#### **RAP BATTLE EVENT DOCUMENT**

| Event Name:  |
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| 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.
- Winner declared after final performances.

# 2. Points System:

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:  |
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| - 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   |

# 7. Venue: Football ground

### 8. Other Needs:

| a. Judging Panel:   |
|---|
| - Diverse panel including experienced rappers, musicians, and event organizers. |
| b. Host/Emcee:  |
| - Energetic and knowledgeable about rap culture.                                |
| c. Audience Interaction:  |
| - Encourage audience participation through cheers and applause.                 |
| 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.                    |
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