Regulation

Registering & General Information

RITTER DANCEEVENTS

DANCE ACADEMY

DJHO

DTHO Championship

Welcome to the DTHO HipHop Championship Series!
At our DTHO HipHop Championships, we use an open definition of HipHop.
This means that for us, HipHop includes all modern styles of dance and movement that are danced today.

At the DTHO HipHop Championships, we place great importance on fair and respectful sportsmanship both on and off the dance floor:

• Appreciation of the artistic and athletic achievements of others
• Mutual support, even during award ceremonies
• Mutual respect for other dancers on the floor
• Recognition of the judges' work
• Careful treatment of the venue and facilities

Spread Love, don't fight!

Registering for a Championship

1. Register in the DTHO registration portal.

2. Click on the button "Dancers" and create all your dancers. Dancers are the real individuals.

3. Click on the button "Starters" and create all your starters. Starters can be solos, duos, trios/quads, or teams. Enter the artist name/team name at the top. If there is no artist name, enter the dancer's real name.

4. After creating your starter, click on Edit/Register. Under the section "Dancers in the Starter" you can add the dancers who belong to that starter.

5. Once you have added all dancers, go to the section "Registrations" and select the tournament for which you want to register your starter.

6. In the "Registration" tab, you will find all starters you have registered. Here you can also upload music by clicking on the Edit button of the desired starter.
The invoice will be available for download in the registration portal after the registration deadline.

Here you can find a tutorial for registration in the portal:: Video Tutorial

DTHO Championship

General Information

• Each team receives one free coach wristband.
For Freestyle & Routine, the calculation is per institution: For every 10 participants, one free coach wristband is provided.

• In the age groups MiniKids, Kids, Juniors 1, and Juniors 2, crop tops or revealing outfits (short shorts, short skirts, etc.) are not permitted.
If an outfit is considered particularly inappropriate by the organizer, the dancers may be asked during the event to change into something else.

• Props include items that can be worn on the body and do not pose any safety risk to dancers or the audience.
They may be used in competitions where dancing is performed to the participant's own music.

• The organizer determines in advance which competition categories will be offered at a DTHO Championship.
Registration for a tournament is done via the DTHO registration portal.
All user-entered data will be transferred into the tournament software exactly as submitted (spelling of names, etc.).
By registering, participants agree to the participation terms and the tournament regulations of the DTHO.

• Registration for the tournament includes a binding payment obligation.
Free cancellation is possible until the registration deadline. If an invoice is not paid, participation in the tournament is not possible; however, the payment obligation still applies.

• By registering, participants automatically agree to the storage and processing of their data for tournament administration by the DTHO and the organizer.
The necessary data protection declaration for each participant must be available from the registering institution.
By registering in the portal, the general terms and conditions are accepted.

• Before, during, and after each DTHO tournament, photo and video recordings will be made by the DTHO or the hosting organizers for documentation and promotional purposes.
By registering, participants agree that all copyright and usage rights may be transferred to the DTHO free of charge.
They also agree to the use of this material without ctriction.
Disclosure to third parties does not occur.

Rules

Teams

General

Types of competitions

- S-Teams (3 to 8 Dancer)
- M-Teams (9 to 16 Dancer)
- L-Teams (17 to 30 Dancer)
- XL-Teams (31 Dancers or more – please consider the floor size)
- Changing team size categories is no longer possible after the registration deadline.

Age Groups

The decisive factor for assigning dancers to the respective age groups is the year of birth.

- MiniKids up to and including 9 years
- Kids - 10 years up to and including 12 years
- Juniors 1 - 13 years up to and including 15 years
- Juniors 2 - 16 up to and including 18 years
- Adults - 19 years up to and including 29 years
- Over 30 - from 30 years

In the age groups from MiniKids to Adults, exceeding the age limit by up to 20% of team members is allowed. Undershooting the age limit is not regulated.

up to 9 persons = 1 allowed overage, from 10 persons = 2, from 15 persons = 3, from 20 persons = 4, from 25 people = 5, with 30 people = 6 specialties

Special rules for Over30

Here, undershooting the age limit by up to 20% of team members is allowed.

Teams in the Over30 category also have the option to register for the Adults category at a DTHO HipHop Championship instead of competing in Over30.

There is no age classification for XL teams.

Music

- S-Teams (1:30 min. plus/minus 10 seconds)
- M-Teams (2:30 min. to 3:00 min. plus/minus 10 seconds)
- L-Teams (2:30 min. to 3:00 min. plus/minus 10 seconds)
- XL-Teams (3:30 min. to 4:00 min. plus/minus 10 seconds)

All music must be clean. Swearing and the use of explicit language are not allowed.

Violation of this rule results in a 40% deduction of the team's total score **per round**.

Music must be uploaded via the DTHO registration portal and can be changed until five days before the tournament.

Procedure Teams Competitions

Regional Championships

At all regional team championships, each group performs one preliminary round and one final round.

After the preliminary round, the teams are placed into performance classes (MasterClass, A-Class, B-Class, etc.) based on the judges' evaluations.

The final round is then danced within these respective classes.

The organizer is permitted to combine M- and L-Teams within one age group if fewer than three starters have registered in the same team size category.

National Championship

At the National Championship, the same tournament system applies as at the regional tournaments for the age groups MiniKids, Kids, and Ü30.

For the age groups Juniors 1, Juniors 2, and Adults, the division into performance classes does not apply. All teams dance at least twice.

The number of rounds depends on the number of participating teams:

Up to 8 Teams - Preliminary round and final
9 - 17 Teams - Preliminary round, intermediate round, and final
17+ Teams - Preliminary round, intermediate round, semifinal, and final

Teams	Preliminary-Round	Intermediate-Round	Semifinal	Final
Bis 8*	X			X
9 - 16	X	X		X
17+	X	X	X	X

After the preliminary round, approximately 30% of the teams may skip the intermediate round.
Via the intermediate round, an additional approximately 30% may qualify for the next round.
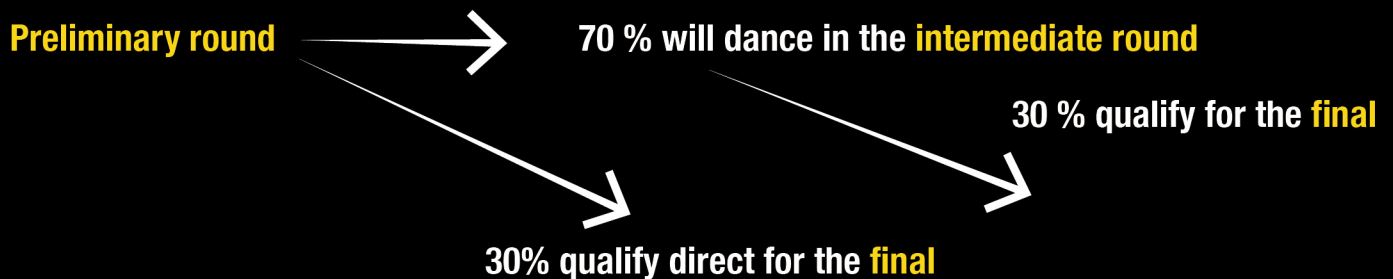The final round is danced with a maximum of 8 teams.

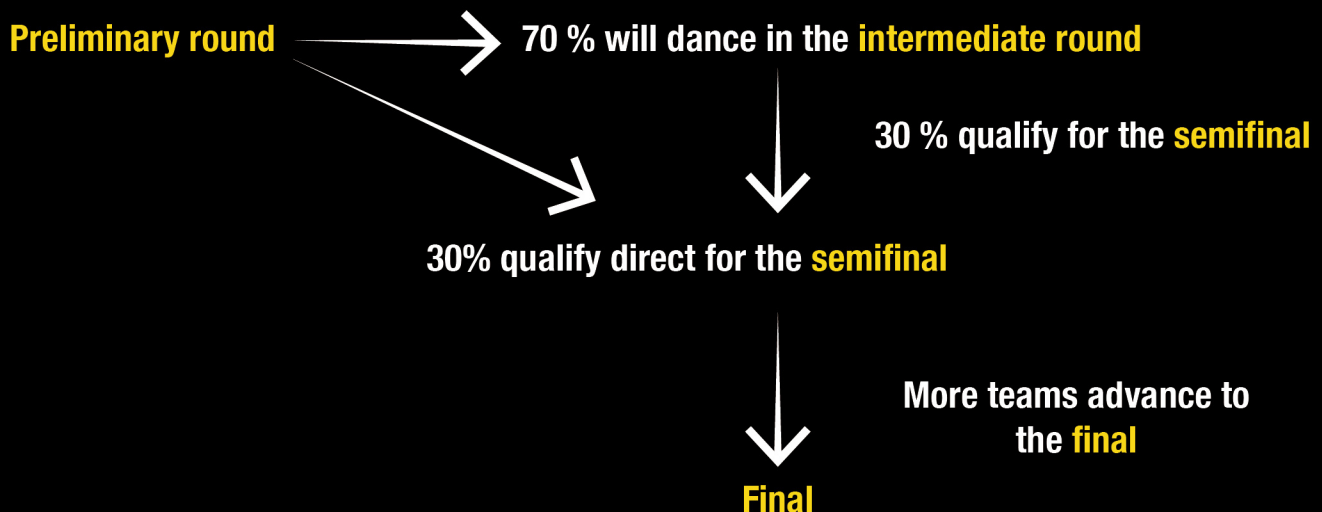# Schedule German Championship Juniors 1, Juniors 2, Adults

Scenario up to 8 TTeams

Preliminary round → All teams dance in the **final**

Scenario 9 to 16 Teams*

Preliminary round → 70 % will dance in the **intermediate round**

30 % qualify for the **final**

30% qualify direct for the **final**

Scenario over 17 Teams or more

Preliminary round → 70 % will dance in the **intermediate round**

30 % qualify for the **semifinal**

30% qualify direct for the **semifinal**

Final

More teams advance to the **final**

*In these scenarios, ideally six teams dance in the final, with a maximum of eight teams

Rating criteria

Qualification

Participation in a Regional Championship is mandatory for all teams in order to have the opportunity to qualify for the National Championship.

There is no objection to participating in multiple Regional Championships; however, a team can only earn qualification through the Regional Championship geographically closest to them.

Exceptions must be discussed with the organizer.

All participating teams in the age groups MiniKids, Kids, and Ü30 automatically qualify for the National Championship, regardless of placement.

In the age groups Juniors 1, Juniors 2, and Adults, the top three teams of each Regional Championship qualify directly.

For all other teams, a quota system applies:

All team championships have the same registration deadline.

After this deadline, an average value is calculated for each age group and team size category across all Regional Championships.

Based on this value, the number of qualifying teams for the National Championship is determined.

Scoring system

The judges award points on a scale of 0 -10 in the selection round:

   0 – 2 = ok   3 – 4 = sufficient   5 – 6 = good   7 – 8 = very good   9 – 10 = excellent

The focus is on dance quality; acrobatic elements by individual dancers used as "show tricks" do not improve the overall evaluation.

The scoring includes four criteria with different weightings.

In each criterion, a maximum of 10 points can be awarded, which are then multiplied by the following factors:

- "Dancing" is multiplied by a factor of 3 - maximum 30 points
- "Creativity" is multiplied by a factor of 2 - maximum 20 points
- "Performance" is multiplied by a factor of 1.5 - maximum 15 points
- "Total impact" is multiplied by a factor of 1.5 - maximum 15 points

Thus, a team can achieve a maximum of 80 points per round

Judging Criteria (1)

Dancing   Explanation

Dancing	Explanation
Quality of Movement	How well can the team execute the movements? Coaches should base their choreography on the dancers' actual technical level and work to present movements cleanly and with quality. A particularly demanding move will not receive a higher score if it is not performed well.
Musical Interpretation in Movement	How is the musicality? For a very good score, the use of different tempos, rhythms, and accents within the music is important.
Degree of Difficulty	What level of technical difficulty does the team dance? Again, coaches should align the difficulty with the dancers' actual abilities, as difficult moves will not be scored higher simply because they are hard-only if they are performed cleanly. Of course, a well-executed routine with a high level of difficulty will achieve a very good score.

Creativity   Explanation

Creativity	Explanation
Levels	Do the teams use different spatial levels, or is the entire performance danced on the same level?
Variability of Movements	Does the team show a wide range of movements? This does not necessarily mean that many different styles must be incorporated
Formations	Are the positions of the individual dancers clearly recognizable? Different formations throughout the performance should make the show interesting and dynamic. Depending on the group size, there are many possible formation patterns. Most important, however, is not the number of formations but the clarity and quality of the formations used.
Formation Changes	What is the quality of the formation changes? Clean, dance-based formation changes are more difficult than simply walking from one position to the next.

Judging Criteria (2)

Performance   Explanation

Performance	Explanation
Gestures	How is the team's body language? The team should appear present and focused. Gestures fill a show with emotions. There are no "wrong" emotions as long as the overall performance feels authentic.
Facial Expression	Is the show also expressed through the dancers' faces? Just like gestures, facial expressions add emotion to the performance. Facial expression contributes significantly to the overall performance and is important to remain memorable to the judges.
Stamina	Can the team maintain energy throughout the entire performance? For a very good score, endurance should remain consistent from start to finish. It's not enough if only the beginning or end is strong—energy must be sustained throughout the whole show.
Dynamics	Do the dancers appear dynamic? Movements should look powerful and energetic, which is unrelated to tempo. Slow movements can be danced dynamically just as well as fast ones.

Overall Impression   Explanation

Overall Impression	Explanation
Synchronization	How synchronized is the team, and at what level? Full-body synchronization represents the highest level of difficulty.
Use of the Dance Floor	Does the team use the space appropriately based on the group size?
Degree of Difficulty	Does the team appear as a unified group, or do only a few dancers stand out? In a team, all members are important regardless of their position on stage. Placement cannot be based solely on the strongest dancers in the front row.