

# Rules

# UDO

2024-2025



United Dance Organisation  
2024/2025



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## NEW THIS YEAR

- ✔ Solo U10 Beginner, Novice, Int/Adv Page 4
- ✔ Changes within trio/quad: Maximum 1 change per season Page 6
- ✔ You can register for this if you dance U10 Int/Adv or U12 Novice, Intermediate or Advanced solo Page 7
- ✔ Showcase duo Belgium: Registration for this category is possible only via e-mail. To complete the registration, the invoice must be paid. Page 8
- ✔ If we still have not received your music one week before the competition, not received it will result in penalty points on your performance! Page 11/12



## 2

## COMPETITION FORMAT

## SCHEDULE

Category	SOLO	DUO	TEAM	BATTLE	TRIO/ QUAD	PARENTS TEAM	SPECIAL HEROES	SUPER CREW*	SHOWCASE DUO/TRIO *
<b>U8 (t/m 7 )</b>	OPEN								
<b>U10 (t/m 9)</b>	BEGINNER NOVICE INT/ADV	OPEN	OPEN		OPEN				
<b>U12 (t/m 11)</b>	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	OPEN					OPEN
<b>U14 (t/m 13)</b>	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED		OPEN				
<b>U16 (t/m 15)</b>	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	OPEN					OPEN
<b>U18 (t/m 17)</b>	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED		OPEN		OPEN	OPEN	
<b>O16 (16 and +)</b>				OPEN					OPEN
<b>O18 (18 and +)</b>	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED	BEGINNER NOVICE INTERM. ADVANCED		OPEN	OPEN			

\*\*WE OFFER THIS CATEGORY AT SOME COMPETITIONS (SEE WEBSITE FOR MORE INFO). UDO RESERVES THE RIGHT TO MERGE CATEGORIES IN CASE OF INSUFFICIENT ENTRIES..



## LEVELS

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 31 August 2025.

**Voorbeeld:**

If you turn 14 on August 31, 2025, 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 2025, 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

Suppose you have a team of 10 dancers: 14y,15y,16y,18y,19y,14y,15y,16y,17y,15y. To determine which category they should dance in, you look at the oldest dancers (18y,19y) -> less than 25% of the dancers are older than 18y so this team should be in U18 so this team dances 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.

In solo and duo, a dance teacher may not register in beginner level.

You may only dance in 1 regular duo/ 1 showcase Duo/Trio and 1 Trio/quad.

**Please note! In a Trio/Quad, only 1 person may be changed in the current season. Any more changes will fall under a new trio/quad.**





## SOLO / BATTLE

See 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.
- With a large group of participants it may be decided to have more solos dance the final
- 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<sup>\*\*\*</sup>, U16<sup>\*\*</sup> and O16<sup>\*\*</sup>.
- 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>)

**\*\*\* You can register for this if you dance U10 Int/Adv or U12 Novice, Intermediate or Advanced solo**

## REGULAR DUO

### PRELIMINARY

- 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 EN REGULAR DUO

The following BPM are used:

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

## SHOWCASE DUO/TRIO (ENKEL VOOR BELGISCHE COMPETITIES)

- 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.
- **Registration for this category, can only be done via e-mail. To complete the registration, the invoice must be paid.**

## TRIO/QUAD

- The oldest dancer determines the age category
- A trio/quad (3 or 4 dancers) does not dance alone on stage. Depending on the size of the stage, several trio/quads are placed on the stage.
- You dance a self-chosen choreography to music specified in advance. You can find this music on our website.
- Music plays for 60-90 seconds.
- With less than 3 participants, the U10 and U14 trio/quad can be merged, however both categories keep their own music by dancing in different heats.
- **Changes within the team: Maximum 1 substitution per season.**

## REGULAR TEAM

- A team will have the dance floor at its full disposal and dance the rehearsed choreography to the self-selected mix.
- The duration of the performance is measured by the music and 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.
- If an Open category is merged due to too few teams in a category, the time limit of the original level may be used.
- During the same season, you may change the team composition, but the team may not change by more than 50%.
- At the beginning 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 disabilities.
- A team gets the dance floor completely at its disposal and dances the rehearsed choreography to the self-selected mix.
- The duration of the performance is measured by the music and performance.
- The time limit is a maximum of 2:30 minutes.





## **SUPERCREW**

- These are offered at designated competitions for
- teams of 18 - 40 dancers.
- Performance time is measured by music and performance.
- Supercrew is a maximum of 3 minutes.
- 75% of the team must dance for a minimum of 2 minutes
- All supercrews have a theme/narrative in their routine.

## **PARENTS TEAM**

- The age range is 25+ and/or parents of.
- A Parents team will have the dance floor at their full disposal and dance the rehearsed choreography to the self-selected mix.
- The duration of the performance is measured by the music and performance.
- The time limit is 2 minutes.

At an event with Parents teams, SuperCrews, Trio/Quads and showcase Duo/trio, you may also dance with your Regular Team/Duo.

# 4

## REGISTRATION

The deadline for registration is always mentioned on the site, but as a rule of thumb, it may be held to be Wednesday, i.e. 11 days before the competition.

Registration can be done by logging in to the HOME page and registering there.

If you want to sign up for Showcase duo/trio, you can do so by emailing:  
[info@udochampionships.com](mailto:info@udochampionships.com).

## SUBMIT MUSIC

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

Music should be received in MP3 format at least 11 days before the competition. It can be uploaded into the system:

<https://www.udostreetdance.com>

- Log in and go to dance schools.
- Then go to registration
- At your team registration click on 'view', at the very bottom you can upload your music.

**If we still have not received your music one week before the competition, this will result in penalty points on your performance!**

## SHOWCASE DUO/TRIO

The music must reach us no later than Wednesday, 11 days before the competition. The MP3 file must include the names of the dancer(s) and in which category and competition they are competing.

The music can be sent to us at:

<https://dancepromotions.wetransfer.com>

- The dancer(s)/team is responsible for ensuring the quality of the music.
- The music must be mixed at a set level, the DJ does not make any changes to the music during the event (If more information/help is needed here, please contact us).
- As a rule of thumb, we require you to submit your music at least 11 days in advance. **If we have not received your music one week before the competition, this will result in penalty points on your performance!**

Always bring a back-up to the competition on a USB stick.  
Make sure your music is in an mp3 file on here.

## 5

### COMPETITION REGISTRATION

Everyone should sign in at the registration desk 1.5 hours before their own category starts, unless otherwise indicated. People are expected backstage about 15 minutes before the performance. The categories, which should be ready, will be called around by the mc's. A teacher, coach may of course join you then. If you have not registered and/or reported backstage 15 min before the performance, we assume that the dance(s) in question will not participate.

Please note! A timetable can be changed until the day of the competition, so always check the latest version on the website. Also keep in mind that a competition can always run in or out.

## 6

### FLOOR/STAGE

The floor area is between 70 and 100m<sup>2</sup> unless otherwise indicated.



**The doctor** has a duty to clearly and precisely give his objective opinion to the athlete on the fitness for sports participation of the athlete concerned, so that there can be no doubt about the doctor's statement. In doing so, the doctor respects the individual responsibility of the athlete entrusted to his care. An exception to this recommendation applies if there are health risks for third parties or an acute emergency situation (see rule below).

If **the doctor** is not physically present, a telephone consultation should be held when there are doubts about an athlete's fitness to participate in sport. This consultation should take place between the doctor, the participant, the coach and the competition management to give a definite opinion on the fitness to participate in the sport.

**The doctor** engaged in medical supervision and supervision of sports practice (e.g. as tournament doctor) has the duty under certain circumstances to decide whether or not an athlete can (continue to) participate in a competition. This applies if the athlete concerned is not capable of an adequate assessment of his/her own state of health and of the environment at that time and/or if the health condition of the athlete concerned poses a risk to third parties.

#### **Explanation:**

In the event of health problems, it is customary for the doctor to advise the athlete and his trainer/coach regarding the suitability to continue or resume competition. In principle, it is the responsibility of the athlete whether or not to follow the advice given. However, special situations may arise in which the athlete's state of health no longer allows a proper assessment of an advice, or the athlete's state of health becomes a risk for third parties in the sporting situation. In these cases, the doctor should have the decision-making power to have the athlete cease his sporting activity.

#### **Other:**

Making judgements regarding the health condition of an athlete and/or commenting on the treatment by others may be unnecessarily harmful to those involved and may also be detrimental to social trust in (sports) healthcare.



## 8

### CLOTHING AND PROPS

A team is free to choose its own clothes.

It is allowed to use props in the choreography, but these must be cleaned up by the team itself after the dance. If this causes the competition to be very much hindered, a penalty may be given.

Use of liquids, gel, confetti, powder or fire is not allowed. Using these will result in penalty points or disqualification.

## 9

### ETHICS AND SAFETY

UDO Championships will not accept poor sportsmanship. Any contestant guilty of poor sportsmanship may be disqualified.

Dancers are not allowed to touch the judges. In the solo battle, it is not allowed to touch the opponent.

Every judge at UDO has received certified training with us. As a result, each of them is well informed about the 'hip-hop rules' within UDO and we can guarantee that all jury parts are interpreted in the same way by our judges. At our regional/qualifying competitions, we have 3 judges + at least 1 head judge. At the BK/NK we have 5 judges + at least 1 main judge. Our head judge is an extra judge, who oversees that everything goes in the right direction.

The scoring itself is done via the skater system. You can find some more info via the link below: <https://www.udostreetdance.com/en/competition-rules>

## **SOLO/ DUO/ DUO&TRIO SHOWCASE / TRIO&QUAD**

The judges left on:

- Musicality (Dancing to the beat of the music)
- Showing variation in movement & Choreography
- Energy, enthusiasm and confidence
- Uniqueness & Interpretation

In Duo/ Showcase Duo&Trio/ Trio&Quad, attention is also paid to:

- Synchronicity (Mirror image)
- Connection (Choreography complimenting each other)

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





# REGULAR TEAM/ PARENTS TEAM/SPECIAL HEROES

SCORING	MAX. POINTS
<p><b>1. STREET DANCE TECHNIQUE</b></p> <ul style="list-style-type: none"> <li>- Execution, performance and portrayal of street dance styles</li> </ul> <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 litefeet). 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.</p> <p>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><b>10</b></p>
<p><b>2. EXECUTION</b></p> <ul style="list-style-type: none"> <li>- choreographic identity</li> <li>- crew synchronicity</li> <li>- dynamics and movement quality</li> <li>- use of levels</li> </ul> <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><b>10</b></p>
<p><b>3. CREATIVITY</b></p> <ul style="list-style-type: none"> <li>- originality</li> <li>- concepts/themes</li> <li>- musicality</li> <li>- music choices</li> </ul> <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><b>10</b></p>

SCORING	MAX. POINTS
<p><b>4. PERFORMANCE SKILLS</b></p> <ul style="list-style-type: none"> <li>- confidence</li> <li>- focus</li> <li>- energy</li> <li>- projection</li> </ul> <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>	<b>10</b>
<p><b>5. STAGECRAFT</b></p> <ul style="list-style-type: none"> <li>- formations</li> <li>- transitions</li> <li>- positioning</li> <li>- use of the stage</li> </ul> <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>	<b>10</b>
<p><b>6. JUDGES OPINION</b></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>	<b>10</b>
<p><b>GENERAL NOTE</b></p> <ul style="list-style-type: none"> <li>·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</li> <li>·The full scale of 0 - 10 will be used</li> <li>·We encourage teams to do what they want to do and not just what they think will win.</li> <li>·Self-expression, creativity and originality are key.</li> </ul>	

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><b>1. NARRATIVE / THEME / CONCEPT</b>            - 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>	<p><b>10</b></p>
<p><b>2. EXECUTION OF STREET DANCE TECHNIQUE AND CHOREOGRAPHY</b>            - 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;</p> <p>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>	<p><b>10</b></p>
<p><b>3. OVERALL CREATIVITY</b>            - 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.</p>	<p><b>10</b></p>

SCORING	MAX. POINTS
<p><b>4. PERFORMANCE</b>  <b>- Timing, synchronization, stage presence, confidence</b></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>	<b>10</b>
<p><b>5. JUDGES OPINION</b>  <b>- Personal views and opinions of the judge</b></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>	<b>10</b>
<p><b>GENERAL NOTE</b></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.</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.



## LANGUAGE

Penalty points maximum: -1 placement

-3 placement (for extremely inappropriate language)

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

## CLOTHES

Penalty points maximum: -1 placement

Inappropriate clothing for the age category.

## MOVEMENTS

Penalty points maximum: -1 placement

Inappropriate movements. (examples: twerking, touching genitals of yourself or someone else)

## TIME

Performing too long. The greater the excess, the more penalty points you will receive.

Penalty points maximum (for each judging component):

-1 placement 0-10 sec

-2 placement 0-30 sec

-3 placements for more than 30 sec

## SUBMIT MUSIC

Penalty points maximum: -1 placement

**Music that is not delivered one week before the competition will result in penalty points.**

## USE OF PROPS/ATTRIBUTES

Penalty points maximum: -1 placement

Using

Gels

Liquids

Confetti

Powder

Fire.

If this causes the match to be seriously hindered, a higher penalty can be given and in some cases even lead to disqualification.

## PARTICIPATION IN MORE THAN 1 DIVISION

This is not allowed. This can lead to disqualification.

As a dancer you can dance in both ... and ...

1 regular team

1 duo

1 showcase duo/trio

1 trio/quad

1 parents team

1 supercrew

Combination that is allowed:

Teams:

Regular team and

o Supercrew

o Parents team

o Trio/Quad

Supercrew, Parents team and Quad

Duos:

- Duo & showcase duo/trio



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## AWARD CEREMONY

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

At least the numbers 1 to 3 of all categories receive an award. For teams, an award is given to both the team and all team members of that team. All results are displayed on a board at the registration at the end of the competition and will be published on the website after the competition.

At the registration desk, the team captain receives the jury's comments after the competition unless otherwise indicated.

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

\*With a maximum of 25 points for 25 or more dancers

### 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
14th 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, if you do not reach the final, you will receive 4 points in step 2

### STEP 3:

The best 3 qualifying matches will be included in the ranking

See under results on the website.



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## PROMOTION

- Winning a BK, NK, EC or WK (with at least 5 participants) automatically promotes to the next class.
- At the end of each season, the competition management will look at which teams, solos and duos will be promoted. This is to maintain a fair and balanced competition circuit.
- Once you have reached a higher level than beginner, you can no longer go back to beginner. Not even if you move up an age category.
- If the team composition has changed by 50% or more compared to the previous season, the level of a team can be adjusted in consultation with the competition management.
- If you dance your first competition at UDO, you will first consult with the competition management about which class you will be dancing in. If it turns out after the first competition that this does not fully match the level, the competition management will decide which class you will dance in from now on.
- It is not permitted to change class yourself without consulting the competition management.

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## QUALIFICATION

### DUTCH CHAMPIONSHIP

Every trio/quad, team, parents team, Special Heroes, supercrew from every category qualifies for the UDO Dutch Championships by participating in at least 1 regional competition of UDO Championships. In case of too many entries, the choice may be made to allow the best X% of the ranking to participate provided they are registered by a certain date.

Only a maximum of 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, if you reach the top 24 with 2 competitions, this also counts of course). In the event of an equal number of points in the category, the number of qualified participants may be less, but never more than 24.

In the event of too many battle registrations, it can be decided to only allow the finalists of the qualifying competitions to participate.

Showcase duo/trio is not offered at UDO competitions in the Netherlands.  
Dutch dancers have priority to participate in this competition.

## BELGIAN CHAMPIONSHIP

Every solo, duo, trio/quad, team, parents team, Special Heroes and 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.

Belgian dancers have priority to participate in this competition.

## EUROPEAN CHAMPIONSHIP

- The 10 highest ranked solos, duos, trio/quads, teams, parents teams and supercrews from each class in the season ranking; (with a minimum of 3 regional competitions participated)
- Showcase duo/trio is not offered at the European Championships
- For Dutch dancers: The 5 best solos, duos, trio/quads, teams, parents teams and supercrews, from the UDO Dutch Championships and UDO Belgian Championships
- For Belgian dancers: The 5 best solos, duos, trio/quads, teams, parents teams and supercrews, from the UDO Belgian Championships and UDO Dutch Championships
- For Belgian dancers: The 2 solos, duos, trio/quads, teams, parents teams and supercrews, from a qualifying competition provided participation in the BK.
- Battle: qualification via B2S Battle and Solo Battle at the regular events
- Wildcard

## WORLD CHAMPIONSHIP

- The 5 highest ranked solos, duos, trio/quads, teams, parents teams and supercrews, from each class in the season ranking (with a minimum of 3 participated qualification competitions)
- 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, from the Belgian Championships and UDO Dutch Championships
- The best team from each category of the UDO Masters
- The 7 best solos, teams, parents teams and supercrews from the UDO European Championship
- The 5 best duos, trio/quads from the UDO European Championship
- For Belgian dancers: The best team/duo and solo from a qualification competition provided that they participated in the BK.
- Battle: qualification via B2S Battle and Solo Battle at the regular events
- Wildcard



## WILDCARD(S)

The organization has the right to award wildcards per category to solos, duos, trio/quads, teams, supercrews and parent teams that they believe have the right to participate in the European and/or World Championships of UDO, despite not being directly placed.

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## DEVIATING RULES

There may be small differences between the rules of UDO Netherlands & Belgium and UDO Streetdance. Therefore, read the international rules on UDO Street Dance ([www.udostreetdance.com](http://www.udostreetdance.com)) before participating in the European and World Championships.

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