



HTE DANCE TEAM CHAMPIONSHIPS

Curriculum Guide

2024 SEASON





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MASTER HIGH KICK



Master High Kick is a day of competition open to any dancer registered as an individual or team member. This individual competition provides an opportunity for dancers to showcase their kick technique and memorization. Entry is \$10 per dancer. Master High Kick winner receives a sash, tiara, and \$100 scholarship check.

Master High Kick Rules and Regulations:

- Pre-registration is available online through team registrations
- Day-of registration is open to all dancers and will take place at the Main Performance Area sound table. Registration will open as early as 7:45 AM.
- The combination is available online at www.htedance.com under any contest page. Scroll to the bottom of the page for a video of the combination. Dancers can also pick up a printed version of the combination on the day of the contest at the Main Performance Area sound table.
- Dancers must learn the combination before auditions.
- A minimum of 20 dancers is required to hold Master High Kick. If there is not at least 20 participants by the last preliminary round, refunds will be issued at the main sound table.
- Dancers must attend at least one of the preliminary rounds (check your schedule to see when and where these will be held) to qualify for Semi-Finals.
- For all rounds, dancers will be put in groups of 4-6. Everyone will mark the combination with music, then each group will be judged line by line.
- If your dancer is not chosen for Semi-Finals or Finals, notes will be taken as to why. Inquiries about these comments can be made up to one week after the audition. After one week, the dancer's audition information will no longer be available.
- If chosen for Semi-Finals, your dancer must come to the assigned time in the assigned location.
- One the Finalists are chosen, a panel of judges will determine the winner. Comments will not be available from the Final round audition.





SOLO CHAMPIONSHIP



Divisions and Classifications

Divisions separate the different types of dance teams
Classifications divide each division according to age

Studio (Based on age as of 8/31/23)

Tiny	Age 4 and Under
Mini	Age 5-6
Junior	Age 7-9
Intermediate	Age 10-12
Teen	Age 13-15
Senior	Age 16-18

Public and Private Schools

Elementary School	Pre K - Kindergarten
Elementary School	1st Grade - 3rd Grade
Elementary School	4th Grade - 5th Grade
Middle School	6th Grade - 8th Grade
High School	9th Grade - 10th Grade
High School	11th Grade - 12th Grade

Solo Championship Breakdown

- Divisions do not compete directly against each other
- Males and females compete against each other within their respective classification
- If a dancer enters more than one solo, only the top scoring solo will be used for award placement
- Time limit - 90 seconds to 2 minutes 30 seconds performance time
- Division 1 will be awarded to dancers with an 85 or above
- For every 5 solo entries in a classification, a place will be awarded (up to 15 places in a classification)





SOLO FINALS



Solo Finals

- Solo Finalists will be announced up to 30 minutes before Solo Finals in the main gym.
- All dancers must be prepared to dance at Solo Finals.
- The champion from the following classifications will automatically perform:
 - Studio Tiny
 - Studio Mini
 - Studio Junior
 - Studio Intermediate
 - School Pre K - Kindergarten
 - School 1st Grade - 3rd Grade
 - School 4th Grade - 5th Grade
 - School 6th Grade - 8th Grade
- The following classifications will be awarded and the champion will perform OR the top dancers (usually 2-3 decided by judges) will be asked to perform again for the judges in the main gym to be re-ranked. Dancers will not receive a critique or scoresheet for this performance. All other placements will be awarded without a performance.
 - Studio Teen
 - Studio Senior
 - School 9th-10th Grade
 - School 11th-12th Grade

DUET & TRIO CHAMPIONSHIP

Divisions and Classifications

Divisions separate the different types of dance teams
Classifications divide each division according to age

Studio (Based on age as of 8/31/23)

Tiny	Age 4 and Under
Mini	Age 5-6
Junior	Age 7-9
Intermediate	Age 10-12
Teen	Age 13-15
Senior	Age 16-18

Public and Private Schools

Elementary School	Pre K - Kindergarten
Elementary School	1st Grade - 3rd Grade
Elementary School	4th Grade - 5th Grade
Middle School	6th Grade - 8th Grade
High School	9th Grade - 10th Grade
High School	11th Grade - 12th Grade

Duet & Trio Championship Breakdown

- Divisions do not compete directly against each other
- Duets and Trios should be entered by the highest grade level in the group
- Time limit - 90 seconds to 2 minutes 30 seconds performance time
- Division 1 will be awarded to dancers with an 85 or above
- For every 5 duet/trio entries in a classification, a place will be awarded (up to 10 places in a classification)



ENSEMBLE CHAMPIONSHIP



Divisions and Classifications

Divisions separate the different types of dance teams
Classifications divide each division according to age

Studio (Based on age as of 8/31/23)

Tiny	Age 4 and Under
Mini	Age 5-6
Junior	Age 7-9
Intermediate	Age 10-12
Teen	Age 13-15
Senior	Age 16-18

Public and Private Schools

Elementary Team	Pre K - 5th Grade
Middle School Team	6th Grade - 8th Grade
Junior Varsity Team	9th Grade - 12th Grade
Varsity Team	9th Grade - 12th Grade

Ensemble Sizes

Small	4-6 Dancers
Medium	7-12 Dancers
Large	13-20 Dancers
X-Large	21+ Dancers

Ensemble Championship Breakdown

- Divisions do not compete directly against each other
- Performances can be in any style
- Ensembles should be entered by the highest grade level in the group
- Time limit - up to 3 minutes performance time
- Division 1 will be awarded to ensembles with an 85 or above
- If a routine is competing against itself (no other ensembles in the same classification), then they must average a score of 92.5 for placement. An average score of 92.4 and below will receive an Honorable Mention Award.
- For every routine style, a placement will be awarded in each classification and size.





OFFICER CHAMPIONSHIP



Divisions and Classifications

Divisions separate the different types of officers

Classifications divide each division according to officer line size

Public and Private Schools

Middle School Officers	Number of officers on team
Pep Squad and Junior Varsity	Number of officers on team
Boys Crew and Co-Ed Officers	Number of officers on team
High School Varsity	
Small Officer	2-3 Officers
Medium Officer	4-5 Officers
Large Officer	6-7 Officers
X-Large Officer	8+ Officers
Social Officer	Number of officers on team

Routine Guidelines

- Routines may be any style except: Team Production, Game Day, and Field
- Time limit: 90 seconds to 3 minutes performance time
 - 5 minutes including entrance and exit
 - If extensive set-up is required for a routine, you must note this in your registration
 - \$100 Extensive Set-Up fee for each routine that requires extra time
- The top 3 scoring routines are eligible for Best in Classification and Grand Champion
- Social Officer routines should include Social Officers only
- Social Officer routines are not eligible for Grand Champion



SELECT CHAMPIONSHIP



Divisions and Classifications

The Select category is dedicated for an elite group of dancers from a team. Officer lines may not compete by themselves as a select team.

Studio (Based on age as of 8/31/23)

Tiny	Age 4 and Under
Mini	Age 5-6
Junior	Age 7-9
Intermediate	Age 10-12
Teen	Age 13-15
Senior	Age 16-18

Public and Private Schools

Elementary School Teams	Number of students on team
Middle School Teams	Number of students on team
Pep Squad and Junior Varsity	Number of students on team
Boys Crew and Co-Ed Teams	Number of students on team
High School Varsity	Number of students on team

Routine Guidelines

- The same members do not have to be in every routine
- Routines may be any style except: Team Production
- Time limit: 90 seconds to 3 minutes performance time
 - 5 minutes including entrance and exit
 - If extensive set-up is required for a routine, you must note this in your registration
 - \$100 Extensive Set-Up fee for each routine that requires extra time
- The top 3 scoring routines are eligible for Best in Classification and Grand Champion





TEAM CHAMPIONSHIP



Divisions and Classifications

Divisions separate the different types of dance teams

Classifications divide each division according to age or team size

Studio (Based on age as of 8/31/23)

Tiny	Age 4 and Under
Mini	Age 5-6
Junior	Age 7-9
Intermediate	Age 10-12
Teen	Age 13-15
Senior	Age 16-18

Public and Private Schools

Elementary School Teams	Number of students on team
Middle School Teams	Number of students on team
Pep Squad and Junior Varsity	Number of students on team
Boys Crew and Co-Ed Teams	Number of students on team
High School Varsity	
Small Team	4-15 Members
Medium Team	16-29 Members
Large Team	30-49 Members
X-Large Team	50+ Members

Routine Guidelines

- Divisions do not compete directly against each other
- Routines may be any style
- Time limit: 90 seconds to 3 minutes performance time
 - 5 minutes including entrance and exit
 - If extensive set-up is required for a routine, you must note this in your registration
 - \$100 Extensive Set-Up fee for each routine that requires extra time
 - Production routines receive 10 minutes built in extensive time (5 minutes set up/tear down, 5 minutes performance)
- The top 3 scoring routines are eligible for Best in Classification and Grand Champion
- If there are 6 or more teams entered in the Middle School or Junior Varsity/Pep Squad classification, then teams will compete based on size.





PERFORMANCE STYLES



Contemporary

Embodies multiple styles of dance performance that emphasizes control, creativity, and movement.

Field

Typically accompanied by band music, field routines can be multiple different styles of dance that is seen on the football field. Traditional field uniforms/pep dresses must be worn in this style.

Game Day

A combination of three or more dance styles. Game day routines showcase school spirit and technical elements. Typically, there is a break in the routine for dedicated cheers and spirit yells. Signage, props, and poms are allowed for Game Day routines. Mascots can be included.

Hip Hop

Hip Hop is a fusion dance genre that displays multiple elements of popping, locking, breaking, and more. This style is extremely popular in culture and is typically performed to hip hop and R&B music.

Jazz

High energy movement that is stylized to the music choice. Accompanied by strong technical elements, rhythm, and performance.

Kick

Kick routines consist of a minimum of 75% kick choreography. Visuals, sharp movements, and lines are emphasized in kick routines.

Lyrical

Movement that follows and is inspired by the lyrics of the music. Generally a soft combination of ballet and contemporary elements. Technical skills are showcased through control and grace.

Military

Extremely sharp movement that creates shapes and visual presentation.

Modern

Movement that is focused on dynamic control, floor work, opposition, and creativity. Contrasts movement between sharpness and fluidity.

Novelty

Musical driven choreography and movement. Tells a story through performance. Includes dance elements but is focused on creating and taking the audience through a journey.

Open

Routines that don't fall into a specific performance style. Usually caters towards dancers strengths and unique movement quality. Can include but is not limited to: Acro, Ballet, Folklorico, Breaking, etc.

Pom

Performances that use pom poms, sharp movement, and visuals to create eye catching choreography. Typically high energy and quick paced movement.

Prop

Routines that use accessories or backdrops 75% of the routine. Props must be utilized to help tell a story or choreography choices.

Team Production

Routine that is over 3 minutes in performance time. Typically consists of multiple elements including dance styles and song choices that adhere to an overarching theme.



JUDGES AWARDS



All officer, select, and team routines are eligible for the following Judge's Awards no matter how many routines they bring.

Chosen by the judges:

PRESENTATION

- Displays excellent coordination of costuming, music, and choreography. Great attention has been given to each routine element.

PRECISION

- Determined by the sharpness and cleanliness of a routine. Choreography based award focused on the shapes and tightness in a routine.

ENTERTAINMENT

- Routines that go above and beyond in performance value. These awards are given to routines that are consistent in high energy, performance, and passion.

CROWD PLEASER

- Only one award given at a contest location. This routine brought the most energy and passion for dance. The crowd was engaged and spirited throughout the entire routine.

Determined by the judge's scores:

TECHNIQUE

- Outstanding effort given to the technical elements in a routine. Emphasizes correct alignment, placement, and skills chosen.

SHOWMANSHIP

- Dedicated for routines that show consistent teamwork and facial performance.

CHOREOGRAPHY

- Routines that stand out for unique movement and overall visuals. Style matches the music choice and movement follows the music well.

OFFICER, SELECT, & TEAM AWARDS

Routine Placement:

- Within each classification and style, a champion will be chosen. If there are more than 4 entries, 2 places will be awarded. If there are 5-7 entries, 3 places will be awarded. If there are 8 or more entries, 4 places will be awarded.
- If a routine is competing against itself (no other routine in the same classification/style), then they must average a score of 92.5 to win Champion. An average score of 92.4 and below will receive an Honorable Mention Award.

Overall Awards

Teams must enter 3 or more routines to be eligible for the following awards:

SWEEPSTAKES

- Awarded to teams with an average score between 85-94.4 in the top 3 scoring routines

SUPER SWEEPSTAKES

- Awarded to teams with an average score of 94.5 and above in the top 3 scoring routines

HIGH STYLE

- High Style is the highest scoring routine in each style when there are at least two different classifications competing in a style

BEST IN CLASSIFICATION

- Given to the highest scoring team in each classification for the top 3 scoring routines

BEST OF THE DAY

- Given to the highest scoring routine no matter the style, classification, or division. Only one award given per contest location.

GRAND CHAMPION

- Grand Champion is awarded if there are at least 3 teams (regardless of classification) with 3 team entries in each division.
- Awarded to top scoring teams in the overall competition for all divisions.

TOPS IN TEXAS

- Awarded to the team with the highest score (from the top 3 routines) from our entire season regardless of classification.





CHAMPIONSHIP TIMELINE



SCHEDULE OF EVENTS

4 WEEKS

- DEADLINE FOR ALL REGISTRATION ENTRIES
- Email confirmation regarding registration and payment
- Host School communication and Dressing Room Agreement sent out

3 WEEKS

- ADD/DROP Deadline
- PAYMENT or P.O. MUST BE RECEIVED prior to scheduling

2 WEEKS

- PRELIMINARY SCHEDULE will be emailed
- Schedule Change Request Form must be emailed if needed
- ALL MUSIC must be uploaded to your registration portal

WEEK OF

- TUESDAY
 - Updated performance schedule will be emailed
 - Schedule Change Request Form must be submitted by email by 5PM
- THURSDAY
 - Final Performance Schedule will be emailed and posted on our website

DAY OF CHAMPIONSHIP

CHECK-IN

- It is recommended to arrive one hour prior to the start of contest.
- Team will need to wait outside of the registration area in an organized matter in order for the process to run smoothly.
- An HTEDance and Host School representative will be waiting to process any paperwork you have, and we will provide all the information you need for the day.
- After receiving your material for the day, a member from the host school will escort you and your team to your dressing room.



CHAMPIONSHIP GUIDELINES



MUSIC

- All music must be purchased legally and should not violate any copyright laws. You must confirm this on our registration page. HTEDance will not be held liable for any violations of copyright laws by schools attending contest.
- All entries must submit their music online via our registration portal.
- Music files must be MP3 format.
- **ALL music must be uploaded to our website portal 2 weeks prior to contest date**
- HTEDance is not responsible for incorrect files uploaded to routine entries through our portal.
- Music should be uploaded at the correct tempo. HTEDance will not speed up or slow down files.
- All entries must have a backup form of music with the team on a phone or computer device.
- An aux cord will be provided for backup music if needed. If accessories are needed to play your device, you must bring the appropriate accessories .

PROPS

- Props are allowed; however, you and your team must take all precautions to not damage the performance area before, during, or after your performance. Your school may be held liable for any property damages. The host school is allowed to bill you for any damages made to the property.
- All bases and bottom areas of props should be taped to avoid scratching the surface of the gym floor.
- Please note Extensive Prop Set Up on your registration for additional entrance/set up/exit time
- Prop drop-off and storage will be designated and coordinated by the host school
- Please have team representatives available to clean the performance area if props shed or anything is on the floor
- The use of sharp objects that may be considered dangerous are strictly prohibited
- All props or staging must be able to fit through a double door with the center support bar removed.



CHAMPIONSHIP GUIDELINES



REFUNDS/CANCELLATIONS

- All cancellations must be made via email or refunds will not be honored by accounting.
- Full refunds will not be issued after the add/drop deadline for each contest.
- Registrations received after the final add/drop deadline are subject to a \$200 late fee.
- If your team does not show up for contest, no refund will be issued.
- In the event of inclement weather, HTEDance offers the following options:
 - A 50% refund on total registration fees
 - A full credit towards future registration fees with HTEDance (does not include Special Events)

DRESSING AREAS

- All teams must sign and agree to the terms of the Dressing Room Agreement provided by the host school
- Teams that sign their agreement will be given assigned Dressing Areas
- Please understand that Dressing Areas are NOT secured
- No food or drinks (other than water) are allowed in the Dressing Areas
- HTEDance and the host school is not responsible for any stolen items
- **Males are not allowed in Dressing Areas.** Should you have male dancers on your team who need dressing facilities, please indicate on your Dressing Room Agreement
- Please be sure to leave your Dressing Area how you found it
- Please have your team exit your Dressing Area immediately following your final performance prior to the Awards Ceremony

ADJUDICATORS

- HTEDance Adjudicators are Dance Professionals with extensive training in the performing arts.
- Adjudicators are selected due to experience, poise, knowledge, and high standards
- If there are 2-3 adjudicators, all scores will be used to average the final score
- If there are 4 adjudicators, the lowest score will be dropped
- If there are 5 adjudicators, the lowest and highest score will be dropped

