

EBGames and the Illini Union Rec Room present:
**UNIVERSITY OF ILLINOIS PUMP IT
UP CLASSIC**

Saturday, September 17, 2005
\$10—register at ddrillini.com
More Info: <http://www.ddrillini.com>

Section 1. Schedule.

10 am: Warmup starts, onsite registration starts
11am: Welcome and Introduction
11:15: 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.
- b. Touching the machine 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: Disqualification, removal from premises
- c. No spectators are allowed to touch the machine, pad, bar, or contestants while they are dancing or about to dance. Penalty: Removal from premises
- d. **Agreement to waive rules clause:** If both players participating in a match mutually consent, they may add any rules, or change or remove rules (aside from the Ground Rules and rule 2.2 C) which do not cause the match to take extra time.

2.2 *PIU machine rules*

- a. Use of the bar by contestants will be permitted at any time during this competition.
- b. Any speed mods may be used at any time during this competition. No other mods are allowed.
- c. Players may not strike the arrows with anything other than one of their own human body parts or clothing or shoes covering them, unless specifically approved by the tournament committee.

Section 3. Technical Contest Rules.

3.1 *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.

- b. The qualifying song will be played with any desired mods.
- c. Two contestants will play on the pad during the preliminary round.
- d. The top 16 players after the preliminary round will advance to the Match Play round.

3.2 *Match rules*

- a. Each match will consist of two, four or six songs. Two song matches will be played in the earlier rounds, four song matches in the middle to later rounds, and six songs in the finals. Two song matches will always be used in the loser's bracket, except for the final match in the losers bracket.
- b. Each song will be played on Crazy or Nightmare mode. Only Crazy mode will be used in the earlier rounds. If a song with Nightmare difficulty is played, the lower seed (higher seed number) will always play the song first unless both players agree to switch the order.
- c. The format of the bracket will be double elimination with a single game final match.

3.3 *Index Card Rules*

- a. Before each match, each player will be given an index card. Each player will write X+1 songs on this card, where X is the number of songs to be played in the match (example: players will write three songs on their card in a two song match). Players will specify difficulty (either Crazy or Nightmare, when applicable) and will also write down the numerical difficulty rating. Example: "Hot Crazy (10)".
- b. Players will switch index cards. The lower seeded player (higher seed number) will choose the first song to be played off of the index card s/he is currently holding.
- c. After completion of the first song, the higher seeded player (lower seed number) will choose the second song to be played off of the index card s/he is currently holding.
- d. The winner of the match will be the player who attains a higher cumulative score than their opponent.
- e. Once a song has been chosen from a player's index card, that player (who wrote the song on the index card) may not write that song on their index card again until the final round. A player MAY choose a song from their opponents card and write that song down on a card of their own in a later round.
- f. The three songs written on index cards for two song matches MUST HAVE a combined difficulty (on Crazy) of between 30 and 35 inclusive.
- g. The five songs written on index cards for four song matches MUST HAVE a combined difficulty of between 56 and 66 inclusive. Players in this round may also utilize the Nightmare difficulty level.
- h. The seven songs written on index cards for six song matches MUST HAVE a combined minimum difficulty of 86. There is no maximum combined difficulty. Players in this round may also utilize the Nightmare difficulty level.

3.4 *Other Rules*

- a. Both players will play on the machine at the same time. The higher seed will choose on which side of the pad s/he will play the first song. Players will switch sides after each song.

- b. Players may use any speed mods they desire on songs during the match play rounds. All other mods are disallowed.

Section 4. Freestyle Contest Rules.

4.1 Performance rules

- a. Contestants will perform one prepared freestyle dance, on any mode or difficulty (including freestyle and nightmare) with any speed mods.
- b. Props may be used if they are in good taste and are not used to strike the panels on the machine (see rule 2.2 for more details).
- c. Couples freestyles and group freestyles will be allowed. If the group places, all participants in the group will split the prize money for that place.

4.2 Freestyle scoring

- 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 half points, for each dancing performance, reflecting the previously stated performance criterion. These three scores will be added together to produce a composite freestyle score for each dance. Whoever has the highest composite score wins!

Section 5. Prize Money Payout, subject to change

First Place:	60% of prize money pot
Second Place:	30% of prize money pot
Third Place:	10% of prize money pot