



## JUDGING CRITERIA

COMPETITOR NAME: \_\_\_\_\_

DIVISON: POLE / AERIALS / GROUPS / MENS / JUNIORS

LEVEL: BEGINNER / INTERMEDIATE / ADVANCED

STUDIO REPRESENTING: \_\_\_\_\_

JUDGES NAME: \_\_\_\_\_

CRITERIA:	SCORE
<b>Artistic</b>	
<b>Concept (out of 5)</b> The performance concept chosen is clearly demonstrated by use of character and or props, music and poles/aerials. The idea is original and well suited to the performer.	/5
<b>Costume/Props (out of 5)</b> The performers' theme, props and costume all tie together nicely. Themes are clear in meaning and the performer stands out on stage.	/5
<b>Musicality (out of 5)</b> Performer connects to the music and uses the various instruments/ vocals to enhance their performance.	/5
<b>Choreography (out of 5)</b> The performance is seamless in its transitions between pole/aerial and dance. Individual movements are well thought out to make sense within the concept and include musicality and staging.	/5
<b>Lines (out of 5)</b> Performer demonstrates clean lines, strong posture and the deliberate creation of aesthetically pleasing shapes within tricks and overall movement. A line does not necessary have to be a straight one, sharp angles, arches etc	/5
<b>Staging/Formations (out of 5)</b> Proper spacing/ awareness of stage space/ usage of stage space	/5
<b>Showmanship (out of 5)</b> Performer is confident in making use of the stage, floor and apparatus and engages well with the audience.	/5
<b>Artistic Score Total:</b>	<b>/35</b>

# IGNITE

CRITERIA: Technical	SCORE
<b>Climbs and Descents (out of 5)</b> Climbs: Eg. Spinning climb, seated climbs, no leg climbs, bounces, hops, inverts etc - Descents: Coming down the pole, towards or onto the floor. Can involve fast tumbles, death drops, controlled lowering down, and descending combinations	/5
<b>Spins static/spinning (out of 5)</b> Spins on static and spin pole and aerial apparatus are included. Speed and control will be judged.	/5
<b>Strength and Control (out of 5)</b> The tricks performed are strong and controlled.	/5
<b>Flexibility (out of 5)</b> Performers should display a good level of flexibility in one or more of the legs, back and shoulders, through their lines and extensions. More areas shown will account for higher score.	/5
<b>Floorwork (out of 5)</b> Creativity and level of difficulty of floorwork will be judged. Unique transitions between apparatus will account for higher score.	/5
<b>Creativity within technical (out of 5)</b> Creativity within the tricks themselves and their transitions will be judged.	/5
<b>Transitions (out of 5)</b> Transitions are judged on how the routine is linked together between tricks, dance, floorwork. Smooth execution and seamless continuous movement will be judged.	/5
<b>Synchronisation- GROUPS ONLY (out of 10)</b> Both performers are in time with tricks demonstrated separately as well as together on the pole. Dance moves and floorwork off the pole are also well timed and synchronised.	/10
<b>Technical Score Total:</b>	<b>/35 (Solos)</b> <b>/45 (Groups)</b>
<b>TOTAL SCORE (Artistic + Technical)</b>	<b>Solos:</b> <b>/70</b> <b>Groups:</b> <b>/80</b>

**COMMENTS:**

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