Dragon & Lion Dance Association BC

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General Guidelines for WuLong competition

Performance criteria:

Each participating team may comprise no more than 14 persons, including 1 leader, 1 coach and 12 athletes. The WuLong/Dragon performers should wear numbers 0-12 in the competition.

Teams must include: Dragon Ball and performer. Dragon head/body/tail composed of 5-9 sections. The distance between poles should be roughly equal.

Music may be played live, the competition will provide 1 full size Lion dance drum, cymbals and gong. Dragon instruments may be brought and used by teams. Music may also be played as a recording and should be timed with the performing of the routine.

Team presentation should be in line with martial etiquette. The marching in and out of the competition area will be taken into account, as well as professional presentation

A routine with rich content and following the procedure of traditional customs.

Composition of routine: Reasonable in arrangement, tells a story of the dragon with different forms of expressions. Composed of characteristic WuLong movements such as; 8-shape movement, cruising movement, jumping through movement, rolling movement and figure forming movement.

Attire and equipment: Quality and cleanliness of attire of music team and costume of performers will be taken into account.

Effect. Overall performance with artistic appeal.

Music, varied rhythm and beat matching with the movements and mood of the dragon.

Technique criteria:

Skill. Movements are skillful, with appropriate stances, strength of movement and expression.

Acrobatic skill means difficulty movements which have a high-degree of skill which need physical fitness and special skills to accomplish. The theme of the routine can be reasonably expressed through acrobatic movements which have value to the performance. Acrobatic movements alone are not valued.

Music. Music players are succinct, with good technique and clear sound. Music should match with movements and expression of the dragon.

Quality of the dragon. The emotions and character of the dragon in movement are displayed by the performers.

Quality of posing, footwork and co-ordination of performers should be high.

Performers should be adept and handling the dragon movements.

8- shape movement the moving of the dragon body should be smooth, the posture beautiful with prominence given to speed and strength. Every 8 shape should be done four times on both sides.

Cruising movements follow up and down movements with roundness, curve and arcs. Over and Under movements must fully keep dragon shape with even speed and a smooth route. Performers may not touch or trample the dragon body and the body may not drag on the ground or stop.

Rolling movements should maintain a smooth route with full shape with nothing affecting the speed or range.

Figures should be clear, vivid and displayed with spirit. The connection and separation between figures should be clear.

Additional Considerations

Dragon ball performer individual performances may not exceed 15 seconds, otherwise a point error deduction will be made

During competition one substitute is allowed to replace the dragon head performer and the changing time may not exceed 20 seconds, otherwise points will be deducted. The substitute is required to order for entering and leaving the arena with the team, their position must be noted on the registration form.

Evaluation criteria out of 10

- Movement norn & skill value of 5
- Artistic performance value of 3

• Difficulty movement value of 2