

# BfG Competition System

„Breaking for Gold“ Competition & Judging System for the Olympic Games (by WDSF)

## 1. Background & History

The concept of the BfG Competition System created by Niels Robitzky aka Storm, Kevin Gopie aka Renegade, Patrick Grigo (and8) and Dominik Fahr (and8) is a mix including classical formats like „Round Robin“ and „Knock-Out“. It was developed for the project „Breaking for Gold“ (BfG) in order to generate a world ranking within different qualifier events to figure out the top breakers in the world for the Youth Olympic Games in Buenos Aires 2018.

## 2. Competition Phases 1, 2 and 3

### **Phase 1 – Preselection (Showcase Rounds)**

Each breaker must go through a Preselection showcase, during which he or she will break for one round in a showcase. The top breakers in the showcase will be selected by 3 or 5 judges and will move on to Phase 2. Depending on the number of participants in the Phase 1 showcase, the expectation is that the top 32, top 16 or top 8 would move on to Phase 2. The breakers will be seeded for Phase 2 based on their performance in the Preselection showcase, with a ranking established by the judges after the Preselection showcase.

### **Phase 2 – Preliminary (Round Robin)**

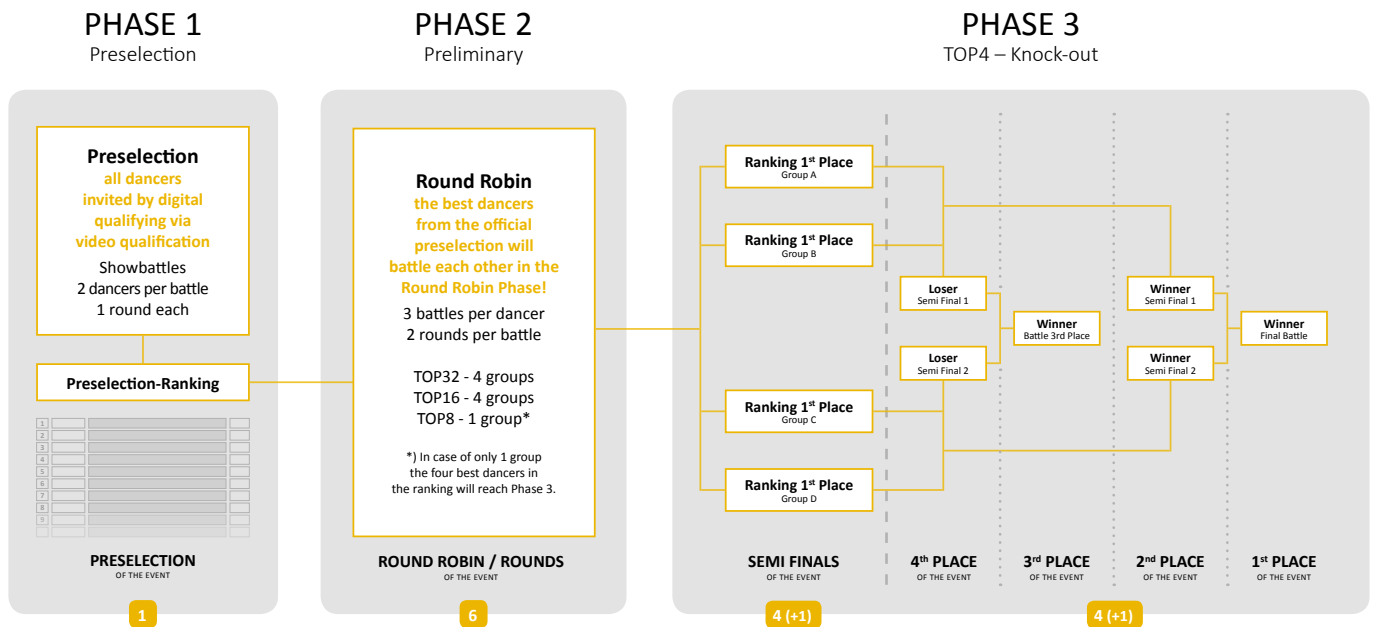
The top breakers selected by the judges during the Preselection showcase will battle against one another under a Round Robin format during the Preliminary Phase. In the Round Robin, each breaker will battle three times. Each of the Round Robin battles will consist of two rounds, so every breaker will have the opportunity to battle for six rounds during the Round Robin phase (i.e. three battles x two rounds per battle). Each round will be judged by 3 or 5 judges. In each of the Round Robin battles, the breaker with the lower seeding after the Preselection showcase shall start off the battle in Phase 2, followed by the breaker with the higher seeding. The cumulative number of rounds won and cumulative votes received will be used in calculating the placement of each breaker in Phase 2, with the top breakers moving on to Phase 3, the Knock-out Phase. If there are ties among the top breakers (e.g. top four) in Phase 2, then additional tie-break rounds may be contested to determine the top breakers (e.g. top four) in the Round Robin, who will move on to Phase 3.

### **Phase 3 – Knock-out**

Following the Round Robin, the top breakers (e.g. top four) from Phase 2 will move on to the Knock-Out phase, during which they will battle in the semi-finals, as well as battling for 3rd place and for 1st place. Each battle in the Knock-out phase will involve four rounds, and the battles will be split in half with 90-second pause. In the first half of the battle, which involves two rounds, one breaker will start breaking first – in the second half of the battle, which again involves two rounds, the other breaker will start breaking first. The breaker with the lower ranking after the Preliminary Phase (Phase 2) will start off the battle in Phase 3. Each round will be judged by the 3 or 5 judges. If there is a tie after four rounds, then an additional round will take place.

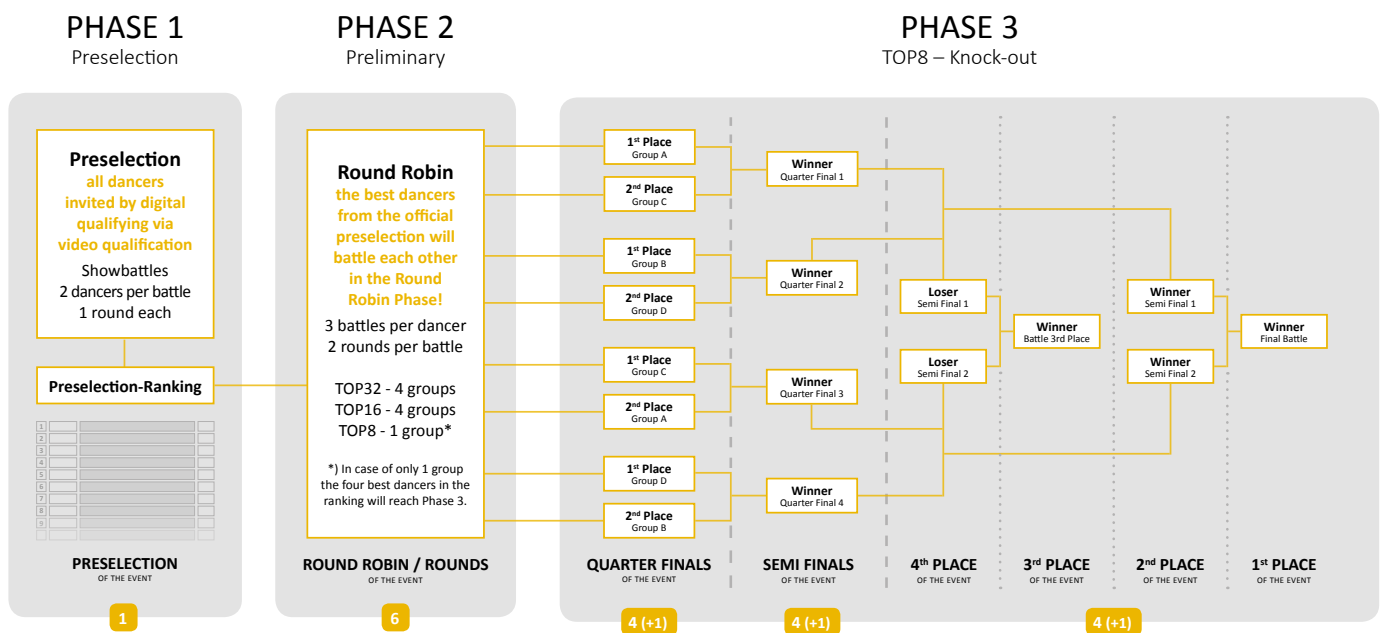
### Scenario 1 – TOP4 Knock-out (regular)

That was the original scenario for the YOG Qualifier events and the competition at the Youth Olympic Games 2018.



### Scenario 2 – TOP8 Knock-out (extended)

That is the extended version of scenario 1 to provide more battles within the Knock-out Phase.



## 3. Contingency Plans

### Please not - What happens if ...

- If a breaker cannot enter the Preliminary Phase (Phase 2) right before the Preliminary Phase commences, then the next breaker in the rankings from the Preselection showcase (Phase 1) will replace him or her.
- If a breaker cannot finish the Preliminary Phase or is disqualified, then his or her opponent automatically wins all of the rounds in which the breaker cannot complete, and receives credit for all votes from the judges in those rounds, and the battle is over.
- If a breaker cannot enter the first battle of the Knock-Out Phase (for any reason), then the breaker will be replaced by the next breaker in the rankings based upon the results from the Preliminary Phase (Phase 2).
- If a breaker cannot finish a battle in the Knock-Out Phase (Phase 3) or is disqualified, then his or her opponent automatically wins all of the rounds in which the breaker cannot compete, and receives credit for all votes from the judges in those rounds, and the battle is over.
- If there are difficulties with the DJ / music (e.g. needle skipping, record broken) and if the Head Judge does not react, the judges must continue the judging process. In the case of larger issues with the DJ or music, the round may need to be repeated.
- If there are technical difficulties with a computer-based Judging System (and8 or else), there will be a paper-based contingency system in place to maintain the statistics and track results. The judges will need to make a decision by showing hands for the winner side after each round of each battle.
- The judging panel will vote on any disqualifications during Phases 1, 2 or 3.
- If a physical altercation takes place during a battle and both breakers are disqualified, or if one breaker is disqualified and the other breaker cannot continue because of an injury caused by his opponent, then:
  - o **During the Preselection** (Phase 1): The disqualified breaker or breakers (if both are disqualified) will be eliminated, with no chance to move to Phase 2. An injured breaker who has not been disqualified will be given the chance to repeat his or her showcase round.
  - o **During the Preliminary Phase** (Phase 2): Any breaker who is disqualified will lose his or her rounds in the battle in question, as well as all votes for that battle. An injured breaker who has not been disqualified will win the rounds for the battle in question and will receive credit for all votes for that battle. The judge's panel will decide by majority vote whether or not any disqualified breakers may continue with further battles in Phase 2.
  - o **During the Knock-Out Phase** (Phase 3): Any breaker who is disqualified will lose his or her rounds in the battle in question, as well as all votes for that battle. An injured breaker who has not been disqualified will win the rounds in the battle and will receive credit for all votes in that battle. The judges' panel will decide whether or not any disqualified breakers may continue with further battles in Phase 3.

**Important: In cases in which questions arise, all judges will make final decisions by majority vote.**