

## **COMPETITION PACKET – T-TOWN ALL STYLES 1V1 BATTLE**

### **World Breaking Classic (WBC) USA Qualifier 2024**

*4-6 p.m., Saturday, March 16, Cain's Ballroom, Tulsa, OK*

#### **REGISTRATION + ARRIVAL**

As part of the World Breaking Classic USA Qualifier 2024 production, the T-Town All Styles 1v1 Battle is open to dancers from the Tulsa region and beyond. Registration must be done [in advance online](#) to guarantee your spot in the showcase rounds. Competitor registration is free, but all competitors must purchase a general admission ticket (\$25 online / \$30 at the door) to enter the venue.

Upon arrival to Cain's Ballroom (423 North Main Street, Tulsa, OK 74103), competitors must check in at the registration table to fill out a competition waiver and confirm registration. Competitors must be completely checked in by no later than 3:45 p.m. as the competition will begin promptly at 4 p.m.

#### **SHOWCASE ROUNDS**

During the showcase, the judges will identify which individuals advance to the T-Town All Styles 1v1 final bracket (up to 16 spots). Dancers can expect one round during the showcase. If judges deem additional rounds are necessary to determine a final bracket, competitors should be prepared for an additional round. If necessary, dancers should also be prepared to complete showcase rounds on the main floor or adjacent floor (Note: Both surfaces are the same hardwood.).

#### **TOP 16 ROUNDS**

After a post-showcase intermission (10 minutes), the top 16 elimination bracket will operate as follows:

- Top 16: One round
- Intermission (five minutes)
- Quarterfinals: Two rounds
- Intermission (five minutes)
- Semifinals: Two rounds
- Intermission (10 minutes)
- Final: Three rounds

If judges deem that a battle is a tie, competitors should be prepared for an additional round as the tiebreaker. Intermission durations may vary slightly, but all competitors will receive at least 10 minutes of rest time between battles.

#### **JUDGING**

The T-Town All Styles 1v1 Battle fields an expert panel of judges including Dom Cyphr (Oklahoma City, OK), Song Kimpton (Oklahoma City, OK), and Alfonso Pulé (Oklahoma City, OK). If a competitor is from the same crew as one of our judges, we reserve the right to flex in Rob Session (Tulsa, OK) as an alternate judge for that battle.

#### **ATHLETIC TRAINING + WELLNESS**

Medical coverage for event competitors will be provided by Megan Meier, MD and Emily Love, DPT, founders of the Oklahoma Performing Arts Collective (OPAC). They will provide onsite evaluation and management of injuries and physical therapy services.

**-MORE-**

Dr. Meier is a board certified primary care sports medicine physician practicing at McBride Orthopedics in Edmond, OK and with the University of Oklahoma. Dr. Love is a board certified orthopedic physical therapist (OCS) and is the owner of Turning Point Physical Therapy based out of Norman, OK. Both have extensive experience caring for athletes and artists and will be available for medical needs throughout the event.

### **FOOD & BEVERAGES / HQ HOTELS**

As Cain's Ballroom is a live music venue featuring two bars and in-house food from Mac's BBQ, there will be an assortment of food and beverage options for sale during the event. And for guests looking to stay the night or weekend in Tulsa, WBC USA's two partner hotels are [Fairfield Inn & Suites Tulsa Arts District \(BOOK DIRECT HERE\)](#) AND [Hotel Indigo \(BOOK DIRECT HERE\)](#).

### **PRIZE OVERVIEW**

The winner of the T-Town All Styles 1v1 Battle will win \$400, while the second place dancer will win \$100.

### **WBC USA 2024 SCHEDULE AT-A-GLANCE**

- 3 p.m. – Doors Open (open cyphers, onsite registration)
- 4 p.m. – T-Town All Styles 1v1
- 6 p.m. – Open Cyphers (main ballroom) + Panel Discussion (side bar room/stage)
- 7 p.m. – World Breaking Classic USA Qualifier 2024
- 10 p.m. – WBC After-Party (next door at Empire Slice House – limited capacity, [RSVP HERE](#))

### **WBC USA CONTACT**

Nick Povalitis | [Nick@PlusSevenCompany.com](mailto:Nick@PlusSevenCompany.com) | 815.708.1644

