



RULES & REGULATIONS

Every dancer's journey starts with a spark. Here's how it grows.

REGISTRATION & PAYMENT

All entries must be submitted through a registered studio via Online Registration — independent entries are not accepted. Entries are first-come, first-served and limited to available performance time. KinetX may shorten or alter event dates without notice. Dancers may compete with only one studio per event unless authorized in writing by KinetX and both studios.

Payment Timing	Rate
45+ days before event	5% early payment discount
44–15 days before event	Standard entry fee
14 days or less before event	10% late fee (credit card only; music due at registration)

Entries under 14 days out won't appear on the preliminary schedule; payment plus late fee is due before the final schedule releases the Monday before the event — after which no further entries are accepted. Routines are not guaranteed until paid in full.

Questions: kinetx@kinetxdance.com

Accepted payment methods: credit card (online via Online Registration), money order, and cashier's check — personal checks and ACH are not accepted. Mailed payments must be received — not postmarked — within the payment window above; mail early enough to arrive before the 14-days-or-less window begins to avoid the late fee. Contact kinetx@kinetxdance.com for mailing instructions.

PERFORMANCE LEVELS & AGE DIVISIONS

Level	Placement Criteria
Spark (Novice)	≤3 yrs experience recommended · up to 7 routines · 2 solos max
Charm (Intermediate)	4–8 yrs experience · up to 9 routines · <7 hrs class/week · 2 solos max
Mastery (Elite)	Advanced technique · 10+ routines auto-places here · 7+ hrs/week · 3 solos max
Luna (Inclusion)	Adjudication-only division for dancers with disabilities — feedback, not ranked scoring

Routine level is set by the majority level of registered dancers (even splits default to the higher level).

Age Divisions (as of Jan 1 of the competition year)

Mini	Petite	Junior	Teen	Senior	College	Adult
6 & under	7–9	10–12	13–15	16–19	20–24	25+

Group age = average of dancers 19 & under, rounded to nearest whole number. Any dancer 20+ places the routine in College; any dancer 25+ places it in Adult (regardless of average) — both auto-compete at Mastery level. KinetX may verify age at any time; misrepresentation risks disqualification.

ROUTINE DIVISIONS & TIME LIMITS

Category	Dancers	Time
Solo	1	2:45
Duo/Trio	2-3	2:45
Small Group	4-9	3:00
Large Group	10-19	4:00
Line	20+	5:00
Production*	20+	8:00

*Production requires a clear theme/storyline throughout, or it will be classified as a Line. Extended performance time may be purchased per dancer: **+30 sec \$5 • +60 sec \$10 • +90 sec \$15**. Dancers with multiple solos must compete the same level in all. See Props for prop setup timing/fees.

PERFORMANCE CATEGORIES

Acro — acrobatic/gymnastic movement, 50%+ dance technique required

Ballroom — waltz, tango, cha-cha, foxtrot, etc.

Folkloric — traditional/cultural dance of a specific country or region

Lyrical — interprets a song's lyrics/emotion; ballet + jazz technique

Musical Theatre — a Broadway/movie musical song; lip sync & acting allowed

Pom/Kickline — pom technique and/or synchronized kickline

Tap — tap technique

Ballet/Pointe — classical technique; slippers only, 50%+ en pointe for Pointe

Contemporary — a fusion of ballet, jazz, modern & other genres

Jazz — primarily jazz technique

Modern — interpretive routine in modern style

Open — a mix of styles, or fits no other category

Street Style — hip hop, jazz funk, krumping, breaking, etc.

Max 3 acrobatic tricks outside Acro/Open (a trick = both feet leave the ground, body airborne over the head). A dancer may not compete against themselves in one category, and places only once in high score rankings.

JUDGING GUIDELINES

Criteria	Points
Technique	35
Performance	35
Choreography & Musicality	20
Overall Impression	10
Max per judge / 3 judges	100 / 300

Judges' decisions are final; contact with judges is prohibited. Score sheets and video critiques post to the studio's Online Registration profile by end of day Tuesday — for studio/dancer educational use only, not for social media. Family-friendly content is required; flagged routines may be deducted or disqualified.

Ties: broken by Technique, then Performance, then Choreography & Musicality. **Overtime:** 1 pt/judge deducted per 15 sec over the limit. **Early exit:** may re-perform for adjudication only — not eligible for Overall Awards.

ADJUDICATION SCALE

Award	Spark	Charm	Mastery
Xtraordinary	—	—	297.5–300
Diamond	280–300	285–300	288.5–297.4
Platinum	260–279.9	265–284.9	270.5–288.4
Gold	240–259.9	245–264.9	253.5–270.4
Silver	239.9 & below	244.9 & below	253.4 & below

AWARDS

- **Overall Placements** — depth scales with field size: top 1 (2–4 routines), top 3 (5–8), top 5 (9–13), top 10 (14+). Soloists place once, using their best score.
- **Adjudication Recognition** — every Solo/Duet/Trio receives a medal; every Group/Line/Production dancer receives a pin.
- **Judges' Choice** — Spellbound (most entertaining), Stand Out, and Conjured Costume (opt-in, additional fee).
- **KinetX Precision Award** — the routine with the highest technical execution. **Xtraordinary Craft Award** — the routine displaying the most innovative, complex, or artful choreography.
- **KinetX Spirit Award** — studio sportsmanship, staff-selected. **KinetX Legend Award** — Junior, Teen, and Senior age groups, Mastery-level dancers only, judge-selected.

THE HOUSE SYSTEM

Every dancer competes for their studio and for one of four Houses in a season-long points competition that runs alongside the event. Here's what to share with your dancers and families.

The Four Houses

House Unleash • House Rise • House Impact • House Ignite

Registration

- Every dancer selects one House at registration — it's mandatory, not optional.
- House selection is final. Once chosen, a House cannot be changed for the rest of the season.
- Houses cross studio lines — teammates can be in different Houses, and dancers from different studios can share a House.

How Points Are Earned

- **On-stage pieces** — a piece's overall score is split evenly among its dancers, and each dancer's share goes to their House.
- **Improv Battle** — dancers earn extra points for their House based on their placement in the battle.
- **Social Media Hashtag Challenge** — any dancer, teacher, or studio director — including recreational dancers not competing at the event — can earn points for their House by posting with their House's hashtag. A great way to keep non-competing dancers connected to the team.

Winner Announced

The winning House is announced during Group Awards.

Winning House Gets

- An individual House Award for every dancer registered to that House.

- A dedicated KinetX Dance social media spotlight following the event.

PROPS & COSTUMES

- **Prohibited:** weapons/sharp objects, fire, fog/smoke, helium balloons, studio-brought lighting, glitter/paint/liquids that stain the floor.
- **Prop time is not automatic** — studios must request prop setup/breakdown time in advance through Online Registration. If time is not requested, KinetX will assume none is needed and none will be allotted.
- When requested, KinetX allows up to 30 seconds for Solo, Duet, and Trio routines, and up to 90 seconds for Small Group, Large Group, Line, and Production routines, for prop setup.
- **Breakdown:** all props must be fully off the stage within 30 seconds of the routine ending. If more time is needed to break down, an additional fee applies.
- Routines needing more than their setup or breakdown allotment: \$50/30 sec prepaid, \$75/30 sec on-site — unpaid extended time forfeits Overall Award eligibility. Dancers clear stage litter immediately after performing.
- **Costumes** must suit a family audience; undergarments worn and matched to skin tone/costume. Tights optional (recommended above mid-thigh). Two-piece costumes allowed all ages — fuller coverage for Mini-Junior, more styling latitude Teen and up.
- **Malfunctions:** minor issues (loose rhinestone, etc.) don't stop the routine and aren't re-performed. If a malfunction causes exposure, staff stop the performance immediately to protect the dancer; the routine may be rescheduled or scored on the portion completed.

MUSIC & MEDIA PACKAGE

- Upload music (MP3/WAV/M4A, no CDs) 2+ weeks before the event; bring 2 backup copies. No profanity/inappropriate lyrics.
- Studio-fault music failure = no re-performance; KinetX-fault failure = routine held and replayed once resolved.
- **Media Package is required for all dancers** (personal photo/video isn't permitted) and covers all photos/video of every performance. Hosted via Dance Comp Genie with same-day access; fee is non-refundable. Registering grants KinetX rights to use event media for promotion.

GENERAL RULES

- **Liability:** KinetX and the venue are not responsible for injury or lost/stolen property; studios are responsible for damage to venue, floor, or equipment.
- **Conduct:** professionalism and sportsmanship expected at all times; no personal photo/video; no coaching from the wings; no jumping off stage or approaching judges; check in with the Stage Manager and perform in scheduled order; be ready to perform up to 2 hours early if the event runs ahead.
- **Schedule:** preliminary schedule out 2 weeks prior for review; final schedule releases the Monday of event week. Changes after that incur a **\$25 fee** (waived for documented injury/illness).
- **Event Guarantee:** every event runs with 5+ studios minimum; confirmed or cancelled 30 days out (also when fees become non-refundable), with full refunds if cancelled for low participation. KinetX may add days or relocate for unforeseen circumstances; no refund for a lack of competition within a division.
- **Withdrawals:** full refund 30+ days before the event; non-refundable within 30 days. Written requests only, to kinetx@kinetxdance.com.

- **Injury/Illness:** studio credit (not cash) with a doctor's note within 1 week of the event, valid 12 months. **Substitutions** are allowed except for Solos; update the roster before performing (level/age may recalculate automatically; music stays the same) — no change fee when injury/illness-related.
- **Group Size Changes:** reported before competition day = reclassified, fully eligible for awards; reported late or discovered during the event = adjudication only, no Overall eligibility.
- **Plagiarism** claims can only be enforced for formally copyrighted choreography. These Rules & Regulations are subject to change each season.

DISCLAIMERS, GENERAL INFORMATION & RELEASE

Participation is also subject to a separate Participant Waiver & Release. By registering or attending, participants agree that: athletic/performance activities carry inherent risk, assumed voluntarily; KinetX may modify event dates, venues, formats, judges, or divisions as needed; photography/video/promotional use is granted (see Media Package); these Rules and any event-day directions must be followed; and additional legal terms may apply by reference.

- **Weather/Emergency:** KinetX will try to rearrange the schedule first; a routine that doesn't get to perform as a result is refunded its entry fee.
- **Studio Conduct:** soliciting dancers from another studio at a KinetX event may result in removal and denial of future entry.
- **Award Revocation:** KinetX may revoke an award, disqualify a routine, or reclassify a placement if misconduct or misrepresentation is discovered after an event concludes.
- **Final Decisions:** all KinetX decisions — registration, scheduling, judging, and awards — are final and binding.