



BZDC COMPETITIONS: WHAT TO EXPECT

COSTS

Each event is required to pay \$200 USD to the BZDC to be licensed to have a BZDC official competition. This is the Event Registration Fee.

In addition to the Event Registration Fee, events must also pay:

- \$1 USD per competitor to BZDC per competitor, to cover work provided by BZDC members before the event; and,
- \$1 USD per competitor to Danceplace, for use of the official scoring software.

The \$1 fee to Danceplace only covers use and setup of the software, and **does not** cover any competition support provided by Danceplace. Any additional support needs must be negotiated with Danceplace directly, and may be charged separately.

PAYING AND HIRING JUDGES, MC, SCORER, DJ, AND COMPETITION CO-ORDINATORS

You are responsible for negotiating with your competition staff. BZDC **does not** contact, hire, or negotiate with judges and other support staff.

You are also responsible for ensuring your DJs, MC, Judges, and support staff are approved by BZDC a minimum of **2 weeks before your event**.

Here are some guidelines for what you should expect in terms of cost:

- Judges: \$25 USD per round per division, or equivalent (for example, a judge judging a competition with a prelim, semi-final, and final would usually be paid at least \$75)
- DJs/MCs: usually negotiated as part of the DJ or MC package
- DJs must have DJ Kakah's online training certification to play at Zouk Jack and Jill competitions
- Scorers/Competition Coordinators: For \$300 plus expenses, Danceplace will organize, run, and score your event's competitions. If you are not using Danceplace, you will need to negotiate each of these roles separately.



EVENT ORGANIZER'S RESPONSIBILITIES

The event is responsible for organizing, promoting, and running the competitions. This includes:

- Scheduling enough time for your competitions
- Finding, communicating with, and hiring judges, MCs, DJs, Scorers, Competition Coordinators, and volunteers
- Promoting your competition using the BZDC logo **a minimum of 3 months** before your event
- Locating prizes, trophies, medals, etc. for competitions (All/Star and Champions Jack and Jill competitors must pay and register to enter the competition. Event must offer prize money to 3rd, 2nd and 1st places)
- Making sure that you have a **working** printer, internet connection, and all materials needed for the competitions
- Organize money prize for All Star/Champion prizes. Recommended prize money:
1st place \$200 + trophies
2nd place \$150 + trophies
3rd place \$100 + trophies

SCHEDULING

Make sure that you schedule enough time for your competitions. Here are some guidelines:

- 30 min - 1h per preliminary, depending on size
- 30 min per semi-final
- 20 min for heated finals (groups); 5 min per couple for spotlight finals (1 at a time)



CHOOSING VOLUNTEERS

We highly recommend using volunteers who have experience running competitions. Your volunteers should be selected **at least 2 weeks** before the event, and should be put in contact with your competition coordinator to ensure they are appropriately trained.

MATERIALS YOU NEED

You should make sure you have all your materials ready before your event starts. This includes:

- Clipboards for every judge (minimum 7 judges for preliminary rounds), plus MC and 2 Floor Marshals (total 10 clipboards minimum)
- Bibs (expect to print a few extra numbers and blank bibs for last-minute registrants)
- A sharpie (for people to write a new bib if necessary)
- Medium sized safety pins (more than you think you need - at least 2 per bib)
- A lot of pens (double the number of clipboards)
- A random number generator, dice, or cards for rotations
- A cup and paper for spotlight finals
- Paper, a working printer, and a stable internet connection

PROMOTING

Promoting early is important for competition success. **Make sure that you use the BZDC logo in promotions.** You should market **at least 3 months** in advance. You can also use prizes (for example, event passes donated by other organizers, trophies, or cash) to promote your competitions.