



OTTAWA HIGHLAND DANCE ASSOCIATION CHOREOGRAPHY COMPETITION

SUNDAY, FEBRUARY 25, 2024

Hosted by the OHDA - Sanctioned by and run under the rules of the RSOBHD

C-ON-CO-24-2420

COMPETITION INFORMATION

LOCATION: École secondaire catholique Béatrice-Desloges, 1999 Provence Ave, Orléans, K4A 3Y6
JUDGE(S): Keltie Stowkoway, AB; Annajayne Hawley MacNeil, ON
TIMES: 8:00am Doors open
 8:15am Registration Opens
 8:30am Competition begins with Solos, followed by, Choreographed Double Swords, Duets and lunch/morning awards. Competition continues with Trios, Team Broadwords, Pre-Premier groups, Premier groups & afternoon awards.*

***Schedule subject to change depending on number of entries**

ENTRY DEADLINE: MONDAY, FEBRUARY 5, 2024

Entries submitted online after February 5, 2024 may be accepted, with a late fee, at the discretion of the Games Committee. Registration is available **ONLINE ONLY***. **NO** mail or phone entries accepted. Email ohda.registrar@gmail.com for further information. **NO REFUNDS OR CREDITS.**

**To complete an online entry, you will be required to submit a credit card payment using PayPal (you are not required to have a PayPal account to complete an entry).*

EVENT	LIMIT	DANCER CATEGORY	DESCRIPTION	FEE
Solo Choreography	1.5 min.	Premier Only	A planned entrance and exit are encouraged but entire performance not to exceed 1.5 minutes. Teacher assistance is permitted.	\$13.00
Choreographed Duet	2.5 min.	Intermediate & Premier Only	A planned entrance and exit are encouraged but entire performance not to exceed 2.5 minutes. Teacher assistance is permitted.	\$14.00 per team
Choreographed Double Sword	2 min.	Beginner & Novice Only MAXIMUM 24 ENTRIES* <i>*Extra entries <u>MAY</u> be accepted at the discretion of the Game Chair</i>	Teams to consist of 2 dancers with 2 crossed, hilted swords. To save time/allow for more entries, the same 2 hilts will be provided & laid for all dancers to use. Music starts when dancers in place at sword. *See more detailed rules at bottom of this document*	\$14.00 per team
Choreographed Team Broadsword	3 min.	Beginner & Novice (Max. of 1 Intermediate dancer per team)	Teams to consist of 4 dancers with <u>4 swords</u> . A planned entrance and exit may be incorporated. Teacher assistance is permitted. Own music permitted. *See more detailed rules at bottom of this document*	\$21.00 per team
Choreographed Trio	2.5 min.	Intermediate & Premier Only	A planned entrance and exit are encouraged but entire performance not to exceed 2.5 minutes. Teacher assistance is permitted.	\$21.00 per team
Pre- Premier Group Choreography (4-16 dancers)	3 min.	Primary, Beginner, Novice & Intermediate; <i><u>NO Premier</u> dancers to be included in these groups</i>	A planned entrance and exit is encouraged but entire performance not to exceed 3 minutes. Teacher assistance is permitted. Own music to be provided. <i>Groups to be formed at the discretion of the Games Chair.</i>	\$5.00 Per Dancer
Premier Group Choreography (4-16 dancers)	3 min.	Premier – Allowance for Pre-Premier dancers to be combined with Premier	<i>A planned entrance and exit is encouraged but entire performance not to exceed 3 minutes. Teacher assistance is permitted. Groups to be formed at the discretion of the Games Chair.</i>	\$5.00 Per Dancer

PROCEDURE FOR SUBMITTING CHOREOGRAPHY MUSIC

To simplify procedures on the day of the competition, teachers/solo competitors must email their music in advance of the competition. **The deadline for music submission is Wednesday, February 14, 2024.**

RULES FOR SUBMITTING MUSIC IN ADVANCE:

1. Music must be emailed to OHDA.Choreography.Music@gmail.com by the deadline above. *failure to submit music by this deadline may result in a forfeiture of entry.*
2. You must indicate the following details in the music file name:
 - a. Event (i.e. solo, trio, broadsword, etc.)
 - b. Teacher's last name/school name (or name of dancer, if it is a solo)
 - c. Title of dance
3. The music must be provided in an **mp3 file format**.
4. **Changes/edits will NOT be accepted on the day of competition.**
5. **Please bring your music to the competition on a USB drive for an emergency back-up.**

Need help? Please contact OHDA.Choreography.Music@gmail.com or cpc.laplante@gmail.com

RULES:

All dancers must present a valid 2024 ScotDance Canada registration card, **or proof that one has been applied for**, on the day of the competition. Any dancer without a card must pay a \$10 penalty and have any awards won withheld until such time as the dancer can present their valid card.

All dancers competing in choreography must either:

- a) be a current OHDA member, or
- b) have paid the non-member fee for the February 24, 2024 OHDA competition, or
- c) pay the non-member fee for the February 25th competition.

Alternates pay only if they dance.

Late entries, if accepted, are subject to a \$20 late fee.

On the entry form: please list **any & all** contributing professional members to **each** choreography entry

Solo, Duet & Trio: categories divided by age.

Choreographed Double Swords & Broadwords: divided by age groups and, if entries warrant, by Beginner and Novice

Group choreography: Pre-Premier and Premier Groups to be formed at the discretion of the Games Chair.

No Premier dancers are permitted to dance in a Pre-Premier group choreography entry, however, Pre-Premier dancers may be combined in a Premier group.

Age is determined as of the day of competition. Fractional averages may be used to divide groups. Dancers may only compete in one age group per event, unless in the case of an emergency situation.

For all solo, duet, trio and group choreographies: Dancers must use movements from Highland and National dances, Jig, or Hornpipe with allowances for individual interpretation and variation. A **limited** influence from other dance forms such as Jazz, Tap, Ballet or Stepdance may be incorporated. Please see below for broadsword rules.

Costuming, music, and props (if used) must have a **CELTIC** flavour. Footwear is limited to highland slippers, soft ballet slippers, jazz shoes or bare feet.

No special or additional lighting is available at this venue. **NO GLITTER IS TO BE USED.** No other special effects are permitted (i.e. dry ice, curtains, pyrotechnics etc.). Stage is approximately: 40' wide x 33' deep. Emphasis is to be on originality, execution as well as general "team work". The judge's decision is final and correspondence or discussion with the judge is not permitted.

Subject to time constraints, written adjudications will be provided.

The OHDA will not be responsible for loss of property or injury no matter how caused. The philosophies and applicable rules of the SOBHD will govern the conduct of the competition. Entries will dance in reverse order of receipt of entries: "First to enter, last to dance". Age groups will be formed at the discretion of the Games Committee, based on the number of entries in each group.

MUSIC AND TIMING: Music may be either live or pre-recorded. Music will be played from a sound table in the auditorium and a team representative must be available. **The OHDA will not be responsible for errors.** Timing will start with first choreographed movement and stop at cessation of choreographed movement (music may continue). There will be a 15-sec. grace period. Dances exceeding 15 sec. will be brought to the judge's attention for discretionary penalty. No penalty for finishing early.

SUBSTITUTIONS & ALTERNATES: Age groups will be formed after February 5th. Up until then, substitutions may be made to replace dancers unable to perform on the day of the event. After that, substitutions are permitted only if the age & level remains unchanged. Teams have the option of pre-declaring their alternate dancers, enabling substitutions regardless of age/category after the closing date of February 5th. The average age of the team, including alternates, will be based on the oldest dancers for the number of dancers in the competing team (eg, in a group of 5 dancers, with one alternate declared, the average age of the 5 oldest dancers will be used to calculate the age of the team). In all cases, please advise the Games Chair, verbally, beforehand, on the competition day, of any substitutions. Substitutions without notification will be disqualified.

AWARDS: All dancers who dance in the competition and are placed receive medals. Trophies: Solos - Perpetual trophy and keeper award for each winning solo. Duets, Choreographed Double Swords, and Trios - Perpetual trophy for each winning team and keeper award for each competing dancer in a winning team. Groups and Broadwords - Perpetual trophy and keeper award for each winning team.

Champagne Highest Total Points Trophy: Awarded to the Premier dancer with the highest total points over all choreography events.

PLEASE NOTE: If you won a perpetual trophy at the February 26, 2023 Choreography competition, we ask that you please contact our Trophy Convenor, Patricia O'Connell at ohdatrophyconvenor@gmail.com, as soon as possible, to let her know you will bring it with you to the February 25th competition or, **if not attending, confirm your arrangements for the trophy to arrive ahead of February 25th.**

The OHDA expects that all perpetual trophies will be returned in good condition, ready on the day of competition, to pass on to the next recipient.

RULES FOR CHOREOGRAPHED DOUBLE SWORD

Teams to consist of 2 dancers with 2 crossed, hilted swords (flat swords also acceptable).

Only swords to be danced over; (**OHDA swords available for use**). Dance to consist of 3 parts: 2 slow steps, 1 quick time. Can be danced to music of choice or to set music as for 2&1 sword.

No planned entrance or exit; dancers to walk on, start at sword as per traditional sword dance.

Overall performance must reflect a Scottish/Celtic theme in its choice of steps, music & costume. Teacher assistance is permitted. Groups formed by age, and, if entries warrant, by Beginner & Novice.

RULES FOR CHOREOGRAPHED TEAM BROADSWORD

Broadsword teams are to be made up of Beginner and Novice. **Teams are limited to a maximum of 1 intermediate dancer.** Groups formed by age and, if entries warrant, by Beginner & Novice – based on majority of category in group.

Broadswords must reflect a **Scottish/Celtic theme in its choice of steps, music and costume.** Swords must be placed tip to tip in the form of a cross (Only swords can be danced over). Musically, the dance must consist of three parts: 2 parts Strathspey; 1 part Reel. Teachers have their choice of a) Previously scripted set steps as described below with arm movements to be the teacher's choice; b) Teacher's own choreography, OR c) A combination of (a) and (b). Planned entrance & exit permitted, however, is included in the max time permitted

Slow Time (Strathspey Tempo)

1. Strathspey, Shake & Turn

Dancers 1 & 3 travel into centre and out to next sword (to the R) and dancers 2 & 4 dance out to corner making $\frac{1}{4}$ turn to travel out to the next sword (to the R), with all dancers using same movements, as follows: Strathspey with RF, Strathspey with LF to sword 2 with either a full turn around to face sword 2 or a short inward turn to face sword 2 on counts 7, 8. Hop, pointing RF in 3rd pos., execute a shake to 4th Intermediate pos., spring & repeat LF. Spring & execute a Highland Fling turn (with RF turning to the L). Repeat all of the above 3 more times alternating in and out. Dancers finish at their original places outside the swords.

2. Pointing Step to Corner, PDB Turn & Spring Points

Travelling in to R of sword, facing centre of sword, spring on to RF pointing LF to 2nd pos. over sword 1, 3rd pos., 4th pos. (towards centre of swords), 3rd pos. (counts 1, 2, 3, 4); springing over sword to L to repeat with RF (counts 5, 6, 7, 8). Travelling back over sword 1, execute a pas de bas turn finishing in space to R of sword 1 (counts 1, 2, 3, 4); execute 2 spring points (LF, RF) in 4th pos. facing centre of swords; spring on to RF bringing LF to 3rd rear aerial pos., spring bringing RF to 3rd rear aerial pos. (these two springs can be single beats or high cuts). Repeat all of the above 3 more times to swords 2, 3, & 4.

Quick Time (Reel Tempo)

1. Balance & PDB to Corner, PDB Forward & Back, Highland Reel to Previous Sword

Beginning with RF in space to L of sword 1, execute balance movement with R shoulder lead to corner; spring PDB to the R (count 1, 2, 3 & 4); repeat using LF and finish to face sword 1 (counts 5, 6, 7 & 8).

Travelling forward and back over sword 1, execute two PDB (counts 1 & 2, 3 & 4); complete the part with 2 progressive Highland reel movements curling out to R and back to space to L of sword 4 (counts 5 & 6, 7 & 8).

Repeat 3 more times until back to sword 1.

On the last part, omit 2nd Highland reel movement and instead assemble leap to finish at the hilt of sword 1.

Please see the other information sheet for details of the February 24th Open Premiership and Open Pre-Premier competition