



SUMMER 2024 DANCE LEVEL GUIDE

To help schedule your dancer for SUMMER 2024, we have designed the following guidelines to help make registration easy. Please remember that dancers must train in their appropriate level to grow! Returning competitive dancers may not register into a higher level unless they have a Director's approval.

- Age Specific – Classes for dancers ages 7 and under are specified by age on our Summer Schedule
- Level 1
 - Returning Petite Team dancers, Mini Company dancers who were in Periwinkle
 - Recreational dancers ages 7-9
- Level 2
 - Returning Mini & Junior Company dancers who were in Coral & Fuchsia
 - Recreational dancers ages 10-12
- Level 3
 - Returning Junior & Teen Company members who were in Violet & Gold
 - Recreational Teen dancers
- Level 4
 - Returning Senior Company members who were in Indigo & Magenta

BALLET

- Returning dancers are to take their ballet level from this past season.
- Ballet levels do NOT coincide with the above levels.
- We offer ballet evaluations for any new dancer unsure of ballet level, contact us!
- If new to the team, we require a ballet placement exam before being able to audition. Dancers ages 9+ must have at least one year of ballet the previous year to be eligible to audition.

POINTE

- Please take the same level of Pointe you took this past dance season.
- Dancers CAN take Pointe as the summer ballet requirement for team.
- Dancers wanting to take pointe will be evaluated in their ballet class in the summer, to begin in the fall.

ACRO

- *Beginner* – No experience, beginning tumbling, hand stands, cartwheel variations
- *Intermediate* – Front handsprings, front & back limber, beginning aerials
- *Advanced* – Front and side aerials, standing back tucks, tumble passes

NEW PETITE TEAM MEMBERS

- Please take any class that is listed for Beginner (ages 5-7 years old)

If your dancer is NEW to East Coast Dance Company and interested in our competitive team, please reach out to eastcoastdancenj@gmail.com for class placement and leveling!