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**BUGG – REGULATIONS**

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**1 INTRODUCTION**

**1.1** In all items not regulated separately in the following, the appropriate conditions stipulated by the WRRRC shall be applicable.

**1.2 Description of Bugg**

This is a type of couple dancing where lead and follow play a major role. The character of Bugg is to a great extent created by accentuating the lead in order to change the girl's direction of rotation.

The spontaneous realization of music in dancing is basic for the dance. No free variations are allowed that do not comply with the step regulations and lead & follow regulations. NO choreography is allowed.

Bugg can be made by dancing on the spot or by moving around or any combination of both.

Moving around could be counterclockwise or searching free space or any combination of both.

If the man is leading the lady in the dance on the spot or around the room in a counter clockwise direction has equal value. He is using different types of hold, circling her around to the right or left. He can also turn on the spot to the right or left when the lady is circling around the man. To make the performance more interesting he can use different types of rhythm breaks. Bugg is a dance that is performed and invented the moment it is danced.

The lady walks on each beat of the bar, following the man's lead. She can use rhythm breaks and the double tempo turns. Because the man is leading the lady, improvising all the time, it is very important that the lady is sensitive to react quickly on his lead.

The interpretation, that means the spontaneous realization of music in dancing, shall be decisive. Spontaneous interpretation demands lead & follow

The arms should follow the movements in a natural way.

Acrobatics and final poses are not allowed

The clothing should match the music and dance.

**1.3** All competitors in WRRRC tournaments must arrive and report to the tournament directors at least one hour prior to the beginning of the event. The specific required arrival time shall be stated in the tournament announcement.

## 2 BUGG TOURNAMENTS

### 2.1 TOURNAMENT RULES

	Age	Length	Speed	Nr of couples
<b>Juniors</b>	8-17	1:30	43	
<b>Main Class</b>	Min 14	1:30	45	
<b>Main Class Slow round (only final)</b>	Min 14	1:30	20-27	
<b>Oldies</b>	35+40	1:30	43	
<b>Formation</b>	Min 14	2:45-3:00	Free	4-8

#### 2.1 Age of competitor

The age of a competitor, for the purpose of determining their age category for competition, is calculated as the year of birth subtracted from the year of competition.

Age = (Year of competition) – (Year of birth). Or: One partner must become at least 35 years old in the year of the competition and the counterpart must become at least 40 years old in the year of the competition

**2.1.1** A couple is not allowed to compete in more than one age group. Multiple changes of age groups are not allowed.

#### 2.2 MUSIC

The music is exclusively provided by the organizer.

Live music can be used and a rhythm box must then be used.

The music can be any type of popular music from the Swing family from the 50's up till today. The dancers must not know the music in advance since the experimental interpretation of the music is part of the main idea of the dance.

**2.2.1** The duration of the music must be announced by the tournament head prior to each round.

**2.2.2** The speed of the music may not deviate more than +/- 1 bar per round

**2.3 Presentation round**

A presentation dance, with all couples at the same time, should be done before the preliminary round and the couples should dance an opening ½ min together. This is to give the judges a fair chance to find the level of the couples. No judging of this presentation.

**2.4 Preliminary and Intermediate rounds**

Only fast rounds are danced in preliminary and intermediate rounds

A maximum of 7 couples per heat.

**2.5 Final round**

7 couples in the Final

**2.5.1 Main Class**

In Bugg Main Class the couples dance

Slow round + Fast round

Slow and fast rounds are danced directly after each other and are judged separately

**2.5.2 Juniors and Oldies**

Juniors and Oldies only dance fast round.

**2.6 Ending**

The dance shall always end with the music.

**2.7 Clothing**

The clothing should match the music and dance.

### 3 REGULATIONS

#### 3.1 Step regulation

##### 3.1.1 Man

The man's step is free but should harmonize with the lady's step, the figure and the music. A variation of the man's footwork is preferred.

##### 3.1.2 Woman

The step for the lady is based on walking all the time, meaning that no kind of triple steps are allowed. The lady normally takes one step on every beat with the right foot on 1 and 3 and the left foot on 2 and 4.

The lady's outermost backward position should in most cases appear on 1 or 3 in the music.

She can occasionally make short accelerations of the speed as long as this does not result in any kind of triple step.

She can also make different kinds of hesitation, like kick ball change and similar variations.

**NB!** Any step out of beat or triple step for the lady will result in the lowest judgment.

**NB!** If the lady's outermost backward position does not in most cases appear on 1 or 3 in the music, this will result in the lowest judgment.

#### 3.2 Lead & follow regulation

Any change for the lady

##### FROM

- "forward or left turn"

##### TO

- "backward or right turn"

or vice versa

must be initiated with a physical lead

**NB!!** Any deviation from the lead & follow regulation above will result in the lowest judgment

## **4 WORLD-AND CONTINENTAL CHAMPIONSHIPS**

### **4.1 QUALIFICATION REQUIRED FOR TOURNAMENT ENTRY**

From the top 10 couples in the world ranking list, each national association is entitled to enter their two best couples. In addition to this, each national association is entitled to enter up to three further couples. The reigning champion receives a wild card entry. The Organizer may nominate an additional wild card entry but only for a couple of his own nation.

### **4.2 BUGG DANCING WORLD CUP**

#### **4.2.1 QUALIFICATION REQUIRED FOR TOURNAMENT ENTRY:**

The top 10 seeded couples gain automatic entry. In addition, each national association shall be entitled to start 8 additional couples. The Organizer has one additional wild card couple entry. In accordance with the Executive Board of the WRRC the Organizer may also leave the number of couples entitled to start per national association open.

### **4.3 BUGG FORMATIONS**

#### **4.3.1 QUALIFICATION REQUIRED FOR TOURNAMENT ENTRY:**

A maximum of 3 Bugg formations shall start per national association. The respective former champion and the Organizer shall have a wild card each.

**5 JUDGMENT**

**5.1 Championships: A minimum of 7 Judges from 7 different national associations shall judge.**

**World Cup: A minimum of 5 Judges from 5 different national associations shall judge.**

**5.2 The selection of judges for Bugg World Cups is implemented by the Sport Director by his specifying the membership associations which are entitled to send an IJ to the tournament. If the request to nominate an IJ is not complied with by the national association within 6 weeks, the Bugg Commissioner shall be entitled to select a suitable IJ himself.**

**5.3 DISTRIBUTION OF POINTS IN PRELIMINARY AND INTERMEDIATE ROUNDS**

**5.3.1 Simplified judging**

Simplified judging is used. 0-10 points

**5.3.3 Mandatory judging**

If a couple does not conform to the step or lead & follow regulations at all time, the judge must give 0 points

**5.4 DISTRIBUTION OF POINTS IN FINAL**

**5.4.1 Slow and Fast Round**

All couples at the same time and placing.

**5.4.2 Mandatory judging**

If a couple does not conform to the step or lead & follow regulations at all time the judge must give 0 points in all sections

## **5.5 DISTRIBUTION OF POINTS IN FORMATIONS**

3 sections shall be judged.

### **5.5.1 Dancing technique/Art**

Performance of basic steps, body posture/training, poise of arms, bar/rhythm, synchronism and harmony 0-10 points

### **5.5.2 Dance figures and dancing performance**

Richness in figures, variety, degree of difficulty, couple figures, radiance, elegance/aesthetics, synchronism and harmony 0-10 points

### **5.5.3 Choreography, entire presentation**

Ideas, interpretation of music, theme interpretation, clothing, images, spreading on the dance floor, lines, entry, exit and synchronism and harmony 0-10 points

Maximum number of points 30 points

### **5.5.4 Mandatory judging**

If a couple does not conform to the step or lead & follow regulations at all time the judge must give 0 points in all three sections.

## **6 CALCULATION SYSTEM**

**6.1** In final the places achieved in each of these sections are multiplied by a set factor.

- Slow round factor 2,0
- Fast round factor 2,0

If two or more couples end up with the same total amount of points, the ranking in the fast round will decide the order of the couples.