

(Boogie-Woogie = 33 couples – Rock'N'Roll = 37 couples)

12:30-13:00 First round Footwork Rock'n'roll Main Class (37 couples) 30min
13:00-13:30 First round Boogie-Woogie Main Class (22 couples = 5 direct in ¼ final) 30min.

13:30-13:40 **Break 10 minutes**

13:40-14:15 First round Acrobatic Main Class (37 couples = 16 direct in ¼ final) 35min.

14:15-14:45 **Break 30 minutes**

14:45-15:05 Runners-up qualification Acrobatic Rock'N'Roll Main Class (21 couples = 8 couples in ¼ final) 20min.

15:05-15:25 Runners-up qualification Boogie-Woogie Main Class (17 couples = 4 in ¼ final) 20min.

15:25-16:00 **Break 25 minutes**

16:00-16:25 ¼ Final Acrobatic Rock'N'Roll Main Class (24 couples = 12 couples in ½ final) 25min.

The Sporting Hall must be evacuated (excepted dancers & coaches) until 18:00. Supporters can stay in the cafeteria (in front of the sporting hall, (underneath to the training hall of Rock'N'Roll main class) where meals will be proposed for prices between CHF 8.-- / € 6.-- and CHF 15.-- / € 9.--.

17:30 Opening V.I.P.

18:00 Opening Public

19:00-19:20 Opening ceremony with all couples 20min.

19:20-19:45 ¼ Final Boogie-Woogie Main Class KO (20 couples = 10 winners and 2 lucky losers in ½ final) 25min.

19:45-19:50 **Show 5 min. (FF Juniors)**

19:50-20:05 ½ Final Acrobatic Rock'N'Roll Main Class (12 couples = 7 in final) 15min.

20:05-20:15 **Show 10 min. (Rythmakers)**

20:15-20:30 ½ Final Boogie-Woogie Main Class KO (12 couples = 6 winners and 1 lucky looser in final) 15min.

20:30-21:05 **Break 35 min.**

21:05-21:20 Final Boogie-Woogie Main Class Slow (7 couples) 15min.

21:20-21:30 Final Footwork Rock'n'roll Main Class (7 couples) 10min.

21:30-21:45 **Show 15 min. (Rythmakers)**

21:45-22:00 Final Boogie-Woogie Main Class Fast (7 couples) 15min

22 :00-22 :05 **Show 5 min. (FF Seniors)**

22:05-22:20 Final Acrobatic Rock'N'Roll Main Class (7 couples) 15min

22:20-22:35 Ceremony Boogie-Woogie 15min.

22:35-22:50 Ceremony Rock'N'Roll 15min.

22:50-02:00 Party Boogie-Woogie & Rock'N'Roll

