

EBGames and the Illini Union Rec Room present:  
**THE C-U “BURNING HEAT” SUMMER  
DANCE-OFF**

Saturday, July 16, 2005  
\$5\*—register at [ddrillini.com](http://ddrillini.com)  
More Info: <http://www.ddrillini.com>

## Section 1. Schedule.

1 pm: Warmup starts, onsite registration starts  
2 pm: Perfect Attack contests start  
Freestyle starts after the Perfect Attack contests are completed

## Section 2. General Rules.

### 2.1 *Ground rules*

- a. Use common courtesy in regards to treating the machine and your fellow competitors with respect.
- b. Touching the machine except to select a song is prohibited. This includes striking the machine out of anger, matrix walking, and anything else that the judges deem dangerous or disrespectful of the machine. Penalty: DEATH BY STRANGULATION
- c. No spectators are allowed to touch the machine, pad, bar, or contestants while they are dancing or about to dance. Penalty: DEATH BY STRANGULATION

### 2.2 *DDR rules*

- a. Use of the bar by contestants will be permitted at any time during this competition.
- b. Banned mods or modular configurations (unless otherwise indicated) include: Stealth, Little, Freezes Off, any speed mod that causes a scroll speed of over 500bpm, Sudden if the scroll speed is over 300bpm (over 260bpm if boost is selected, Hidden if the scroll speed is under 140bpm (under 120bpm if boost is selected). The Tournament Committee has the right to reject any mod-related decisions a competitor may make if the competitor attempts to exploit any loopholes in this rule.
- c. Mods that conflict with already chosen mods may not be chosen(example: choosing Sudden when Hidden is already chosen).

*\* Participants who qualify for Round Robin Play will be asked to contribute an extra \$3 to the prize pool, to make it more interesting and to help cover costs.*

## Section 3. Rules for Perfect Attack Contest.

### 3.1 *Summary*

- a. There will be one division. Contestants entering the PA contest will all play in the same division.
- b. The top 8 competitors after the qualifying round advance to Round Robin Play.
- c. There will be a stepladder (low seeds play, winner plays next highest seed) competition upon completion of the Round Robin. The top 4 competitors after the Round Robin advance to the Stepladder finals, seeded according to their record in the Round Robin.
- d. The 5<sup>th</sup> seed will be randomly chosen among the other 4 participants in the Round Robin.
- e. The 6<sup>th</sup> seed will be randomly chosen among the rest of the competitors who played the qualifying song.

### 3.2 *General Perfect Attack rules*

- a. The winner of each individual song during the perfect attack contest will be determined by the number of “perfect” step ratings s/he has attained on that song plus the number of “OK” step ratings s/he has attained on that song. Tiebreaks are, in order: highest great count, highest good count, highest boo count, replay the round (with a new random song)
- b. The winner of a best-of-three match or a best-of-five match will be the player who, at the end of the set, has won more individual songs than their opponent. Therefore, the first player to win two songs in a best-of-three or three songs in a best-of-five match is the winner.

### 3.3 *Preliminary Round Rules*

- a. A qualifying song will be selected before the tournament starts by the Tournament Committee. This song will be revealed to all competitors and spectators once registration is complete. The song will have a 6 or 7 foot step rating and will be either at “standard” or “heavy” difficulty.
- b. No competitor may play the qualifying song by themselves except at the discretion of the tournament committee.
- c. The qualifying song will be played with a pre-selected set of mod(s), selected by the tournament committee. Note: If these mod(s) exist, they will be “helpful” in nature rather than “hurtful” (e.g. 1.5x Solo is more likely than Sudden Shuffle Flat).
- d. The top 8 players after the qualifying song will be seeded into the Round Robin elimination round.

### 3.4 *Round Robin Rules*

- a. Each match in the Round Robin will be a sudden death, one song match. Each song will be randomly selected from among various subsets of songs on a DDR EXTREME machine.
- b. The winner of each song will be the player who attains the highest number of Perfects + Oks over the course of the song. Players DO NOT need to pass the song to win.
- c. The higher seed (lower seed number) will choose on which side of the pad s/he will play the song.
- d. Songs available for random selection in the Round Robin will

consist of any 9 foot song, as well as some 8 foot songs and 10 foot songs (no 10 footers with the word MAX in any part of the title will be included in the random song selection for round-robin play)

e. Mods will be selected as follows. The lower seeded player (higher seed number) will select up to one mod that both players will be required to use. Then, the higher seeded player will select up to one mod that both players will be required to use.

f. The top 4 contestants from Round Robin play earn a spot in the Stepladder finals. Additionally, a 5<sup>th</sup> spot in the stepladder finals will be randomly given to a competitor from Round Robin play and a 6<sup>th</sup> spot in the stepladder finals will be randomly given to another competitor not already in the stepladder finals (open to anyone who played the qualifying song).

### 3.5 *Stepladder finals rules*

a. Each match in the Stepladder finals will be a best of three songs, except the pentultimate and final match which will be a best of five.

b. Songs will be chosen by the tournament committee. They will not be random selections. The selections will be chosen before the tournament starts, and will be announced after the qualifying song is completed.

c. Mods may or may not be chosen by the committee. The method of attack will be Perfect Attack for every song.

## Section 4. Rules for Pump It Up Freestyle Contest.

### 4.1 *Format*

a. Contestants will perform one freestyle dance.

b. The dance may be any song on the machine, single or double, at any difficulty with any desired mods.

c. Contestants will be judged on the quality of the performance of their dance on a scale of 0-30 points.

d. Contestants must pass the song they are playing in order to remain in the contest. Auto-fail will be off, so contestants can finish their routine without embarrassing themselves.

### 4.2 *Judging*

a. There will be three judges during the competition. They will be judging contestants on the following performance criterion: dancing ability, showmanship, fluidity of body movement, facial expression, coherence with music, audience participation/interaction, and overall effect.

b. Each judge will award a score between 0-10 inclusive, incremented by tenths, for each dancing performance, reflecting the previously stated performance criterion. These scores will be added together to produce a composite score for each dance. The winner of the competition is the contestant with the highest overall score.

## Section 5. Prize Money Payout, subject to change

TBD