

Dance Applicant Guide

How to apply:

To apply for the dance program, applicants are required to learn and record two combinations as taught in the videos linked below, as well as perform one 90-second solo of their choice. Audio tracks for both combinations are provided below. Final video submissions should be approximately three minutes in length.

Combinations:

In the video linked below, an instructor and dancer break down and demonstrate two required combinations: an adagio combination and an allegro combination. Dance applicants should perform both combinations on each side, first as demonstrated on the video, then reversed. All required music files are available in the Dropbox folder as well.

Go To Video

Solo:

The solo must be no longer than 90 seconds, and applicants may choose their own audio track. While the solo may be previously choreographed, previously performed, original, and/or improvised, *it cannot be previously recorded.* The solo must be recorded in the same location on the same day as the audition combinations.

Audition Attire:

Applicants must wear the same clothing for all parts of the audition and are expected to present a neat and professional appearance. Dancewear should be form-fitting, and recommended options are listed below. Long hair should be pulled back and secured off the face.

- Any color leotard, tank top, or t-shirt
- Any color tights, leggings, or bike shorts
- Soft ballet shoes for the adagio combination and bare feet for the allegro combination



Video Recording Guidelines and Tips:

- Applicants are encouraged to record their videos in a dance studio with a sprung floor; however, audition scores will not be affected should an applicant record elsewhere. Applicants can learn and record their videos in any space that is available to them and conducive to dancing full out.
- Applicants are recommended to use a smartphone to record the audition.
- Face the primary light source in your room/studio (e.g. a window) to ensure you are well lit from the front. The darkest part of the room should be behind you.
- Choose a camera angle that allows your entire body to be visible for the duration
 of the video. If possible, position your camera at eye level; too low or too high
 may skew the judges' perspective of your body.
- Applicants may NOT introduce themselves or give any other identifying information in their video recording.
- Each of the five audition components should be unedited:
 - 1. Adagio combination *on one side* must be shot in a single take from one camera angle.
 - 2. Adagio combination *on the other side* must be shot in a single take from one camera angle.
 - 3. Allegro combination *on one side* must be shot in a single take from one camera angle.
 - 4. Allegro combination *on the other side* must be shot in a single take from one camera angle.
 - 5. Solo must be shot in a single take from one camera angle.

However, each audition component can be shot separately, or all five parts of the audition can be one continuous video. If each component is shot separately, they must be spliced together to create a single video, as only one video may be uploaded to the online portal. Filters, text, or other unnecessary effects or edits are not permitted.

- The final video should be approximately three minutes long.
- For help finding a suitable location in which to record an audition video, for help accessing technology to record or upload the audition, or for help compiling audition footage into a single recording, applicants should contact oai@oaiquartz.org or 405.605.7500



Evaluation Criteria:

Technique – 60%

How consistently does the dancer demonstrate dance technique through the following?

- Body alignment 15%
- Movement efficiency 15%
- Strength & control 15%
- Use of breath 15%

Musicality - 20%

To what extent does the dancer engage with and make artful use of the music?

Artistry – 20%

To what extent does the dancer captivate attention and demonstrate the potential for artistic achievement?

Read general information about our evaluation procedures here.