

****SOLO IMPROMPTU DANCE BATTLE:****

****Participant Type:**** Solo (Individual performance)

****Rounds:**** 2 (Eliminations and Finals)

****Styles:**** Any dance style (including Western)

****Eliminations:****

- Participants must perform a part of the sequence they intend to present in the finals.
- Only original versions of tracks are allowed (remixes are not permitted).
- Voice-overs must not exceed 1 minute during the performance.
- Time limit: 4-6 minutes (+ 1 min setup and clearance)

****Finals:****

- Perform an extended version of the eliminations performance.
- Participants have to present a choreography of at least 1 minute continuously from the tracks listed in the playlist (original versions only).
- Apart from this song, the choice of the remaining tracks is at the discretion of the participant.
- Participants must clear the stage promptly after their performance to avoid penalties.
- Voice-overs must not exceed 1 minute during the finals.
- Time limit: 7-10 minutes (+2 min setup and clearance time)

****Stage Specifications:**** Closed Auditorium with the audience on one side of the stage.

****Judging Criteria:**** Choreography, Energy, Synchronization (if applicable), Expressions, Stage utilization, Costumes, Overall impact.

****General Rules:****

1. Each participant must represent themselves, allowing only one entry per participant.
2. Props are allowed, and participants must bring them. However, organizers have the discretion to allow or disallow props on stage.
3. Participants are required to submit their props list in advance, and props must be presented during the practice slot.
4. Pre-recorded music should be provided on a pen drive in .mp3 or .wav format only.
5. Strict adherence to the time limits is mandatory, with penalties for exceeding the allotted time.
6. Any form of fluid, flame, powders, or heavy objects is not allowed on stage.
7. Obscenity of any kind is strictly prohibited and may lead to immediate disqualification.
8. The decision of the judges is final and binding.