

SUPER ROUND BOX 3 INFORMATION PACK

# SUPER ROUND BOX 3

*Friday 26<sup>th</sup> and Saturday 27<sup>th</sup>,  
September 2008*

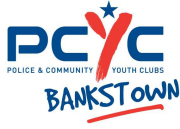
Bankstown PCYC and Bankstown Town Hall

# INFORMATION PACK

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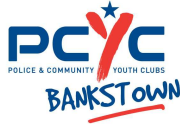
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## SUPER ROUND BOX 3 INFORMATION PACK

### ADMISSION & GENERAL INFORMATION

#### DATES, TIMES & SIGN IN:

- ❖ Preliminary Night (BREAKERS & POPPERS ONLY)
  - Date: Friday 26<sup>th</sup> of September 2008
  - Event Time: 6:30pm - 10pm (Doors open 6:00pm)
  - \*\*MUST SIGN IN BY 5:30pm**
- ❖ Main Day
  - Date: Saturday 27<sup>th</sup> of September 2008
  - Event Time: 3pm - 9pm (Doors open 2:00pm)
  - \*\*MUST SIGN IN BY 1:30pm**

#### VENUE LOCATIONS:

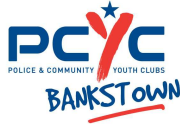
- ❖ Preliminary Night (Friday 26<sup>th</sup> of September 2008)
  - Bankstown PCYC
  - 55 Meredith St (Corner of French Ave)
  - Bankstown NSW 2200



- ❖ Main Day (Saturday 27<sup>th</sup> of September 2008)
  - Bankstown Town Hall
  - Corner of Rickard and Chapel RD
  - Bankstown NSW 2200



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### PARKING:

- ❖ Preliminary Night
  - There will only be street parking on this day. French Ave is the recommended parking spots. Being street parking, please ensure that your car is not in any driveway, blocking any car/driveways or in a “No Parking Area”.
- ❖ Main Day
  - Parking will be available on the main night for competitors only. The name of the driver plus the crew name must be sent to [khai@superroundbox.com](mailto:khai@superroundbox.com). We strongly advise that a carpool be organised as there are limited spots. The parking for competitors is situated underneath the venue and can only be accessed via Rickard Rd entry.

### HOW TO GET THERE:

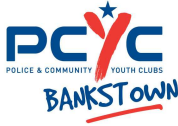
- ❖ Preliminary Night
  - Train - Bankstown station. Once out of the station, go right (you’ll see the 7/11 store on the corner). Facing 7/11, go right and keep walking til you hit Meredith St. Turn right onto Meredith St, PCYC will be on the right hand side.
- ❖ Main Day
  - Train - Bankstown station. Once out of the station, go right (you’ll see the 7/11 store on the corner). Walk up the street that Subway is situated on, across the road and through the park. The building at the end of the park is Bankstown Town Hall. Entry will be just on the top of the stairs.

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MAP:



- Key
-  – Bankstown PCYC
  -  – SRB Venue
  -  – Bankstown Station



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### TICKETING:

Tickets can be purchased at any MOSHTIX outlet or purchased online [MOSHTIX LINK](#).

- ❖ Competitors Admission (IMPORTANT):  
REMEMBER TO GET YOUR CONFIRMATION EMAIL BEFORE YOU PURCHASE THE COMPETITORS TICKET
  - Spin Comp, 3v3 Bboying and 1v1 Popping Competitors:
    - ◆ \$20 + bf (this will allow you entry for both days)
  - Hip Hop Showcase Competitors:
    - ◆ \$20 + bf (1 Ticket will allow TWO members of the crew to the Main Day ONLY)

*If competitors fail to purchase a presold competitors ticket they will be charged full price at the door that is \$30:*

- *Spin Comp, 3v3 Bboying and 1v1 Popping Competitors: \$30 (this will allow you entry for both days)*
- *Hip Hop Showcase Competitors: \$30 (ONE ticket will allow TWO members of the crew to the Main Day ONLY)*

*Competitors that enter multiple competitions only need the 1 ticket.*

- ❖ General Admission:
  - Pre Sale:
    - ◆ \$20 + bf
    - ◆ Children (5 to 12 yrs) \$5 + bf (limited to 2 children per 1 adult)
  - Door:
    - ◆ \$30
    - ◆ Children (5 to 12 yrs) \$10 (limited to 2 children per 1 adult)

### CAMERAS & VIDEO CAMERAS:

- ❖ Cameras and video cameras are permitted on both days. However they cannot interfere with the official camera personnel that will be filming the event, spectators and competitors.

### CLOAK ROOM:

- ❖ Cloak rooms will NOT be provided, please ensure that you keep your valuables at all times. We take no responsibility for theft or loss of your valuables.

### PRAMS AND STROLLERS:

- ❖ Prams are not allowed into Bankstown Town Hall for fire safety reasons. You can either leave the pram inside the car or we can provide an area to store the pram during the event.

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## SUPER ROUND BOX 3 INFORMATION PACK

### POPPING 1v1

#### COMPETITION FORMAT:

- ❖ Preliminary Night (Friday 26<sup>th</sup> of September 2008)
  - Elimination Format (So don't hold back)
  - 2 Rounds Per Person (Maximum time per set is ~55secs, you will be asked to finish your set off if you go over time)
  - Judges will point to the winner at the end of each battle
  - Top 8 Poppers move onto the Main day
- ❖ Main Day (Saturday 27<sup>th</sup> of September 2008)
  - Elimination Format
  - 2 Rounds Per Person (Maximum time per set is approx 55secs, you will be asked to finish your set if you go over time)
  - Judges will point to the winner at the end of each battle (except for the finals)

#### PRIZES:

- ❖ 1<sup>st</sup> Place - \$250
- ❖ 2<sup>nd</sup> Place - \$100

#### MUSIC:

- ❖ DJ Matt Fernandez (Hybrid Formz) - Melbourne, Australia
- ❖ Dj Libre - Sydney, Australia

Music will be a combination of Gfunk, Funk, Electro Funk and music that will push your skills.

#### JUDGES:

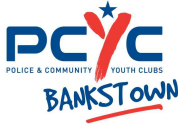
- ❖ Boogie Frantick - (Gstyle, Funny Bones Crew, Air Force Crew...) - California, USA
- ❖ Enigma - (Nomadic Funk) - Melbourne, Australia
- ❖ Leo - Korea

#### COMPETITION JUDGING CRITERIA:

- ❖ Judges will be judging on these criteria's to determine the winner of each battle.
  - Technique
  - Character
  - Battling
  - Musicality
  - Entertainment Value
  - Timing

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### BBOY 3v3

#### COMPETITION FORMAT:

- ❖ Preliminary Night (Friday 26<sup>th</sup> of September 2008)
  - Points Format - 3 battles per crew (So don't hold back)
  - 3 groups = 3 rounds - A, B and C - you will be allocated to groups prior to the event, check our website before the event
    - ◆ Each group will have one judge
    - ◆ After each round, judges will be rotated
  - 5 sets Per Crew (Routines are allowed, commandos must flow otherwise they will not be counted)
  - Judges will score each crew at the end of each battle
  - Top 8 Breaking crews move onto the Main day
- ❖ Main Day (Saturday 27<sup>th</sup> of September 2008)
  - Elimination Format
  - 5 sets Per crew (Routines are allowed, commandos must flow otherwise they will not be counted)
  - Judges will point to the winner at the end of each battle (except for the finals)

#### PRIZES:

- ❖ 1<sup>st</sup> Place - \$750
- ❖ 2<sup>nd</sup> Place - \$300

#### MUSIC:

- ❖ Main DJ: Dekoy Fox, supported by DJ Kid Koma

#### JUDGES:

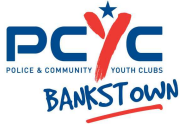
- ❖ Nasty Ray - (Headhunters and Flava Squad) - California, USA
- ❖ Pepito - (7\$ and Zulu Kings) - Melbourne, Australia
- ❖ Kreate - (Fresh Sox and 7\$) - Indonesia

#### COMPETITION JUDGING CRITERIA:

- ❖ Technique
- ❖ Character
- ❖ Battling
- ❖ Musicality
- ❖ Entertaining
- ❖ Timing

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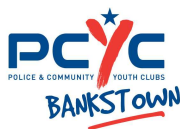
### SCORE SHEET:

Crew Name:

1	2	3	4	5
Got smoked	Lost	Tie	Won	Smoked them

Judges Notes:

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### SPIN COMPETITION

#### CATEGORIES:

- ❖ Windmills
- ❖ Flares
- ❖ 1990s
- ❖ 2000s
- ❖ Headspins
- ❖ Backspins
- ❖ Bumspins

#### COMPETITION FORMAT:

- ❖ Preliminary Night (Friday 26<sup>th</sup> of September 2008)
  - 2 attempts per competitor (So don't hold back)
  - Judge will choose the top 4 on the spot
  - Top 4 competitors in each category move onto the Main day
- ❖ Main Day (Saturday 27<sup>th</sup> of September 2008)
  - 2 attempts per competitor
  - Judge will point to the winner at the end of each competition

#### PRIZES:

- ❖ Special prize on the day

#### MUSIC:

- ❖ DJ: Matt Fernandez (Hybrid Formz) Melbourne, Australia

#### JUDGE:

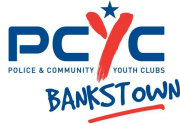
- ❖ Nasty Ray (Headhunters and Flava Squad) - California, USA

#### COMPETITION JUDGING CRITERIA:

- Windmills - most in 10 seconds
- Flares - the most
- 1990s - the most rotations
- 2000s - the most rotations
- Headspins - the most rotations (free spin - no hands)
- Backspins - most rotations
- Bumspins - most rotations

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### **HIP HOP SHOWCASE COMPETITION**

#### **JUDGES:**

- ❖ Leo - Korea
- ❖ Pauler - (Lemmings, Zealous) - Sydney Australia
- ❖ Stacy - (Dejavu) - Sydney Australia

#### **PRIZES:**

- ❖ 1<sup>st</sup> Place: \$500
- ❖ 2<sup>nd</sup> Place: \$300
- ❖ 3<sup>rd</sup> Place: \$200

#### **CREW MEMBERS LIMITS:**

- ❖ 6 - 16 members.
- ❖ There are no age limits.

#### **TIME LIMIT OF ROUTINE:**

- ❖ 4 to 6 minutes (A grace period of five (5) seconds plus or minus).
- ❖ Points will be deducted if routine is not within range of time limit.

#### **MUSIC:**

- ❖ Music must not contain inappropriate language, lewd or offensive language. SRB is an all age event. Points will be deducted.
- ❖ Music must be provided (in CD audio format) when signing up on the day. (We recommend crews to bring an additional copy of the cd).

#### **STAGE DIMENSIONS:**

- ❖ The stage is 11.5m wide by 9.5m deep.
- ❖ Although ONLY 11.5m wide by 7m deep will be allocated.

#### **PROPS/ITEMS & COSTUMES:**

- ❖ Props/items are allowed, but please let us know in advance so we sort out the loading times.
- ❖ Hazardous/Dangerous props/items or materials are not permitted.
- ❖ Costumes are permitted to enhance the performance but will not be considered in the judging.

#### **STYLES:**

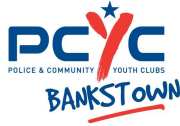
- ❖ All 'Hip Hop' (Umbrella term) styles are permitted.

#### **LIGHTING:**

- ❖ Lighting cues will not be provided since the lightening system is manual.

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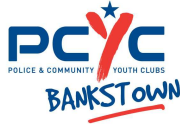


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### JUDGING CRITERIAS:

Winning crews will be selected based on the combine TOTAL score from ALL three judges.

- ❖ Creativity (Max 6 Points)
  - Was it something new? Same old thing? Did crew just copy off a youtube video? Etc.
- ❖ Entertainment Value (Max 6 Points)
  - Was it enjoyable to watch? Was it boring as hell? Etc.
- ❖ Execution (Max 6 Points)
  - Whether the crew is in sync with each other? Was it clean? Was it sloppy? Etc.
- ❖ Musicality (Max 6 Points)
  - Crew's usage of the music (eg lyrics, bassline, melody, rhythm etc) within the context of their movements, theme, narrative etc.
- ❖ Technicality (Max 6 Points)
  - Was the movements too simple (or did they just make it look easy?) Very hard to do? Etc.
- ❖ Stage Use (Max 3 Points)
  - How well and effective each crew uses the area of the stage given. Are they only using one area of the stage? Are they moving around? Etc.



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### SCORE SHEET:

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**CREW NAME:**

**\*Creativity**

1	2	3	4	5	6
---	---	---	---	---	---

**\*Entertainment Value**

1	2	3	4	5	6
---	---	---	---	---	---

**\*Execution**

1	2	3	4	5	6
---	---	---	---	---	---

**\*Musicality**

1	2	3	4	5	6
---	---	---	---	---	---

**\*Technicality**

1	2	3	4	5	6
---	---	---	---	---	---

**\*\*Stage Usage**

1	2	3
---	---	---

**Went Under or Over time?**

YES/NO

**Offensive Material in Music?**

YES/NO

**TOTAL**

/33

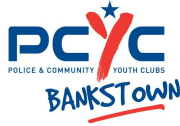
**\*LEGEND**

- 6 = EXCELLENT
- 5 = VERY GOOD
- 4 = GOOD
- 3 = AVERAGE
- 2 = POOR
- 1 = VERY POOR

**JUDGES NOTES:**

**\*\*LEGEND FOR STAGE**

- 3 = EFFECTIVE
  - 2 = GOOD
  - 1 = POOR
-



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### STAGE REHEARSAL TIMES:

We will be providing crews with rehearsal times on the stage at Bankstown Town Hall. Please email [dance@superroundbox.com](mailto:dance@superroundbox.com) to book your rehearsal time. Remember it's first in, first serve!

Friday 26<sup>th</sup> September – 15 minute slots

11:30am – 11:50am  
11:50am – 12:10pm  
12:10pm – 12:30pm  
12:30pm – 12:50pm  
12:50pm – 1:10pm  
1:10pm – 1:30pm  
1:30pm – 1:50pm  
1:50pm – 2:10pm

Saturday 27<sup>th</sup> September – 10 minute slots

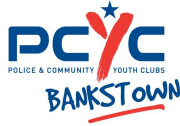
12:40pm – 12:50pm  
1:00pm – 1:10pm  
1:10pm – 1:20pm  
1:20pm – 1:30pm  
1:30pm – 1:40pm  
1:40pm – 1:50pm  
1:50pm – 2:00pm  
2:00pm – 2:10pm

### REHEARSAL SPACE:

Rehearsal space will be provided in the 'Lansdowne room' which is next door to the auditorium. There is enough space for several crews to rehearse. Two CD players will be provided however crews need to ensure they bring two copies of their mix. Crews are expected to behave in a professional manner and share the equipment upon request. The 'Boronia room' is out of bounds for all patrons, that space is expected to be used ONLY as a thoroughfare to the toilet. Competitors will have access to the toilets upstairs however you may also use the main toilet downstairs in the lobby.

### DRESSING ROOMS:

All Hip Hop Showcase crews will be provided with a dressing room. They will be allocated to those who are performing first, once you have finished your performance you are expected to take your belongings to clear the dressing rooms for other crews. Dressing rooms are not secure so please take your valuables with you. We will not take any responsibility for the theft or loss of your possessions.



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### CONTACTS

Please check [www.superroundbox.com](http://www.superroundbox.com) for updates about the event. If you have any other enquiries about the event free to contact.

General enquiries:

[info@superroundbox.com](mailto:info@superroundbox.com)

Competitors' enquiries:

[dennis@superroundbox.com](mailto:dennis@superroundbox.com)

Want to enter SRB3?:

[dance@superroundbox.com](mailto:dance@superroundbox.com)

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**\*\*END\*\***