Louisiana 4-H Esports
Just Dance

Genre: Rhythm
Competition Format: 1 vs 1, teams of 3
System: Nintendo Switch™

How It's Played
Teams of 3 players dance to popular songs and try to score as many points as possible. Just Dance requires rhythm, agility, and teamwork for players to achieve and sustain success.

The Game
Players compete against other team members from pre-selected songs in each round, eliminating opposing team members along the way. At the end of the tournament, one team will have the most points, and one player will be the champion.

The Goal
Matches consist of 3 rounds of 4 races (12 total races). Each player on a team receives points based on how they place in each race, and the team with the most points after 4 races wins the round. The first team to win two rounds wins the match.

Game Terms & Clarifications
Just Dance allows up to 6 players on the same Nintendo Switch system to compete locally simultaneously. Each player needs to set up (or have set up for them) their own unique:

- Nintendo Profile: free-to-create and own. These live only on your local system and can link to a Nintendo Game Account, but are unlinked to any Nintendo Game Account by default. Profiles act to differentiate players–and their save data among other things–at the local "system" level.
- Nintendo Accounts: free-to-create and own. These can be linked to a profile that lives on a system, which allows that profile to then access certain online services (like multiplayer free-to-play game titles).

Match Formats

Match Format: Double Elimination
Team Size: 3 Players
Match Settings:

- Game mode: Single Tracks
- Song list provided by tournament rules

Technical Rules

1. Turning on/off modifiers and game settings is prohibited
2. Competitors may not pause their own track or the track of another participant while performing

Scoring:

A player's score is determined by two components:

1. The in-game score calculated by the software and verified by a referee, and
2. Judges awards based on Movement and Impact

Movement is defined as how closely a competitor matches the movements of the Just Dance avatar. The goal is for a player to dance as accurately as possible to a song, not just score points with JoyCon movement. Up to 2,000 points may be awarded in this category.

Impact is defined as how well a competitor impresses the judges on stage with their energy, excitement, or vibe during the dance routine. The goal is for a player to dance with energy and enthusiasm. Up to 2,000 points may be awarded in this category.

Game Play:

Round 1

Two competitors will compete at the same time in Solo Dance mode. A single competitor from a team will participate in these dances.

> *For example, Teams A and B are competing in Round 1. A song with solo dance mode is selected, and one competitor from each team dances at the same time in this song.*

At the conclusion of a round, each competitor's scores will be totaled and recorded. The competitor with the highest total wins the round and advances, with the other competitor heading to the loser's bracket.

Round 2 – Round 4 & Losers Bracket

Play will continue with winners advancing and losers heading to the loser's bracket. A loss in the loser's bracket will eliminate the player from the tournament, but not the team.

As rounds continue, it may become necessary to have multiple competitors from a single team competing in the same song.

3rd Place

The loser of the final loser's bracket round will be awarded 3rd place.

Finals

The top scoring player will win 1st place, with the loser winning 2nd place.

Team Rank and Team Tie Breaker

At the conclusion of the tournament, the team with the highest point totals summed from all matches will be declared the team winner. Should a tie occur, the tied teams will participate in a trio tie-breaker dance. The trio will be performed by all members of the same team, one team at a time. The team with the highest score will be declared the winner.

Track Selection:

Track List Just Dance 2022	Dance Mode	Difficulty	Effort	Round
Levitating	Solo	Easy	Moderate	Round 1
Rock Your Body	Solo	Medium	Moderate	Round 2
I'm Outta Love	Solo	Easy	Moderate	Round 3
Chandelier	Solo	Medium	Moderate	Round 4
Mr. Blue Sky	Solo	Easy	Moderate	LB Round 1
Chandelier	Solo	Medium	Moderate	LB Round 2
Jopping	Solo	Medium	Moderate	LB Round 3
Baianá	Solo	Easy	Moderate	LB Round 4
Happier Than Ever	Solo	Medium	Moderate	LB Round 5
Smalltown Boy	Solo	Medium	Intense	LB Round 6
Judas	Solo	Medium	Low	LB Round 7
You Make Me Feel (Mighty Real)	Solo	Medium	Moderate	LB Round 8
BOOMBAYAH	Solo	Medium	Moderate	Semi Finals
GIRL LIKE ME	Solo	Hard	Moderate	Finals
Jopping	Trio	Extreme	Intense	Tie-Breaker