



# RULES FOR CHOREOGRAPHY

Event	Time Limit	Dancer Category	Description
Solo Choreography	3 Minutes	Premier Only	Choreography, choice of music, steps etc. to be of dancer's own choice and creation. Some guidance from teachers permissible.
Choreographed Duets	4 Minutes	Intermediate & Premier Only	A planned entrance and exit is encouraged but entire performance not to exceed 4 minutes. Teacher assistance permitted.
Choreographed Trios	4 Minutes	Intermediate & Premier Only	A planned entrance and exit is encouraged but entire performance not to exceed 4 minutes. Teacher assistance permitted.
Group Choreography	5 Minutes	All Dancer Categories	A planned entrance and exit is encouraged but entire performance not to exceed 5 minutes. Teacher assistance permitted.
Choreographed Team Broadsword	4 Minutes	Primary, Beginner & Novice Only	Teams to consist of 4 dancers with 4 swords. A planned entrance and exit may be incorporated.

## CHOREOGRAPHED TEAM BROADSWORD – Additional Rules

Must reflect a **Scottish/Celtic theme in its choice of steps, music and costume**. The **swords** must be placed tip to tip in the form of a cross (Only swords to be danced over). Musically, the dance will consist of three parts, 2 parts Strathspey and 1 part Reel .

Teachers have their choice of (a), (b), or (c) as follows:

- (a) Previously scripted set steps as described below with arm movements to be the teacher's choice, OR
- (b) Teacher's own choreography, OR
- (c) A combination of (a) and (b).

### BROADSWORD SET STEPS

#### Slow Time (Strathspey Tempo)

##### 1. Strathspey, Shake & Turn

Dancers 1 & 3 travel into the center and out to the next sword to the right. Dancers 2 & 4 dance out to corner making a ¼ turn to travel out to the next sword to the right. All dance same movements, as follows;

With R foot, Strathspey; With L foot Strathspey to sword 2 with either a full turn around to face sword 2 or a short inward turn. To face sword 2 on 7,8.

Hop, pointing R foot in 3<sup>rd</sup>, execute a shake to 4<sup>th</sup> Int; Spring & repeat L foot.

Spring & execute a Highland Fling turn (with R foot turning Left)

Repeat the above 3 more times alternating in and out. Dancers finish at their original places outside the swords.

##### 2. Pointing Step to corner, P.D.B. turn & Springpoints

Traveling in to R. of sword, facing center of sword, spring on to R. foot pointing L. foot to 2<sup>nd</sup> over sword 1. 3<sup>rd</sup>, 4<sup>th</sup> (towards center of swords), 3<sup>rd</sup>, count 1, 2, 3, 4, springing over sword to L. repeat with R. foot, count 5, 6, 7, 8; travelling back over sword 1 execute a pas de bas turn, finish in space to R. of sword 1, count 1, 2, 3, 4; spring point L. R. in 4<sup>th</sup> facing center of swords, spring on to R. bringing L. foot to 3<sup>rd</sup> rear aerial, spring bringing R. foot to 3<sup>rd</sup> rear aerial (these two springs can be single beats or hi cuts.

Repeat the whole thing 3 more parts to swords 2, 3, & 4.

#### Quick Time (Reel Tempo)

##### 3. Balance & PDB to corner, PDB fore & back & Highland Reel back to Previous sword.

Beginning with R. foot in space to L. of sword 1, execute the balance movement springing R. L.

With R. shoulder lead to corner; spring PDB to the R. count 1,2, 3 & 4; repeat balance and PDB to L. finishing to face sword 1, 5, 6, 7 & 8, execute two PDB travelling fore and back over sword 1, 1 & 2, 3 & 4; complete the part with 2 progressive Highland reel movements curling out to R. and back to space to L. of sword 4, 5 & 6, 7 & 8.

Repeat 3 more times until back to sword 1. On the last part omit 2<sup>nd</sup> Highland reel movement and instead assemble leap to finish at the hilt of sword 1.

**See next page for more information**

# THE OTTAWA HIGHLAND DANCING ASSOCIATION

## RULES FOR CHOREOGRAPHY

### GENERAL

**In all solo, duet, trio and group choreography** dancers should use movements from Highland and National dances, Jig, Hornpipe or Cake Walk with allowances for individual interpretation and variation. A **limited** influence from other dance forms such as Jazz, Tap, Ballet or Stepdance may be incorporated. Footwear is limited to highland slippers, regulation jig shoes, soft ballet slippers, jazz shoes or bare feet. Costuming, music, and props (if used) **must** have a CELTIC flavor.

**Lighting/Music.** Music may be either live or pre-recorded. If pre-recorded (CD), music will be played from sound table in school gym. Each CD should be clearly labeled and a separate CD used for each number. A team representative must be present to supervise the sound technician. **The OHDA will not be responsible for errors.** No special or additional lighting is available at this venue. No other special effects are permitted (i.e. dry ice, curtains, pyrotechnics etc.) **NO GLITTER IS TO BE USED.**

**Timing.** There will be a 15 second grace period with timing to start with the first choreographed movement. Timer stops at cessation of choreographed movement (music may continue to run). Time over-runs exceeding 15 seconds will be brought to the judge's attention for discretionary penalty. No penalty for finishing early.

**Groups.** Groups will be formed based on the proportion of Premier and Pre-Premier dancers in the entry and the average age of the dancers. If 50% or more of the dancers in the entry are Premier dancers, the entry will compete in a Premier group. If less than half of the dancers in the entry are Premier dancers, the entry may compete in a Pre-Premier group. The age groups will be formed at the discretion of the Games Committee, based on the number of entries in each group.

**Substitutions & Alternates.** Age groups are formed on February 11. Up until February 11, substitutions may be made to replace dancers unable to perform. After this date substitutions are permitted only if the age category and proportion of Pre-Premier and Premier dancers remain unchanged. Teams have the option of pre-declaring their alternate dancers, enabling substitutions regardless of age after February 11. However, the average age of the team, including alternates, will be based on the oldest dancers. In all cases, please advise the Games Chair at (613) 592-9452 (or verbally on competition day). Substitutions without notification will be disqualified. Fractional averages may be used to divide groupings.

**Judging.** Emphasis to be on originality, execution as well as general "team work". The judge's decision is final and no correspondence or discussion will be entered into. Subject to time constraints, written adjudications will be provided for all entries.

**Awards.** Keeper trophy for each competing dancer in a winning Solo, Duet, and Trio and medals for all other competing dancers in Solos, Duets, and Trios. Keeper trophy for each winning Choreographed Team Broadsword and Group Choreography team, with medals for each competing dancer. Champagne Highest Total Points Trophy awarded to the Premier dancer with the Highest Total Points over all choreography events. **All perpetual trophies must be signed for prior to leaving the competition**

**Stage.** **33' wide x 30' deep x 2' high. Black backdrop & curtain wings.**