



2027 RULES & REGULATIONS

1. General Registration & Entries

Studio Alignment:

- All entries must be registered through a dance studio or performing arts school. Independent entries are not permitted.
- Dancers may only compete under 1 studio per event.

Deposit & Deadlines:

- A \$500 deposit per studio is required to hold space for an event. Registration must be fully finalized through the online portal no later than 40 days prior to the event.

Schedules:

- Preliminary schedules will be emailed to studio directors at least 10 days prior to the event. Any schedule change requests must be submitted via email within 24–48 hours of preliminary schedule release. Final schedules are released 7 days prior; once released, no changes or routine moves will be permitted.

Payments & Fees:

- Full balance is due within 40 days of the event. Payments received less than 30 days prior will incur a 15% late fee. Payments must be made via certified bank check, money order, or credit card. Personal or individual parent payments are strictly prohibited. Returned checks incur a \$50 fee; credit card chargebacks incur a \$75 fee.

Refund Policy:

- All entry fees are non-refundable unless an event is canceled by UNLEASHED Dance Competition. No cash refunds will be issued under any circumstances. Account credits may be issued at the director's discretion for entries scratched prior to the event. Credits may only be used toward entry fees.

2. Competition Levels

- Studio directors must select performance levels for each dancer.
- Soloists must compete in the level they are registered for.
- Entries consisting of 50% or more advanced leveled dancers will automatically be registered for the advanced level.

Novice Level

Designed for competitors or dancers who are new to competition or with limited experience. This level is suggested for dancers who are training under 3 hours per week.

- Dancers may compete in no more than 5 routines total.
- Novice dancers are limited to 1 solo.
- Routines should be simplistic and clean with very basic understanding of the foundations of dance.

**** *Choreography such as: Side/front aerials, round-off back handsprings/tucks, more than 2 consecutive turns cleanly executed are NOT suggested for this level.*

Intermediate Level

Designed for dancers with a moderate amount of competition experience. This level is suggested for dancers who are training under 4-5 hours per week.

- Dancers may compete in no more than 8 routines total.
- Intermediate dancers are limited to 2 solos.
- Routines should have less difficulty than of an advanced dancer.

****** Dancers should have above average musicality, confidence, and knowledge of staging. However, their technical level and execution should not match that of an advanced dancer.**

****** Choreography such as: Round-off back handspring – full twisting layout, more than 4 “a la seconde turns” into pirouette combos cleanly executed are NOT suggested for this level.**

Advanced Level

Designed for experienced competitive dancers training 6+ hours per week.

- Dancers may compete in an unlimited number of group routines.
- Advanced dancers are limited to 3 solos.
- Dancers should confidently execute difficult/challenging choreography with technical accuracy and precision.

Unleashed Momentum Level

Reserved for dancers with physical, sensory, or developmental special needs. Dancers are judged primarily on showmanship, musicality, performance quality, and enthusiasm. Dancers receive full adjudication and are eligible for Special Recognition and Overall Awards.

- UNLEASHED Crew will work with studio directors to ensure dancers are provided a safe space to compete.
- Dancers who require an aide will be permitted to have one. Aides will not be considered in placement determination.
- All performers in this level must be registered as Unleashed Momentum dancers.

Judges' Level Upgrades

Judges reserve the right to upgrade a routine to a higher level if technical execution or choreographic difficulty significantly exceeds the registered level. Upgraded routines remain eligible for overalls in the higher division if overalls have not yet been awarded. ALL judges' decisions are final.

3. Age Divisions & Group Sizes

Age Calculation:

- All ages are determined as of January 1, 2027.
- Drop all decimals when calculating group averages (e.g., an average of 15.9 competes as 15).
- Proof of age could be requested on site at an event when deemed necessary.

Age & Performer Guidelines:

- Any dancer aged 20 or older must compete in the Adult Division.
- Adults are not eligible for overall monetary awards or 12 & Under divisions.
- Routines may not compete lower than one age division below the age of the oldest performer in the routine, regardless of the group's overall average age.
 - *Example:* If a routine includes a dancer aged 16 or older, the routine cannot compete below the Teen (13–15) division.

- Any individual visible on stage after the routine begins and before it concludes is considered a performer. They will be included in all age division calculations and group size counts.
- Any individual aged 20 or older who actively teaches classes or choreographs routines is classified as a teacher. Routines featuring a teacher are eligible for **adjudication only** and will not qualify for overall awards. Student teachers under 20 years of age are exempt from this restriction and may compete in eligible divisions for overall awards.

Age Divisions

Division	Age Range
MINI	6 & Under
PETITE	7 – 9
JUNIOR	10 – 12
TEEN	13 – 15
SENIOR	16 – 19
ADULT	20 & Over

Solo & Group Guidelines:

- Soloists may only compete in 1 routine per performance category.
- Entries with 20+ dancers will have to choose either LINE or PRODUCTION.
 - Production entries should tell a story with their theme (e.g., Lion King, Hairspray, or Aladdin)

Group Sizes

Size Category	Performer Count
SOLO	1 Performer
DUO/TRIO	2 – 3 Performers
SMALL GROUP	4 – 9 Performers
LARGE GROUP	10 – 19 Performers
LINE	20+ Performers
PRODUCTION	15+ Performers

4. Time Limits

Routine Length Guidelines:

- Extended time is available for purchase.
- Solos, Duos/Trios, Small, & Large Groups may extend 1 minute.
- Lines & Productions may extend 2 minutes.
- Timing starts when the first dancer enters the stage and ends when all performers exit. Overtime is subject to a 1-point deduction for every 10 seconds over the limit unless extended time was pre-purchased.

Division	Maximum Time
SOLO	2:45 MINS
DUO/TRIO	2:45 MINS
SMALL GROUP	3:00 MINS
LARGE GROUP	4:00 MINS
LINE	7:00 MINS
PRODUCTION	10:00 MINS

5. Performance Categories

Acrobatic Trick Definition:

- Any skill where hips pass directly over the head (e.g., walkovers, aerials, handsprings, tucks). Continuous tumbling passes count as 1 trick. Simple cartwheels, forward rolls, and inversions are not considered acro tricks.

Acro Limitations:

- Non-Acro categories permit a maximum of 3 acro tricks. Routines exceeding this limit will be reclassified to Open or Acro.

Category Descriptions

Acro:

- Combines dance technique with acrobatic skills (minimum 50% dance).

Ballet / Pointe:

- Classical technique. Pointe requires 100% pointe shoes. **No acro tricks allowed.**

Character / Musical Theatre:

- Character portrayal, storytelling, Broadway/movie musical numbers.

Contemporary / Modern:

- Expressive movement blending jazz, modern, lyrical, and codified techniques (Graham, Horton, Limón).

Hip Hop / Street Jazz:

- Commercial street dance, musicality, isolations, breaking, popping/locking.

Jazz:

- Classic jazz technique, sharpness, performance, and rhythms.

Lyrical:

- Expressive movement demonstrating fluid technique and connection to lyrics.

Open:

- Combines multiple styles or routines with unlimited acrobatic content.

Tap / Clogging:

- Percussive footwork using tap or clogging shoes. No pre-recorded tap sounds allowed in music.

Vocal / Song & Dance:

- Live vocal presentation. Backup vocals permitted; no lead vocals on the track. A wireless microphone will be provided for the performer. Any outside equipment needs to be communicated with UNLEASHED **1 week prior** to the start of event.

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6. Scoring, Adjudication, & Awards

Judging & Scoring Guidelines:

Judging & Scoring Guidelines:

- UNLEASHED will provide experienced judges to adjudicate performers at each event. Judges will use a 100-point scale and score based on: technique, choreography, execution, showmanship, age appropriateness, and overall presentation.
- Judges will not be alerted if dancers are missing.
- Judges will provide verbal and video feedback which will be available to studio directors 1 week after the event.
- Performers who exit the stage prior to the end of their routine will be eligible to perform again. However, the performer is not eligible for overalls and will receive adjudication only.
- If judges unanimously agree that dancers have been placed incorrectly, the routine will be moved to the appropriate category/level regardless if the overall award has already been given. Original performance and score will carry over to the correct division and will not perform again.
- Decimals will be used in scoring dancers. If a tie occurs, the technique score will break the tie.
- Judges' decisions are FINAL.

Adjudication Scale (300 Total Points)

Award Level	Total Score (3 Judges)
UNLEASHED ELITE	295.0 – 300.0
ELITE PLATINUM	288.0 – 294.9
PLATINUM	280.0 – 287.9
HIGH GOLD	273.0 – 279.9
GOLD	265.0 – 272.9
HIGH SILVER	258.0 – 264.9

Overall & High Score Awards

- High Score overalls are presented in each level, age group, and routine size.
- Entries must compete prior to their award ceremony to be eligible for high score awards.
- Overall awards will be given based on the number of entries per age, size, & division. Example: Top 3, 5 or 10

Solo Limit:

- A soloist may only place once in the overall high scores with their highest-scoring routine.

Monetary Awards:

- "UNLEASHED Dollars" are awarded to the studio for overall 1st place winners when a division has 10 or more entries.

7. Venue Rules, Props, & Music Policies

Music Submission

- All music must be cut, edited, and uploaded via the registration portal at least 7 days prior to the event.
- Studio directors must keep a backup flash drive on-site.
- Explicit, profane, or inappropriate lyrics will result in a point deduction or disqualification.

Prop Regulations

- Props must be freestanding, safe, and fit through a standard 36-inch doorway.

Set-Up Time:

- Maximum 3 minutes for set-up and removal.

Prohibited Props:

- Fire, candles, live weapons, realistic gun props, knives, liquids, paint, loose glitter, aerosols, sand, or confetti smaller than 1/2 inch.

Power:

- Any powered props must be battery-operated.

General Venue Policies

Backstage Access:

- Restricted to competing dancers, registered teachers, and studio directors only.

Media Policy:

- Photography and videography from the audience are **strictly prohibited** to protect choreography and dancer privacy. Official media is provided to registered studios. Spectators caught taking video footage will cause dancers on stage to have point deductions.

Sportsmanship:

- Unsportsmanlike conduct from dancers, teachers, or parents will result in disqualification or removal from the venue.
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