

Dragon & Lion Dance Association BC

info@liondancebc.ca

IG: LionDanceBC



Can-Am Competition 2025

General Guidelines for NanShi competition

The exhibition division of competition will use a modified version of the International Competition and Judging rules of Nanshi, as issued by the International Dragon & Lion Dance Federation.

The competition divisions will use the full International Competition and Judging set of rules for Nanshi, as issued by the International Dragon & Lion Dance Federation (2011).

Competition Division: The timing for each routine is 7 – 9 minutes. Over or Under time results in a deduction. Time keeping will start when the lion performers make their first movement or beginning of drum and will end when the costume is removed.

Exhibition Division: The timing for each routine is 4-6 minutes. Over or Under time results in a deduction of 0.5 for 1 minute or less and 1 point for each minute over or under. Time keeping will start when the lion performers make their first movement and will end when the costume is removed.

Youth Divisions (Under 16 years old): The timing for each routine is 5-7 minutes. Over or Under time results in a deduction. Time keeping will start when the lion performers make their first movement or the beginning of the drum and will end when the costume is removed.

Awards will be presented following the competition. All teams in the exhibition division will receive a prize. The top scoring teams in the competition division will receive a prize based on placement of scores (1st, 2nd, 3rd, etc)

All teams, athletes, coaches and judges will show proper respect and dignity for the art while in the competition area before, during and immediately following. Not adhering to these stipulations will result in immediate disqualification and a ban from any further Dragon and Lion Dance BC related competitions.

Equipment:

southern lion style costume. Will be inspected and measured for the competition, but should be proportional in size to the athletes, in good order with no obvious damages.

drum (1), cymbals (4) and gong (1) will be provided by the tournament, however teams may use their own equipment with no specialized modifications.

abstract scenes and objects may be used. Such as: rocks, sticks, benches, varied replications of animals, etc.

Teams will have 5 minutes to arrange props before commencing, and must remove props within 3 minutes of finishing the performance/exiting the arena. Over-time will deduct from overall score (-0.5)

Team arrangement:

each team will consist of a minimum : 1 drum player, 1 cymbal player, 1 gong player, 2 lion performers. Maximum members will be: 1 drum player, 4 cymbal player, 1 gong player, 2 lion player. A substitute performer is allowed and can play a cymbal/gong position. Any substitution for performer must be done prior to equipment arrangement and preparation.

Participants can only represent one (1) School. Within each category that a participant is qualified to compete, lion dancers and musicians can be part of a different team for their school *as long as they are performing in a different role. Lion performers can only perform in 1 lion.*

Performers should salute to the judges and the audience when entering and leaving the competition area.

Team order is decided by Lot Drawing, which will be completed the evening before -or- morning of the competition. TBD . Teams will be informed and may be present to draw their own lot, if not present the Judge committee will draw for them.

All registered team members must be present at the staging area no later than ten (10) minutes after their team is called for on deck within a reasonable time before their performance order. (Order will be posted in the Preparation Area as soon as Lot Drawn is done.)

Competition Division:

There will be no lion-leading performer, happy-Buddha or likewise performers.

Only the lion performers will be in the set competition area during the performance.

There is no switching of head and tail performers during the routine.

The maximum participants of a Lion Dance team is ten (10) people, of which there can be a team leader, coach, and up to eight (8) competitors.

Prop Regulations

No High Pole (Jong/Zhuang - 椿) props are allowed.

“Cheng” can be set anywhere within the competition area.

The “Cheng” cannot be a real fruit, vegetable or animal.

Props that will be climbed on or support the lion must not exceed two (2) meters.

All props must fit within the performance area.

Any form of liquid used in the performance is strictly prohibited and will result in a deduction.

For the safety of all present, the use of open flame or pyrotechnics (eg. firecrackers, fireworks, etc.)

in the performance are strictly prohibited and will result in a disqualification.

No watches or any sort of timekeeping device or electronic is allowed to be kept within the lion costume.

Evaluation and scoring:

There will be a Chief Judge to handle marshaling of judges, judges discussions, oversee administering of scores and overall competition function.

There will be a Head Judge.

There will be a Time Keeper.

There will be a Score Keeper.

5,7 or 9 judge panel to determine score. Based on the methods outlined.

A score out of a possible 10 full points will be awarded by the judges.

Scoring is based on 10 categories of criteria, each assigned a potential maximum value of 1.0 point and a minimum value of 0.5 points. The resulting score is the *proposed score*.

Deductions for Errors as outlined in the rule book are deducted from the *proposed score* to give the *final score*.

There is no direct point value for individual difficult or acrobatic movements.

Each judge shall cast their own score individually without bias or influence.

Scores for the Exhibition division will be tabulated but not shown. A record of scores may be kept by the organizers

Scores for the Competition division will be tabulated and present in accordance with the rules and regulations laid out in the International Competition and Judging rule book.

Judges may convene as a group to determine accuracy or resolve questions about a performance, determine level and scoring baseline. Judges must assign their score individually.

All routines will be filmed by the competition and kept as official footage.

If a team wishes to seek arbitration of their score they must submit their request in detailed writing and pay a non-refundable fee of \$100 to the competition organizer within 10 minutes of their team finishing their routine. The arbitration will be carried out AFTER the competition using the official competition video recording only. A team may not submit arbitration for another team score. Arbitration decisions are final.

Right to Interpretation: The right to interpretation of rules is granted to the CanAm Championship and Dragon and Lion Dance Association of BC

10 Point Criteria for scoring of Traditional South Lion

<i>Etiquette 0.5-1.0</i>	<i>The marching in and out of the competition space, and attitude and composition of the athletes character.</i>
<i>Theme 0.5-1.0</i>	<i>The story is composed of traditional and cultural lion dance elements. The story makes sense and presents various lion character</i>
<i>Form 0.5-1.0</i>	<i>The performers represent the proper shape and form of the lion.</i>
<i>Spirit 0.5-1.0</i>	<i>The performers accurately present the character of the lion; varied character and emotion. The spirit of the performers in executing the routine.</i>
<i>Music 0.5-1.0</i>	<i>The music is of high quality and matches the lion play in the routine.</i>
<i>Composition 0.5-1.0</i>	<i>The routine is well composed, all elements make sense and have value to the theme</i>
<i>Skill 0.5-1.0</i>	<i>The performers show a high level of skill in movement, stances and lion technique including any difficulty movements</i>
<i>Features 0.5-1.0</i>	<i>The traditional and cultural features presented have value and purpose to the theme and are used in an appropriate manner</i>
<i>Effect 0.5-1.0</i>	<i>The effect of the routine and performance actually seen</i>
<i>Attire, Equipment 0.5-1.0</i>	<i>Neat and tidy attire and equipment which is ingenious, of high quality and matches the theme</i>

General Guidelines for WuLong competition

All Divisions: The timing for each routine is 5-7 minutes. Over or Under time results in a deduction (- 0.5). Time keeping will start when the dragon enters the arena in movement or when the performers make their first movement and will end after holding the final position or exiting the arena in movement.

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 norm & skill value of 5
- Artistic performance value of 3
- Difficulty movement value of 2