

Fall Classic Kung Fu Tournament

Lion Dance Competition Rules, Regulations, and Conduct

Goal

- Build a strong lion dance community.
- Educate the public about lion dance.
- Foster growth of the art as a sport.

Regulation Breakdowns

- The routine will be judged on the ability to tell a story through choreography and movement. With that being said, any given performance will not be scored solely based on tricks and props, but rather a combination of acrobatic/athletic movements with the ability to tell a ‘story’. Whether it is traditional or “modern” style of lion dancing, teams should be focusing on this combination. The effective expression of a range of varying emotions, e.g. frightened, happy, sad, excited, etc. Teams will be judged on creativity, narrative, and the ability to engage the audience in their narrative. Coordination of head and tail, coordination of Lion and instruments, coordination between instruments as a whole, and general athleticism.
- Each team shall consist of two Lion dancers who may switch with each other but cannot be substituted by anyone else; at least, but not limited to, one drum, one gong, one cymbal. Once the teams are established there can be no substitutions. Teams are allowed to register two participating teams, however the following is not allowed: two teams may not use the same drummer and lion dancers.
- Each team shall perform a routine of 5 to 8 minutes with a penalty being assessed for going under or over in time. There will be a warning given at the beginning of the 7th minute of the performance to indicate that the team has 60 seconds to wrap up the performance. To be respectful of other competitors, the judges, and the audience, teams will make a good faith effort to keep set-up and breakdown times to a minimum and to come prepared.
- There are no age restrictions/limits.

Props

- Props can be any equipment that teams will bring to the day of the competition, for example: benches, tables...however, Jongs (high poles) ARE NOT allowed.
- Props are not to damage, scratch, or permanently mark the floor of the facility.
- Props can be allegorical or literal, however it must be clearly understood what they represent.

Judges

The competition will be judged by a panel of knowledgeable sifus, who will be selected by the tournament host. They will judge teams by scoring them from 0.0 to 10.0 based on the scoring guidelines below and using their knowledge and experience with traditional Chinese Lion Dance. The judges’ scores will be totaled and a final score will be issued. At the conclusion of each performance, each judge will show their score and the score keeper will record each score and determine the total. In the event of a tie, the tiebreaker will be decided by audience applause. The tournament host will conduct the tiebreaker and arbitrate any disputes, and if needed confer with the panel of judges to resolve any issues.

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Scoring Guidelines

The following guidelines will be used for judging each team.

Lion Dance Form: Team's appearance, presentation and conduct.

Storytelling: This will be the key to our competition, teams must clearly demonstrate stories through the lion dance performance, keep in mind if you use props and tricks they should be make sense with the story line.

Footwork and synchronization: Teams can show a variety of footwork including their own styles and will be judged on their footwork such as horse stance, bow stance etc. The head and the tail must be well coordinated.

Harmony: The lion must be in unison with the music which includes the beat of the drum, cymbal and gong. The band must be clear and put good emphasis in necessary places.)

Expression: The lion's expression of being happy, angry, sad, excited, scared etc. must be shown clearly and interactions with the audience will be judged. Expressions must be aligned with the story.

Difficulty: Props and power moves along with tricks will be scored depending on how it adds to the story overall and how the lion is effectively overcoming obstacles will be heavily judged.

Team Instruments/Equipment

- The Hung Gar Kung Fu Academy will make a lion head, a drum, one set of drum sticks, 2 sets of cymbals, and a gong available for any team who requests to use any of them for their performance.
- Requests should be submitted during registration.
- No western instruments are allowed.
- The use of open flame or pyrotechnics is expressly prohibited.

Participating teams can practice the day prior to the tournament at the Hung Gar Kung Fu Academy. Please inform us ahead of time for early practice.

The Hung Gar Kung Fu Academy, participating schools, and the facility will not be responsible for any injuries, disabilities, medical expenses, theft, or lose of property.