

EBGames, RedOctane.com and the Illini Union Rec Room present:

FIGHTING ILLINI DANCE DANCE REVOLUTION TOURNAMENT

Saturday, February 5, 2005

11am (10am registration and free play starts)

\$8—register at EBGames or at ddrillini.com

More Info: <http://www.ddrillini.com>

Section 1. Schedule.

10 am: Free play for registrants starts, onsite registration starts

11am: Welcome and Introduction

11:15: Perfect Attack contests start

Whenever PA finishes: Presentation of PA prizes

½ hour after the previous: Freestyle contest starts

Section 2. General Rules.

2.1 Ground rules

- a. Use common courtesy in regards to treating the machine and your fellow competitors with respect. Penalty: removal from premissis.
- 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: removal from premissis.
- c. No spectators are allowed to touch the machine, pad, bar, or contestants while they are dancing or about to dance. Penalty: removal from premissis.

2.2 DDR rules

- a. Use of the bar by contestants will be permitted at any time during this competition.
- b. Mods will not be permitted during the preliminary round. After the preliminary round and in the loser's bracket, each player may use whatever mods s/he wishes. The Solo mod may be used, but both participants must agree to use it. If there is a discrepancy, the song will be played without the Solo mod.

Section 3. Rules for Perfect Attack Contest.

3.1 Divisions

- a. There will be two divisions: a light and a heavy division.
- b. Contestants in the light division will not play a song with a “foot” rating higher than six (6). Contestants in the heavy division will not play a song with a “foot” rating lower than six (6).

3.2 General Perfect Attack rules

- a. The winner of each song during the perfect attack contest will be determined by the number of perfects (or percentage of perfects during the preliminary rounds) s/he has attained on that song. Combo is irrelevant.
- 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 contestant 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. During registration, each player will select which song s/he wishes to play from the appropriate array of songs. Participants in the light division will select their qualifying song from array #1. Participants in the heavy division will select their qualifying song from array #2.
- b. Play order will be determined semi-randomly—every contestant playing song A will play their song, then every contestant playing song B will play their song, and so forth.
- c. Mods of any kind will not be permitted during the preliminary round.
- d. After all contestants have completed play in the preliminary round, the fields in both the light and heavy division will be cut to the top 50% of the original number of participants, or the top 32—whichever is less. These 50% will be the contestants who score the highest percentage of perfects on the song they play during the preliminary round.

3.4 Match play rules

- a. Play will proceed during the match play round as a standard double elimination bracket.
- b. If, after the cut, the number of players is not 1, 2, 4, 8, 16 or 32, first round byes will be assigned to the highest seeds to create an even bracket in subsequent rounds. For example, if the top 50% of a division is 25 participants, the top seven participants receive a bye into the round of 16.

Winner's bracket rules

- c. When two players are playing a best-of-three songs set in a head-to-head match, the player with the higher seed (e.g. Seed number closer to zero) will pick the first song to be played from the appropriate array. The player with the lower seed will pick the second song from the appropriate array, and the player with the higher seed will pick the final song from the appropriate array. The lower may choose which side of the pad s/he would like to play on.
- d. The songs to be played will come from the following arrays:
Light division: Song 1-Array 3, Song 2-Array 4, Song 3-Array 5
Heavy division: Song 1-Array 6, Song 2-Array 7, Song 3-Array 8

- e. Each contestant may not play one specific song more than twice during the match play rounds.
- f. During the final round in both divisions, contestants will play a specific array of five songs. Contestants in the light division will play the songs, in order, contained in Array 9, and contestants in the heavy division will play the songs, in order, contained in Array 10.
- g. Except for the final match, which will be a single game match, the loser of each match will fall into the loser's bracket.

Loser's bracket rules

- a. Each match in the loser's bracket will consist of one song. This song will be of 9 foot Heavy difficulty, and it will be randomly selected from all of the 9 foot Heavy songs on the DDR Extreme machine.
- b. The winner of each match in the loser's bracket will be the player who obtains the highest number of perfect steps. The loser will be eliminated from the competition.

Section 4. Rules for Freestyle Contest.

4.1 Format

- a. Contestants will perform two freestyle dances: One prepared dance, and one improvised dance.
- b. The prepared freestyle dance may be any song on the machine, single or double, at any foot difficulty with any desired mods.
- c. The improvised freestyle dance will be a randomly selected song at a foot difficulty level of either three, four or five. The song will also be played on shuffle. The contestant may use any other mods in addition to shuffle that s/he would like.
- d. Contestants will be judged on the quality of the performance of their dance on a scale of 0-75 points, with 2/3 of the points weighted towards the prepared dance and 1/3 to the improvised dance.
- e. Contestants must pass the song they are playing in order to remain in the contest.

4.2 Judging

- a. There will be five judges during the competition. They will be judging contestants on standard freestyle performance criterion, including but not limited to: dancing ability, showmanship, fluidity of body movement, coherence with music, audience participation and interaction, and overall coherence.
- 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 (for the improvised dance, the sum of the three judges' marks will be halved).

4.3 Scoring

- a. Each dancer will receive a composite score for his or her dance. S/he will receive a score between 0 and 50 inclusive for their prepared freestyle performance, and a score between 0 and 25 inclusive for their improvised freestyle performance. These two composite scores will be added together to produce an overall contestant score. The winner of the competition is the contestant with the highest overall score.

Section 5. Prize Money Payout (percentage of total prize money pool)

Perfect Attack Light

First Place:	10%
Second Place:	5%

Perfect Attack Heavy

First Place:	20% Plus RedOctane Ignition Dance Pad
Second Place:	10%
Third Place	5%

Freestyle

First Place:	15%
Second place:	10%
Third place:	5%

Section 6. Song arrays

Array 1 (PA Light qualifying):

Be in my Paradise Light (1)
Graduation Light (2)
I do, I do, I do Light (2)
Silent Hill Light (2)
Butterfly Light (3)

Array 2 (PA Heavy qualifying):

Can't Stop Falling in Love Speed Mix Standard (6)
Love Shine Heavy (7)
Nori Nori Nori Heavy (7)
Burnin' the Floor Heavy (7)
Dam Dariam Heavy (8)

Array 3 (PA Light 1st songs):

Burning Heat! Light (2)
Destiny Light (2)
Jet World Light (3)

Array 4 (PA Light 2nd songs):

Era (nostalmix) Light (3)
Break Down Light (4)
Drop the Bomb Light (4)

Array 5 (PA Light 3rd songs):

Dive Standard (5)
Brilliant 2U (OG) Light (5)
Telephone Operator Standard (5)

Array 6 (PA Heavy 1st songs):

Daikenkai Standard (6)
Groove 2001 Heavy (7)
R3 Heavy (7)
Freckles Heavy (7)
Love Shine Heavy (7)

Array 7 (PA Heavy 2nd songs):

Candy Heart (with lyrics) Heavy (7)
Paranoia KCET Clean Mix Heavy (8)
B4U Heavy (8)
Cowgirl Heavy (8)
Dead End Heavy (9)

Array 8 (PA Heavy 3rd songs):

Waka Laka Heavy (8)
A Challenge (9)
Matsurai Japan Heavy (9)
Afronova Heavy (9)
Xenon Heavy (9)

Array 9 (PA Light final set):

1. Gamelan de Couple Standard (5)
2. AM3P Light (5)
3. Crash Standard (5)
4. Paranoia Rebirth Light (6)
5. Rhythm and Police Standard (6)

Array 10 (PA Heavy final set):

1. Stoic Heavy (9)
2. Drop Out Heavy (9)
3. Cartoon Heroes Heavy (9)
4. Max 300 Heavy (10)
5. The Legend of Max Heavy (10)