RAP BATTLE EVENT DOCUMENT

1. Flow of Event:

a. Registration:
- Teams must register in advance.
- Limited slots available on a first-come, first-served basis.
b. Briefing:
- Pre-event briefing to be conducted for participating teams.
c. Preliminary Round:
- Each team performs a 2-minute rap.
- Judging panel shortlists teams for the next round.
d. Semi-Finals:
- Selected teams perform a 3-minute rap.
- Judges evaluate and advance teams to the finals.
e. Finals:
- Top teams showcase their skills in a 4-minute rap battle.

2. Points System:

- Winner declared after final performances.

Originality: 30 points

Flow and Delivery: 25 points

Creativity: 20 points

Stage Presence: 15 points

Audience Engagement: 10 points

3. Selection Criteria:

Rap Skill and Technique

Originality and Creativity

Stage Presence and Confidence

4. Winner's Ranking Criteria:

Cumulative points from all judges in the final round.

In case of a tie, audience applause will be considered.

5. Other Associated Rules:

- a. Duration of Event:
- 3 hours
- b. Duration of Team Performances:

- Preliminary and Semi-Finals: 2 minutes
- Finals: 4 minutes
c. Language:
- English preferred, but participants may use a mix with their native language.
d. Attire:
- Casual/streetwear encouraged.
e. Equipment:
- Teams bring their own backing tracks; a mic will be provided.
6. Preferred Slot:
Evening slot, to maximize audience participation.
7. Venue:
Main Cultural Stage
Well-equipped with sound and lighting facilities.
8. Other Needs:
a. Judging Panel:
- Diverse panel including experienced rappers, musicians, and event organizers.
b. Host/Emcee:
- Energetic and knowledgeable about rap culture.

d. Prizes:	
- Trophy for the winner, certificates for all participants.	
e. Photography/Videography:	
- Official media coverage for documentation and promotion.	
f. Backstage Area:	
- Green room for participants to prepare and relax.	
g. Promotion:	
- Social media promotion and college communication channels.	

- Encourage audience participation through cheers and applause.

c. Audience Interaction: