



MAPUA
MALAYAN COLLEGES
LAGUNA



Mechanics for Cheer and Dance Competition



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GUIDELINES & MECHANICS

As part of the annual Wizards' Cup, the Cheer and Dance Competition is an event wherein the students of Mapúa Malayan Colleges Laguna can showcase their dance and grooves.

Venue	Mapúa MCL Grandstand
Competition	03 FEB 2025 11:00 AM - 1:30 PM
Dress Rehearsals	31 JAN 2025

With this, the following are the guidelines and provisions for the competition:



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I. GUIDELINES

a. Participants of the Cheer and Dance Competition shall meet the following qualifications:

1. Participants must be bonafide students of Mapúa Malayan Colleges Laguna from the date of registration to the date of execution of games.
2. Participants shall have registered through the MS Forms provided by their respective departments.
3. The Deadline for the initial list of the participants will be on December 20, 2024.
4. The start of practices and rehearsals will be during the resumption of classes in January until January 30, 2025.
5. All participants are required to attend the Dress Rehearsals will be conducted on January 31, 2025.
6. All members of each team must wear their team's designated costume and other appropriate equipment.
7. The teams' performances should adhere to the genre given and set by the organizers.
 - a. The genre is streetdance and is limited but not to:
 - i. Hip Hop
 - ii. Breakdance
 - iii. Funk
 - iv. Jazz



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I. GUIDELINES

b. Each team must consist of the following provisions:

1. All members of each team should **only** be students of the respective department.
2. All departments shall have a minimum of 15 dancers and a maximum of 20 dancers.
3. Props and costume design by each team must be approved by the committee, a week prior to the actual date of the event.

c. General Flow of the Competition

- i. The duration of the cheer should be from two (2) minutes (minimum) to three (3) minutes maximum;
- ii. The duration of the dance performance should be from five (5) minutes (minimum) to seven (7) minutes maximum whereas;
- iii. A total duration of between seven (7) minutes to ten (10) minutes.
- iv. Participants should be responsible for their own safety during the entire routine.
- v. Appropriate clothing must be observed by the participants.



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II. COMPETITION RULES

These guidelines establish a comprehensive structure to manage the Cheer and Dance Competition while encouraging fair play and sportsmanship among all participants. The Wizards' Cup Cheer and Dance Competition shall comply to the following regulations:

A. Rulebook

a. Interruption of Performance

- ii. When the performance is interrupted because of technical difficulties caused by the event equipment, facilities, etc; the team shall be given the option to either resume their performance or repeat the entire performance.
- ii. When the performance is interrupted because of failure of the team's own equipment, tools, music, props, or any of the same kind; the team shall be given the option to either continue the performance or withdraw from the competition.
- iii. When one of the participants suffers a minor injury, the team can either choose to continue to perform with or without the injured member.
- iv. When one of the participants suffers a major injury, the competition's committee reserves the right to stop the performance and provide proper medical attention to the injured member.
- v. Medical assistance will be on standby during the said event to provide immediate medical action.



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II. COMPETITION RULES

b. Props and Equipment

- i. Materials or props that may impede vision or cause harm to the members are strictly prohibited.
- ii. All props must be safely discarded out of harm.

III. CRITERIA

A. The following are the criteria for judging:

1. Choreography - Total of 70%
2. Style and Originality - 50%
3. Artistry - 20%

B. Performance - 20%

1. Mastery and Creativity - 20%
2. Audience Impact - 10%

C. Props - 10%

1. Visual Appeal
2. Artistry
3. Creativity



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IV. POINT VALUES AND CATEGORIES OF WINNERS

A. Categories of Winners

1. Champion
2. First Runner Up
3. Second Runner Up

B. Special Awards

1. Crowd's Favorite
2. Best Cheer



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V. PENALTIES AND VIOLATIONS

A. Violations Clause

1. Lack of team members may lead to disqualification.
2. All participants must be with their team and all teams must be at the venue at the designated time.
3. All participants must finish their performance in the allotted time.
4. No show at the event may lead to disqualification.
5. Failure to comply with the registration process may lead to disqualification.
6. Submission of the music must be submitted a week prior to the actual date of the event. Late submission of the music to be used for the performance may lead to a deduction of points.

VI. EQUIPMENT RIDER

- a. Speakers
- b. First Aid Kits