one (1) serving as the Superior Judge be hired at meets with 5 or more routines.

### Rule 2. COMPETITION

#### Section 1: Facility

**Art. 1.** The facility and equipment shall meet specifications as determined by the rules book.

#### Section 2: Meet Director

**Art. 1.** The meet director shall obtain the facilities, equipment, and personnel necessary for the operation of a successful meet.

**Art. 2.** Prior to the meet, the meet director shall see that all equipment is in proper order and meets specifications.

**Art. 3.** The meet director may order the floor cleared whenever necessary.

**Art. 4.** The meet director shall NOT serve as head tabulator for the meet in which s/he is directing.

#### Section 3: Entries and Order of Competition

**Art. 1.** For varsity level competitions, competing teams must have a minimum of 5 competitors, with a maximum of 34 competitors for the High Kick Division and a maximum of 26 competitors for the Jazz Division on the performance floor. The minimum and maximums are the same for all three classes. Note that these limits only apply to the Varsity level. This minimum and maximum requirement does not apply to the number of athletes on the roster/team. If the minimum and maximum number of competitors on the performance floor is not in compliance, the routine will not count as a meet and will not be scored.
Art. 2. In addition to the dancers who are competing in an event, a school may have alternate dancers. These alternates (limited to six (6) during the Section and State Tournament), may replace any other dancer at any time.

Art. 3. A Varsity team may compete once in High Kick, once in Jazz or in both High Kick and Jazz at the same meet. A meet is defined as an event (competition) at one location in which a team competes in High Kick, Jazz, or both.

Interpretation: Participation Rule: (December ‘06)
Dance teams may have a total of 15 competitions during the regular season. Each competitive event counts toward this limit. If a team participates in both Jazz and High Kick at the same competitive event, this participation only counts as one event. There is no rule that governs the number of events in which an individual dancer may participate; therefore, an individual may participate in both JV and Varsity. However, coaches are cautioned to use good judgment when making decisions regarding the participation of each individual.

Art. 4. In dual meets, the home team shall compete first in the event.
Art. 5. In meets with five (5) or more teams, no team shall compete first and/or last in Jazz or High Kick. Varsity and JV are considered separate teams.
Art. 6. Teams must be accompanied by a representative of the school.

Interpretation:
Q. What is the consequence if a school team arrives at a contest without a school representative?
A. The MSHSL Official Handbook Bylaw 409.00 provides that: “Faculty Representative contesting teams or individual contestants shall be accompanied by a member of a school’s administration, faculty or coaching staff. The school representative shall be responsible to act on behalf of the member school”.

Q. What action should be taken if the coach of a school team who is the only coach present at a contest, is ejected from the contest and removed from the immediate playing area?
A. With no remaining coach present, the school may not continue to participate. The contest should be terminated and forfeited to the opponent, and an Incident Report should be filed with the MSHSL by the officials involved.

Section 4: Choreography and Routine Requirements

Art. 1. Choreography Certification: The signed Choreography Certification Form certifies that all competition choreography is done by the current performing student members of the dance team and by one or more members of the coaching staff, not by an outside source or individual(s). Teams may get ideas/inspiration from other sources. Other sources can be, but are not limited to camps, television, videos, social media, etc. The use of material, ideas, moves, choreography, and music may be inspired by outside sources, but they may not be identical or have a lot of similarity. Violation of this rule will be determined based on the rubric below. This rubric is applied to each single source that has been identified as being very similar to the routine alleged to be in violation.

These documents must be signed by the team’s Athletic Director and kept on file. A list of sources used for choreography must be attached to the Choreography Certification Form. This form does not need to be turned in at the meet site. The Athletic Director and Head Coach should complete this form by the start of the team’s first competition.
**Procedure for Reporting a Violation:**

If an illegal routine is alleged, no action shall be taken at the meet. The routine shall be judged, scored and awards given according to the process established.

A written report shall be filed with the MSHSL Office by the head official, and/or by the Activities/Athletic Administrator or Principal of a school who participated in the event where the alleged violation took place on the first business day following the meet. No outside source may file a report alleging that an illegal routine has been used, unless the person is the creator of the material/source used in the alleged violation.

- The written report shall include all pertinent facts involved with the alleged violation, including the date and site of the competition.

In addition to the written report, the school/entity filing the report must (within three (3) business days of the event), provide video evidence pointing out the specific choreography in question, along with a video of the full routine which is the alleged violation and of the full routine(s)/source(s) from which the routine or parts of the routine was allegedly taken. If the school filing the complaint does not have video of the alleged violation, we can require the alleged school to supply a copy of their video.

- If the routine is used during the regular season, the violation must be reported prior to the Section Tournament in which the school (that allegedly violated the rule) competes – unless the reporting school/entity has not seen the routine prior to the section meet.

**Procedure for Determining if There is a Violation:**

- The League office will provide the report to the school. The school shall investigate and provide a written report to the League office within two business days, along with the filed Choreography form, indicating the results of their investigation and any action taken where necessary and appropriate.

- A panel made up of the State and Regional Rule Coordinators and one former coach will review the sources used in the alleged violation. Each source will be scored by applying the rubric below. Each panel member will score the routine independently. Their scores will be tabulated individually and an average score for the panel will be calculated. An average score of seven (7) or above will cause the routine to be declared illegal.

- MSHSL Staff will render the final decision. That decision and the scores of the panel will be shared with both the school reporting the violation and the school that committed the alleged violation.
**Note that a uniform or music violation, in and of itself, may not cause a routine to be illegal.**

Multiple sources used in question of violation that are not in violation on their own __________

**Formula for determining a violation with more than one sources:**

2 Sources = 11 points for violation (add source 1 & 2 together, if 11 or more routine is in violation)  
3 Sources = 17 points for violation (add source 1, 2 & 3 together, if 17 or more routine is in violation)  
4 Sources = 23 points for violation (add source 1, 2, 3, & 4 together, if 23 or more routine is in violation)  
5 Sources = 29 points for violation (add source 1, 2, 3, 4, & 5 together, if 29 or more routine is in violation)

Each source should be watched, and rubric used to determine a total point. If any of these sources used is found to trigger a violation, no need to continue with additional source calculation. If none of the sources used are found in violation on their own, use the above violation formula to determine a grand total to see if the routine is still legal or in violation.

**This rubric will serve as a guide for teams while they are creating routines. They know the specific elements of a routine will be considered when a violation is alleged will guide choreography.**

**When the routine is found to be in violation:**

- If an illegal routine is used in any interscholastic contest, whether deliberately or inadvertently, forfeiture of the contest and honors shall be automatic and mandatory.
- If a routine is found in violation during the regular season, the routine can no longer be used, and a NEW/different routine that does not violate the rule (according to the rubric) must be completed and used in future meets. Uniforms may remain the same, but the music and choreography must be changed. Original choreography may continue to be used.
- If the routine is performed for the first time at the Section meet and determined to be in violation, the team will forfeit any awards and will not be eligible to participate in the State Tournament.
- If routine is performed at the State Tournament and determined to be in violation, the team will be disqualified from the State Tournament and all awards will be forfeited. The next team will then take that placement and receive the awards (if applicable).
Art. 2. Choreography Sessions:
- Choreography sessions may be held during the two weeks prior to the first official practice date. These sessions shall be conducted by the coaching staff and a representative number of team members:
  - maximum of 8 jazz choreographers
  - maximum of 11 kick choreographers
  - not to exceed 1/3 of the entire team
  - shall be the same individuals during the entire two week period
- No choreography sessions of any kind can be held outside of the Winter Competitive Season. The purpose of the choreography sessions is to choreograph the needed material for the season.
- Conditioning, rehearsing, or practicing dance is prohibited during the two week choreography period.
- The final cut of music may not be provided to any team members prior to the start of the pre-season choreography sessions.
  
  **Penalty:** A school found in violation of this rule will be required to create a completely new routine with new music.
- Choreography sessions during the season, shall be conducted by the current and active team members and by the coaching staff.
  
  **Comment:** The intent of the rule is to prevent teams from developing and practicing choreography and dance routines prior to the start of the competitive season.

If the number of team members has not been determined before the two week choreography session occurs, the number of participants should be based on team numbers from the year before, not to exceed the maximum number, as listed above.

Art. 3. High Kick Requirements: High Kick routines must include **35-55 kicks above the waist performed by all of the team members**. (One (1) kick counter/timer is required at all High Kick meets with 1 - 4 routines. Two (2) kick counter/timers, preferably trained, are required at all meets with 5 or more routines.) The penalty for going over or under the kick requirements is **one (1) point per judge, per kick with a maximum penalty of 10 points per judge**. The kick count that most benefits the team will be used. Only kicks **above the waist by all team members** will be counted. A kick is defined as a leg extension above the waist without assistance of hands. Hinge, pendulum, and swing kicks are counted on each extension above the waist. Battements and kicks above the waist without preps are counted. Leg holds, tilts, layouts, waist-level kicks, leg extension from the floor, and footwork do not count as kicks. Missed kicks or memory errors by one or more team members would still be included in the final kick count.
  - French kicks are counted on each extension above the waist. Waist high kicks and footwork are not counted in the kick count but can be choreographed.
  - All kick counter/timers shall verify both the kick count, the time of routine and the number of competitors on the performance floor.
  - It is highly recommended to have two (2) kick counter/timers at ALL High Kick meets

Art. 4. Jazz Requirements:
- Jazz routines may not include more than 5 kicks above the waist, performed by the entire team, while linked. The **penalty** for going over the requirement will be a **one (1) point per judge, per kick deduction**. One (1) kick counter/timer is required at all Jazz meets with 1 - 4 routines. Two (2) kick counter/timers are required at all meets with 5 or more routines. All kick counter/timers shall verify both the kick count, the time of routine and the number of competitors on the performance floor.
- A minimum of one (1) pirouette must be performed in a Jazz routine, by the entire team at the same time. **If a pirouette is not performed and seen by the majority of judges the routine will NOT count as a meet and will not be scored.** A pirouette is defined as a complete turn of the body on one foot in relevé. The working leg must be in passé.
c. A minimum of one (1) leap or jump must be performed in a Jazz routine, by the entire team, at the same time. If a leap or jump is not performed and seen by the majority of judges, the routine will not count as a meet and will not be scored.

Art. 5. Choreographed Entrances: Teams who perform a choreographed entrance will receive a delay of meet penalty from the officials.

Art. 6. The school administrator must approve the music, lyrics, uniform, and routine.

Art. 7. Repetition of Music and Routines:
   a. Teams may use a routine throughout the dance team season, including the State Tournament.
   b. The Varsity and JV may use the same music and the same routines in the same year.
   c. A team’s routine may not be used again for four years at any level. *
   d. Any music used during the competitive season may not be used for competition for four (4) consecutive school years at the Varsity level. JV teams may use previous Varsity music without restriction, as long as a different routine is used.
   e. Each school shall maintain a record of music during the competitive season.

Interpretation: Use of Routines (December ’06) The Varsity and JV may use the same music and the same routines in the same year. A routine may not be used again for at least four years. This means that the JV cannot use the routine used by the Varsity the previous year, but they may use music from previous Varsity routines.

Interpretation: Use of Music (June ’22) Any music used, including any music used in a mix, for a routine, cannot be used again for four consecutive school years. If a song is used for a routine, no other version, singer, compilation, etc., can be used for four consecutive years, even if it is different from original mix/routine used.

Interpretation (May 2017): *Even though a routine that was done by the school 4+ years ago - and is not choreographed by current members and coaches - it has to have been, at the time, choreographed by current team members and coaches (and not an outside source). The routine is the intellectual property of the school, and not the choreographer, who could have left or may be with another school. This choreography/routine was done for the school, by the school, performed by the school, so it is that school’s property.

Art. 8. Time Requirements: Timing and judging begins at the first beat of the music and will end with the last beat of the music. The routines in High Kick shall be at two minutes and 15 seconds (2:15) to two minutes and 45 seconds (2:45). The routines in Jazz shall be two (2) to two and one half (2 ½) minutes.

Deductions for Going Over or Under Time:
- 1 – 10 seconds: 1 point per judge
- 11– 20 seconds: 2 points per judge
- 21 – 30 seconds: 3 points per judge
- 31+ seconds: 5 points per judge

Art. 9. Falls: If a majority of the officials (including registered MSHSL judges serving as kick counter/timers) observed and agree that a fall did occur, a deduction of one (1) point per judge per fall will be assessed. For these purposes, a fall will be defined as an uncontrolled or unchoreographed drop to the floor wherein any part of the dancer’s body other than their hands, hit or contact the floor. In the case where a fall occurs and the knee, knees, seat or thighs drop to the floor, it will not be considered a dangerous move nor will the team be disqualified. The team will only receive the 1 point per judge per fall deduction, as stated above.
   a. If a fall occurs during the routine, the superior judge will poll the other officials, after scores have been rendered, including registered MSHSL officials serving as kick count/timers, to determine if a majority of officials saw the fall.

Art. 10. Dangerous moves: A majority of judges must observe and agree that a dangerous move was performed and must also agree whether it was flagrant (blatant disregard of dangerous moves rule) or minor violation (execution/adrenaline error), in order to take a deduction or disqualification. It is a coach’s responsibility to monitor all moves in a routine for safety, whether stated in this section or not.

The following moves are illegal and may not be performed:
   1. LIFTS AND MOUNTS above waist level are illegal. The lowest part of the dancer’s body being lifted cannot be above the standing waist level of the person doing the lift. The same applies to mounts.
2. **KNEE, SEAT, AND THIGH DROPS** which require dropping to the knee(s), seat, or thighs without first bearing all the dancer’s weight on the hands or feet which breaks the impact of the drop are illegal.

**EXCEPTIONS:**
- Dropping to one knee with one foot on the floor without using hands is legal.
- All drops that originate from a low (buttocks below the knees), recognizable squat without the use of hands is legal.
- A slow drop to the shoulder blades and/or back are permitted provided the dancer lowers their body with control breaking the impact and is not a full drop.
- Seat drops that fall back that are controlled enough to attain the position of a low recognizable squat without the use of hands is legal.

**DROP INTERPRETATION:**

Q. Can a dancer do a thigh, pretzel or “z” sit from a stand, while doing a turn as the dancer lowers to the floor?
A. No, the turn does not lessen the impact.

3. **FRONT DROPS** which require dropping from an airborne position to a horizontal or face-down position are illegal.

4. **SPLIT DROPS (SPLITS)** from a jump or leap are illegal. Quick splits from any type of stand requires the dancers to first bear their weight on their hands/feet. The option of breaking the impact of the drop is required by a dancer’s hands accompanying the landing to the floor. Split drops must be controlled and should only be performed if landed in a flat or slightly elevated position.

**EXCEPTIONS THAT DON’T REQUIRE HANDS:**
- A slow continuous split that bears all the dancer’s weight on their feet and exhibits slow control from the beginning of the split until the landing.
- A split that originates from a low squat or kneel which exhibits control and lands flat or only slightly elevated.
- A slow drop to the shoulder blades and/or back is permitted provided the dancer slowly lowers body with control breaking the impact.

5. **STUNTS**: dance team routines shall not include skills which require any part of the dancer’s body to be in a vertical inversion above the standing waist level of the supporting dancers, without bearing their own weight on the performance floor with their hands. Airborne skills without hand support and include hip over head rotation are not allowed.

**EXAMPLES OF INVERTED STUNTS:**
- A handspring, aerial and inversions above the standing waist level are not allowed. **RULING:** illegal.
- A dancer does a handstand while another dancer holds their feet. **RULING:** This would be a legal move as the dancer is supporting their self with their hands on the performance floor.
- A dancer is on the floor on their knees and hands; another dancer grabs under/around the mid-section/belly and raises their feet off the floor to the ceiling. **RULING:** This would be illegal as the dancer performing the assisted move is using the other dancer for support and is above the standing waist level, not bearing their own weight on the performance floor.
- A kip up is performed from a supine position with dancer(s) hands originating from the floor: **RULING:** This would be legal as the move originates from below the standing waist level.

**Art. 11. DANGEROUS MOVES PENALTY:** (Article 10. 1 – 5)

Penalty will be dependent on whether the violation is flagrant or minor as described below.

a. **Flagrant Violations:** Flagrant violations of the dangerous moves rule will result in disqualification. Flagrant violations are defined as those that intentionally or obviously and/or blatantly disregard the dangerous moves rules. The dangerous moves rule was disregarded, and a move was intentionally added to routine. A flagrant violation does not include execution errors. A majority of judges (including
registered MSHSL judges serving as kick counter/timers) must observe and agree that a flagrant violation has occurred to disqualify a team. If a majority of judges do not agree that a flagrant violation has occurred, the violation will be assessed a point deduction as determined under minor violations.

b. **Minor Violations:** All dangerous moves violations that are not flagrant (for example, an error in which the move was executed poorly and/or adrenaline caused the error) are considered minor violations and will receive a one (1) point deduction per judge per occurrence, with a maximum point deduction of five (5) points per judge.

**EXAMPLES OF FALLS AND DANGEROUS MOVES**

- A team lands a Russian jump in a squat and after the landing a dancer falls back and touches their hand down behind them to balance. No other body part touches the floor. **Ruling:** This would be ruled a slip since the hand is the only body part that touched the floor and would be judged accordingly, per the score sheet (placement and control).
- A team lands a Russian jump in squat and after the landing a dancer falls back and lands on their seat. **Ruling:** This would be ruled a fall, since more than the hand(s) touched the floor and would receive a 1 point per judge deduction.
- A team performs a slow split drop, but one dancer performs the split too fast and bounces on the floor at the end of the drop. **Ruling:** This would be ruled a dangerous move but not a flagrant violation as the move did not intentionally or blatantly disregard the rule. 1 point per judge would be deducted.
- At the end of a team running transition, 3 dancers fall and slide onto their knees without attaining a low recognizable squat before landing. **Ruling:** This would be ruled a dangerous move but not a flagrant violation as the move did not intentionally or blatantly disregard the rule. 1 point per judge per occurrence would be deducted, so the penalty would be 3 points per judge.
- A team choreographs a jump split ripple into the routine. **Ruling:** This would be ruled a flagrant violation of the dangerous moves rules and would be a disqualification. A jump or leap off the back of another dancer is legal, if the lowest part of the dancer’s body is not above the standing waist level before, during, and after the dancer jumps. If the dancer is being assisted by one or more dancers, the lowest part of the assisted dancer’s body also may not be above the waist level to remain compliant. All mounts and lifts need to be monitored by the coach for safety, regardless of whether they comply with the rule.

**Section 5: Competitor Uniforms**

**Art. 1. Uniforms:** Uniforms should cover the body; defined as the shoulders, trunk and briefs. Fabrics used directly on the body (shoulders, trunk, brief) must be opaque, but may be of any color. *Opaque means not transparent, not able to be seen through.* Any additional fabric layers on the body, or fabric on arms or legs can be sheer and may be any color. *Sheer means thin, fine or see through.* Sports bras must be worn – the bra must be a separate piece and cannot be “built-in.” All parts of the bra must be covered by opaque fabric; the bra must not be visible. Necklines must be modest and cannot reveal skin 2” below the sternal notch. Full shoulder blades cannot be exposed. Keyhole back may be used if bras are not visible and full shoulder blades are not exposed. School District Administration and the Head Coach are responsible to ensure that uniforms are age appropriate and suitable for an educational environment. Coaches are responsible for style of uniforms, **fit and making sure that uniforms are compliant with these rules.**
Penalty:
   • All uniform violations that are not flagrant will be considered as minor violations. No points are deducted and an incident report is submitted by the Superior Judge. Incident reports will be sent to Athletic/Activities Administrator.
   • Flagrant violations are defined as those that, intentionally or unintentionally, obviously and blatantly disregard Article 1. Flagrant violations include but are not limited to the following:
      o Skin instead of opaque material on the body, such as open midriff, or bare shoulders (strapless)
      o Backless uniform (to include a large keyhole with full shoulder blades exposed)
      o Cleavage showing
      o Thong leotard
Flagrant violations will result in the team not being allowed to compete until the uniform issue is resolved. Injury protocol will be followed: If the issue is resolved prior to the end of the last dance in their classification or division, they will be allowed to compete after that last performance. If the issue is not resolved by the time, the team is not allowed to compete. The Superior Judge shall submit an incident report.

Interpretations:
   • The purpose of Article 1 is to ensure that the front and back of the dancer’s body has appropriate coverage.
   • If the Superior Judge observes a violation of Article 1, i.e., bra peeking out, racer back bra showing through a keyhole opening, etc. an incident report shall be submitted. Violations of Article 1 that are minor violations have no point penalties to the team but shall be corrected before the next meet.
   • If the Superior Judge observes a flagrant violation of Article 1, i.e., bare midriffs, backless uniforms, etc., prior to teams’ performance and/or while walking on to the performance floor, the Superior Judge will treat same as an injury/music issue. The Superior Judge will address the head coach (if at sound table, also stop team from performing) and offer team the opportunity to fix their uniform so it would be in compliance. The team shall not be allowed to compete until the issue is resolved and an incident report shall be submitted. Teams who fix uniform issues shall be allowed to compete if they can resolve their issue prior to the last position in the division/class, otherwise, teams will not be allowed to compete. Flagrant violations shall be corrected before the next meet.
   • If the Superior Judge discovers a violation once a team is on the floor and performing, the team will be allowed to continue to complete their performance and an incident report shall be submitted.
   • No uniform disqualification will be given.

Art. 2. Shoes: Participants shall not participate in bare feet. The entire sole of the foot must be covered.
Penalty: Violation of Article 2 is a flagrant violation, offending teams will not be allowed to compete until the issue is resolved following the procedure as outline in the penalty for Article 1. An incident report shall be submitted.

Art. 3. Uniform Items Staying Attached and Safety Hazards: All parts of the uniform, including hair devices, shoes, etc., must stay attached as intended.
Penalty:
   • If an ancillary uniform piece (hair device, shoes, etc.) falls off there will not be a penalty deduction and the judges may take that into consideration under Routine Effectiveness, unless the Superior Judge determines that there is a safety issue, at which time they may stop the routine, allowing the safety concern to be resolved prior to the next performance. The team will be allowed to perform at the end of their class/division as per the procedure used when there is an injury.
   • No points are deducted for loose items. Judges may take this into consideration under Routine Effectiveness on the score sheet.
Art. 4. **Jewelry:** Wearing any jewelry is prohibited except for religious or medical medals which shall be taped to the body under the apparel. No substances may be worn in piercings. Cloth or sequined bands (i.e., arm bands, ankle bands, neck bands, waist bands, hair bands, etc.), which are obviously designed as a part of the uniform are allowed, if no hard or metal substances are hanging from the bands.

Art. 5. Objectionable body markings shall be removed or properly covered.

Art. 6. Fingernails shall be kept at a length appropriate for safe participation.

Art. 7. All casts, splints, braces or other protective devices that are made of a hard substance, and are worn on the hand, wrist, arm or shoulder must be padded. Any such devices that are worn on the leg, knee, ankle or foot must be covered. The MSHSL may authorize the use of prostheses that in its opinion are no more dangerous to teammates than the corresponding human body part(s). Judges will not make any special allowances for participants who have injuries or other physical handicaps.

Art. 8. **Glitter and other substances:**
   a. No loose glitter, glitter gels, glitter sprays or any glitter product that sheds may be used or added to the uniform or dancer. Glitter slinky material is allowed if loose glitter has been shaken out and no longer sheds.
   b. Other substances including but not limited to rhinestones, sequins, feathers, fringe, artificial eyelashes, bobby pins, etc., must be secured as to not fall off or shed on the performance floor. Uniforms and hairpieces that have jewels, rhinestones, sequins or other substances must be permanently attached.

Comment: The intent of the rule is to prevent substances from shedding or falling on the performance floor, thus causing safety hazards for the participants and/or a delay of the meet. If uniforms have any substances attached, coaches must monitor their uniforms for shedding or loose substances and take steps to ensure that all substances are secure, for the safety of their dancers and other team’s dancers.

Art. 9. **Commemorative/Memorial patches, American Flag, Logos, Names or Trademarks:** A Commemorative or Memorial patch may be worn as per MSHSL policy – no larger than 2” by 3” with approval of the school principal. A single partial/whole manufacturer’s logo/trademark (no more than 1 1/2" X 1 1/2" in size) and/or an American flag (no more than 2" X 3" in size) is permitted on the uniform (excluding footwear). School logos are allowed. No names or images other than school logos or names on uniforms are allowed.

Interpretation: A representation of a theme, image or person without using names and actual images or persons is allowed. Actual images and names are not allowed. See examples. “Theming” is ok if it is generic.

Art. 4-9. **Penalty:** If discovered prior to the team performing, the team or individual athlete is not allowed to compete until the problem is corrected. If discovered after the team is on the floor, the team will be allowed to complete their performance and an incident report shall be submitted. There are no point deductions.

Art. 10. **Uniform Checks**
   a. Uniform checks will not be available on site at meets. Coaches may email State/Regional Coordinators with questions at any time.
   b. Prior to the start of the first competition, each school’s Athletic/Activities Administrator will complete the Uniform Check Form with the Head Coach for each uniform that the team will be competing in that season. The School will keep this form(s) on file. If uniform changes are made during the season a new form must be filled out.
   c. It is the responsibility of the Head Coach and school administration ensure that uniforms are age appropriate and suitable for an educational environment.
   d. Incident reports and complaints concerning uniforms will be directed to the school’s Athletic/Activities Administrator.
   e. Safety should be the main consideration regarding uniform issues – always rely upon good judgment and common sense when outfitting dancers.
EXAMPLES – Uniforms:
- The uniform moves while performing and the sport bra is not covered on 8 of 12 team members. **Ruling:** Violation. **Result:** No penalty, incident report submitted.
- The zipper rips open on one team member, showing the support garments. **Ruling:** Violation of Art. 1. **Results:** No penalty, no incident report sent unless there are violations by 3 or more team members.
- All team members perform in tops that do not cover the shoulder blades. **Ruling:** Flagrant violation of Article 1. **Result:** Team removed from lineup; team changed into leotards; team competed at the end of the class/division. No penalty, an incident report is submitted.
- A team performs in different styles of T-shirts. 10 team member’s necklines pull down more than 2” below the sternal notch while performing. **Ruling:** Violation of Art. 1. **Result:** No penalty, incident report submitted.
- Short shorts are worn that don’t cover the entire front or back of the dancer’s trunk. **Ruling:** Violation of Art. 1. **Result:** No penalty, incident report submitted.

EXAMPLES – Shoes:
- A team performs in lyrical shoes that do not cover the sole of the feet. **Ruling:** Flagrant Violation of Art. 2. **Result:** Team removed from line-up, if the team changes into jazz shoes they may compete at the end of their class/division. No penalty, incident report submitted.
- A shoe flies off during the performance. **Ruling:** NOT a violation of Art. 2. **Result:** No penalty, no incident report; however, if the shoe or shoes presents a safety hazard, the Superior Judge may stop the routine and the team will be allowed to re-compete once the issue has been resolved, using the same procedure as described above.

EXAMPLES – Uniform items:
- A bun holder becomes loose, hanging in the dancer’s hair, but not falling to the floor. **Ruling:** Violation of Art. 3. **Result:** No point deduction, Judges may consider the ancillary uniform piece not staying properly positioned when scoring the category of Routine Effectiveness. **Result:** No point deduction. If 3 or more dancers have this issue the judges may take this into consideration when scoring the category of Routine Effectiveness.
- A team wearing uniforms with feather trim sheds multiple feathers on the floor during their performance. **Ruling:** Violation of Art. 3. **Results:** No penalty, if Superior Judge sees this as a safety hazard to other dancers, they may stop the routine. Feather should be removed from the playing surface prior to the start of the next routine.
- Several bobby pins are observed on the floor. **Ruling:** No violation – pins should be removed.

EXAMPLES – Jewelry:
- A dancer uses fishing line or plastic spacers in a piercing. **Ruling:** Violation of Art. 4. **Result:** Dancer is not allowed to compete until the issue is corrected. If the violation is not discovered until after the performance has begun, the team can complete the performance and an, incident report is submitted. There is not a point deduction.
- A dancer has a “hard to remove” eyebrow piercing. The dancer covers it with skin colored tape rather than removing it. **Ruling:** Violation of Art. 4. **Result:** Same as above.

EXAMPLES – Glitter:
- All dancers have added spray glitter to their hair. **Ruling:** Violation of Art. 8 **Result:** Team removed from lineup, team removed glitter; team competed at the end of the class/division. No penalty, an incident report was sent.

EXAMPLES – Logos/names, etc.:
- A team of 12 wear Mickey Mouse tee-shirts. **Ruling:** Violation of Art. 9. **Result:** Team removed from lineup, team changes into plain leotards; team competed at the end of the class/division. No penalty, an incident report was sent.
A team wears a uniform that thematically portrays a mouse, using mouse ears, tail and grey uniform. **Ruling:** No violation. **Result:** No penalty

A t-shirt that had the name or logo of a rock band, or the name or logo of a product, such as a soft drink company would be illegal.

A generic football jersey with a generic number and name is legal since it does not represent a particular team or person. If the dancers name is on the jersey that would be allowed. A school football jersey would also be allowed. A MN Vikings jersey would not be allowed.

Dancers could be dressed as spies but not with “007” on them. Dancers could be dressed as Egyptians but could not have Cleopatra on the uniform.

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**Rule 3. SAFETY**

**Section 1: General**

**Art. 1.** Practice sessions shall be held in a location suitable for dance team activities, i.e., reasonably free of obstructions and excessive noise, etc.

**Art. 2.** The volume of music played for competitions shall not exceed 110 decibels as measured from the judges area.

**Art. 3. Competition Injury:** In an instance when a dancer is injured or unable to continue the routine, the coach responsible for that team may decide to terminate the music and the routine. Note: This rule applies to injuries which do not include bleeding. The team will re-compete without the injured dancer.

**Art. 4.** The process for competing after any injury/incident stated in Section 3: The team will exit the floor. The coach will consult with the Superior Judge about the injury and the process to follow. The next team will be brought onto the floor. No scores will be kept for the unfinished routine. The team will move to last position within the class or division in which they are competing. That team will then re-compete to their originally scheduled side (if a dual sided meet). Judging will start over with no reflection of the unfinished routine shown in the scores.

**Art. 5. Bleeding Injury:** When it is discovered that a dancer is bleeding, has an open wound or blood on their uniform, the routine shall be terminated immediately by the coach or any meet personnel. Following proper treatment, the dancer is eligible to participate when the team re-competes. A doctor or trainer will determine if the dancer may return to competition after receiving proper treatment. In meets where medical staff is not provided, the Head Coach shall be responsible to determine if the dancer will return to participation. If bleeding should reoccur with the same dancer or another dancer when the team re-competes, the dancer shall be removed, and the team shall re-compete immediately. The third routine shall be the final opportunity for the team to compete. If the routine is terminated, the team shall be dropped from the competition.

**Art. 6. Bleeding prior to competing:** If a dancer is bleeding while “in the hole” or “on deck”, the coach shall consult with the Superior Judge about the injury and the team would be moved to the last position in the class. Following proper treatment, the dancer is eligible to participate when the team competes. A doctor or trainer will determine if the dancer may return to competition after receiving proper treatment. In meets where medical staff is not provided, the Head Coach shall be responsible to determine if the dancer will return to participation.

*Comment:* The intent of the rule is to provide a sufficient amount of time to correct the bleeding.

**Art. 7. Concussions:** Any athlete who exhibits signs, symptoms or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the contest and shall not return to play until cleared by an appropriate health care professional. For additional information on concussion protocol visit the MSHSL website.

**Art. 8. Vomiting while performing:** If a competitor vomits on the floor or otherwise causes the performance floor to become wet, the routine will be terminated immediately by the coach or any meet personnel.
The proper procedures for cleaning the contaminated surfaces shall be implemented by the Meet Director before the competition resumes. The team will re-compete without the sick dancer.

Art. 9. Competitors may not spit on the performance floor.

Communicable Disease Procedures
While risk of one athlete infecting another is low, procedures for reducing the potential for transmission of communicable diseases should include but not limited to, the following:

1. The bleeding must be stopped, the open wound covered and if there is an excessive amount of blood on the uniform it must be changed before the athlete may participate.
2. Routine use of gloves or other precautions to prevent skin and mucous-membrane exposure when contact with blood or other body fluids is anticipated.
3. Immediately wash hands and other skin surfaces if contaminated (in contact) with blood or other body fluids. Wash hands immediately after removing gloves.
4. Clean all contaminated surfaces and equipment with an appropriate disinfectant before competition resumes.
5. Practice proper disposal procedures to prevent injuries caused by needles, scalpels and other sharp instruments or devices.
6. Although saliva has not be implicated in HIV transmission, to minimize the need for emergency mouth-to-mouth resuscitation, mouthpieces, resuscitation bags, or other ventilation devices should be available for use.
7. Athletic trainers/coaches with bleeding or oozing skin conditions should refrain from all direct contact until the condition resolves.
8. Contaminated towels should be properly disposed of/disinfected.
9. Follow acceptable guidelines in the immediate control of bleeding and when handling bloody dressings, mouth-guards and other articles containing body fluids.

Additional information is available from Minnesota State High School League and from the National Federation.

Rule 4. SCORING

Section 1: Scoring for Routines

Art. 1. Routines will be judged by the score sheets provided with this rules book.

Art. 2. No scores may be changed once the judges’ score sheets have been sent to the Tab Room. Exception: If a judge incorrectly transposes (rearranges, reorders, interchanges, relocates) a score(s), the Superior Judge will authorize the Tab Room to correct the scores for that judge.

Art. 3. In the event a tabulation error is alleged after the completion of the meet, a coach must notify the Meet Director within one (1) hour from the time the final results become available to the coaches. If the tabulation error is verified, the Meet Director, in consultation with the Superior Judges, will correct the error and sign off on the corrected results, which will become the official results. The Meet Director will contact those teams affected by the corrected results and the Superior Judge will fill out and send an incident report to the MSHSL.

Section 2: Team Scoring

Art. 1. Scoring Systems
   a. In meets using 7 or more judges, the “A” rank system will apply.
   b. In meets using 5 or 6 judges, the “B” rank system will apply.
   c. In meets using 4 or less judges, the “C” rank system will apply.
Section 3: Tie Breakers

Art. 1. 4 or less judges:
   a. Add points of all the judges.
   b. If there is still a tie, the tie stands.

Art. 2. 5 or 6 judges:
   a. Add back in the dropped high/low rank numbers. The team with the low rank wins.
   b. If there is still a tie, add the points minus the high point score and low point score. The team with the highest points wins.
   c. If there is still a tie, the tie stands.

Art. 3. 7 or more judges:
   a. Add back in the better rank of the high (worst) ranks that were dropped. The team with the low rank wins.
   b. If there is still a tie, add back in the remaining dropped high/low rank numbers. The team with the low rank wins.
   c. If there is still a tie, the tie stands.

Art. 4. Section meets and the State Tournament: All ties shall be broken using the following procedure. If there are 7 or more judges, start with Step 1 of the following procedure. If there are 5 or 6 judges, start with Step 2 of the following procedure. Use them in order until the tie is broken:
   1. Add back in the better of the two high (worst) ranks that were dropped
   2. Total rank-no judges’ rank dropped
   3. Total points minus high and low judges’ points
   4. Total points, no judges’ points dropped
   5. Superior Judge’s rank
   6. Total rank of all judge’s minus the Superior Judge

Section 4: Mechanics of Scoring & Tab Room Procedures

1. Location of the Tab Room
   The Tab Room must be convenient to get to for the runners, who will bring the score packets from the judges area. The runners should not have to move through crowded areas. The Tab Room should be a separate room, close to the gym and judges room, with enough room for 1-2 tabulators to conduct the tabulation process and lay out team and judges’ packets.

2. For competitions with more than two schools competing, the host school shall use the MSHSL tabulation program. A computer that supports Microsoft Excel that is attached to a printer must be provided.

3. Tab Room Personnel
   The Tab Room shall be restricted to Tab Room personnel, runners, Superior Judge(s), Judges (if necessary) and the Meet Director. The number of Tab Room personnel needed at a meet depends on the size and type of meet.

   * 2 trained, experienced tabulators are a must with large dual sided meets. If tabulators are not trained & experienced, it is recommended that 4 tabulators be used (2 for each side) and 2 helpers.

   At singular meets with only 2, 3 or 4 routines (not teams) competing, the judges may tabulate their own scores. If there are multiple competitions at the same meet, (i.e., 2 or more dual, tri or quad competitions at the same meet) 1 or 2 tabulators are recommended.

   • Tab Room personnel need to be highly trusted individuals, who have a complete working knowledge of each step of the tabulating process, the forms associated with each step and the procedures to execute accurate and complete results for the meet. This includes knowledge and understanding of the rules, as stated in the rules book that govern tabulators, the Tab Room and all tabulating processes. NOTE: If a
computer program is used in the tabulation process, it must follow the process of tabulating that is laid out in the rules book. This allows for manual verification.

- Tabulators should not have any contact with spectators, dancers or coaches until the final results have been announced.
- Tab Room personnel should be at the meet at least 60 minutes prior to the start of the meet, or as directed by the superior judge.

**Rule 5. CONDUCT OF COACHES AND COMPETITORS**

**Section 1: Coaches**

**Art. 1.** A coach must be at the coach/sound table for a team to perform. Only coaches (maximum of 3), may actively coach the team and sit at the coaches and/or sound table. Chairs will be provided to the side and slightly behind the coaches and/or sound table for participants and additional coaches to sit during the performance (one per chair). At dual sided meets, coaches’ tables shall be provided as well as chairs for participants and additional coaches for both sides of competition. No more than (3) three coaches total, may sit at either of the coaches’ tables and/or the sound table. Coaches, participants, and additional coaches may NOT sit on the competitive floor or in front of the chairs and/or coaches’ table during the performance.

**Interpretation: Dancers on the Sidelines:** (December, ’06)
Chairs will be provided for extra dancers to sit on while their team performs. Hosts are recommended, not required, to have 10 chairs on each side of the sound table. Teams are not allowed to have any more dancers than the number of chairs provided. Only dancers, and one dancer per chair is allowed. **Updated:** Note: At the Section and State Tournaments, only 6 chairs will be provided for dancers, so teams will be limited to 6 alternate dancers on the floor. Four additional chairs should be available for additional coaches and/or managers for a total of 10 chairs.

**Art. 2.** Coaches shall not use any form of tobacco product at the competition site from the time they arrive until they leave following the completion of the meet.

**Art. 3.** In case of interference beyond the control of the competitors, the coach may address the Superior Judge concerning a second trial provided the request is made prior to the next routine in that event.

**Art. 4.** In public areas, dancers wearing uniforms must have their uniforms zipped or properly attached.

**Art. 5.** Infractions reported by the Superior Judge shall be deducted from each judge’s score prior to ranking.

a. Delaying the meet: Choreographed entrance is a delay of meet; Performing to the wrong side and set of judges during a dual (2) sided meet is a delay of meet. Teams will perform immediately after the error is discovered and not at the end of the class.

b. Deliberate disruptive behavior including taunting by team, coach or competitor. Note: The MSHSL disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances including on the basis of race, religion, gender or national origin.

c. Verbally abusing or disrespectfully addressing a judge/meet official, making an unauthorized approach of a judge concerning a score or rule infraction or using profanity.

d. Penalty (Article 5 a, b, c): two points per judge. If flagrant, disqualification or ejection will occur.

**Rule 6. HIGH KICK & JAZZ EVENTS**

**Section 1: Specifications**

**Art. 1.** It is recommended that the competitive area should be at least 84 feet by 50 feet. A basketball court is recommended.

**Art. 2.** The competitive area shall be a smooth surface.
Art. 3. It is required to use variable speed control sound equipment at all meets.

Section 2: Musical Accompaniment

Art. 1. Recorded musical accompaniment is required utilizing vocal and/or instrumental arrangements. A team may dance without musical accompaniment as a routine highlight but the majority of the routine must be accompanied by music.

Art. 2. Penalty: disqualification

Section 3: Use of Props

Art. 1. No props shall be used. Any piece of uniform removed during the routine becomes a prop. A uniform piece that is moved during the performance, must be permanently attached to the uniform to not be considered a prop.

Art. 2. Penalty: disqualification

Interpretation (updated 2017): When an item is used, it must be permanently attached to an individual dancer’s uniform and/or secured to the dancer(s) head via bobby pins, elastic, etc. and used only by the dancer on which it is attached. When another dancer takes hold of a piece or part of another dancer’s uniform, that uniform piece becomes a prop and would be considered illegal.

Interpretation (June 2022): A dancer may move a uniform piece, that is attached to their uniform and/or head, but it must be attached to their uniform at all times. i.e. change of uniform from shorts to skirt by dropping of material; poms attached to sleeves of uniform; sunglasses attached by band and moved from head to over eyes. A uniform piece may not be removed from uniform or head, but can be moved.
# Procedural Guide for Dance Team Officials

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Procedures Manual for
Dance Team Officials

MSHSL registered officials for dance team shall follow the Minnesota State High School League Dance Team Rules Book and the Dance Team Officials Procedures Manual for the competitive season. Additionally, this manual contains procedures, processes, and interpretations pertinent to officiating MSHSL dance team.

Officials

All Officials

1. Shall be registered with the Minnesota State High School League for the current year.
2. Shall understand the rules of the sport as written in the rules book, follow the processes and procedures in this manual and be familiar with the MSHSL Manual for Athletic Officials for the current year.
3. Must maintain an ethical position of impartiality and neutrality. Any contact by an official with a coach must uphold this standard to maintain the essential perception of neutrality.
4. Shall not use any form of tobacco product at the competition site from the time they arrive until they leave following the completion of the meet.

MSHSL Dance Team Scoring Rubric

All MSHSL officials shall be familiar with the abilities of current MSHSL dance teams from all classes and levels in order to properly use the MSHSL score sheet scale.

Definition of the MSHSL Scoring Rubric:
- A defined scoring rubric utilizing current routines from MSHSL dance teams (all classes and levels).
- The MSHSL scoring rubric uses the same 1 through 10 scoring scale for all classes, from meet to meet, from the beginning of the season to the end of the season, and in all areas of the state.
- Team scores shall be based solely on the team’s performance at that competition.
- The MSHSL scoring rubric with points 1 through 10 correlates with the MSHSL scale and scale definitions located on the MSHSL score sheet.

Purpose of the MSHSL Scoring Rubric:
- The MSHSL scoring rubric is used to give accurate feedback to teams via the scores. Each score correlates to a description on the MSHSL scale.
- Due to the wide range of judging backgrounds, MSHSL scoring allows each judge to use their experience and expertise for individual scoring but still allows coaches and other participants to decipher their scores based on a defined, standardized system.

Details of MSHSL Scoring Rubric:
- The MSHSL scoring rubric evolves based on routines over the previous 3 years. Dance team judges may stay up to date with current skills and routines in order to score accurately.
- The entire scale (from 1 to 10) must be used. A score of “10” means superior—not perfect.
- A judge starts at average (5) on the scoring scale and works up and/or down the scale based on the performance. Judging does not start at 0 and go up nor start at 10 and go down.
- Average is defined as a level that is “undistinguished, ordinary or middle-of-the-road.”
- This rubric must be diligently trained and explained in a way such that judges understand the “whys” of using the entire scale and score accurately without score inflation or deflation.
The scale on the MSHSL Score Sheet and descriptions for each scale point.

1-10 Scale:
1-Very Poor
2-Poor
3-Marginal
4-Below Average
5-Average
6-Above Average
7-Good
8-Very Good
9-Excellent
10-Superior

Officials Serving as the Superior Judge/Meet Referee

The rules state that, at a single-sided meet, the Superior Judge will also serve as the Meet Referee. At a dual sided meet, one Superior Judge will be assigned as the Meet Referee. At a dual sided meet, only the Superior Judge of the side they are officiating may issue penalties for violations.

BEFORE THE MEET, THE SUPERIOR JUDGE SHALL:
1. Be the main contact with the Meet Coordinator for the details of the meet.
2. Confirm with Host School communication a list of all Head Coach emails (one per team), per participating schools, as the email Final Results from the tabulation program will be sent to at the end of the full meet.
3. Suggested to arrive at the meet site at least 30-60 minutes prior to a meet with 4 or fewer routines.
4. Suggested to arrive at the meet site at least 60-90 minutes prior to a meet with 5 or more routines.
5. Inspect the site and inquire about any facility issues with the meet director/coordinator.
6. Make sure that all forms needed have been provided by the host school.
7. Meet with the sound technician and announcer to review procedures for the meet.
8. Conduct a pre-meet conference with judges. That meeting shall cover the following:
   • Team Additions/Drops
   • Schedule – changes, breaks, timing, etc.
   • Facility lay-out, where to sit in the stands, restroom locations, other location information
   • Score sheet reminders, meet procedures and processes in the stands and after the meet
   • Answer any questions
9. Review responsibilities with the runners.
10. Review responsibilities with the Kick Counters/Timers if not previously trained.
11. Keep a list of registered MSHSL Officials to verify that the KCTs are registered officials. This verification shall take place prior to the start of the meet.
12. Review the responsibilities and tabulation procedures with the tabulators.
   NOTE: The Superior Judge is not responsible for training the tabulators. The tabulators should understand the procedures of tabulating prior to the meet and may review the information or any questions with the Superior Judge, preferably before the day of the meet.
13. Prepare their own score sheets/grids and meet forms prior to the start of the meet.
14. Assign appropriate seating in the judges’ area for the KCTs and runners and verify that judges have enough room to score independently.

DURING THE MEET, THE SUPERIOR JUDGE SHALL:
1. Supervise the KCTs and Runners.
2. Determine when the judges are prepared and signal the announcer/sound technician to begin the next routine.
3. Judge every performance, use a tally sheet to record comments and scores, and record the score on the score sheet.
4. Not share scores between officials during a competition.
5. Not allow judges to write on the score sheets other than to fill out their name, the team’s name and circle the scores.
6. Advise judges to cross out and initial any score changes on the score sheet.
7. Follow timing guidelines: On average, scoring takes approximately 2 ½ minutes.
   Judges’ Conferences: Occasionally, a judges’ conference will be called to discuss a potential violation or to clarify a rule. Team’s scores/placements are not discussed. Most of the time, this takes under a minute, but when necessary, the process could take longer. Making the correct ruling is the goal. The Superior Judge will determine if the judges’ conference should occur prior to scoring the team. If the conference may become lengthy, the teams may be scored prior to the discussion. Discussions will take place after scores have been rendered.
8. Monitor dangerous moves and disqualify the team, if the majority of judges (including registered MSHSL judges serving as kick counter/timers) observe and agree that the move is in violation and was not an execution error. If an execution error, a minor violation should be given. It should be noted that while the Superior Judge has the authority to issue the disqualification, the Superior Judge shall, at all times, consult with other judges (including registered MSHSL judges serving as kick counter/timers) judging the meet for that event to discuss the move in question. If the majority of judges observe and agree that a dangerous move was, in fact, performed, and not an execution error, the disqualification will occur. The authority to disqualify rests with the Superior Judge, but it is not solely the determination of the Superior Judge absent from consulting with others judging the competition.
9. Verify all violations and initial all deduction sheets.

AFTER THE MEET, THE SUPERIOR JUDGE SHALL:
1. Verify scores for the routines and sign the official rank sheet, the final placement sheet and the announcer’s form indicating the meet results are final. The Superior Judge will determine if a judge needs to verify a score/rank.
2. Have the tabulators or assigned personnel deliver the meet results to the announcer.
3. Verify with the tabulators the time to be written on the front of the team packets and instruct the tabulators to deliver the team packets to the teams.
4. Verify that no additional assistance is required by the Tab Room to get the results, or team packets distributed.
5. Verify that scores have been or are ready to be sent electronically to all Head Coach emails provided to tabulators.
6. Conduct a post-meet conference with the officials. Only the judges, trial judges and Kick Counter/Timers (if MSHSL officials) should attend the post-meet conference. The purpose of the conference is to address issues from the meet as well as continuing the education and training of judges. In this meeting, as in all other meetings and discussions with officials, all comments shall remain confidential. Items should include:
   a. Discussion on deductions
   b. Discussion on logistics of the meet
   c. Score sheet criteria
   d. Discussion on Meet Results; Scores; and Placements based on the score sheet criteria
7. Upon request, meet with a Head Coach for questions or explanation regarding deductions/penalties.
8. If there was a disqualification given to a team, the superior judge should stay after the meet to speak with the head coach regarding the disqualification
9. Be available for one hour after meet results were made available for any tabulation error that may occur.
Officials Serving as Judges

ALL JUDGING OFFICIALS SHALL:
1. Arrive at the meet site 30-45 minutes prior to a meet with 15 or less routines, or as instructed by the superior judge.
2. Arrive at the meet site at least 60 minutes prior to a meet with 16 or more routines, or as instructed by the superior judge.
3. Notify the Superior Judge if there are any requests/issues prior to the meet.
4. Participate in a pre-meet conference with the Superior Judge.
5. Be prepared with all needed judging materials.
6. Follow the directions of the Superior Judge.
7. Judge every performance, use a grid to record comments and scores, and record the score on the score sheet. Each judge will hold their first two score sheets for each class before turning in both score sheets to the runner after the second team has performed and both sheets have been scored. The purpose of holding the first score sheet is to allow judges to verify that they are using the score sheet scale properly. The runners will bring the score sheets for the first and second teams to the Tab Room. After the first two score sheets, judges shall turn in each team’s score sheet after scoring the team, and the runners will bring the score sheets to the Tab Room after each performance.
8. Mark independently and without communicating with other judges about other performances. Note: The Superior Judge may call conferences.
9. Be able to justify one’s score to the Superior Judge if called upon to do so.
10. Watch for falls, dangerous moves, and other violations. Judges shall notify the Superior Judge immediately after the routine has ended, and official has rendered their score, if a potential violation has occurred.
11. Not share scores between officials during a competition.
12. Not write on score sheets other than to fill out their name, the team’s name and circle the scores on the score sheet. Judges will not write anything else on the score sheets.
13. Cross out and initial any score changes on the score sheet.
14. Participate in a post-meet conference with the Superior Judge. The purpose of a post-meet conference is educational.

Officials serving as KCTs (Kick Counter/Timers)

KCTs are required at all meets. MSHSL Officials may be hired to serve as KCTs.

ALL KICK COUNTER/TIMERS SHALL:
1. Arrive at the meet site at least 45 minutes prior to a meet with 15 or fewer routines.
2. Arrive at the meet site at least 60 minutes prior to a meet with 16 or more routines.
3. Notify the Superior Judge if there are any requests/issues prior to the meet.
4. Participate in a pre-meet conference with the Superior Judge.
5. Be prepared with all kick counting and timing materials.
6. Follow the directions of the Superior Judge.
7. Count the number of competitors on the performance floor and record the number on their worksheet and the official KCT form. Time the routines: Timing begins at the first beat of the music and will end with the last beat of the music. Record the number on their worksheet and the official KCT form. The routines in High Kick shall be two minutes and 15 seconds (2:15) to two minutes and 45 seconds (2:45) minutes. The routines in Jazz shall be two minutes (2:00) to two minutes and one half minutes (2:30).
8. KCTs shall fill out their worksheets, the official KCT 1/2 sheet and test their stopwatch.
9. Count the number of kicks. KCTs must have some method of counting the kicks, i.e., using a lap counter or making slash marks on paper. The rules state that:
a. High Kick routines must include 35-55 kicks above the waist performed by all the team members. The kicks do not need to be performed at the same time. But all dancers must have 35-55 kicks above the waist. Each KCT will record the number of kicks they counted that are above the waist on the official KCT form and use their worksheet to record the listed information as well as any comments regarding the routine that pertain to their task. A kick is defined as a leg extension above the waist without assistance of hands. Hinge pendulum and swing kicks are counted on each extension above the waist. Battements and kicks above the waist without preps are counted. Leg holds, tilts, layouts, waist-level kicks, leg extensions from the floor, and footwork do not count as kicks. Hinge kicks and French kicks are counted on each extension above the waist. Waist high kicks and footwork are not counted in the kick count, but can be choreographed.

b. Jazz routines may not include more than 5 kicks above the waist, performed by the entire team, while linked.

c. The penalty for going over or under the kick requirements is one (1) point per judge, per kick with a maximum penalty of 10 points per judge. The kick count that most benefits the team will be used. Only kicks above the waist will be counted.

10. Count the number of competitors on the performance floor and record the number on their worksheet and the official KCT form.

11. Watch for falls. MSHSL registered officials who serve as KCTs will be polled by the Superior Judge to determine if they observed and agree that a fall occurred.

12. Watch for dangerous moves. MSHSL registered officials who serve as KCT’s will be polled by the Superior Judge to determine if they observed and agree that a dangerous move occurred.

13. Notify the Superior Judge immediately after the routine has ended, if a violation has occurred.

14. Not write on the Official KCT half sheets other than to fill out the information that is indicated on the form.

**Officials serving at Tabulators**

1. Tab Room personnel (tabulators) need to be highly trusted individuals, who have a complete working knowledge of each step of the tabulating process, both manual and electronic if a computer program is used. They should know the forms associated with each step and the procedures to execute accurate and complete results for the meet. This includes knowledge and understanding of the rules, as stated in the rules book that govern tabulators, the Tab Room and all tabulating processes. NOTE: If a computer program is used in the tabulation process, it must follow the process of tabulating that is laid out in the rules book. This allows for manual verification.

2. Tabulators should not have any contact with spectators, dancers or coaches until the final results have been announced.

3. Arrive at the meet site at least 45 minutes prior to a meet with 15 or less routines.

4. Arrive at the meet site at least 60 minutes prior to a meet with 16 or more routines.

5. The Tab Room shall be restricted to Tab Room personnel, runners, Superior Judge(s), judges (if necessary) and the Meet Director. The number of Tab Room personnel needed at a meet depends on the size and type of meet. If there is not enough help in the Tab Room, the tabulator(s) should notify either the meet coordinator or the Superior Judge to request additional support.

**Competition**

**Choreography: The rules state that:**
1. **Choreography Certification**: This form will be discussed between the school’s AD and coach and kept on file with the AD. These forms will no longer be turned in at a meet site.

   **Choreography or Repetition of Music Violation:**
   a. If an illegal routine is alleged to the Superior Judge, no action shall be taken at the meet. The routine shall be judged, scored and awards given according to the process established.
   b. The procedure for reporting and determining a violation shall be followed.

Running on and off the performance floor is no longer a penalty.

**Falls:**

If a fall occurs during the routine, the Superior Judge will poll the other judges, after scores have been rendered, including the Kick Counter/Timer officials if the KCTs are registered MSHSL officials to determine if a majority of the officials saw the fall.

**Dangerous Moves:**

If a judge observes a potentially dangerous move, the Superior Judge will call a judges’ conference, after scores have been rendered, to:
1. Determine what move(s) are under consideration
2. Clarify the ruling
3. Poll the judges, including the Kick Counter/Timer officials if the KCTs are registered MSHSL, to determine if a dangerous move as defined by the rules book was observed by the majority of judges
4. Determine whether the dangerous move is a minor or flagrant violation, based on the rules book.

**Uniform Violations: The rules state that:**

1. If the Superior Judge observes a violation of Article 1, i.e., bra peeking out, racer back bra showing through a keyhole opening, etc. an incident report shall be submitted. Violations of Article 1 that are minor violations have no point penalties to the team but shall be corrected before the next meet. If the Superior Judge observes a flagrant violation of Article 1, i.e., bare midriffs, strapless, backless uniforms, etc., prior to the walking on to the performance floor, the team shall not be allowed to compete until the issue is resolved and an incident report shall be submitted. Teams who fix uniform issues shall be allowed to compete if they can resolve their issue prior to the last position in the division/class, otherwise, teams will not be allowed to compete. If discovered once a team is on the floor and performing, the team will be allowed to continue to complete their performance and an incident report shall be submitted. Flagrant violations shall be corrected before the next meet. The purpose of Article 1 is to ensure that the front and back of the dancer’s body has appropriate coverage.
2. **Penalty: If an ancillary uniform piece** (hair device, shoes, etc.) **falls off there will not be a penalty deduction** and the judges may take that into consideration under Routine Effectiveness, unless the Superior Judge determines that there is a safety issue, they may stop the routine, allowing the safety concern to be resolved prior to the next performance. The team will be allowed to perform at the end of their class/division as per the procedure used when there is an injury. **No points are deducted for loose items. Judges may take this into consideration under Routine Effectiveness on the score sheet.**

**Scoring**

1. **Discrepancies:** If the Superior Judge finds a discrepancy between the Tab Room’s scores and the judge’s scores, the Superior Judge may consult with the official(s) to determine if a transposition error occurred.
2. **Tab Errors:** If a tabulation error is discovered within the appropriate time frame (one hour after the Final Results have been sent to Head Coach’s email that was provided) the Superior Judge will verify whether an
error occurred and notify the Meet Director and/or the Meet Coordinator. An incident report shall be sent to the MSHSL.

**Tabulation Process**

1. **Equipment for the Tab Room:**
   a. The Tab Room MUST have a copy of the Rules Book available for reference.
   b. MSHSL computer tabulation program
      a. Tabulation program instructions and forms can be found on the MSHSL Website.
   c. Host School to provide Laptop with Wi-Fi access for tabulator(s).
   d. Basic office supplies (stapler, staples, pencils, pencil sharpener, white out, paper clips, extra manila envelopes, blank paper, etc.)

2. **Before the Meet:**
   a. Superior Judge to confirm list of Head Coach email (one per school) and provide to tabulators to email meet results after competition.
   b. Meet with the Superior Judge and determine number of teams competing in each class and/or division (some teams may have added or dropped); ranking system to be used (A, B or C rank); number of teams, names and initials of judges and violation procedures.
   c. Select the correct tabulation spreadsheet, Kick or Jazz & number of officials, and fill in the information:
      a. Ranking Sheet: Meet Date, meet Site, Class, Judges Initials and School names in performance order.
      b. Announcers Results form allows the tabulator to check the number of places to be announced.

3. **Tallying Process**
   a. Each judge will fill out a score sheet.
   b. A runner brings the sheets to the Tab Room in an envelope. These should be brought to the Tab Room as soon as the judges have completed them. Note: The first two teams’ scores will come at the same time.
   c. If a team’s packet is delayed or does not come from the judges’ area, the tabulator may check with the Superior Judge by sending a note with the runner.
   d. Check the following on the score sheet: the judges scored all sub-categories; the score sheet is signed and has the correct school name on the bottom.
   e. If a disqualification occurs or a team is dropped during the competition, a slash (\-) will be indicated in the points/rank box and “DQ” indicated in the final placement box. Score sheets will be filled out for that team as well as a recap sheet.
   f. Each score sheet is added, and the final score written on the bottom of the score sheet by the tabulator.
   g. The second tabulator re-adds and confirms the total on each score sheet.
   h. Scores, Kick counts and times are transferred into each teams Judges Recap Sheet in tabulation program. This is done for each school and re-checked by a second tab person for accuracy in transferring scores.
      a. Find the tab across the bottom of the spreadsheet that matches the name of the school on the score sheet and fill in the judges scores.
      b. If there has been a deduction, those are entered as a negative number (ex. -5)
   i. At the end of the meet, Superior Judge to confirm scores and rankings, the final sign-off will be the Superior Judge approving results, no print off to sign.
   j. NO PRINTING OF RESULTS (all results from tabulation program will be emailed to each team via head coach email that was provided.)
   k. The judges’ original score sheets are returned to the team’s packets. NO COPIES ARE NEEDED OF THE ORIGINAL SCORE SHEETS.
   l. The “Announcer’s Form” is printed out and signed by the Superior Judge and one tabulator and delivered to the Announcer with the final results.

4. **After the tallying process**
   a. All originals (score sheet, KCT 1/2 sheet and violation- if applicable will be available for teams to pick up at the end of the meet in the coach’s room.
b. If the team does not choose to take originals with them, originals to stay with Host School.
c. Results to be emailed, Post-Meet, after scores have been entered and results have been confirmed by the Superior Judge.
d. Tab Room to email results IMMEDIATELY following full meet to email list provided by Superior Judge.

Violations:
A violation form from the Superior Judge should come in with the runner should there be any. This should be used for the tab process and then put original back in the team packet, after taking a photo (via phone) for the Superior Judge, so they are aware of the violation.

- The violations will be communicated on a pre-printed form.

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**Ranking Systems**

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**THE “A” RANK SYSTEM: For meets using 7 or more judge**

Once the ranking form is filled in with the points each judge scored each team, the ranking process begins.

**STEP 1:**
Going vertically, rank the schools 1-2-3... (1 being the highest score.) Do this for all the judges. For verification, a 2nd tabulator must verify that the ranks are correct. If a judge has tied two schools, add the tied rank with the next rank place. Divide the total sum by 2 to get the judge’s placement rank for both schools. (Example: a judge ties school A and school C for 3rd. place. Add 3 + 4 = (7), divide by 2. Each school receives a placement rank of 3.5. The next team placement would be the rank of 5th.

If there is a three-way tie; add the three consecutive placements, divide the total by 3 for the school’s placement rank. (Example: 3 schools are tied for 3rd place, add 3+4+5 = (12), divide by 3. Each school receives a placement rank of 4. The next team placement would be the rank of 6th.

**STEP 2:**
The two tabulators should verify that they ranked the teams the same. One tab person should call out their vertical rankings while the other team checks to see that they have the same.

**STEP 3:**
Going horizontally, in the rank columns, drop the 2 highest and 1 lowest numbers with a diagonal slash mark. The highest number is the worst rank and the lowest number is the best rank, i.e., if ranks range from 1 to 4, the 1 would be the low or best rank and the 4 would be the high or worst rank. (Points should not be considered during this part of the ranking process – only during the tie breaking process.) If there are several of the same ranks in a row, drop any of them. **The purpose of step 3 is to drop the two worst ranks and one best rank.**

**STEP 4:**
Add up horizontally the remaining ranks, i.e., if there are 7 judges, 4 judges’ ranks will be added together. Write these totals in the Total Rank/Points column on the judges’ ranking sheet. Double-check this addition with the other tabulator.

**STEP 5:**
Going vertically, rank the total ranks for final placement. LOW RANK WINS. If there are ties in the final total ranks, refer to Rule 4, Section 3, Article 3, and “Tie Breaks for the “A” Rank System.

**THE “B” RANK SYSTEM: For meets using 5 or 6 judges**
STEP 1:
Use Step 1 and Step 2 of the “A” Rank system. The process is the same until you drop ranks in Step 3.

STEP 2:
Going horizontally, in the rank columns, drop the highest and the lowest numbers with a diagonal slash mark. (Points should not be considered during this part of the ranking process – only during the tie breaking process.) If there are several of the same ranks in a row, drop any of them. The purpose of step 2 is to drop one of the worst ranks and one of the best ranks.

STEP 3:
Add horizontally, the remaining ranks, i.e., if there are 5 judges, 3 judges’ ranks will be added together. Write these totals in the Total Rank column on the Judges’ Ranking Sheet. Double-check this addition with the other tabulator.

STEP 4:
Going vertically, rank the total ranks for final placement. LOW RANK WINS. If there are ties in the final total ranks, refer to Rule 4, Section 3, Article 2, and “Tie Breaks for the ‘B’ Rank System.”

The “C” RANK SYSTEM: For meets using 4 or fewer judges

STEP 1:
Use Steps 1 and 2 of the “A” Rank system. The process is the same until Step 3.

STEP 2:
Add horizontally, the ranks of all the judges, i.e., if there are 4 judges, all 4 judges ranks will be added together. Write these totals in the “TOTAL RANK” column on the Judges’ Ranking Sheet. Double-check this addition with the other tabulator.

STEP 3:
Going vertically, rank the total ranks for the final placement. LOW RANK WINS. If there are ties, in the final total ranks, refer to Rule 4, Section 3, Article 1, “Tie Breaks for the ‘C’ Rank System.”
# Dance Team Forms

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Each category includes but is not limited to the following criteria as appropriate to team size.
The three components under each category shall be weighted equally.

<table>
<thead>
<tr>
<th>SKILLS/KICKS</th>
<th>TECHNIQUE OF TURNS</th>
<th>TECHNIQUE OF KICKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Posture: body lines correct</td>
<td>Posture: body lines correct, no hunching, correct technique used for each type of kick</td>
<td></td>
</tr>
<tr>
<td>Upper Body Placement: carriage lifted, shoulders down, correct arm placement, accurate spotting</td>
<td>Upper Body Placement: carriage lifted, shoulders down, strong arm connections, consistent head placement</td>
<td></td>
</tr>
<tr>
<td>Lower Body Placement: hip and leg placement, passes connected, releves lifted, extension through foot</td>
<td>Lower Body Placement: hip and leg placement, extension through foot</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TECHNIQUE OF LEAPS &amp; JUMPS</th>
<th>KICK HEIGHT</th>
</tr>
</thead>
<tbody>
<tr>
<td>Height</td>
<td>Height</td>
</tr>
<tr>
<td>Extension: extension through foot</td>
<td>Uniformity</td>
</tr>
<tr>
<td>Alignment: body lines correct</td>
<td>Consistency Throughout Routine</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CREATIVITY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Musicality: use of music to enhance choreography through tempo variations, vocal and instrumental interpretations, blending of music and movement</td>
</tr>
<tr>
<td>Originality: not easily transposed, connection of choreography to music, unique movements and choreography</td>
</tr>
<tr>
<td>Variety: movements and choreography not repeated</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>CHOREOGRAPHY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Levels: use of levels, directions and planes</td>
</tr>
<tr>
<td>Groups: use of groupwork or featuring/highlighting enhances visual appeal</td>
</tr>
<tr>
<td>Use of Floor: routine covers different zones of floor space</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DIFFICULTY OF ROUTINE CHOREOGRAPHY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Quality of Movement: variety and type of movements used: percussive (sharp/staccato), sustained (keeps moving/smooth), swinging (uses gravity/pendulum), vibratory (shakes), suspending (holds balance), collapsing (falls to the earth)</td>
</tr>
<tr>
<td>Complexity: high level of content, use of layering and dynamic choreography, intricate use of music and counts, pace of choreography, number of dancers performing difficult choreography</td>
</tr>
<tr>
<td>Distribution of Movement: incorporation of multiple qualities of movements, continuity of movement throughout routine</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DIFFICULTY OF FORMATIONS &amp; TRANSITIONS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Variety: transitions and formations not repeated, variety and complexity of movements used to transition</td>
</tr>
<tr>
<td>Distribution: number of formations and transitions distributed consistently throughout routine</td>
</tr>
<tr>
<td>Intricacy, Planning, and Achievement: build of routine from section to section, use of patterns, clear pathways, spatial awareness, formations achieved by all dancers</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>DIFFICULTY OF SKILLS</th>
<th>DIFFICULTY OF KICKS</th>
</tr>
</thead>
<tbody>
<tr>
<td>Combinations: of turns, leaps, jumps, flexibility movements</td>
<td>Combinations: of kicks, preps and linking styles</td>
</tr>
<tr>
<td>Variety and Distribution: uses ambidexterity, distribution of skills throughout routine</td>
<td>Variety and Distribution: uses ambidexterity, distribution of kicks throughout routine</td>
</tr>
<tr>
<td>Pace: rate and tempo composition of skills</td>
<td>Pace: rate and tempo composition of kicks</td>
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<table>
<thead>
<tr>
<th>PLACEMENT &amp; CONTROL</th>
</tr>
</thead>
<tbody>
<tr>
<td>Placement: awareness of body, movements positioned correctly</td>
</tr>
<tr>
<td>Control: articulation of movement, strength of movement</td>
</tr>
<tr>
<td>Consistency Throughout Routine</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>EXECUTION</th>
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</thead>
<tbody>
<tr>
<td>Memory: lack of hesitations, personal knowledge</td>
</tr>
<tr>
<td>Timing and Unity: synchronization of movements within dancers</td>
</tr>
<tr>
<td>Spacing: of dancers within formations and during transitions, symmetry or asymmetry of formations</td>
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<table>
<thead>
<tr>
<th>DEGREE OF ACCURACY</th>
</tr>
</thead>
<tbody>
<tr>
<td>Overall Impression: connection to routine, authenticity, attention not drawn to any particular dancer</td>
</tr>
<tr>
<td>Stamina: dancers properly conditioned to execute routine</td>
</tr>
<tr>
<td>Confidence and Expression: natural spirit, projection, enjoyment of the dancers</td>
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### High Kick Judging Criteria

#### Kicks

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#### Creativity

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#### Degree of Accuracy

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#### Routine Effectiveness

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<td>Confidence and Expression</td>
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#### Total Score

<table>
<thead>
<tr>
<th>TEAM NAME</th>
<th>JUDGE'S NAME</th>
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</thead>
</table>

OUT OF 100 POINTS

35
## Jazz Judging Criteria

### SKILLS

#### TECHNIQUE OF TURNS
- Posture
- Upper Body Placement
- Lower Body Placement

<table>
<thead>
<tr>
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<th>Poor</th>
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#### TECHNIQUE OF LEAPS & JUMPS
- Height
- Extension
- Alignment

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### CREATIVITY

- Musicality
- Originality
- Variety

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### VISUAL EFFECTIVENESS

- Levels
- Groups
- Use of Floor

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### DIFFICULTY

#### DIFFICULTY OF ROUTINE CHOREOGRAPHY
- Quality of Movement
- Complexity
- Distribution of Movement

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#### DIFFICULTY OF FORMATIONS & TRANSITIONS
- Variety
- Distribution
- Intricacy, Planning, and Achievement

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#### DIFFICULTY OF SKILLS
- Combinations
- Variety and Distribution
- Pace

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### EXECUTION

#### PLACEMENT & CONTROL
- Placement
- Control
- Consistency Throughout Routine

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#### DEGREE OF ACCURACY
- Memory
- Timing and Unity
- Spacing

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### ROUTINE EFFECTIVENESS

- Overall Impression
- Stamina
- Confidence and Expression

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### TOTAL SCORE

OUT OF 100 POINTS

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36
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<td>Uniformity</td>
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<tr>
<td>Consistency Throughout Routine</td>
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<tr>
<th>CREATIVITY</th>
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<tbody>
<tr>
<td>Musicality</td>
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<tr>
<td>Originality</td>
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<tr>
<td>Variety</td>
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<thead>
<tr>
<th>CHOREOGRAPHY</th>
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<tbody>
<tr>
<td>VISUAL EFFECTIVENESS</td>
</tr>
<tr>
<td>Levels</td>
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<tr>
<td>Groups</td>
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<tr>
<td>Use of Floor</td>
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<table>
<thead>
<tr>
<th>DIFFICULTY OF ROUTINE CHOREOGRAPHY</th>
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<tbody>
<tr>
<td>Quality of Movement</td>
</tr>
<tr>
<td>Complexity</td>
</tr>
<tr>
<td>Distribution of Movement</td>
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<table>
<thead>
<tr>
<th>DIFFICULTY OF FORMATIONS &amp; TRANSITIONS</th>
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<tbody>
<tr>
<td>Variety</td>
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<tr>
<td>Distribution</td>
</tr>
<tr>
<td>Intricacy, Planning, and Achievement</td>
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<thead>
<tr>
<th>DIFFICULTY OF KICKS</th>
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<tbody>
<tr>
<td>Combinations</td>
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<tr>
<td>Variety and Distribution</td>
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<tr>
<td>Pace</td>
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<thead>
<tr>
<th>PLACEMENT &amp; CONTROL</th>
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<tr>
<td>Placement</td>
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<tr>
<th>EXECUTION</th>
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<tbody>
<tr>
<td>DEGREE OF ACCURACY</td>
</tr>
<tr>
<td>Memory</td>
</tr>
<tr>
<td>Timing and Unity</td>
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<thead>
<tr>
<th>ROUTINE EFFECTIVENESS</th>
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<tbody>
<tr>
<td>Overall Impression</td>
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<tr>
<td>Stamina</td>
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<tr>
<td>Confidence and Expression</td>
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| SUBTOTAL | |
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| DEDUCTION | |
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| TOTAL | |

| RANK | |

37
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<thead>
<tr>
<th>JAZZ GRID</th>
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| 1-Very Poor | 6-Above Average |
| 2-Poor      | 7-Good          |
| 3-Marginal  | 8-Very Good     |
| 4-Below Average | 9-Excellent  |
| 5-Average   | 10-Superior     |

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<thead>
<tr>
<th>SKILLS</th>
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</table>

| TECHNIQUE OF TURNS |
| Posture |
| Upper Body Placement |
| Lower Body Placement |

| TECHNIQUE OF LEAPS & JUMPS |
| Height |
| Extension |
| Alignment |

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<tr>
<th>CREATIVITY</th>
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| MUSICALITY |
| Originality |
| Variety    |

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</table>

| DIFFICULTY OF ROUTINE CHOREOGRAPHY |
| Quality of Movement |
| Complexity          |
| Distribution of Movement |

| DIFFICULTY OF FORMATIONS & TRANSITIONS |
| Variety |
| Distribution |
| Intricacy, Planning, and Achievement |

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</table>

| PLACEMENT & CONTROL |
| Placement       |
| Control         |
| Consistency Throughout Routine |

| DEGREE OF ACCURACY |
| Memory            |
| Timing and Unity  |
| Spacing           |

| ROUTINE EFFECTIVENESS |
| Overall Impression   |
| Stamina              |
| Confidence and Expression |

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<th>SUBTOTAL</th>
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<th>RANK</th>
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## 2022-2024 Minnesota State High School League Dance Team Competition
### Notification or Warning of Routine Deductions

<table>
<thead>
<tr>
<th>School:</th>
<th>Varsity</th>
<th>JV</th>
<th>B Squad</th>
<th>Division: Jazz</th>
<th>HK</th>
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<tbody>
<tr>
<td>✓ Violation</td>
<td>Article and Section</td>
<td>(P)enalty or (W)arning</td>
<td></td>
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</tr>
<tr>
<td><strong># OF COMPETITORS:</strong> Rule 2, Sec 3, Art 1</td>
<td>Penalty: Routine does not count as a meet</td>
<td></td>
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<tr>
<td>VARSITY MEET: Minimum # of Competitors on the performance floor: 5</td>
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<tr>
<td>VARSITY MEET: Maximum # of Competitors on the performance floor in HIGH KICK: 34</td>
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<tr>
<td>VARSITY MEET: Maximum # of Competitors on the performance floor in JAZZ: 26</td>
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<tr>
<td>✗ Not counted as Meet or scored</td>
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<tr>
<td><strong>KICK REQUIREMENTS:</strong> Rule 2, Sec 4, Art 3</td>
<td>Penalty: 1 pt. per kick w/max of 10 pts</td>
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<tr>
<td>High Kick: 35-55 kicks above the waist performed by all the team members</td>
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<td>Jazz: No more than 5 kicks above the waist, performed by the entire team, while linked</td>
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<tr>
<td># of Judges Seeing Violation:</td>
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<tr>
<td>Rule 2, Sec 4, Art 3</td>
<td>Penalty: Routine does not count as a meet</td>
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<tr>
<td>Minor Violation:</td>
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<tr>
<td>Flagrant Violation:</td>
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<tr>
<td># Judges Seeing Violation:</td>
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<tr>
<td><strong>JAZZ REQUIREMENTS:</strong> Rule 2, Sec 4, Art 4</td>
<td>Majority Judges must agree</td>
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<tr>
<td>Penalty: Minimum one (1) pirouette must be performed in a jazz routine, by the entire team, at the same time</td>
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<tr>
<td>Penalty: Minimum of one (1) leap or jump must be performed in a jazz routine, by the entire team, at the same time</td>
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<tr>
<td># of Judges Seeing Violation:</td>
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<tr>
<td><strong>TIME REQUIREMENTS:</strong> Rule 2, Sec 4, Art 4</td>
<td>Penalty: 1-10 Sec – 1 pt; 11-30 Sec – 2 pts; 31-60 Sec – 3 pts; 61-90 Sec – 4 pts</td>
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<tr>
<td>High Kick: 2:15 to 2:45 minutes; Jazz – 2 to 2 ½ minutes – 1st beat of the music to last beat of music</td>
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<td>KC/T’s Time:</td>
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<tr>
<td># of Judges Seeing Violation:</td>
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<tr>
<td><strong>FALLS:</strong> Rule 2, Sec 4, Art 9</td>
<td>Penalty: 1 pt.</td>
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<tr>
<td>An uncontrolled or un-choreographed drop to the floor wherein any part of the dancer’s body other than the hands, hit or contact the floor.</td>
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<tr>
<td># Judges Seeing Violation:</td>
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<tr>
<td><strong>LIFTS &amp; MOUNTS:</strong> Rule 2, Sec 4, Art 10, #1</td>
<td>Majority Judges must agree – Penalty for Minor: 1 pt. w/max of 5 pts</td>
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<tr>
<td>Penalty for Flagrant: DQ</td>
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<tr>
<td>Lifts and Mounts above waist level are illegal. The lowest part of the dancer’s body being lifted cannot be above the standing waist level of the person doing the lift. The same applies to mounts</td>
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<tr>
<td># Dancers in Violation</td>
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<tr>
<td>Minor Violation</td>
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<tr>
<td>Flagrant Violation</td>
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<tr>
<td># Judges Seeing Violation:</td>
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<tr>
<td><strong>DROPS:</strong> Rule 2, Sec 4, Art 10, #2</td>
<td>Penalty: 1 pt. w/max of 5 pts for minor DQ for flagrant</td>
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<tr>
<td>Knee</td>
<td>Seat</td>
<td>Thigh</td>
<td>Majority Judges must agree</td>
<td></td>
<td></td>
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<tr>
<td>Penalty for Minor: 1 pt. w/max of 5 pts</td>
<td>Penalty for Flagrant: DQ</td>
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<tr>
<td>Knee, Seat or Thigh Drops which require dropping to the knee(s), seat, or thighs w/o 1st bearing all the dancer’s weight on the hands or feet which breaks the impact of the drop are illegal.</td>
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<tr>
<td>___ Drop did not originate from a low (buttocks below the knees), recognizable squat</td>
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<tr>
<td>___ Seat drop not controlled enough to attain the position of a low recognizable squat before landing</td>
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<tr>
<td>___ Drop not originating hands must be a slow continuous split that bears all the dancer’s weight on their feet and exhibits slow control from the beginning of the split until the landing</td>
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<tr>
<td>___ A split not requiring hands must originate from a low squat or kneel which exhibits control and lands flat or slightly elevated</td>
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<tr>
<td># Dancers in Violation</td>
<td>Minor Violation</td>
<td>Flagrant Violation</td>
<td># Judges Seeing Violation:</td>
<td></td>
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</tr>
<tr>
<td><strong>FRONT DROPS:</strong> Rule 2, Sec 4, Art 10, #3</td>
<td>Majority Judges must agree - Penalty: 1 pt. w/max of 5 pts for minor DQ for flagrant</td>
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<tr>
<td>Front Drops dropping from an airborne position to a horizontal or face-down position are illegal</td>
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<tr>
<td># Dancers in Violation</td>
<td>Minor Violation</td>
<td>Flagrant Violation</td>
<td># Judges Seeing Violation:</td>
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<tr>
<td><strong>SPLIT DROPS (Splits):</strong> Rule 2, Sec 4, Art 10, #4</td>
<td>Majority Judges must agree – Penalty for Minor: 1 pt. w/max of 5 pts</td>
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<tr>
<td>Penalty for Flagrant: DQ</td>
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<tr>
<td>___ Splits from a jump or leap are illegal</td>
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<tr>
<td>___ Quick splits from any type of stand require the dancers to first bear their weight on hands/feet.</td>
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<tr>
<td>Breaking the impact of the drop is required by hands accompanying the landing</td>
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<tr>
<td>___ Split drops must be controlled and should only be performed if landed flat or slightly elevated</td>
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<tr>
<td>___ A Split not requiring hands must be a slow continuous split that bears all the dancer’s weight on their feet and exhibits slow control from the beginning of the split until the landing</td>
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<tr>
<td>___ A split not requiring hands must originate from a low squat or kneel which exhibits control and lands flat or slightly elevated</td>
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<tr>
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<td>Flagrant Violation</td>
<td># Judges Seeing Violation:</td>
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<tr>
<td><strong>STUNTS:</strong> Rule 2, Sec 4, Art 10, #5</td>
<td>Majority Judges must agree – Penalty for Minor: 1 pt. w/max of 5 pts</td>
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<tr>
<td>Penalty for Flagrant: DQ</td>
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<tr>
<td>Routines shall not include skills which require the dancer’s body to be inverted, above the standing waist level, without bearing their own weight on the performance floor.</td>
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<tr>
<td># Dancers in Violation</td>
<td>Minor Violation</td>
<td>Flagrant Violation</td>
<td># Judges Seeing Violation:</td>
<td></td>
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<tr>
<td><strong>CONDUCT OF COACHES AND COMPETITORS:</strong> Rule 5, Sec 1, Art 5 a-c</td>
<td>Penalty: 2 pts</td>
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<tr>
<td>___ Not ready to perform when team is announced</td>
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<tr>
<td>___ Performing to the wrong side of judges at dual sided meet</td>
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<td>___ Delay of meet</td>
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<tr>
<td>___ Deliberate disruptive behavior, including taunting by coaches or competitors</td>
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<tr>
<td>___ Verbally abusing or disrespectfully addressing a judge/meet official. Includes profanity</td>
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<tr>
<td># Judges Seeing Violation:</td>
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<tr>
<td><strong>MUSICAL ACCOMPANIMENT</strong> Rule 6, Sec 2, Art 1</td>
<td>Majority Judges must agree -Penalty: DQ</td>
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<tr>
<td>Recorded, musical accompaniment is required</td>
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<tr>
<td># Judges Seeing Violation:</td>
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<tr>
<td><strong>USE OF PROPS</strong> Rule 6, Sec 3, Art 1</td>
<td>Majority Judges must agree -Penalty: DQ</td>
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<tr>
<td>No props shall be used. Any piece of uniform removed during the routine becomes a prop. A uniform piece that is moved during the performance must be permanently attached to the uniform to not be considered a prop</td>
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<tr>
<td># Judges Seeing Violation:</td>
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<tr>
<td><strong>UNIFORM</strong> Rule 2, Sec 5, Art 1-10</td>
<td>Non-flagrant violations only - Superior Judge indicate reason for Incident Report</td>
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</table>

Initials of Superior Judge verify that the correct deductions have been given per the rules book: __________

*It is not a requirement to give a team a Warning and is at the discretion of the Superior Judge*
Direction: This form is used by the official(s) counting kicks and timing routines.

For Jazz: no more than 5 kicks while linked, 2 - 2 ½ Minutes in length
For High Kick: 35 - 55 high kicks above waist, 2:15 – 2:45 Minutes in length

Class/Division ______________________________

<table>
<thead>
<tr>
<th>School</th>
<th>Time</th>
<th># of Kicks (above waist)</th>
<th># of Competitors</th>
<th>NOTES</th>
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</thead>
<tbody>
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VARSITY ONLY

For Jazz  No more than 5 kicks while linked  2 – 2 ½ minutes in length  5 – 26 Competitors performing
For High Kick  35 - 55 high kicks above waist  2:15 – 2:45 minutes in length  5 – 34 Competitors performing

TEAM: ________________________________________________

LEVEL: (circle one) VARSITY JUNIOR VARSITY OTHER ________________________
CLASS: (circle one) A AA AAA OTHER ________________________
CATEGORY: (circle one) JAZZ HIGH KICK

KC/T # 1:  TIME: ___________ KICK COUNT: ___________ # OF COMPETITORS: _____
KC/T # 2:  TIME: ___________ KICK COUNT: ___________ # OF COMPETITORS: _____
KC/T # 3:  TIME: ___________ KICK COUNT: ___________ # OF COMPETITORS: _____

☐ Team completed a pirouette and leap/jump (jazz only).

Team completed a pirouette and leap/jump (jazz only).
### 2022-2024 Minnesota State High School League Dance Team Competition

**High Kick Competition – Judges Recap Sheet**

**School:** ____________________________________________

**Class:** _____________________________________________

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<thead>
<tr>
<th>Judges Initials</th>
<th>JUDGES</th>
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<tbody>
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<td><strong>Category</strong></td>
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<tr>
<td><strong>KICKS</strong></td>
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<tr>
<td>TECHNIQUE OF KICKS</td>
<td>10 Points</td>
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<tr>
<td>KICK HEIGHT</td>
<td>10 Points</td>
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<tr>
<td><strong>CHOREOGRAPHY</strong></td>
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<tr>
<td>CREATIVITY</td>
<td>10 Points</td>
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<tr>
<td>VISUAL EFFECTIVENESS</td>
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<td><strong>DIFFICULTY</strong></td>
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<tr>
<td>DIFFICULTY OF ROUTINE CHOREOGRAPHY</td>
<td>10 Points</td>
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<tr>
<td>DIFFICULTY OF FORMATIONS &amp; TRANSITIONS</td>
<td>10 Points</td>
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<tr>
<td>DIFFICULTY OF KICKS</td>
<td>10 Points</td>
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<tr>
<td><strong>EXECUTION</strong></td>
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<td>PLACEMENT &amp; CONTROL</td>
<td>10 Points</td>
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<tr>
<td>DEGREE OF ACCURACY</td>
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<td><strong>ROUTINE EFFECTIVENESS</strong></td>
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<td>ROUTINE EFFECTIVENESS</td>
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<tr>
<td><strong>SUB TOTALS</strong></td>
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<td><strong>DEDUCTIONS</strong></td>
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<td><strong>TOTALS</strong></td>
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2022-2024 Minnesota State High School League Dance Team Competition
Jazz Competition – Judges Recap Sheet

School: __________________________________________________________

Class: __________________________________________________________

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</table>
| TECHNIQUE OF TURNS |   |   |   |   |   |   |   |   | 10 Points
| TECHNIQUE OF LEAPS & JUMPS  |   |   |   |   |   |   |   |   | 10 Points
| CHOREOGRAPHY    |   |   |   |   |   |   |   |   |
| CREATIVITY      |   |   |   |   |   |   |   |   | 10 Points
| VISUAL EFFECTIVENESS |   |   |   |   |   |   |   |   | 10 Points
| DIFFICULTY      |   |   |   |   |   |   |   |   |
| DIFFICULTY OF ROUTINE CHOREOGRAPHY |   |   |   |   |   |   |   |   | 10 Points
| DIFFICULTY OF FORMATIONS & TRANSITIONS  |   |   |   |   |   |   |   |   | 10 Points
| DIFFICULTY OF KICKS  |   |   |   |   |   |   |   |   | 10 Points
| EXECUTION        |   |   |   |   |   |   |   |   |
| PLACEMENT & CONTROL |   |   |   |   |   |   |   |   | 10 Points
| DEGREE OF ACCURACY |   |   |   |   |   |   |   |   | 10 Points
| ROUTINE EFFECTIVENESS |   |   |   |   |   |   |   |   | 10 Points
| SUB TOTALS      |   |   |   |   |   |   |   |   |
| DEDUCTIONS      |   |   |   |   |   |   |   |   |
| TOTALS          |   |   |   |   |   |   |   |   |
### Judges Ranking Sheet – “A” RANK SYSTEM (7 or more judges)

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<th>School</th>
<th>Judge 1</th>
<th>Judge 2</th>
<th>Judge 3</th>
<th>Judge 4</th>
<th>Judge 5</th>
<th>Judge 6</th>
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**TIE BREAKERS**

1. Add together Ranks
2. Minus 2 Worst Ranks & 1 best Rank
3. Add In better of Worst Rank
4. New Total Rank

**Final Placement**
## MSHSL State Dance Team Tournament – 2022-2024

### Judges Ranking Sheet – “B” RANK SYSTEM (5 or 6 judges)

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<thead>
<tr>
<th>Judges Initials</th>
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<th>Judge 2</th>
<th>Judge 3</th>
<th>Judge 4</th>
<th>Judge 5</th>
<th>Judge 6</th>
<th>Add Together the Ranks MINUS 1 Worst Rank &amp; 1 Best Rank</th>
<th>TIE BREAKERS</th>
<th>Final Placement</th>
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<td>Rank</td>
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<td>2nd Tie Break</td>
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**SUPERIOR JUDGE SIGNATURE:** __________  **TABULATOR SIGNATURE:** __________
# MSHSL State Dance Team Tournament – 2022-2024

## Judges Ranking Sheet – “C” RANK SYSTEM (4 or less judges)

<table>
<thead>
<tr>
<th>Judges Initials</th>
<th>Judge 1</th>
<th>Judge 2</th>
<th>Judge 3</th>
<th>Judge 4</th>
<th>Add Together All of The Ranks</th>
<th>TIE BREAKER</th>
<th>FINAL PLACEMENT</th>
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<tbody>
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<td>ADD POINTS OF ALL OF THE JUDGES</td>
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Superior Judge Signature: ____________________________

Tabulator Signature: ____________________________
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Superior Judge

Tabulation Room Official
TABULATORS AND SUPERIOR JUDGES:
Please use this form to fill out the results and both sign to verify that the results are written accurately.

ANNOUNCER:
Do not announce the results unless this form is signed on the bottom.

Please announce: “The team packets will be available to pick up after the awards ceremony in:

_____________________________________________
Superior/Tabulator: fill this in and write the time the packets are available on the envelopes

PLEASE CIRCLE: CLASS: A AA AAA CONFERENCE

PLEASE CIRCLE: CATEGORY: JAZZ HIGH KICK

PLEASE CIRCLE: VARSITY JV B SQUAD

Announcer – Please announce ranking point total and announce that the lowest rank score wins.

1ST PLACE with a ranking point total of: ______: ______________________________________

2ND PLACE with a ranking point total of: ______: ______________________________________

3RD PLACE with a ranking point total of: ______: ______________________________________

4TH PLACE with a ranking point total of: ______: ______________________________________

5TH PLACE with a ranking point total of: ______: ______________________________________

6TH PLACE with a ranking point total of: ______: ______________________________________

7TH PLACE with a ranking point total of: ______: ______________________________________

8TH PLACE with a ranking point total of: ______: ______________________________________

_____________________________________________
Tabulator Signature

_____________________________________________
Superior Judge Signature
Choreography Certification

This form needs to be completed and kept on file in the school office prior to any routine being performed in competition. A new form needs to be filled out and filed for any significant changes (more than 30 seconds of new choreography or music) or additions to a routine.

Choreography Certification:
This form is to certify that our choreography will be created by current, actively performing student members of our dance team and members of our coaching staff.

Any outside sources may be used for inspiration (not a choreographer) including, but not limited to, social media, camps, television, music videos, etc. Each source used must be listed below. No more than 30% of your routine may be from these sources.

We understand that any violation of this rule will result in penalties as stated in Rule 2, Section 4, Article 1. An incident report will be filed with the MSHSL and an investigation may be conducted at the discretion of the MSHSL.

Music and Lyrics:
We understand that the music, lyrics, and routine has been reviewed and approved by the Activities Director or Principal and is age appropriate, suitable for an educational environment, and meet community standards.

We realize that any violation of this agreement may result in forfeiture of the contest and any honors or awards received.

Outside sources used for inspiration for choreography, music, or uniforms:

1. 

2. 

3. 

4. 

Use the back of this form as necessary to list additional sources

Coach Name

Coach Signature  Date

School Admin. Name  Position

School Admin. Signature  Date
2022-2024 Minnesota State High School League Dance Team Competition

Uniform Check Form

Name of School

☐ Kick ☐ Jazz

Level of Competition:
☐ Varsity ☐ JV ☐ B-Squad ☐ Middle School

Brief description of uniform:

This form must be completed and kept on file in the school’s office, prior to a uniform being worn for any competition. A separate form is required for each uniform worn at each level.

Checklist for uniform compliance:

The Uniform
☐ Uniform must cover the body – the body is defined as the shoulders, trunk & briefs.
☐ Fabrics used directly on the body (shoulders, trunk, brief) must be opaque, but may be any color.
☐ Sports bras must be worn – the bra must be a separate piece & cannot be “built-in”.
☐ All parts of the sports bra must stay covered by opaque fabric; the bra must not be visible.
☐ Necklines must be modest & cannot reveal skin 2” below the sternal notch.
☐ Keyhole back may be used if bras are not visible – full shoulder blades cannot be exposed.

Wearing the Uniform
☐ All parts of the uniform should stay attached during performance.
☐ Tattoos must be covered.
☐ Fingernails should be kept short.
☐ No jewelry or piercings or spacers are allowed to be worn during competition; exceptions for medical or religious medals which shall be taped to the body.
☐ Hard braces for the body must be padded for safety.
☐ No loose or spray glitter of any kind is allowed at any time.
☐ Coaches are responsible to make sure that all uniform items are secure.

Uniform Logos
☐ Manufacture’s logo/trademarks visible on uniforms must be smaller than 1 ½” x 1 ½”.
☐ An American flag on a uniform must be smaller than 2” x 3”.
☐ School logos are allowed, but no names or images other than school logos or names on uniforms are allowed. (See rule book for details).

This uniform, as shown & worn, to the best of our knowledge, meets MSHSL Dance Team Rules. We understand that School Administration and the Head Coach are responsible to ensure that uniforms are age appropriate, suitable for an educational environment, and meet community standards. If modifications or charges are made, a new form is required.

Coach Name

Coach Signature ___________________________ Date ________________

School Admin. Name ___________________________ Position ________________

School Admin. Signature ___________________________ Date ________________
Directions: Each school fills in the requested information and brings to the registration table. Registration Table personnel puts them into competitive order for the announcer.

School ____________________________________________

Name of Dance Team ____________________________________________

Coach ____________________________________________

Captains ____________________________________________

Song ____________________________________________

(Check all that apply):  CATEGORY:  JAZZ___________ HIGH KICK ___________

CLASS:  CLASS A_________ CLASS AA_________ CLASS AAA_________

DIVISION:  VARSITY_________ JUNIOR VARSITY_________ B SQUAD _________
Directions: This information is completed in the marking room and delivered to the sound technician to assist in the correct music speed during the routine.

HIGH KICK: ______________________  JAZZ: ______________________

<table>
<thead>
<tr>
<th>TEAM NAME</th>
<th>CLASS/DIVISION</th>
<th>CD</th>
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</table>
This form shall be turned in at the end of the competitive season and kept on file in the Activities Director’s office for 4 years.

<table>
<thead>
<tr>
<th>Date of Meet</th>
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Signature of Coach
Dance Team Meet Procedures for Host Schools

Expectations for the Competition

A. Must have a high quality sound system (see music personnel section below).
B. Must provide sufficient changing areas for participants.
C. Must provide seating capacity for spectators.
D. Must have sufficient crowd control in the performance area.
E. Must reserve the gym for an adequate length of time for the competition to be completed. Five (5) minutes per routine, with breaks between large classes/divisions is required.
F. Must allow 30 minutes at the end of the competition for the tabulation of scores prior to presenting awards.
G. May provide a marking/practice room with a scheduled time period for each school (typically 6 minutes per routine).
H. Must provide a staffed registration table.
I. Must provide a sufficient seating area in the center of the bleachers for the judges, kick counter/timers, and runners. This area must be secured by a barrier (i.e. theater rope) so spectators cannot enter or walk through. The Superior Judge will inspect the judges area upon arrival at the meet to ensure that it has been properly secured.
J. A coaches table will need to be provided on the edge of the performance floor, on the performing side, in the center point of the gym. The coaches table should only have 3 chairs for a maximum of 3 coaches. A recommended 10 chairs (20 total) to each side and slightly behind the coaches table should be set up for non-performing dancers and additional coaches. 1 dancer/coach per chair. At a dual sided meet, a coaches table (with room for 3 coaches only) and a recommended 10 chairs (20 total) to each side and slightly behind the coaches table for additional coaches/dancers will need to be provided on both sides of the gym.

Interpretation: Dancers on the Sidelines: December, 2006

Chairs will be provided for extra dancers to sit on while their team performs. Hosts are recommended, not required, to have 10 chairs on each side of the sound table. Teams are not allowed to have any more dancers than the number of chairs provided. Only one dancer per chair is required. Updated: Note: At the Section and State tournaments, only 6 chairs will be provided, so teams will be limited to 6 alternate dancers on the floor. Four additional chairs should be available for additional coaches and/or managers for a total of 10 chairs.

K. A sound table will need to be provided with an appropriate amount of room for a sound technician and sound equipment, an announcer and the meet coordinator. This table traditionally has been set up to join the coaches’ table, on the edge of the performance floor in the center point of the gym but this is not required. If the sound table is in a different area than the coaches table, an additional chair should be provided for a coach.

L. Must provide separate rooms for judges, coaches and tabulators. It is helpful if the judges' room and Tabulation Room(s) are in close proximity to one another and the gym.

M. Must provide an adequate room for judges to prepare for the meet and hold judges meeting. It is recommended that if the meet runs over a normal meal time, food should be provided for the judges. Judges meeting will be held by the Superior Judge and may include a host school representative. Items to be covered at this meeting include:
   1. Review schedule of the day, including school cancellations.
   2. Reminder of proper etiquette, rules interpretations, etc.
N. Must provide for coaches meeting prior to the start of the competition. Items to be covered at this meeting may include:

1. Review schedule of the day, including school cancellations.
2. Review entrance procedure. Lines should not go onto the performance floor until they have been completely announced.
3. Review the process for scoring (“A” Rank System, “B” Rank System or “C” Rank System) and tie breaking.
4. Review all pertinent MSHSL policies.
5. Remind coaches that their dressing room must be in good condition when they leave or a fine may be charged.
6. Inform coaches of how many chairs are available for the dancers and/or additional coaches.
7. Remind coaches that dancers must remain seated on the floor or standing in line with their team while on the floor awaiting awards.
8. Remind coaches that dancers must be appropriately dressed while awaiting awards.

O. Must use the MSHSL judges sheets, kick counting & timing forms, notification or warning of routine deductions, enclosed and use the ranking process as laid out in the Rules Book and per MSHSL tabulation program.

P. Should hire the required and/or recommended number of personnel (judges, tabulators, kick counter/timers, announcer, etc.) to complete the meet fairly and successfully. See Personnel Needed on the next page.

For competitions with more than two schools competing, the host school shall use the MSHSL tabulation program. A computer that supports Microsoft Excel, with Wi-Fi access, must be provided. Access to a printer and copier is not required, but would be convenient, just in case. No results will be printed, as all items from the tabulation program will be sent electronically, after the meet completion, to the head coaches’ email that was provided.

Personnel Needed

A. Process for hiring judges

1. Seven (7) judges/officials with a minimum of (5) five should be hired. If the meet uses two sets of judges who sit on opposite sides of the floor to speed up the competition, this will double the number of judges.
2. A list of registered officials is provided in the MSHSL Officials Directory. Schedule your officials as soon as you know you are going to host a meet.
3. Several weeks before the competition, send contracts and/or confirm info with the officials including date, time, payment, schedule of the day, order of performance, map/directions to school and an emergency contact number for day of the meet.
4. Contact the Superior Judge to review the meet schedule.

B. Runners

1. You will need one to two runners for single-sided meets and two runners for dual-sided meets who are mature and responsible. Runners will sit with the judges and, therefore, must not show bias by clapping or cheering for any team, talking to any dancers, spectators or fans and should not wear school specific clothing.
2. The runner collects the score sheets and places them in a large manila envelope. These envelopes are delivered to the Tab Room after each performance.
3. At the beginning of each division, the score sheets for the first school are held by the judges until after the second school has performed. Both school’s scores are then carried to the Tab Room in the envelope.

C. Kick Counter/Timers

1. Two people are required to time each routine, count kicks, and to count the number of competitors on the performance floor (four people if the meet is dual sided). Trained KCTs are highly recommended.
2. These individuals will sit with the judges and, therefore, must be mature, responsible and must not show bias by clapping or cheering for any team, talking to any dancers, spectators or fans and should not wear school specific clothing.

3. KCTs will need two (2) stopwatches (plus one extra for back up), two lap counters (if available) clipboards, pencils and KC/T forms from this book.

4. Both KC/Ts will count the number of kicks done above the waist by the whole team (but not necessarily at the same time). They will immediately inform the Superior Judge if there is a kick violation.
   a. For high kick - a minimum of 35 and a maximum of 55 kicks must be performed above the waist by the entire team.
   b. For jazz - no more than 5 kicks may be performed by the entire team while linked.

5. Both KCTs will time the performance from the first beat of the music until the last beat of the music. They will immediately inform the Superior Judge if the routine is over or under the time limit.

D. Trained Tabulation Room Personnel
1. You will need one to two trained tabulation personnel depending on the number of routines performed at your meet.
2. The tabulation duties are described under the tabulation process (Rule 4 - Scoring) in this book.

E. Security Personnel
1. Crowd control in the performance area: People are needed to prevent spectators from entering or leaving the performance area while a team is performing. If there are doors to the gym, have them closed during performance.
2. Security in the dressing areas: All spectators should be restricted from this area. Only dancers and coaches should be admitted.
3. It is recommended that one Security person is provided in the judges area during the meet to ensure that spectators do not enter the area or block the judges vision of the performance floor.

F. Announcer
1. A folder should be ready for the announcer including: Schedule of the day, order of performance, data sheets for introductions and a list of announcements to be repeated during the meet (i.e. concessions available, reminding fans not to walk through the judges area, security, etc).
2. Review with the announcer the proper method of announcing each line: "In the Hole", "On Deck", "Competing Now". The announcer must also wait for the Superior Judge's signal before announcing the next team.

G. Trainer or Doctor: The trainer and/or doctor should be on duty from the time the practice sessions (marking times) begin until the end of the competition and should be seated as close to the gym as possible.

H. Ticket Sales Personnel
I. Concessions Personnel: The sale of concessions (food, t-shirts, etc.) is recommended.

J. Marking Room Personnel (If marking time if offered)
   1. The workers will need a sound system (if possible, have a variable speed control set-up like that which will be used during the competition), a watch and a schedule of marking times.

K. Set-Up and Clean Up Crews: As determined by the host school/organization committee.

L. Music Personnel: This is one of the most vital elements of the competition.
   1. It is best not to use your gym's audio system.
   2. Prior to the competition, music should to be cued and organized in performance order.
   3. Variable speed control sound equipment must be used.

M. Registration Table
   1. Two to four people may be needed.
   2. The registration process:
      a. The coach receives a packet of information including:
         1) Order of Performance
         2) Marking Times (if applicable)
3) Schedule of the Day
4) Map of the School
5) List of dressing room assignments
6) A garbage bag
b. Collect the following from the coach (these were mailed out earlier, but have extras in case the school forgot to bring them):
   1) Data Sheet (for announcer)
   2) Performance music. Make sure music is labeled. Send to the music table to be used during the sound check.
c. Escort the team to their dressing area, pointing out where other important areas are in the school.

Communication/Registration

A. The invitation to schools should be mailed out several months prior to the competition. It should include the following:
   1. Letter of invitation including: Date of competition, location, registration fee (if any), type of competition (high kick, jazz, junior varsity, or any combination thereof) and class divisions.
   2. Registration form including dance team name, school name, class, captains' names, coaches' names, name of song, and school colors (to be used to make signs for team dressing rooms).
B. An e-mail to the Superior Judge and those you may have separately hired to work your Tabulation Room should be sent out several weeks prior to the competition date. This e-mail should include:
   1. Contract (if required by school/conference).
   2. Date of competition.
   3. Schedule of the day (including order of performance, if applicable).
   4. Map/directions to school.
   5. Emergency contact number for the day of competition.
   6. The Superior Judge will also need the Head Coach’s email address, for each participating school, to send final results to at the end of the meet.
C. The final mailing to schools should go out at least a week to 10 days prior to the competition. It is recommended that the schedule of the day be reviewed with the Superior Judge prior to sending the final mailing. If there are major changes to the schedule, judges should also receive updated information. It should include:
   1. Letter of registration confirmation.
   2. Time schedule of the day.
   3. Marking time schedule (if applicable).
   5. Map to the school.
   6. Diagram of the gym showing entrances, exits, etc.
   7. Information on concessions (food, T-shirts, etc.)
   8. Reminder to bring two performance tapes or CDs.
   9. Telephone number for questions and an emergency number for the day of competition.
   10. Indicate procedure for bus parking and admittance for bus drivers.
   12. Explain awards process.
# MSHSL Rules, Policies, Bylaws & Interpretations for Dance Team

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2022-2024 Dance Team Rules, Policies and Bylaws

General Information
See the MSHSL Handbook Page for information regarding the following:

- Multiple level teams at Sub-Varsity Levels
- Official Squad Size
- Substitution in MSHSL Tournaments
- Weather (heat, cold & lightning)

See the MSHSL Official Handbook Bylaw 502 for information regarding:

- Daily and Season Player Participation Limitations

CONTEST RULES
Refer to Bylaw 402: Except as modified by the League, the MSHSL Dance Team Rulebook rules for the current year shall be the official game rules for all interscholastic contests in which League members participate.

END OF SEASON
Refer to Bylaw 411

1. Student Participation on a Non-School Team While the Season is Still in Progress.
   A. The season shall end when the student or the student's team has been eliminated from further participation in a League tournament series.
   B. Students who have been eliminated from further participation in a League tournament series may participate as an individual or as a member of a non-school team in that sport.

2. School Team Practice and Competition:
   The "end of the season" shall be defined to be the last date of the state tournament in that sport.
   A. Schools may continue to conduct practice and training for all squad members, including the students who have been eliminated from further individual competition in a League-sponsored series, until completion of the state tournament conducted by the League in that activity.
   B. Dual contests may be scheduled after the start of the official League tournament series providing the school the school does not exceed the maximum number of games/matches/meets permitted in that activity.

3. No school may engage in any meet or meets, practice, training, or other activities between the end of the season and the opening of the next season in that sport. See Fall and Winter FAQs and Interpretations for additional information on tryouts.

4. During the Summer Vacation Period (Bylaw 208 - Non-School Competition and Training—Team and Individual Sports) members of a high school team may participate on a non-school team and they may receive coaching or training from a salaried or non-salaried member of the student's sophomore, B-squad, junior varsity or varsity high school coaching staff in that sport provided the school has approved a summer coaching waiver for the coach or coaches of that sport.
RESPONSIBILITY FOR SPECTATOR CONDUCT

In order to elevate standards of sportsmanship and encourage the growth of responsible citizenship among the students, member schools, fans and school personnel, the MSHSL held a Sportsmanship Summit and asked student participants to identify behavior expectations they felt should be in place at every school event.

These minimum behavior expectations provide a foundation upon which member schools, conferences, administrative regions, and the League’s Board of Directors can build specific guidelines for activities under their control.

MSHSL **Bylaw 409**, RESPONSIBILITY FOR PARTICIPATING TEAMS, STUDENTS AND SPECTATORS, speaks to this issue, directly, and **Bylaw 409-2** specifically states that, “School officials shall be held responsible for the proper conduct of teams, team members, students and home spectators regardless of where the contest is being held.”

In all MSHSL activities, each participating school shall designate a person or persons from that school to serve as crowd control supervisors or chaperones. MSHSL tournament staff may require school administrators to contact the tournament manager prior to the start of the tournament game so that they can be immediately contacted to respond to behavioral issues regarding their team members, students and/or spectators at the tournament site. Each supervisor or chaperone should be immediately identifiable to the students and to the tournament site ushers and other security personnel. This will help to coordinate crowd control between school supervisors and tournament site personnel. 8/9/2005

**MSHSL MINIMAL BEHAVIOR EXPECTATIONS FOR REGULAR AND POST-SEASON TOURNAMENT COMPETITIONS:**

- Respect the American flag and the National Anthem.
- Spectators must wear clothing that covers the entire torso. Those who do not comply or who wear clothing that is vulgar, obscene or that in some other way inappropriate, as determined by school/tournament personnel, will be removed from the arena/stadium if they do not cooperate with this behavior expectation.
- The use of appropriate language is expected at all times. Profanity, negative chants, booing, trash talk, name calling, personal attacks or other acts of disrespect are unacceptable and must be immediately addressed by school and/or tournament administrators.
- Respect the game/contest. Under no condition shall anyone other than the members of the official squad enter the playing surface. No one may interfere with the contest in any way.
- Handheld signs, which do not obstruct the view of others, will be permitted provided they are in good taste. Signs, message boards, “white” boards or other similar items contest/tournament officials deem to be in poor taste will be removed.
- Signs on sticks, balloons, or any other type of artificial, celebratory items are not permitted.
- Artificial noise makers (i.e. megaphones, cowbells, sirens, whistles, thunder sticks, and other similar items) are not allowed.
- Laser lights are strictly prohibited.
- No Pets Allowed

THANK YOU for supporting your student athletes and fine arts participants and for providing a positive environment in which educational activities are conducted.
Dance Team Information – Regular Season

See the MSHSL Official Handbook **Bylaw 522** for information regarding:

- Contests
- Last Date to Join a Team
- Practice Sessions Before First Contest Season Begins
- Tryouts

**CLASSES**

League-sponsored competition will be conducted in three classes — A, AA and AAA; and in two divisions — High Kick and Jazz. All Dance Teams registered with the MSHSL shall be eligible to compete in the Section Tournament.

Schools may choose to compete in either division or both divisions. Each division competition will be held on separate days.

Each class in the State Tournament shall have a qualifying round, and six (6) teams shall advance to the finals.

**COMPETITION ON NON-SCHOOL TEAMS**

Refer to **Bylaw 203**: A team member may compete only on the school team during the high school season. A team member may compete in solo competition or compete as a member of a non-school team if that team’s composition and dance style is significantly different from the high kick and jazz style used by high school teams. Students may attend camps or clinics and compete within the content of that camp or clinic in the same way that other athletes can compete on teams within the clinic.

**NATIONAL COMPETITIONS AND PERFORMANCES**

Dance teams must follow the same rules as other sports which are guided by MSHSL **Bylaw 410**. There are no limitations on competitions with teams from bordering states (Wisconsin, Iowa, South Dakota, North Dakota) or provinces (Manitoba, Ontario). Competitions with teams from all other states are limited to four (4) teams.

NOTE: Any school sponsored trips for teams or individuals must follow MSHSL Rules & Policies.

**SUMMER PERFORMANCES**

Teams may perform in one community-based event during the summer provided that approval has been received from the MSHSL office 30 days prior to the event. Please complete the waiver form and send it to the MSHSL. Preparation time is limited to one week preceding the event.

Dance Team Information – Post Season

**ELIGIBILITY DURING LEAGUE-SPONSORED TOURNAMENT – SECTION AND STATE**

Refer to **Bylaw 206.4.B.1.d**: A student must be fully eligible under all local school district policies, MSHSL Bylaws and Rules & Policies to be in uniform, occupy the bench or playing area, participate and receive individual/team awards, including all-tournament honors, in the awards ceremony.

**MINIMUM REQUIREMENTS FOR PARTICIPATION IN LEAGUE-SPONSORED TOURNAMENTS**

Refer to **Bylaw 405**: A member school must schedule a minimum of three interscholastic varsity games, meets or matches to qualify for League-sponsored tournament participation in that sport.
**TERMS AND CONDITIONS**

The League Office will inform member schools of policies, procedures, dates, sites, and times of tournament competition. Information will be posted in the Dance Team section of the League's Web site (www.mshsl.org).

**REGISTRATION**

All Dance Teams participating in a Section Tournament MUST register for the Section Tournament in December each year. This registration will include intent to participate, and in which division (High Kick, Jazz, or both). This information will be used to balance the number of teams that will advance to the State Tournament, as per current MSHSL policy.

**OFFICIAL SQUAD SIZE**

The maximum number of dancers that may compete is as follows:

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<td>High Kick</td>
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<td>Jazz</td>
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For awards and admittance to the State Tournament the official squad size is the number of dancers that compete plus up to 6 alternates, 2 managers and 3 coaches.

**PERFORMANCE INJURY PROCEDURE**

The League will provide a trainer for on-the-site medical attention.

If a dancer is bleeding or if there is an injury before the team enters the competition floor, a physician or trainer MUST examine the dancer in question. The team whose member has been injured will be moved into the final competition slot and all other teams will be moved forward. If a dancer has been injured before the team moves to the competition floor, a trainer or physician must affirm that said dancer may compete in the preliminary or final competition.

In an extreme instance when a dancer is injured or unable to continue the competition, the adult at the music table, who is responsible for that line, may make the decision to terminate the music and the competition. The team will then immediately exit the floor. The next team in order of competition will be called to the floor. No scores will be recorded for the unfinished performance. The team that terminated its competition will be placed in the last competition position for that class and must compete without the injured dancer. If the team whose dancer was injured advances to the finals, the injured dancer may compete with their team provided that a trainer or physician has examined the dancer and affirms that they may compete. Judging for the competition will begin with the first beat of the music with no reference to the unfinished performance noted in any of the judges' scores. If the injured dancer then competes and is re-injured, the team (1) must complete its routine and will be judged accordingly or (2) they may choose to terminate their competition and withdraw from the final round.

**SCORING ERRORS**

In the event a tabulation error is alleged after the completion of the meet, a coach must notify the Meet Director within one (1) hour from the time the score packets become available to the coaches. If the tabulation error is verified, the Meet Director, in consultation with the Superior Judges, will correct the error and sign off on the corrected results, which will become the official results. The Meet Director will contact those teams affected by the corrected results and the Superior Judge will fill out and send an incident report to the MSHSL.
STATE TOURNAMENT SCHOOL QUALIFYING INFORMATION

Specific information for qualifying schools is available on the MSHSL Administrative Web Site under Tournament Information.

POST-SEASON GAMES – AWARDS

League rules prohibit schools from participating in post-tournament competition. No awards, other than ribbons, medals, or trophies, may be received by or given to any squad member without forfeiture of eligibility privileges. Be sure your squad members and community understand this rule before possible violations develop. See Bylaw 204 of the Official League Handbook to understand the established policy.

AWARDS

Section
- Trophies: 1st - 3rd place team
- Medals: 1st - 3rd place team
  - Jazz: AAA-25, AA-25, A-20

State
- Trophies: 1st - 3rd place team
- Medals: 1st - 3rd place team
  - Jazz: AAA-34, AA-29, A-27
  - 1st - 3rd place coaches Jazz and High Kick (3)
- Certificates: All participants, coaches of each team (3)

It is a violation of MSHSL policy for a member school or a representative of a member school to establish, distribute or accept any awards not provided by the MSHSL for section or state tournament.

Interpretations

NOTE: The date listed is the date of the original interpretation. All interpretations listed below are current.

Allowable Feedback: Interpretation from 11/28/01

- A judge may be paid to judge a “performance” and give feedback to a team, but that performance must count as one of the 15 meets allowed. Judges may not attend practices to score a routine or to provide any kind of feedback – either paid or unpaid.

Interpretation from October 21, 2003:
- Feedback would be rendering scores on a score sheet and judges are limited to only that kind of feedback.

Exhibition Teams: 12/13/05

Teams that perform as “exhibition only,” but who request score sheets from the judges, must follow all MSHSL Dance Team rules. If the team is judged, the performance counts as one of their meets for the season and, as such, must comply with all MSHSL rules. Exhibition teams that are scored are not exempt from rules such as dangerous moves, time & kick requirements, uniforms, choreography, etc. If you are asked to judge and score an exhibition team, please make sure that all processes are followed and that you issue deductions or disqualifications as appropriate.
FAQ’s: Fall Dance Team
FAQ’s: Winter Dance Team
Can both be found on the MSHSL Website. Go to the Dance Team Activity Page and scroll down to “News.”