

RULES UDO NETHERLANDS & BELGIUM 2023 – 2024

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1. New this year

- ✓ Battle U12 for Novice - Intermediate – Advanced
- ✓ Trio/Quad U10 has been added
- ✓ Trio/Quad will be danced to internationally chosen music
- ✓ Only the best 24 solo, duo dancers from the ranking qualify for the NK. (In the ranking, the 3 best scores from the qualification competitions are added together). In the event of an equal number of points, the 24th dancer's mutual result will be considered.
- ✓ The following rule has been dropped: If one dances in a higher age category, one may move down one class, but never to Beginner. So if you dance Advanced in, say, U14 and move up to U16, you may start in Intermediate from now on.

2. Competition format

SCHEDULE

UDO COMPETITIONS	SOLO	DUO	TEAM	BATTLE	TRIO/QUADS	PARENTS TEAM	SPECIAL HEROES	SUPER CREW*	SHOWCASE DUO/TRIO*	
U8 (t/m 7)	Open							Open		
U10 (t/m 9)	Beg/Nov Int/Adv	Open	Open							
U12 (t/m 11)	Beg Nov Int Adv	Beg Nov Int Adv	Beg Nov Int/Adv	Open					Open	
U14 (t/m 13)	Beg Nov Int Adv	Beg Nov Int Adv	Beg Nov Int Adv		Open					
U16 (t/m 15)	Beg Nov Int Adv	Beg Nov Int Adv	Beg Nov Int Adv	Open			Open		Open	Open
U18 (t/m 17)	Beg Nov Int Adv	Beg Nov Int Adv	Beg Nov Int Adv		Open					
O16 (16 and +)				Open						Open
O18 (18 and +)	Beg Nov Int Adv	Beg Nov Int Adv	Beg Nov Int Adv		Open	Open				

* We offer this category at some competitions (see website for more info)

UDO reserves the right to combine categories if there are insufficient registrations.

There is a level classification from beginner to advanced:

- BEGINNER
 - NOVICE
 - INTERMEDIATE
 - ADVANCED
-
- OPEN: We use this category when we need to merge different levels.

AGE RULE

The age that is used for Solo, Duo, Trio/Quad and Team is August 31, 2023.

Example:

If you turn 14 on August 31, 2024, then 14 is the age to calculate during all competitions in the 2023/2024 season (so you dance in the U16 solo category).

However, if you do not turn 14 on 1 September 2024, you may dance U14 solo.

UDO reserves the right to check the registration of participants by age and category such as ID check.

REGULAR TEAM/ SUPERCREW

All team compositions in terms of age are possible. The age category in which the team will dance is determined according to the following rules.

1. Age determination according to the age rule (see previous page)
2. The oldest dancers determine the age category. This with the 25% rule.

Below you will find 2 examples to clarify this rule:

Example 1

Imagine you have a team of 10 dancers: 12y, 13y, 15y, 17y, 18y, 19y, 20y, 13y, 14y, 11y. To determine in which category they should dance, look at the oldest dancers (18y, 19y, 20y) -> more than 25% of the dancers are older than 18y so this team dances in O18.

Example 2

Imagine you have a team of 10 dancers: 14y, 15y, 16y, 18y, 19y, 14y, 15y, 16y, 17y, 15y.

To determine in which category they should dance, look at the oldest dancers (18y, 19y) -> less than 25% of the dancers are older than 18y so this team must be in U18 so this team is dancing in U18.

At the beginning of the year, each team must send a list of members, with the birth dates of each dancer. **You must be at least 5 dancers to form a team. For regular teams, every dancer can only dance in 1 regular team.**

REGULAR DUO/ SHOWCASE DUO&TRIO/ TRIO&QUAD

The oldest dancer determines the age category.

Note: you can only dance in 1 regular duo / 1 showcase duo/trio and 1 trio/quad.

SOLO / BATTLE

→ Age Rule

For solo and duo, a dance teacher may not register at Beginners level.

3. Competition Progress

SOLO

PRELIMINARY ROUND

- If there are more than 12 registrations, preliminary round (s) are scheduled. During the preliminary round (s), multiple dancers dance on the floor to the DJ's music in one-minute heats.
- Acrobatic figures are not allowed in the preliminaries (this is allowed in the finals. This has to do with the space on the floor).

FINAL

- Beginner / Novice / Intermediate: These solos dance with up to 8 dancers at the same time in the final, music of the DJ.
- Advanced: The top 8 are allowed to dance their solo to DJ music (30 sec.), After which all the finalists all come to the floor simultaneously again.

BATTLE

- This is offered for intermediate and advanced dancers category U12^{***}, U16 ^{**} and O16 ^{**}.
- During the preliminary round, multiple dancers dance on the floor to the DJ's music in one-minute heats.
- The best 4 dancers from the preliminary round may decide who the winner is in a battle.

*** We also organize the B2S Battle, which is intended to introduce all dancers to battling. All levels can participate here (for regulations see <http://www.b2sbattle.nl>)*

**** At U12, battle is also offered for Novice dancers*

REGULAR DUO

PRELIMINARY ROUND

- If there are more than 12 registrations, preliminary round (s) are scheduled. In the preliminary round (s), multiple duos simultaneously dance on the floor to music from the DJ in heats of 1 minute.
- Acrobatic figures are not allowed in the preliminaries (in the Final this may be due to space on the floor).

FINAL

- Beginner / Novice / Intermediate: these duos dance with up to 8 dancers at the same time in the final, music of the DJ.
- The duos dance with up to 8 dancers at the same time in the final, music from the DJ.
- Advanced: The top 8 are allowed to dance their duo to DJ music (30 sec.), After which all the finalists all come to the floor simultaneously again.

SOLO AND REGULAR DUO

The following BPM are used:

- Beginner and Novice 110 - 130 BPM
- Intermediate 100 - 130 BPM
- Advanced 90 - 130 BPM

SHOWCASE DUO/TRIO (Only for Belgian competitions)

- A Showcase duo/trio gets the dance floor at its disposal and dances the studied choreography on the chosen mix.
- The timing starts / stops with the music or the performance.
- The time limit of the performance is 2 min.
- This category is not offered in the Netherlands and at the European and World Championships.
- If you want to participate in this category you must purchase a separate ticket on our ticket site: Ticket Showcase Duo/Trio.

TRIO/QUAD

- These are offered at designated competitions. (3/4 dancers)
- Depending on the size of the stage, multiple quads are placed on the stage.
- You dance a self-selected choreography to pre-specified music. You can find this music on our website.
- It is the music of UDO Global at the European Championships.
- Music plays for 1 minute.

REGULAR TEAM

- A team gets the dance floor at its full disposal and dances the rehearsed choreography on the chosen mix.
- The timing starts / stops with the music or the performance.
- Beginner and Novice is a maximum of 2 minutes.
- Intermediate and Advanced is a maximum of 2:30 minutes.
- Team U10 Open is a maximum of 2 minutes.
- With an Open category due to merging due to too few teams in a category, one can simply keep the time limit of the original level.
- You may change the team composition during the same season, but the team may not change more than 50%.
- At the start of the season you register your team for a certain age category. If your team composition changes in such a way that the category would change, please contact the competition management.

SPECIAL HEROES

- A category for teams with dancers with a disability.
- A team gets the dance floor at its full disposal and dances the rehearsed choreography on the chosen mix.
- The timing starts / stops with the music or the performance.
- The time limit of the performance is a maximum of 2:30 minutes

SUPERCREWS

- These are offered at designated competitions for teams of 18-40 dancers.
- Music maximum 3 minutes.
- 75% of the team must dance for at least 2 minutes
- All supercrews have a theme / story in their routine.
- Qualification for EC / WC by participating.

PARENTS TEAM

- The age category is 25+ and / or parents of.
- A Parents team gets the dance floor at its full disposal and dances the studied choreography on the chosen mix.
- The timing starts / stops with the music or the performance.
- The time limit of the performance is 2 min.

You can also dance with your regular team / duo at an event with parents teams, SuperCrews, trio/quads and showcase duo/trio.

4. Registration

The deadline for registration is always mentioned stated on the site, but as a rule of thumb it can be assumed that this is Wednesday, so 11 days before the competition.

You can specify by logging in to the HOME page.

If you want to sign up for Showcase duo / Trio, you can do this by mail to: info@udochampionships.com.

MUSIC

TEAMS (Regular team, Parents team, Special Heroes, SuperCrew)

The music must arrive no later than Wednesday, 11 days before the competition, in MP3 format.

This can be uploaded in the system:

<https://www.udostreetdance.com>

- ✓ Log in and go to dance schools.
- ✓ Then go to registration
- ✓ Click on “view” at your team registration, at the bottom you can upload your music.

SHOWCASE DUO/TRIO

The music must arrive no later than Wednesday, 11 days before the competition. The MP3 file must contain the names of the dancer (s) and the category and competition in which they participate.

The music can be sent to us via:

<https://dancepromotions.wetransfer.com>

- ✓ The dancer (s) / team is responsible for the good quality of the music.
- ✓ The music must be mixed on a set level, the DJ does not make any changes to the music during the event (If more information / help is needed, please contact us)

As a rule, we use that you must hand in your music at least 11 days in advance. If we still have not received your music on the Wednesday before the competition at 3 p.m. this will result in penalty points on your performance!

Always bring a backup to the competition on USB stick. There can only be 1 music file on your USB stick. Please have a sticker with the name on the USB stick.

5. The day of the competition

Everyone must register 1.5 hours before their own category starts at the registration desk, unless stated otherwise.

Backstage is called about 15 minutes before the performance.

A teacher or coach may of course come along.

6. The Stage

The floor space is between 50 and 100 m² unless otherwise indicated.

7. First aid

First aid will be present at all competitions. Dancers must be in good physical condition. Illness or injury must be reported immediately to the race management.

8. Clothing & Props

A team is free to choose their own clothing.

It is allowed to use attributes in the choreography, but these must be cleared by the team after the dance.

The use of liquids, gel, confetti, powder or fire is not permitted.

The use of this will result in penalty points or disqualification.

9. Ethics & Safety

UDO Championships will not accept poor sportiness. Any participant who is guilty of poor sportiness can be disqualified.

The dancers may not touch the jury. In the solo battle it is not allowed to touch the opponent.

10. Jury & Scoring

Our jury members are extensively trained in such a way that they are aligned with regard to scoring. At our regional / qualifying competitions we have 3 jury members + at least 1 head jury member. At the BC / DC we have 5 jury members + at least 1 head jury member. Our head judge is an extra jury member, who ensures that everything runs smoothly.

The scoring itself is done via the skater system. You can find more information via the link below:

<https://www.udostreetdance.com/en/competition-rules>

SOLO/ DUO/ SHOWCASE DUO&TRIO/ TRIO&QUAD

The jury watches:

- **Musicality (Dancing in time with the music)**
- **Showing a variety of movement & Choreography**
- **Energy, Enthusiasm and Confidence**
- **Uniqueness & Interpretation**

With Duo / Showcase Duo / Quad there is also paid attention to:

- **Synchronicity (Mirror Image)**
- **Connection (Choreography complimenting each other)**

At the registration desk, the team captain will receive the jury comments after the competition unless otherwise indicated.

REGULAR TEAM/ PARENTS TEAM/SPECIAL HEROES

Scoring	Max Points
<p>1. STREET DANCE TECHNIQUE</p> <ul style="list-style-type: none"> - Execution, performance and portrayal of street dance styles <p>This is where we assess the street dance techniques you have chosen to show in your performance. We recognise 11 foundation styles of street dance: (hip hop, house, locking, popping, breaking, vogue, waacking, krump dancehall afro and lite feet). You will be marked based on the quality of your performance, portrayal and execution of the style techniques.</p> <p>The age category and division will also be taken into consideration.</p> <p>There are no numerical or time requirements for what you should show - it is entirely up to you. You do not have to perform styles in chunks as the judges will recognise legitimate street dance techniques wherever you decide to place them in your performance. Your score will take into account each style you perform (if you show more than one) so please bear in mind that quality, rather than quantity, should be the goal.</p>	<p>10</p>
<p>2. EXECUTION</p> <ul style="list-style-type: none"> - choreographic identity - crew synchronicity - dynamics and movement quality - use of levels <p>This is where we assess the level of your crew skills and the execution of everything other than street dance technique. This means the choreography you decide to perform that doesn't necessarily include foundation technique, can score points for you based on the crew skills on show - synchronicity of the dancers in timing and shapes, use of different heights and levels, the quality of the movement on show and the use of different dynamics in your execution. We also encourage you to explore your choreographic identity - what moves, skills, ideas gives your crew its own identity? We want you to stand out for being you, not for trying to be like anyone else. We are trying to move away from the idea of a standard set and look forward to seeing what people will bring to their performances.</p>	<p>10</p>
<p>3. CREATIVITY</p> <ul style="list-style-type: none"> - originality - concepts/themes - musicality - music choices <p>As well as wanting to focus on the quality of performances with this update of the criteria we are really looking to push your creativity. Whether that be with themes and concepts for your sets or originality in your movement or even in your song choices. All of these things will show up as creative, and some facets of your creativity will score you points in more than one criteria (i.e. a creative way of transitioning in your formations will get you points for creativity and stagecraft, well-executed originality in your moves will get you points in creativity and execution etc...). Another aspect of creativity we look for is musicality. Bringing the music to life in interesting ways will add to your performance through your utilisation of musical accents, rhythm and tempos.</p>	<p>10</p>

<p>4. PERFORMANCE SKILLS</p> <ul style="list-style-type: none"> - confidence - focus - energy - projection <p>This is where we judge the level of your performance when you hit the floor. The confidence and focus on show during the performance. The projection of the movement to the audience and whether the energy can be felt beyond the stage. Even the commitment to characters if there is more of a narrative element to the performance. Basically, the way a crew brings life to their performance when they take to the stage.</p>	<p>10</p>
<p>5. STAGECRAFT</p> <ul style="list-style-type: none"> - formations - transitions - positioning - use of the stage <p>This is where we can judge your utilisation of the stage space during the performance. The accuracy and alignment of your formations. The smoothness and flow of the transitions of the dancers on and around the stage. The positioning of the individual dancers to make the formations appear as they should. Even the use of the whole expanse of the stage. A mixture of these things can really add to a performance.</p>	<p>10</p>
<p>6. JUDGES OPINION</p> <p>This is where we give our judges a chance to score the performance as a whole. It is not as quantifiable as the other criteria but rather it is based on the judges' individual feelings towards the performance, outside of the way of critiquing it based on our criteria. We always have a diverse range of dance specialists represented on our judging panels so as choreographers your job is to try to appeal to the diverse range of judges we have!</p>	<p>10</p>
<p>General Note</p> <p>Age and level will always be taken into account when scoring. The older and/or higher up the ability scale you go, the more we expect in terms of your execution</p> <p>The full scale of 0 - 10 will be used</p> <p>We encourage teams to do what they want to do and not just what they think will win.</p> <p>Self-expression, creativity and originality are key.</p>	

Judges will grade per section using the following scale:

0-2 = Below Average 3-4 = Average 5-6 = Good 7-8 = Very Good 9-10 = Excellent

Please note that Judges may use increments of 0.25, 0.5, 0.75 and 1 to scores in accordance with the above scale.

SUPERCREW

Scoring	Max Points
<p>1. NARRATIVE / THEME / CONCEPT - Originality and creative behind theme.</p> <p>Your choreography must tell a story, or be based upon a clear, creative theme. Your theme should be original, and you should engage the audience in the story in a creative manner.</p>	10
<p>2. EXECUTION OF STREET DANCE TECHNIQUE AND CHOREOGRAPHY - Execution, difficulty and authenticity of choreography.</p> <p>Your choreography can take inspiration from the 11 foundation styles we recognize (see team rules) But shouldn't feel limited by them (just as it shouldn't in the teams category). In SuperCrew, we are giving more choreographic freedom by not marking purely on technique. Rather, we are marking on your choices and execution of choreography. Your choreography should pull from street dance vocabularies, but it is up to you how you want to present it, and even build on it as part of your SuperCrew performance. Styles outside the 9 foundations are permissible as part of your creative input but please think about; 1) whether they genuinely add to the performance and 2) are suitable for a street dance competition (e.g. traditional native dances such as various African dances or Mambo could work, as they have had large influences on street dance, whereas ballet or technical jazz would not). Whatever the choices you make, please bear in mind that UDO is a street dance competition and the performance should reflect that. Your score will reflect the difficulty and complexity of the choreography, and how well this choreography is executed by the SuperCrew. You must perform choreography in an authentic street style: the posture, attitude and energy should reflect strong hip hop influences.</p>	10
<p>3. OVERALL CREATIVITY - Originality, theme/narrative, concept, music</p> <p>While focusing upon the strength of the Originality of piece, including theme/narrative, concept, music, props etc While focusing upon the strength of the choreography, creativity and originality is paramount to success at competition. Your theme should be original, and you should engage the audience in the story in a creative manner. The judges are looking for creativity in all areas of performance; choreography, theme, concept, song choice, transitions, stagecraft etc. Try and bring us a performance that hasn't been seen before. Musicality will be scored, so bringing the music to life in interesting ways through utilization of musical accents, rhythm and tempos will gain points. Effective use of props can add to a SuperCrew performance, however please note that any props must be used to elevate a performance, and not be used as a gimmick. All props must be used appropriately and responsibly. Attire must be appropriate to the theme of the routine, but outfits must not detract from the SuperCrew routine. SuperCrews do not have to be dressed in the same outfit, or even wear similar clothes; individuality is encouraged. Theatrical costumes are not representative of the urban dance style and are not recommended. All outfits/costumes must be family friendly and appropriate to the ages of the SuperCrew dancer; if a dancer is dressed inappropriately, penalties will be incurred.</p>	10

<p>4. PERFORMANCE - Timing, synchronization, stage presence, confidence</p> <p>This is where we judge the level of your overall performance as a SuperCrew. Judges will base this score upon the stage presence and confidence of the SuperCrew; engage the audience with showmanship and projection. Synchronisation is key to gaining top marks, as is execution of timing. The whole SuperCrew should remain on the correct beat at all times and remain in sync with one another throughout. The audience appeal will be considered in this score; dancers should commit entirely to the performance, remaining in character throughout and engaging the audience with strong energy.</p>	<p>10</p>
<p>5. JUDGES OPINION - Personal views and opinions of the judge</p> <p>This is where we give our judges a chance to score the performance as a whole. In the SuperCrew category, judges will be considering the entertainment value of the overall performance. It is not as quantifiable as the other criteria but rather it is based on the judges' individual feelings towards the performance. We always have a diverse range of dance specialists represented on our judging panels so as choreographers your job is to try to appeal to the diverse range of judges we have!</p>	<p>10</p>
<p>General Note</p> <p>The full scale of 0 - 10 will be used. We encourage SuperCrews to bring us a story they want to tell. Creativity and originality are key. Judges will grade per section using the following scale: 0-2 = Below Average 3-4 = Average 5 - 6 = Good 7-8 = Very Good 9-10 = Excellent Please note that Judges may use increments of 0.25, 0.5, 0.75 and 1 to scores in accordance with the above scale.</p>	

11. Penalties

LANGUAGE

Penalty points maximum: -1 placement

-3 placement (excessive bad language)

Vulgar or inappropriate language can result in penalty points in all languages. (examples: fuck, bitch, coño, nigger, shit, ...). So always check the lyrics when making your mix. If you have doubts about a certain word, you can always contact us.

CLOTHING

Penalty points maximum: -1 placement

Inappropriate clothing for the age category.

MOVEMENTS

Penalty points maximum: -1 placement

Inappropriate movements. (examples: working, touching genitals from yourself or someone else)

TIME

Acting too long. The greater the exceedance, the more penalty points you will receive.

Penalty points maximum (for each jury part)

-1 placement 0-10 sec

-2 placement 10-30 sec

-3 placement for more than 30 seconds

MUSIC

Penalty points maximum: -1 placement

Music not delivered before Wednesday 3 p.m. will result in penalties.

USE OF PROPS / ATTRIBUTES

Penalty points maximum: -1 for each jury part

The use of Gels liquids, confetti, powder or fire.

PARTICIPATION IN MORE THAN 1 DIVISION

This is not allowed. This can lead to disqualification.

As a dancer you can only dance in

- 1 regular team
- 1 duo
- 1 showcase duo/trio
- 1 trio/quad
- 1 parents team
- 1 super crew

Combination that is permitted:

Teams:

- Regular team and
 - Supercrew
 - Parents team
 - Trio/Quad
- Supercrew, Parents team and Quad

Duo's:

- Duo & showcase duo/trio

12. Awards

The competition ends with an award ceremony in which all winning dancers, teams and choreographers are honored.

Minimally the numbers 1 to 3 of all categories receive an award. With teams, an award is given to the team as well as to all team members of that team. All results will be posted on a board at the end of the competition and will be published on the website after the competition.

At the registration desk, the team captain will receive the jury comments after the competition unless otherwise specified.

13. Ranking

The ranking is calculated over the regional competitions in the Benelux. The ranking is calculated in the following way:

STEP 1:

The number of participants gives the number of points of the score.

So 25 participants gives a 1st place: 25 points

Last place: 1 point

STEP 2:

Extra points Teams:

1st place:	+22 points
2nd place:	+18 points
3rd place:	+15 points
4th place:	+12 points
5th place:	+10 points
6th place:	+9 points
7th place:	+8 points
8th place:	+7 points
9th place:	+6 points
10th place:	+5 points
11th place:	+4 points
12th place:	+3 points
13th place:	+2 points
14 th place or lower:	+1 point

Extra points Solo, Duo, Quad::

1st place:	+22 points
2nd place:	+18 points
3rd place:	+15 points
4th place:	+12 points
5th place:	+10 points
6th place:	+9 points
7th place:	+8 points
8th place:	+7 points
9th place:	+6 points
10th place:	+5 points
11th place:	+4 points
12th place:	+3 points

In case of preliminary rounds, you will receive 4 points in step 2 if you do not reach the final

STEP 3:

The best 3 competitions are included in the ranking
See under results on the website.

14. Promotion

- Winning a BC, DC, EC or WC (with a minimum of 5 participants) is automatically promoted to the next class.
- At the end of each season, the competition leaders check which teams, solos and duos promote. This is to keep a fair and balanced competition circuit.
- Once you dance to a higher level than beginner you cannot go back to beginner. Not even if one goes up an age category.
- In case of 50% or more change in team composition compared to the previous season, the level of a team may be adjusted in consultation with the competition management.
- If you are dancing a first competition at UDO, the competition leaders will first discuss the class in which you are dancing. If it turns out after the first competition that this does not entirely match the level, then the competition management decides in which class to dance from now on.
- It is not allowed to change division yourself without consulting the competition management.

15. Qualification

DUTCH CHAMPIONSHIP

Each solo, duo, trio/quad, team, parent team, Special Heroes, SuperCrew from each category qualifies for the UDO Dutch Championship by participating in at least 1 regional competition of UDO Championships.

Only the best 24 solo, duo dancers from the ranking qualify for the NK. (In the ranking, the 3 best scores of the season are added together). In case of an equal number of points, the 24th dancer's mutual result will be considered.

Showcase duo/trio is not offered at UDO competitions in the Netherlands.

BELGIAN CHAMPIONSHIP

Every solo, duo, trio/quad, team, parent team, Special Heroes, SuperCrew and showcase duo/trio from each category qualifies for the UDO Belgian Championship by participating in at least 1 regional competition of UDO Championships.

EUROPEAN CHAMPIONSHIP

- The 10 highest ranked solos, duos, trio/quads, teams, parents teams and SuperCrews from each class in the seasonal ranking; (with a minimum of 3 participating regional competitions)
- Showcase duo/trio is not offered at the European Championships
- For Dutch dancers: The 5 best solos, duos, trio/quads, teams, parent teams and SuperCrews, from the UDO Dutch Championships and UDO Belgian Championships
- For Belgian dancers: The 5 best solos, duos, trio/quads, teams, parent teams and SuperCrews from the UDO Belgian Championships and UDO Dutch Championships
- For Belgian dancers: The 2 best solos, duos, trio/quads, teams, parent teams and super crews, of a qualifying competition with participation at the BC.
- Battle: qualification via B2S Battle and Solo Battle at the regular events
- Wild card

WORLD CHAMPIONSHIP

- The 5 highest ranked teams / duos, solos from each class in the seasonal ranking (with a minimum of 3 qualifying matches participated)
- For Dutch dancers: The 3 best solos, duos, trio/quads, teams, parents teams, from the UDO Dutch Championships and Belgian Championships.
- Showcase duo/trio is not offered at the World Championship
- For Belgian dancers: The 3 best solos, duos, trio/quads, teams, parents teams, of the Belgian Championships and UDO Dutch Championships
- For Belgian dancers: The best team / duo and solo of a qualifying competition with participation in the Belgian Championships.
- The best team of every category of the UDO Masters
- The 7 best solos, trio/quads, teams, parents teams and supercrews and the best 5 duos of the UDO European Championships
- Battle: qualification via B2S Battle and Solo Battle at the regular events
- Wild card

WILDCARD(S)

The organization has the right to issue wildcards per category to solos, duos, trio/quads, teams, super crews and parents teams that they feel are entitled to compete in the UDO European and/or World Championships despite no direct placement.

16. All Stars

This is a category exclusively for the World Championships!

If during the dance season you win at least 5x in Solo Advanced with at least 5 participants then you can dance at the World Championship in the elite category: the All Stars

Junior Allstar: U16 Advanced

Senior Allstar: O16 Advanced

This is a solo performance of 1.30 minutes

If nobody has won 5X during the season, the organization can hand out a wildcard for this.

If you choose this, you may not participate in the advanced category at the World Championship.

You can find more information about this in the international rules on the UDO GLOBAL website.

17. Different rules for the European and World Championships

There may be slight differences between the rules of UDO Netherlands & Belgium and UDO Streetdance. So read the rules on UDO Street Dance (www.udostreetdance.com) before participating in European and World Championships.

Deviations from these regulations (such as extra placements for international competitions) are made known individually to those involved or are distributed as competition information (such as a different stage or changes in the program).

17. Finally

For questions before, during or after the event you can contact the competition management. During the event you can ask for the competition management at the registration desk.

Everything not covered by the rules will be decided by the competition management.

Before or after the event this can be done by mail:
info@udochampionships.com or by calling to

+ 31735033550 / + 31620957180 (the Netherlands)

+32470761193 (Belgium)
