



IIIT Naya Raipur's
DANCE FEVER
TechNovate 2K17

Dance your ♥ out.





2K17

Rules and Regulations



GENERAL INFORMATION:

1. ADMISSION IS NOT FREE AND COSTS RS. 500 PER TEAM .
2. DOORS WILL BE OPEN FOR THE PARTICIPANTS FROM 12PM ONWARDS.
3. COLLEGE ID CARDS SHOULD BE CARRIED BY EVERY PARTICIPANT.
4. ANY SIGN OF MISBEHAVIOUR OBSERVED IN AND AROUND THE CAMPUS
WOULD LEAD TO 1-POINT DEDUCTION PER JUDGE OR MAY VARY.
5. GENERAL PUBLIC IS WELCOMED.
6. ALL PARTICIPANTS, TEACHERS AND SPECTATORS ARE EXPECTED TO
DISPLAY GOOD SPORTSMANSHIP.





7. FAILURE TO COMPLY WOULD RESULT IN IMMEDIATE DISQUALIFICATION AND LOSS OF PRIVILEGES TO PARTICIPATE IN FUTURE TECHNOVATE COMPETITIONS.

8. CONTESTANTS WILL BE JUDGED BY A PREDETERMINED PANEL OF JUDGES AND ALL ENTRANTS AGREE THAT ALL DECISIONS OF JUDGES ARE FINAL. ALL ENTRANTS AGREE THAT THE TIME, MANNER AND METHOD OF JUDGING THE COMPETITION WILL BE SOLELY WITHIN THE DISCRETION OF THE COORDINATORS AND ORGANISERS OF DANCE FEVER COMPETITION.

9. EACH PERFORMANCE WILL BE EVALUATED ON THE FOLLOWING 5 ELEMENTS:
TECHNIQUE, STAGE PERFORMANCE, CHOREOGRAPHY, EXECUTION OF PERFORMANCE AND OVERALL APPEARANCE.

TYPES OF ENTRIES:

1. ONLY GROUPS WITH A MINIMUM OF 5 AND MAXIMUM 16 ARE ELIGIBLE WHICH MAY INCLUDE PERFORMERS OF ALL LEVELS (I.E PERFORMERS CAN BE FROM ANY YEAR IN THEIR PARTICULAR COLLEGE ONLY).
2. THE TEAM MUST BE REGISTERED WITH ONLY 1 NAME FROM THE TEAM.
3. ALL THE TEAMS MUST SUBMIT THEIR MUSIC IN A PENDRIVE PRIOR TO THE COMPETITION IN THE ALLOTTED TIME FOR SUBMISSION.



TIME LIMIT:

ALL THE PERFORMANCES WILL HAVE A TIME LIMIT OF 8 MINUTES (6MINUTES FOR PERFORMANCE AND 2 MINUTES FOR SETUP AND REMOVAL OF PROPS) AND WOULD BE ONLY EXTENDED IN CASE OF ANY TECHNICAL FAULT BY TECHNOVATE TEAM. UNAUTHORIZED DELAYS IN THE PERFORMANCE MAY LEAD TO 1 POINT DEDUCTION PER JUDGE AND/OR DISQUALIFICATION.



PERFORMANCE RULES:

1. ANY SORT OF DELAY IN THE PERFORMANCE WOULD LEAD TO DEDUCTION IN MARKS.
2. IF THE STAGE IS LITTERED DURING THE EVENT PLEASE BE READY TO CLEAN IT UP IMMEDIATELY FOLLOWING THE PERFORMANCE.
3. PERFORMERS SHOULD NOT ENTER OR EXIT THE STAGE FROM ANYWHERE OTHER THAN THE WINGS.
4. STARTING THE PERFORMANCE FROM THE AUDIENCE OR ENDING FROM THE AUDIENCE IS ALSO NOT PERMITTED.
5. JUMPING OFF THE FRONT OF THE STAGE IS NOT PERMITTED.





6. APPROACHING THE PANEL OF JUDGES FOR EXTENSION OF TIME OR SO IS NOT PERMITTED.

7. NO GIFTS CAN BE PRESENTED TO THE JUDGES IN CONJUNCTION TO THE PERFORMANCE.

8. FOR SAFETY PURPOSES PROPS AND PERFORMERS SHOULD NEVER COME WITHIN 1 FOOT FROM THE EDGE OF THE STAGE.

9. SPECIAL STAGE OR HOUSE LIGHTNING WILL NOT BE PROVIDED TO ANY PERFORMANCE.

10. REHEARSING ON STAGE PRIOR TO THE START OF THE COMPETITION IS STRICTLY PROHIBITED.

PROPS RULES:

1. FOR SAFETY MEASURES, ALL PROPS (FREE-STANDING OR HAND-HELD) ARE RESTRICTED TO A MAXIMUM HEIGHT OF 15 FEET.
2. HANGING BACKDROPS AND LIGHTNING MAY NOT BE USED.
3. FIRE, SWORDS, KNIVES, WEAPONS AND USE OF LIVE ANIMALS IS STRICTLY PROHIBITED.
4. IF THE ORGANISERS FEEL THAT THE PROPS EXCEEDS THE WEIGHT FOR THE BUILT STAGE OR ARE NOT SAFE, THE PERFORMERS ARE NOT ALLOWED TO USE THE PROPS.





5. PROPS MUST BE LOADED ONLY IN THE ALLOTTED PLACE BEFORE THE PERFORMANCE AND STORING PROPS IN THE WINGS OR BACKSTAGE IS PROHIBITED. TECHNOVATE TEAM IS NOT RESPONSIBLE FOR THE PROPS LEFT OUTSIDE THE ALLOTTED AREA.

6. PARTICIPANTS SHOULD CLEAR THE STAGE IN 30 SECONDS OR LESS.

BY NOT ABIDING THE PREVIOUSLY STATED RULES, THIS MAY RESULT IN A ONE-POINT DEDUCTION FROM EACH JUDGE OR MAY ALSO BE DISQUALIFIED.

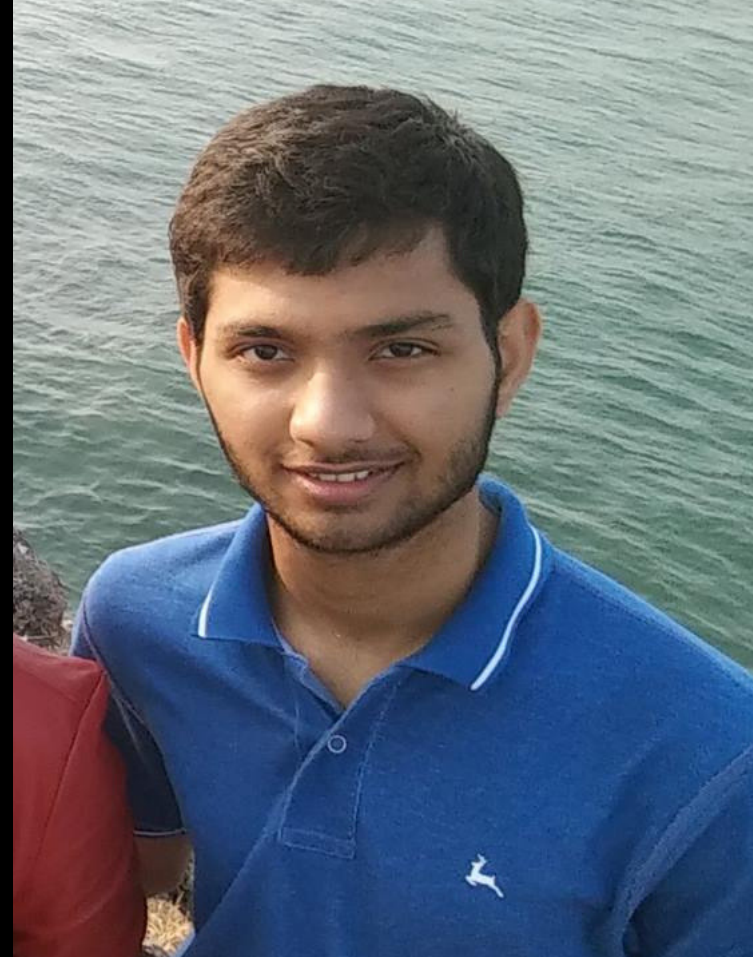
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PRACTICE LIKE YOU'VE NEVER WON,
PERFORM LIKE YOU'VE NEVER LOST.

Dance your ♥ out

BEST WISHES FROM TEAM TECHNOVATE !!

