Judging System for dancesport

In the world of Dancesport (competitive ballroom and Latin dancing), Judging System 2.0 (or JS 2.0) was a massive shift from the old "Skating System."
While the old system was based on ranking (deciding who is 1st, 2nd, etc.), the 2.0 system is based on points (scoring the quality of the dance on an absolute scale).

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1. The Four Judging Components

Instead of a judge looking at the whole dance and giving one number, the panel is split up. Different judges are assigned to look only at specific "buckets" of quality. There are four main components:

- Technical Quality (TQ): Are they standing correctly? Is their footwork clean?
  - *Example:* In a Waltz, a judge only looks at whether the couple's balance is steady and if their feet are hitting the floor with the correct part of the shoe.
- Movement to Music (MM): Are they on time? Are they using the "feeling" of the music?
  - *Example:* If the music is a sharp Tango, do their bodies move with that same "staccato" sharpness, or are they slightly behind the beat?
- Partnering Skill (PS): How well do they work together?
  - *Example:* Does the leader communicate clearly, or does the follower look like they are being pulled? A high score means they look like one single unit.
- Choreography and Presentation (CP): Is the routine creative? Do they look like "performers"?
  - *Example:* This covers the "wow factor"—their facial expressions, the difficulty of their steps, and how they fill the space on the floor.

2. Absolute Scoring (1.0 to 10.0)

Judges no longer say "this couple is better than that couple." Instead, they give a score from 1 (Very Poor) to 10 (Outstanding).

- Example: A judge might give a 7.5 for Technical Quality. The system then calculates the average, but here's the "2.0" twist: they often use a median-based formula where the highest and lowest scores count for less to prevent one "biased" judge from ruining a couple's chances.

3. Solo vs. Group Rounds

In the old system, everyone danced at once, which made it hard for judges to see everything. In JS 2.0 (especially in finals):

- Solo Dances: Couples often dance 60–90 seconds alone on the floor. This allows judges to focus 100% on their technical details without distraction.
- Group Dances: At the end, they all dance together so the judges can see how they compare side-by-side.

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4. Specialized Panels

In a 2.0 competition, there are usually 12 judges. They are divided into four groups of three.
- Group A (3 judges) only scores Technical Quality.
- Group B (3 judges) only scores Movement to Music.
- ...and so on.
  This makes the judging more objective because each judge has a much simpler job and doesn't have to try to "see everything" at once.

Summary Table

Feature	Old "Skating" System	Judging System 2.0
Logic	Comparison (Who is 1st?)	Absolute (How good is this?)
Scoring	Ranking (1, 2, 3...)	Points (5.5, 8.0, 9.5)
Focus	One judge watches all criteria	Judges focus on one component
Format	Mostly groups	Mix of Solo and Group

Would you like me to explain how the specific scoring math (the "JS 2.1 calculation") works for a final round?