

HARVEST HOEDOWN RIOT DANCE

HERE'S HOW IT'S ALL GONNA WORK

Saturday Night -- Plus Hall -- 7:15 p.m.

THERE'S GONNA BE A RUMBLE ...

'TIL ALL BUT THE LAST SQUARE TUMBLES!

CHALLENGE THE CALLERS

WHILE THEY CHALLENGE YOUR DANCING!!

NO CALLS ABOVE MAINSTREAM LEVEL --

BUT, BOY, WHAT THEY CAN DO WITH THOSE

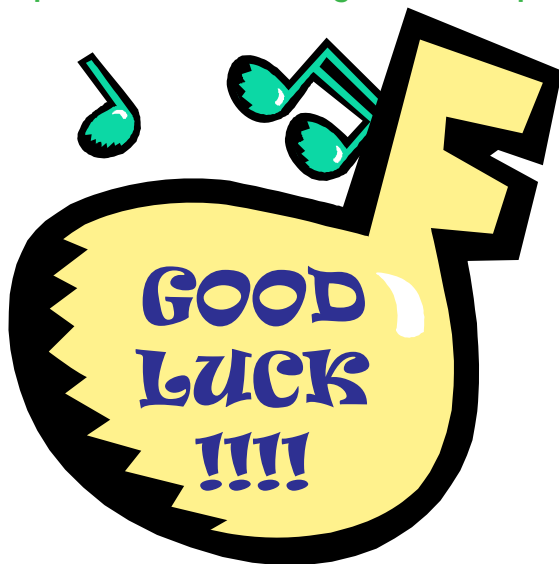
66 BASICS!!

Get your squares together --

Each square competes on its own --

Dance 'til you goof --

The last square left "standing" wins a special prize!!



The Rules ...

1. Each team will consist of eight dancers -- no alternates, substitutes, etc. once the actual competition begins. Team may be made up of any combination of dancers as long as they stay within that team's square.
2. Each team will form their square at the beginning of the Riot. Teams will maintain their square until the square breaks down, then will be asked to leave the floor. Dancing will continue until only one square remains on the floor. The last square remaining on the floor will win a special prize.
3. The caller will be limited to calls found within the Mainstream program -- however, he may use those calls in any combination he chooses following standard Callerlab definitions for said calls. Just because it's mainstream doesn't mean it will be slow!
4. If, after a designated amount of time, several squares remain on the floor, special challenges may be added, such as dancing without hands, etc. These special rules will be added at the discretion of the caller and the judges.
5. Teams will be on their honor regarding mistakes, plus there will be several judges on the floor. If your team is flagged as having broken down, your team will be asked to leave the floor. Decisions of the floor judges are final.
6. Plan your teams ahead of time, or form them at the dance.