DUTCH DANCE ORGANISATION

RULES & REGULATIONS 2026-2027

1. Ages and Dance Styles
1.1 Dance Styles 2
1.2 Age Categories 2
1.3 Exceptions (Dispensation) 2
1.4 Levels 2
1.5 Promotion 3

2. Locations, Venues and Stage
2.1 Netherlands 3
2.2 Belgium 3
2.3 Netherlands, European Champion 4
2.4 First Aid (EHBO) 4

3. Fees
3.1 Netherlands Qualifiers & Dutch National Championship 5
3.2 Belgium Qualifiers & Belgian Championship 6
3.3 European Championship 7
3.4 Audience Fees 8

4. Payment and Cancellation Terms
4.1 General Provisions 9
4.2 Registrations 10
4.3 Payment Terms 10
4.4 Cancellation Terms 12
4.5 Final Provisions 15
4.6 Audience Tickets and Terms 16

5. Registration & Route
5.1 Registration - NL 18
5.2 Route - NL 18
5.3 Registration - BE 19
5.4 Route - BE 19

6. Audience & Tickets
6.1 Audience & Tickets 20

7. Music
7.1 Music 20

8. House rules
8.1 House rules 21

9. Clothing, Props & Wild Card
9.1 Clothing & Props 22
9.2 Wild Card 22

10. Specials, Battles & Adults/Kids
10.1 Battles 23
10.2 Adults & Kids 23

11. Categories Modern Jazz & Showdance
11.1 Teams 24
11.2 Solo, Duo & Trio 24
11.3 Double Crew 24
11.4 Parent & Child 24

12. HipHop & Streetdance
12.1 Teams 25
12.2 Solo, Duo, Trio & Quad 25
12.3 Trio & Quad 25
12.4 Double Crew 26
12.5 Parent & Child 26

13. Judging
13.1 Teams 27
13.2 Solo, Duo, Trio & Quad 27
13.3 Additional Judge Information 27

14. European Championship
14.1 Qualification 28
14.2 Preliminary rounds & Planning 28
14.3 Schedule 28
14.4 Catering & Hotels 28

14. Qualification Schedule **29**

BEAT THE BEST

1. Ages & Dance Styles

1.1 Dance Styles

- HipHop/Streetdance
- Modern Jazz
- Showdance

1.2 Age Category

- Under 8 (if there are enough registrations)
- Under 10
- Under 12
- Under 14
- Under 16
- Over 16
- 21+
- Adults Only (25+)
- Age categories may be merged if there are not enough registrations.
- Age Rule:
  The age used to determine the age category is the dancer's age on **August 1st, 2027**, of the dance season. For example: if you turn 12 before August 1, 2027, you must compete in the Under 14 category for the entire season. However, if you turn 12 on or after August 1, 2027, you may compete in the Under 12 category for the entire season.
- Exception to the team age rule: a maximum of 25% of the team may be older than the age category they are competing in. For example: if there are 10 dancers in an Under 12 group, and 2 dancers are already 12 years old while the rest are 10 years old, then only 20% are older, so the age category is still valid.

1.3 Exemptions (Dispensation)

- A dancer who is younger than the age category is always allowed to participate.
- It is mandatory to be able to present a valid ID (or a copy of it) if age verification is required.

1.4 Levels

- Starter (Beginner level)
- Pre-Main (Between Starter and Main level)
- Main (Intermediate level)
- Advanced (Advanced level)

Based on the judges' evaluation, you may be placed in a higher or lower category for the next competition.

1.5 Promotion

- In order to maintain a fair competition circuit, all dancers in all categories who become Dutch or European champions will most likely be moved to a higher level at the end of the year, unless they are already in the highest level.
- Based on the judges' evaluation, you may already be moved to a higher or lower category for the next competition.
- If you finish in first place and have more than a 5-point difference compared to second place, you will be directly moved up to a higher category at the next competition.
- DDO reserves the right to award a team or dancer a special prize during the competition if they significantly outperform the rest. They will receive a promotion award (trophy). This helps maintain fair competition and ensures everyone competes in the correct category. If you receive this award, you will be promoted immediately for the next competition.
- DDO does not take results from other competition organizations into account when determining the level of a dancer/team.

2. Locations, Venues and Stage

2.1 Netherlands – Preliminary Rounds Hart Van Holland

- Modern Jazz & Showdance Hall 1 – stage is approximately 12 meters wide and 9 meters deep.
- HipHop & Streetdance Hall 2 – stage is approximately 12 meters wide and 9 meters deep.
- You must always leave the stage clean and tidy after dancing.
- Location Netherlands: Hart van Holland in Nijkerk – Berencamperweg 12.
- 800 parking spaces available, including disabled parking and charging stations.
- Catering facilities available.
- Space is available for hanging coats and bags.
- When using your own music speaker, please be considerate of fellow dancers.
- Wheelchair accessible.

2.2 Belgium

- Hall 1 – stage is approximately 10 meters wide and 7 meters deep.
- You must always leave the stage clean and tidy after dancing.
- Location: Stadsfeestzaal Aarschot – Demervallei 14, 3200 Aarschot, Belgium.
- Approximately 350 parking spaces available, including disabled parking and charging stations.
- Limited catering facilities available.

2.3 Netherlands – European Championship at De Loods Hart Van Holland

- Modern Jazz & Showdance Hall 1 – stage is approximately 12 meters wide and 9 meters deep.
- HipHop & Streetdance Hall 2 – stage is approximately 12 meters wide and 9 meters deep.
- You must always leave the stage clean and tidy after dancing.
- Location Netherlands European Championship: Hart van Holland in Nijkerk – Berencamperweg 12, De Loods.
- 800 parking spaces available, including disabled parking and charging stations.
- Catering facilities available.
- At this location, we do NOT have space available for hanging coats and bags.
- When using your own music speaker, please be considerate of fellow dancers.
- Wheelchair accessible.
- See the European Championship information on the website.

2.4 First Aid

- At all DDO competitions, certified first aid personnel are present for any accidents and support.
- If you know that you as a dancer have (had) an injury or there is a risk of a problem during or after dancing, we ask you to clearly inform a DDO staff member or first aid responder in advance.
- Any medical conditions, allergies, or medication that may be relevant in an emergency must be reported to the organization beforehand.
- In case of an accident or medical emergency, instructions from first aid personnel and the organization must be followed immediately.
- The organization may advise or request a participant, for safety reasons, not to (continue to) participate in the competition.
- Participation in the competition and dancing is at your own physical responsibility and risk.

3. Fees

3.1 Fees Netherlands Preliminary Rounds & Dutch Championship

Prices are per person, per dance (act)

The Netherlands - Preliminary rounds – 2026/2027	
TEAMS	**Regular price - per person**
1 team	€ 10.25
2nd team	€ 6.75
3rd, 4th, 5th team	€ 5.75 (per extra team/per person/per match)
SOLO/DUO/TRIO/QUAD	
1st registration	€ 8.25
2nd registration	€ 8.25
3rd, 4th, 5th registration	€ 5.75 (per extra team/per person/per match)
COACHTICKET	
Coachticket	€ 10.25
The Netherlands - Dutch Championship - 2027	
TEAMS	**Regular price - per person**
1 team	€ 14.50
2nd team	€ 9.00
3rd, 4th, 5th team	€ 7.50 (per extra team/per person/per match)
SOLO/DUO/TRIO/QUAD	
1st registration	€ 11.50
2nd registration	€ 11.50
3rd, 4th, 5th registration	€ 7.50 (per extra team/per person/per match)
COACHTICKET	
Coachticket	€ 14.50

** If you are a client of Bueno you will receive a 5% discount on your registrations for the 2026–2027 preliminary rounds.*

3.2 Fees Belgium Preliminary Round

Prices are per person, per dance (act)

Belgium - Preliminary rounds – 2026/2027	
TEAMS	**Regular price - per person**
1 team	€ 12.50
2nd team	€ 8.50
3rd, 4th, 5th team	€ 7.00 (per extra team/per person/per match)
SOLO/DUO/TRIO/QUAD	
1st registration	€ 10.00
2nd registration	€ 10.00
3rd, 4th, 5th registration	€ 7.00 (per extra team/per person/per match)
COACHTICKET	
Coachticket	€ 12.50

** If you are a client of Bueno you will receive a 5% discount on your registrations for the 2026–2027 preliminary rounds.*

3.3 Fees Europees Kampioenschap

European Championships 2027 4, 5, 6th of June 2027	
Prices are per person	
DANCERS	**Regular price**
Dancer weekend pass – 1 dance	€ 75.00
Dancer weekend pass – 2 dances	€ 75.00
Dancer weekend pass – 3 dances	€ 85.00
Dancer weekend pass – 4 dances or more	€ 92.00
Adults only team	€ 42.50
Coach tickets weekender	€ 70.00
SPECTATORS	
Weekender Early Bird	€ 72.00
Weekender Late Ticket	€ 75.00
Weekender Door Ticket	€ 80.00
Day Ticket Early Bird	€ 43.50
Day Ticket Late Ticket	€ 45.00
Day Ticket Door Ticket	€ 50.00

3.4 Fees Audience Tickets

Tickets – Audience – Preliminary Rounds, Weekenders, National Championship and Belgium	
*Prices are per person, tickets are **personally bonded**.*	
Preliminary rounds	**The Netherlands**
Early Bird	€ 14
Late Ticket	€ 16
Door ticket	€ 18
Preliminary rounds Weekender	**The Netherlands**
Early Bird	€ 19
Late Ticket	€ 21
Door ticket	€ 23
Dutch Championship	**The Netherlands**
Early Bird	€ 17.50
Late Ticket	€ 20.50
Door ticket	€ 23.50
Dutch Championship Weekender	**The Netherlands**
Early Bird	€ 23.00
Late Ticket	€ 26.00
Door ticket	€ 29.00
Preliminary rounds - Belgium	**Belgium**
Early Bird	€ 15.00
Late Ticket	€ 17.00
Door ticket	€ 20.00

4. Payment and Cancellation Terms

4.1 General Provisions

1. Applicability

These payment and cancellation terms apply to all competitions, contests, championships, workshops, events, and other activities organized by the Dutch Dance Organisation (DDO).

By registering via the MyDDO system, the participant, parent/guardian, coach, dance school, association, or other responsible party declares that they have taken note of and agree to these terms. Dancers under the age of 16 are required to be registered by their parents.

DDO reserves the right to amend these terms. The most recent version is always available through the official communication channels of DDO.

2. Definitions

A participant is defined as:

- Solo
- Duo
- Trio
- Team
- Double Crew
- Parent & Child
- Adults Only
- Specials
- Battle
- Other formations

A dance school is defined as:

Any organization, association, foundation, entrepreneur, or individual who registers one or more participants via MyDDO.

A responsible party is defined as:

The person who completes the registration on behalf of a participant or dance school.

4.2 Registrations

1 - Registration via MyDDO
All registrations must be completed through the official MyDDO system.
A registration becomes final once it has been recorded in MyDDO.
The registration in MyDDO serves as DDO's official administration and is at all times leading for:

- participant lists;
- competition divisions;
- schedules;
- category classifications;
- invoicing;
- qualifications;
- communication.

You may make changes in MyDDO up to four weeks before the competition; these changes will be leading. After this period, changes can only be made via email and the cancellation terms will apply. In case of any discrepancies between a dance school's or coach's own records and the data in MyDDO, the MyDDO data is leading.

4.3 Payment Terms

1 - Payment obligation
By submitting a registration, a payment obligation is created immediately.
Every registration that is actively recorded in MyDDO will be invoiced.
Non-participation in a competition does not release the participant or dance school from the payment obligation.

2 - Invoicing
Invoices are sent to the responsible party as registered in MyDDO, approximately four weeks before the competition.
The dance school or responsible party remains responsible for checking:

- correct invoice details;
- correct number of registrations (these can be changed in MyDDO up to four weeks before the relevant competition);
- correct categories (these can be submitted in writing via email up to two weeks in advance). We will then assess whether your team, solo, duo, etc. should be adjusted or is correct.

3 - Payment Term
Invoices must be paid in full within the payment term stated on the invoice. If no specific term is stated, a payment term of 14 days from the invoice date applies. All payments must always be received before participation in the relevant competition, unless otherwise agreed in writing.

4 - Late Payment
If the payment term is exceeded, the debtor is automatically in default.

DDO is entitled to:

- send payment reminders;
- send payment notices;
- charge administrative fees;
- charge statutory interest.

5 - Reminder and Administrative Fees
DDO applies the following procedure:

First reminder: Free of charge
Second reminder: €15 administration fee
Final notice: €25 administration fee

These costs are in addition to the outstanding invoice amount.

6 - Collection (Debt Recovery)
If payment is not made after reminders and notices, DDO reserves the right to transfer the claim to a collection agency or legal representative.

All additional costs, including:

- collection costs;
- statutory interest;
- bailiff costs;
- legal costs;

are fully payable by the debtor.

7 - Suspension of Participation
DDO reserves the right to refuse participation if outstanding invoices exist. New registrations may also be refused until all outstanding amounts have been fully paid.

8 - Chargebacks and Reversals

If a payment that has already been completed is reversed or charged back without a valid reason, the original payment obligation remains in force. It is also not permitted to adjust the invoice amount yourself.

All additional bank, administrative, and collection costs will be charged to the debtor.

4.4 Cancellation Terms

1. Method of Cancellation

Up to four weeks before the competition, you can cancel your registration(s) yourself via MyDDO. You will receive an automatic confirmation email from MyDDO. Only once you have received this confirmation is your cancellation processed (this may take up to 24 hours).

After this period, cancellations are only valid if submitted in writing via DDO's official email address.

Cancellations via:

- WhatsApp;
- Facebook;
- Instagram;
- Messenger;
- telephone calls;
- verbal communication;

are not accepted as official cancellations.

The date on which DDO receives the email or cancellation via MyDDO is considered the official cancellation date.

2. MyDDO Verification after Cancellation

After processing a cancellation in MyDDO, the sender will receive an automatic confirmation from MyDDO. If you cancel in writing via email, you will receive confirmation from DDO within 72 hours.

After receiving this confirmation, the dance school or responsible party remains responsible for checking whether the registration has actually been removed from MyDDO.

If a registration is still visible in MyDDO after confirmation, this must be reported in writing within 5 working days.

If no report is made, DDO cannot be held liable for any consequences arising from an still active registration.

2. Refund in case of cancellation

The schedule below applies to all competitions in the 2026–2027 competition season. This applies to all registrations, including individual dancers within a team or, for example, a coach.

	Competition date	Free cancellation	
NL	13 December 2026	up to and including November 14, 2026	**Cancellation date**
NL	16 & 17 january 2027	up to and including December 18, 2026	**Cancellation date**
NL	7 February2027	up to and including January 9, 2027	**Cancellation date**
NL	6 & 7 March 2027	up to and including February 5, 2027	**Cancellation date**
NL	21 March 2027	up to and including February 20, 2027	**Cancellation date**
NL	4 April 2027	up to and including March 6, 2027	**Cancellation date**
NL	Dutch Championships 17/18 april 2027	up to and including March 4, 2027	**Cancellation date**
NL	Europeans 45/6/7 june 2027	up to and including March 31, 2027	**Cancellation date**
	Competition date	**Payment of 10% of the total costs**	
NL	Dutch Championships 17/18 april 2027	March 5, 2027 to March 18, 2027	**Cancellation date**
NL	Europeans 45/6/7 june 2027	April 1, 2027 to April 18, 2027	**Cancellation date**
	Competition date	**Payment of 50% of the total costs**	
NL	13 December 2026	November 15, 2026 to November 29, 2026	**Cancellation date**
NL	16 & 17 january 2027	December 19, 2026 to January 2, 2027	**Cancellation date**
NL	7 February2027	January 10, 2027 to January 24, 2027	**Cancellation date**
NL	6 & 7 March 2027	February 6, 2027 to February 20, 2027	**Cancellation date**
NL	21 March 2027	February 21, 2027 to March 7, 2027	**Cancellation date**
NL	4 April 2027	March 7, 2027 to March 21, 2027	**Cancellation date**
NL	Dutch Championships 17/18 april 2027	March 19, 2027 to April 1, 2027	**Cancellation date**
NL	Europeans 45/6/7 june 2027	April 19, 2027 to May 2, 2027	**Cancellation date**
	Competition date	**No refund possible anymore**	
NL	13 December 2026	November 30, 2026 to December 13, 2026	**Cancellation date**
NL	16 & 17 january 2027	January 3, 2027 to January 17, 2027	**Cancellation date**
NL	7 February2027	January 25, 2027 to February 7, 2027	**Cancellation date**
NL	6 & 7 March 2027	Februari 21, 2027 to March 7, 2027	**Cancellation date**
NL	21 March 2027	March 8, 2027 to March 21, 2027	**Cancellation date**
NL	4 April 2027	March 22, 2027 to April 4, 2027	**Cancellation date**
NL	Dutch Championships 17/18 april 2027	April 2, 2027 to April 18, 2027	**Cancellation date**
NL	Europeans 45/6/7 june 2027	May 3, 2027 to June 6, 2027	**Cancellation date**

3 - Illness, Injury, or Personal Circumstances

In the event of illness, injury, study obligations, work obligations, family circumstances, or other personal reasons, the payment obligation remains in force.

DDO advises participants to take out appropriate cancellation insurance.

4. No-Show

If a participant fails to appear at the event without a prior valid cancellation, no refund will be issued.

All amounts due remain fully payable.

5. Changes of Participants

Changes within teams or formations are allowed up to four weeks before the event.

Conditions:

- category remains the same;
- age category remains valid;
- the change must be submitted in writing;
- cancellation terms still apply.

DDO reserves the right to refuse changes.

6. Cancellation of Dancer(s)

You may remove dancers from a team via MyDDO up to four weeks before the relevant competition. If you wish to cancel dancers after this period, this can only be done in writing via email, and the cancellation terms will apply. Any non-refundable costs cannot be exchanged for other items, such as coach and/or audience tickets.

7. Transfer of Registrations

Registrations cannot be transferred free of charge to another competition or a subsequent season.

A request for transfer is considered as:

1. cancellation of the existing registration;
2. a new registration for another competition.

4.6 Final Provisions

1. Responsible Party
The person, dance school, or organisation that completed the registration via MyDDO is considered the contractual party and is responsible for all financial obligations arising from the registration.

2. Disputes
All agreements between DDO and participants are exclusively governed by Dutch law. Any disputes shall be submitted to the competent court in the Netherlands.

3. Unforeseen Situations
In situations not covered by these terms, the board of the Dutch Dance Organisation (DDO) will decide. The board's decision is binding.

4.7 Audience Tickets and Terms

Ticket Sales
Access to the competitions is only possible with a valid admission ticket. Tickets can be purchased online in advance. Depending on availability, Early Bird, Late, and Door Tickets may be available. Tickets can also be purchased at the entrance on the day of the event (card/cash).

Important Terms

- Every visitor aged 4 years and older must have a valid admission ticket.
- Tickets are personal and only valid for the person with a valid QR code.
- Lost, damaged, or forgotten tickets, wristbands, or admission passes will not be replaced or refunded. In case of loss of a wristband or ticket, a new ticket must be purchased.
- DDO does not use assigned seating. Visitors are free to enter and exit during the day, provided they hold a valid admission ticket.
- DDO reserves the right to verify the identity of visitors at the entrance.

Cancellation and Refunds
Purchased tickets cannot be cancelled, exchanged, or refunded under any circumstances.

No refunds will be issued in cases including, but not limited to:

- illness;
- injury;
- personal circumstances;
- changed plans;
- forgetting to attend;
- weather conditions;
- partial attendance;
- dissatisfaction with programme elements;
- disqualification or absence of a participant.

By purchasing a ticket, the visitor agrees to these terms.

Cancellation or Rescheduling by DDO
If DDO completely cancels an event, DDO will determine whether tickets will be:

- refunded, automatically transferred to a new date, or converted into credit for a future event.

DDO is not liable for any additional costs such as travel, parking, accommodation, or other incurred expenses.

5. Registration & Route

5.1 Registration dancers & coaches – Netherlands

- Report to the competition at least 1 hour and 15 minutes before the start of your category.
- Check-in as a dancer is mandatory. You must register using your own first and last name; dancer wristbands are personal.
- Coaches and dancers must gather on the right side of the building in the tent.
- Coaches can collect their envelope at the registration desk on the right side of the tent, which may include solo/duo/trio/quad* numbers (*only for hiphop).
- With your wristband, you may enter and leave the venue throughout the day.
- Dancers do **NOT** need to purchase an online ticket like spectators.
- Lost your wristband? In that case, a spectator ticket must be purchased to receive a new wristband.

5.2 Route – Netherlands

- Changing rooms: There are various rooms/spaces upstairs and downstairs where you can change. NOTE: these are shared spaces, so please use them respectfully together.
- Upon entering through the main entrance on the right side, you will find the catering area and merchandise.
- At the main entrance, visitors can register and walk straight through to the left; the first hall on the right is the Modern Jazz & Showdance competition hall.
- Beyond the Modern Jazz & Showdance hall, on the right side, you will find the backstage route for both Modern Jazz & Showdance and HipHop & Streetdance.
- Past the backstage area, on the right side, you will find the HipHop & Streetdance hall.

5.3 Registration dancers & coaches – Belgium

- Report to the competition at least 1 hour and 15 minutes before the start of your category.
- Check-in as a dancer is mandatory. You must register using your own first and last name; dancer wristbands are personal.
- Coaches and dancers must gather on the right side of the building in the tent.
- Coaches can collect their envelope at the registration desk on the right side of the tent, which may include solo/duo/trio/quad* numbers (*only for hiphop).
- With your wristband, you may enter and leave the venue throughout the day.
- Dancers do **NOT** need to purchase an online ticket like spectators.
- Lost your wristband? In that case, a spectator ticket must be purchased to receive a new wristband.

5.4 Route – Belgium

- Changing rooms: Inside the hall there are various places where you can change. NOTE: there are no official changing rooms available.
- Upon entering through the main entrance, you will find the registration desk and merchandise.
- At the main entrance, visitors can register and walk straight through to the left; if you follow the route, you will naturally arrive at the competition hall.

6. Audience & Tickets

6.1 Audience & Tickets

- Audience members and spectators can purchase tickets online from two weeks before the competition.
- Dancers do ***NOT*** need to purchase an online ticket.
- There are Early Bird Tickets, Late Tickets, and Door Tickets. All tickets grant access to the full day of the event.
- Upon entry at the main entrance, you must show your QR code received by email, or provide your first and/or last name. You will then receive a wristband that allows you to enter and exit throughout the day.
- On the day itself, tickets can also be purchased online or at the door (card/cash).
- An admission ticket is required for children aged ***4 years and older.***
- We have ***NO*** fixed seating; visitors are free to enter and leave throughout the competition.
- We kindly request that the venue is left clean and tidy after the event. We clean up together!
- Tickets can ***NOT*** be returned or exchanged for another day under any circumstances. See the terms previously stated in the regulations.
- Lost your wristband? In that case, a spectator ticket must be purchased to receive a new wristband.

7. Music

7.1 Music

- Upload music to your MyDDO platform as an MP3 file, preferably 320 kbps.
- Music must be uploaded at least 8 days in advance in your account.
- If you have not submitted your music on time, please email us as soon as possible.
- Name the music file as follows: TEAMNAME_CATEGORY_DANCESCHOOL
- Always bring a USB stick with your music in MP3 format.
- Vulgar language is prohibited; this will result in a 2-point deduction or may lead to the music being stopped and disqualification. Please use “clean” versions of songs. If in doubt, please contact us.
- If you upload the wrong music and wish to change it at the competition, this will result in a 2-point deduction.
- If you upload your music late, this will result in a 1-point deduction.

8. House Rules

8.1 House Rules

- DDO will not tolerate unsportsmanlike behaviour; the organisation may address participants if applicable.
- Any participant engaging in unsportsmanlike behaviour may be disqualified.
- Parents who behave in an unsportsmanlike manner may also be removed from the venue.
- Questions regarding results must be sent by email. These will not be handled on site.
- During the award ceremony, every team, duo, and solo is required to remain seated until the end of the ceremony. Even if you have not won a prize, it is considered respectful to wait until everyone has received their award.
- Per competition, category, and level, three prizes are awarded to the highest scores in each category (with the exception of large categories).
- First aid (EHBO) will be present at all competitions.
- If you know that a dancer may require first aid support after their performance, please inform a DDO staff member in advance.
- (Professional) cameras are not allowed. You may of course take photos with your phone of your own dancers during their performance. Our photographers will take professional photos of all dancers throughout the day, which will be made available for free. If you bring a camera, it must be left in the cloakroom. This is to respect the privacy of our dancers.
- The coach has full responsibility for their dance group. Ensure that the backstage area remains tidy and organised and keep your group together. The responsibility for participants lies with the coach/leader of the group.
- DDO, HVH, and other venues may address you if your changing area is not left clean and tidy.
- The same applies outdoors: DDO, HVH, and other locations expect the premises to be left clean.
- The DDO organisation is **not** liable for any lost personal belongings. If you lose something, you can contact Hart van Holland or the relevant venue.
- Participation in the Dutch Dance Organisation is entirely at your own risk.
- It is forbidden to touch judges, staff, spectators, or dancers if this is not wanted.
- DDO may adjust the regulations at any time during the season.

9. Clothing, Props & Wild Card

9.1 Clothing and Props

- A team is free to choose its own clothing. Please ensure that the chosen clothing is appropriate and suitable for the age category.
- Props are allowed in choreography, but they must be cleaned up by the team after the performance (no use of items such as thumbtacks or sharp props that may come loose).
- Props must fit the choreography.
- The use of liquids, gel, confetti, powder, or fire is not allowed, including during celebrations of placement or awards during the ceremony.

9.2 Wild Card for NK & EK

In some cases, the organisation may decide to grant a wild card to a participant or team that does not fully meet the required participation criteria, such as the minimum number of preliminary rounds.

A wild card is only granted:

- When there are exceptional circumstances (such as illness, personal circumstances, or force majeure).
- If the participant or coach has reported this to the organisation in advance.

The granting of a wild card always takes place in mutual agreement and with approval from the organisation. In this way, we aim to allow flexibility and customization without compromising the sportiness and fairness of the competition.

* Note: wild cards are exceptional and are assessed on a case-by-case basis. Applying for one is possible but does not guarantee participation.

10. Specials - Battles and Adults & Kids Team Special

10.1 Battles HipHop & Modern Jazz / Showdance

- Dancers in the age categories U16 and O16 may register for battles on the designated dates: 16/17 January, 6/7 March, 17/18 April (NK) and 4, 5, 6 June (EK).
- In the preliminary round, heats of 1 minute are danced with multiple dancers at the same time on DJ music.
- The jury selects the 4 best dancers from the preliminaries; they will battle to determine the winner. All 4 dancers perform 35–45 seconds per round.
- Registration for battles is only possible via **EMAIL.**

10.2 Adults & Kids Team Special Modern Jazz / Showdance / HipHop

- You can participate in this category on the competition dates: 16/17 January, 6/7 March, 17/18 April (NK) and 4, 5, 6 June (EK).

Conditions to participate:

- Minimum age difference of 10 years between adults and kids
- Music may be a maximum of 2:00 minutes
- You are free to choose any music style/dance style for the performance

11.Category Modern Jazz & Showdance

11.1 Teams

- Minimum 4 and maximum 30 dancers per team.
- A dancer is not allowed to be in multiple teams within the same category, unless the second team is registered as a DOUBLE CREW. For example: Showdance Under 16 Starter team and Showdance Under 16 Advanced team.
- You can participate in either Modern Jazz and/or Showdance.
- Use the correct elements in your choreography; see the judging section for more information.
- A group has full use of the dance floor and performs a choreographed routine to their own music mix.
- If HipHop/Streetdance style is too dominant, point deductions will be given.
- Acrobatics/gymnastics elements are only allowed from Pre-Main level; in Starter level, dominant acrobatic/gymnastic elements are not permitted.
- The duration for Modern Jazz/Showdance at Starter, Pre-Main, Main, and Advanced levels is a maximum of 3:00 minutes.
- No time overrun is allowed for teams; penalties will be applied: (1–5 seconds overtime = 1 point deduction, 6+ seconds = 2 point deductions).
- Tricks are allowed if properly trained and correctly executed.

11.2 Solo and Duo

- You may compete in either Modern Jazz or Showdance. If there is sufficient interest, the styles may be separated. You may choose one of the two styles.
- All levels for both solo and duo have a maximum time limit of 2.00 minutes.
- No time overrun is allowed for solo and duo performances; penalties apply (1–5 seconds overtime = 1 point deduction, 6+ seconds = 2 point deductions).
- Tricks are allowed if properly trained and correctly executed.
- Acrobatics/gymnastics elements are only allowed from Pre-Main level; in Starter level, dominant acrobatic/gymnastic elements are not permitted.

11.4 Double Crew (for double dancers)

- Time limit of 3:00 minutes.
- Modern Jazz & Showdance are combined.
- Minimum 4 and maximum 30 dancers.
- Age categories U10/U12/U14 are combined and U16/O16/21+ are combined. If there is sufficient interest, these age groups may be split.
- For further information, see Team Modern Jazz / Showdance rules.

11.5 Parent & Child

- Perform together with your son/daughter, foster child, student, or anyone else, as long as there is a minimum age difference of 10 years.
- Maximum music length is 1:30 minutes.
- This category will proceed if there is sufficient interest.

12. HipHop & Streetdance

12.1 Teams

- Minimum 4 and maximum 30 dancers per team.
- A dancer is not allowed to be in multiple teams within the same category, unless the second team is registered as DOUBLE CREW. For example: HipHop Under 16 Starter team and HipHop Under 16 Advanced team.
- Ensure the use of different styles within the choreography; see the judging section for more information.
- A group has full use of the dance floor and performs a choreographed routine to their own music mix.
- If Modern Jazz / Showdance style is too dominant, point deductions will be given.
- Duration for HipHop/Streetdance Starter and Pre-Main level is a maximum of 2:20 minutes.
- Duration for HipHop/Streetdance Double Crew, Main, Advanced level, and Adults Only is a maximum of 2:40 minutes.
- No time overrun is allowed for teams; penalties will be applied (1–5 seconds overtime = 1 point deduction, 6+ seconds = 2 point deductions).
- Tricks are allowed if properly trained and correctly executed.

12.2 Solo and Duo

- You perform in your own space and do not move towards or in front of other dancers.
- All HipHop solos and duos dance to DJ music and not to their own music.
- You perform in heats of 1 minute up to a maximum of 1:20 minutes with multiple dancers on the floor at the same time to DJ music.
- Acrobatic elements are not allowed, such as flips, cartwheels, rolls, handstands, etc.
- Only dancers who achieve a podium place will be announced during the awards ceremony.
- Practice music can be found under the music upload section.
- If there are many registrations, multiple preliminary rounds may be scheduled. Please check the competitor lists to see if this applies for each competition.

12.3 Trio and Quad

- There are two age categories: U10/12/14, and Under 16/O16/21+. The oldest dancer determines the age category.
- A trio/quad (3 or 4 dancers) performs with up to three groups at the same time on the stage.
- You perform a choreography to pre-selected music, which can be found under the music section.
- Music duration is 60–90 seconds.
- You must collect a start number at registration; one of the trio/quad dancers must wear it visibly during the performance.
- Acrobatic elements are allowed as long as they are minimal (and safe) and performed in the same space where you dance. You perform with a maximum of 3 trio/quads at the same time on stage, always ensure enough space for other groups.

12.4 Double Crew (for double dancers)

- Time limit of 2:40 minutes.
- Minimum 4 and maximum 30 dancers.
- Age categories U10/U12/U14 are combined and U16/O16/21+ are combined.
- For further information, see Team HipHop / Streetdance rules.

12.5 Parent & Child

- Perform together with your son/daughter, foster child, student, or anyone else, as long as there is a minimum age difference of 10 years.
- Maximum music length is 1:45 minutes.
- This category will proceed if there is sufficient interest.

13. Judging

13.1 Teams

Execution:

- Correct execution of the chosen techniques and styles
- Uniqueness of the choreography
- Synchronisation of the dancers
- Dynamics and movement quality

Creativity:

- Originality
- Music choices
- Concept and theme

Presentation skills:

- Confidence
- Focus
- Energy

Stage skills:

- Formations
- Positioning
- Transitions
- Use of the stage

13.2 Solo, Duo, Trio & Quad

- Musicality and timing
- Variety in movements, levels (high/low), and choreography appropriate to the level
- Energy, enthusiasm, and confidence
- Uniqueness and interpretation
- Synchronisation (mirror image)
- Connection (choreography that complements each other)

13.3 Additional judging information

- There is no written jury feedback available for HipHop solos, duos, trios, and quads.
- Apart from podium placements, no rankings are given for HipHop solos, duos, trios, and quads.
- Written jury feedback for Modern/Jazz solo/duo and Showdance, Modern Jazz, and HipHop teams can be collected after the award ceremony at the registration desk or ticket sales desk.
- Do not forget to collect your jury report, as it will not be sent afterwards.
- During the NK and EK, no written jury reports will be provided.
- It is not allowed to distract judges during a competition or sit at/near the judging table. You are kindly requested to find another place.

14. European Championship

14.1 Qualification

- Qualification for NL and BE can be found via the overview below, where all necessary information is available.
- International teams can qualify in two ways:

1. By video submission, where our jury will assess the video and place you in the correct level category.
   You can send this video via email to info@dutchdanceorganisation.com
2. By participating in 1 preliminary round in the Netherlands or Belgium; after this you are directly qualified for that year's European Championship.

14.2 Preliminary rounds and planning

- The provisional schedule indicating on which day you must dance can be found on the website.
- For all dancers, the rule applies: you must participate in at least one or more preliminary rounds to qualify for a final placement.
- The EC lasts 3 days, including a Friday. Since many dancers are in school, DDO will, when necessary, provide a letter requesting permission from schools for dancers to attend the EC.

14.3 Schedule

- All schedules and times will be published online at least 4 weeks in advance.
- Note: times may still differ from the official schedule at that stage.
- You must be present at the location at least 1 hour and 15 minutes in advance.
- DDO reserves the right to award "Golden Tickets" to dancers whom the organisation believes deserve a place at the EC.
- Lost your wristband? In that case, a spectator ticket must be purchased to receive a new wristband.

14.4 Catering & Hotels

- Next to the Hart van Holland venue is the Ampt van Nijkerk, which offers plenty of accommodation options.
- There is a wide range of catering available at the venue.
- There are extensive changing rooms and relaxation areas available for dancers. NOTE: these are shared spaces, so please use them respectfully together.
- The venue has air conditioning systems running for all 3 days.
- First aid (EHBO) is present on all days.

BEAT THE BEST

13. Qualification for the Dutch and European Championship

** For other European countries, participation in at least one preliminary round in NL or BE is required for qualification for the European championships, Or by registering via video submission*

Qualification for the Dutch National Championships & European Championships			
HIPHOP & STREETDANCE	**DUTCH CHAMPIONSHIP**	**EUROPEAN CHAMPIONSHIP - NL KWALIFICATIE**	**EUROPEAN CHAMPIONSHIP - ALL INTERNATIONAL QUALIFICATIONS**
TEAMS	- Minimum participation in 2 preliminary rounds or - At least 1 top 3 placement	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
SOLO'S	- Minimum participation in 2 preliminary rounds or - At least 1 top 3 placement	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
DUO'S	- Minimum participation in 2 preliminary rounds or - At least 1 top 3 placement	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
TRIO/QUAD	- Minimum participation in 2 preliminary rounds or - At least 1 top 3 placement	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
PARENT & CHILD	- Minimum participation in 1 preliminary round	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
ADULTS ONLY	- Minimum participation in 2 preliminary rounds	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
DOUBLE CREW	- Minimum participation in 2 preliminary rounds	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
MODERN JAZZ & SHOWDANCE	**DUTCH CHAMPIONSHIP**	**EUROPEAN CHAMPIONSHIP - NL KWALIFICATIE**	**EUROPEAN CHAMPIONSHIP - ALL INTERNATIONAL QUALIFICATIONS**
TEAMS	- Minimum participation in 2 preliminary rounds or - At least 1 top 3 placement	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
SOLO'S	- Minimum participation in 2 preliminary rounds or - At least 1 top 3 placement	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
DUO'S	- Minimum participation in 2 preliminary rounds or - At least 1 top 3 placement	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
PARENT & CHILD	- Minimum participation in 2 preliminary rounds or - At least 1 top 3 placement	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission
DOUBLE CREW	- Minimum participation in 2 preliminary rounds or - At least 1 top 3 placement	- Minimum participation in 3 preliminary rounds or - Minimum 2 preliminary rounds & participation in the NK or - At least 2 top 5 placements	- Minimum participation in 1 preliminary round or - Registered via video submission