2020 Song, Skit, Step & Dance (S3D) Competition

The Song, Skit, Step & Dance (S3D) Competition offers teams an opportunity to enhance teamwork, showcase talent, and exude school spirit while sharing information about their school & orientation program. Each participating team will choose a category (from the following list) for their performance to be judged in. The categories are: song, skit, step, or dance; institutions can only participate in one category.

Registration Guidelines and Deadlines
Institutions and all participating members must be registered to attend SROW in order to be eligible to participate in the S3D Competition. Each institution may only enter one performance in the competition and must choose the category in which their performance will be judged. The host committee has the right to refuse performance of any act considered offensive or unethical; performers are encouraged to use their best judgement when developing performances.

All teams are encouraged to participate in this annual SROW tradition and to plan ahead to ensure a successful performance. The registration deadline is Wednesday, February 19, 2020, at 5 p.m. EST/4 p.m. CST. No late registrations will be accepted.

Performance Order/S3D Meeting
Performance order will be set by the host committee and participating institutions will be given the order of the performances at the S3D Meeting to be held on Friday, March 13, 2020 (time and location TBD). One person from each institution (may be a professional staff member, graduate student, or undergraduate student) must attend the S3D meeting.

Performance Guidelines
For judging purposes, a school’s performance will be judged using the criteria below.

- Judges will score SONG performances largely on the merits of their song selection, lyrics, and their connection to their orientation program/institution. While it may be included, on-stage choreography will not be judged for performances entered in this competition. Your performance must showcase information about your institution throughout the entire performance, not only the beginning and/or end.
- Judges will score SKIT performances on the basis of their theatrical quality (plot/theme development) and their connection to their orientation program/institution. While they may include song and dance elements, they will not be judged for performances entered in this competition. Your performance must showcase information about your institution throughout the entire performance, not only the beginning and/or end.
- Judges will score STEP performances on the basis of their creativity, precision, vocal clarity, and their connection to their orientation program/institution. Although it can include song and dance elements, they will not be judged for performances entered in this competition. Your performance must showcase information about your institution throughout the entire performance, not only the beginning and/or end.
- Judges will score DANCE performances largely on the merits of their choreography and their connection to their orientation program/institution. While it must be included, quality of rewritten lyrics, voiceovers, etc. will not be judged for performances entered in this competition. However, you must include information about your school,
and/or orientation program in your lyrics; performances that do not will be disqualified. Your performance must showcase information about your institution throughout the entire performance, not only the beginning and/or end.

Entertainment Value
All performances must include information about the team’s orientation program and institution. Performances should provide entertainment for conference participants and demonstrate creativity, effort, school spirit, and a specific theme (this theme does not have to correspond with the SROW theme).

All performances must meet the standards set by the Association for Orientation Transition and Retention in Higher Education (NODA); language, gestures, dance moves and content must be in good taste (suitable for an audience of all ages). Profane or obscene behavior, language, gestures, and other vulgar acts are not tolerated and will result in disqualification.

Length of Performance
Performances in the S3D Competition have time limits and points will be deducted from performances that exceed the maximum time limit in each category. Time officially begins when the music begins or when the first team member steps on the stage, whichever happens first. Time officially stops when the last team member has left the stage. The team will be disqualified if anyone jumps/leaps from the stage or stairs during the performance or while making an entrance or exit. There is no extra time for prop setup and/or breakdown; if your institution chooses to use props, they must be set up and broken down within the time limit.

- Song Competition Time Limit: 3 minute time limit
- Skit Competition Time Limit: 3 minute 30 second time limit
- Step Competition Time Limit: 3 minute time limit
- Dance Competition Time Limit: 3 minute time limit

Grace Period
All teams will receive a 30-second grace period upon exiting the stage. For every second past the 30-second grace period, teams will lose a percentage of points. This is to encourage our teams to safely exit the stage and discourage running off the stage.

Point Penalties for Time Overage (after 30 sec grace period)
- 1-10 seconds over= 5% total point deduction
- 11-20 seconds over= 15% total point deduction
- 21-29 seconds over= 30% total point deduction
- >30 seconds over= Disqualification

Judging Criteria
Performances will be judged on the criteria below. Each category is worth 10 points.

Appropriateness
- Profane or obscene behavior, language, gestures, and other vulgar acts are not tolerated and will result in immediate disqualification

Entertainment/Showmanship Value
- Audience appeal, overall quality of performance, and theme development
Orientation/Institution Related
● Performances must include information about the team’s institution and/or orientation program; performances that do not include this information will be disqualified
● Information about institutions should be highlighted throughout the entire performance

Originality/Creativity
● Performances must be an original production from your team and not have been used by your institution before

School Spirit/Enthusiasm
● Ability to maintain a high level of energy and excitement throughout the entire performance
● Showcasing school spirit by highlighting traditions, mascot, colors, history, fight songs, etc. throughout the entire performance

Teamwork
● Involvement of all group members

Theatrical Quality (Skit Competition Only)
● Clear theme and plot development

Choreography Quality (Dance Competition Only)
● Defined as any movement to enhance the performance

Musical Quality (Song Competition Only)
● Quality of sound and creativity of lyrics

Precision (Step Competition Only)
● Synchronization and execution of movements

Reasons for Automatic Disqualification from Competition
● Using time during educational sessions to practice. Any team caught practicing during this time will be automatically disqualified
● Performers jumping or leaping from stage or stairs
● Going over the allotted time, excluding the grace period, by 30 seconds or more
● Use of confetti, glitter, powder or water; throwing items from the stage including, but not limited to the before mentioned. Performers may not leave anything on stage
● Use of offensive or vulgar language, gestures, or symbols (including during music lyrics or dance choreography). Profane or obscene behavior, language, gestures, and other vulgar acts are not tolerated and will result in disqualification
● Use of gymnastics or cheer stunts (assisted or unassisted) which involve tossing or lifting people into the air, tumbling pass, a standing flip, etc.
● A display of poor sportsmanship by any member of a participating team, including but not limited to booing/jeering of another team’s performance, making fun of another institution, a team taking extra time to work on their performance during the competition when they should be watching other institutions perform, team members entering and/or exiting the arena while another institution is performing, or a team’s early departure from the S3D Competition venue before the final team has performed

Technical Information
Stage dimensions: 40’ wide, 32’ length/deep; it is permissible to rotate members on and off the stage during your performance time using the ramps, especially if you have a large team. Schools may not perform in front of the stage, from the ramps or in the aisles of the venue.
Entrance/Exit: Performers will enter from stage left (your left if you are standing on the stage looking at the audience) and exit stage right (your right if you are standing on the stage looking at the audience).

Audio/Microphones
Additional microphones outside of those which have been arranged for by the host committee for use by all participants will not be provided or allowed.

Lighting
No special effects lighting will be available.

Music/Voice-Over Tapes/Lyrics
Performing groups must submit their performance audio, and lyrics if performing in Song, via email to srow2020@gmail.com by Friday, February 28, 2020, at 5 p.m. EST/4 p.m. CST. Pre-recorded voices for S3D performances are acceptable. Files should be formatted to play in iTunes. Format types include: MP3, WAV, AIFF, MPEG-4, and AAC. Please test your tracks in iTunes before submitting.

Please save audio files as ‘Category - Full Name of Institution.’ For example, Song - Kennesaw State University.mp3 or Dance - Murray State University.

Please save Song lyrics files as ‘Song Lyrics - Full Name of Institution.’ For example, Song Lyrics - Dalton State College.

Each performing group will be required to designate one person from each institution (may be a professional staff member, graduate student, or undergraduate student) to assist the sound technician to ensure the music/voice track begins and ends at the correct time during the performance.

Scenery/Props
All scenery and props must be freestanding (i.e., cannot be secured to the stage). This set-up and takedown time is included in the team’s total performance time. A prop staging area will be available for any group requiring assistance.

Scenery/Props
For safety’s sake, groups may not throw items of any kind into the audience. NO CONFETTI, GLITTER, OR WATER MAY BE USED! Performers must leave the stage in the same condition you found it.

All props must also fit through a standard single door. Additionally, performers cannot leap or jump from the stage; stairs/ramp must be used for entering and exiting the stage. Any violation of these requirements will result in disqualification.