

Lip Sync Battle Important Information:

- ONE representative from each team (Team Captain) must complete this Team Registration form by Thursday, October 6.
 - At this time, teams do not need to know all of their team participants to sign up. They just need to indicate they are participating and forming a team.
- Each team must send at least one representative to the launch party on Friday, October 7 from 5-6 p.m. in the Grand River Room, Kirkhof Center 2250. The launch party is where teams will pick their theme for Lip Sync.
 - A lottery system will be utilized to determine order of selection.
- Each team will have a Team Captain who is responsible for their team, along with reading and relaying informational messages sent via email and/or LakerLink.
- Teams may have up to 20 participants. Organizations who wish to have more than 20 participants may create multiple teams. Teams with more than 20 participants will be disqualified. Teams must have a minimum of 10 participants.
- All team members must be currently enrolled GVSU students and must complete the participation waiver agreement by Sunday, October 9, or they will forfeit their spot in the performance.
 - Participation waivers will be sent to your Team Captain on Thursday, October 6.
- Each team will get a dress rehearsal on Sunday, October 16 prior to the event in the Fieldhouse between 12 - 6 p.m.
- Any additional questions may be directed to cab@gvsu.edu.

Music Regulations

- Music must be between four (4) to five (5) minutes in length. Music can be a mash up of different songs based on your selected theme.
- All teams must submit their songs to maciagm@mail.gvsu.edu by Thursday, October 13 by 5 p.m.
- Songs may not include profanity or cultural insensitivity. If you have any questions about the sensitivity of a song choice, please contact Mckenna Maciag at maciagm@mail.gvsu.edu
- If your team FAILS to submit their music by the deadline you will be disqualified from participation in Lip Sync.

Event Setup

- Each team is **REQUIRED** to have a minimum of five (5) individuals to help setup in the Fieldhouse Arena at 12 p.m. on Sunday, October 16 - Exact time will be to be determined and communicated with the Team Captain.
- Any team which does not have five (5) members present for setup will be disqualified from Lip Sync.

Rules

- Performances cannot exceed nine (9) minutes in length, including setup and teardown.
- Teams are **REQUIRED** to use the music submitted to Mckenna. It is highly encouraged to bring a backup device with your music.
- Teams must always enter and exit the stage via the stairs.
- Doors open at 6 p.m. for spectators.
 - The event starts at 7 p.m.
- The order of performance will be sent out the day prior on Saturday, October 15.
- Performance stage will be 40' x 24'. There will be stair access on either side and a backdrop.
- Lighting will not be controlled by individual teams.
- Judges will be distinguished, unbiased members of the Grand Valley State University Community.

Penalties

- Disqualifications
 - No items may be thrown off the stage. Any member that engages in this activity will result in their team's immediate disqualification.
 - Any members who appear to have been drinking or intoxicated will be immediately asked to leave and their team will be disqualified. If the team has not yet performed, they will not be permitted to do so.
 - All performances must be culturally sensitive. The Homecoming Planning Committee reserves the right to deem any performance culturally insensitive. If this happens, the team will be subject to immediate disqualification.
- Performance Content Standards
 - Teams will lose points based on the following:

- Failure to remove props from stage. The stage must be left clean after every performance. No liquid, fake blood, glitter, sparkles, chalk, or dust will be permitted after a team leaves the stage. Failure to do so will result in a point deduction.
- Length. Teams that go over the nine (9) minute mark will lose one (1) point for each ten (10) second increment that they go over. This could result in negative points for this event.
- Inappropriateness. Performances that are not tasteful are subject to point loss.

Point System

- There will be six judges each with a score card out of 70 points. The six cards will be added and averaged, with the highest possible score of 70.
- Each card will have seven categories to rank on a score of (poor) 0-10 (excellent). The categories are as follows:
 - Song Choice(s)
 - Theme Adherence
 - Flow of Performance
 - Dance Coordination
 - Costumes, Makeup, & Performer Visuals
 - Setup, Props, Background, & Design
 - Overall Wow Factor & Audience Engagement