

Beat Battle Instructions 2018

The University of Central Oklahoma's (UCO) Office of Diversity & Inclusion, in collaboration with the UCO Academy of Contemporary Music (ACM) will have their first ever Beat Battle. Below are the instructions for individuals that would like to participate in the battle:

The competition is open to everyone, including ACM students, producers and beat makers from across the state of Oklahoma and surrounding areas.

There will be two categories for participants: Pre-Made Beat Performers & Live Beat Performers.

Instructions for Pre-Made Beat Performers:

1. Individuals will be required to register online and upload no more than 3 of their best beats. Any person that uploads more than three beats will be automatically disqualified. The deadline to submit is April 2.
2. Judges will select the top 4 participants from this category by April 10. Individuals that are selected will perform live at the ACM performance lab on April 25.
3. There will be three rounds total. Participants will be given sample packs prior to the April 25 event to make beats for each respective round.
4. In all three rounds, each participant will be given no more than 90 seconds to play the beat that they created with the sample pack.
5. Participants will be judged on creativity, mechanics, transition, diversification, crowd reaction.

Instructions for Live Beat Performers

- The battle is live, so participants will not be able to just play beats that have already been made. However, participants can re-create pre-made beats live. Samples can already be assembled.
- Individuals will be required register online and upload no more than an 8 minute video showing them making a live beat. Any videos longer than 8 minutes will be automatically disqualified. The deadline to submit is April 2.
- Judges will select the top 4 participants from this category, by April 10. Individuals that are selected will perform live at the ACM performance lab on April 25.
- There will be three rounds total.
- In the first round, each participant will be given 3 minutes and 30 seconds to recreate as many beats as possible. Again, samples can be already assembled but beats will be made live.

- In the second round, individuals will randomly draw from a bowl and be asked to make a beat based on the sample that they receive. To be fair, each participant will be given 10 minutes to listen to their sample, but will not be able to make the beat until it's their time to perform on stage. Each person will receive 5 minutes.
- The last round will consist of the two finalists. Each person will receive a different sample pack and will be asked to create a beat in 10 minutes. Finalists will receive their sample packs on stage.
- Participants will be judged on creativity, mechanics, transition, diversification, crowd reaction.