



JUDGING CRITERIA 2019 – POLE ART SOLOS

Rising All Stars is searching for the brightest and best up and coming semi-professional pole artists. We are looking for competitors who showcase daring skill, flawless technique, can create special moments and entertain and connect with their audience.

Judging is split into 5 sections:

TECHNICAL (20%), LEVEL OF DIFFICULTY (30%), ARTISTIC (30%), PERFORMANCE (20%) LESS DEDUCTIONS.

TECHNICAL = 20 points

Execution/Form - 10 points

Look for flawless control and balance through execution of tricks including entries and exits, and strong lines and extensions. Competitors should create aesthetically pleasing shapes through deliberate lines, full extensions and strong posture.

Endurance - 5 points

The whole routine should appear effortless. Showing signs of exhaustion such as appearing heavy, losing character and expression and struggling to maintain a high performance level throughout should score lower.

Transitions – 5 points

This is the movement between tricks/combinations. Look for good flow, movement and creativity with the competitors' entries and exits, and floor to apparatus/apparatus to floor moves.

LEVEL OF DIFFICULTY = 30 points

Strength - 5 points

Physical strength shown through the body including upper body (shoulders, arms and back), core and lower body by ability to hold strength moves whilst maintaining good form and posture.

Flexibility - 5 points

Competitors should display a good level of flexibility throughout the body in peak points of tricks and poses, and control getting into and out of this point.

Combinations

A good balance of static and spin pole combinations are to be included in the performance. A highly scored performance would contain at least one of each of a: strength, static flexibility, active flexibility, dynamic and spin (as opposed to spin pole) moves.

Static pole combinations – 10 points

Look for difficult and unique ascents up the pole, aerial combinations, strength moves, dynamic spins and descents.

Spin pole combinations – 10 points

Good control of the spin pole should be demonstrated with various speeds achieved through deliberate acceleration/deceleration to show light and shade. Consider length of combination without having to lower to the ground.

ARTISTIC = 30 points

Choreography – 10 points

The artist should display creative and original choreography in dance sequences and apparatus combinations which includes a wide range of tricks, combinations, poses, transitions and movement. Originality in this section would increase the score.

Concept – 10 points

The entirety of the show and how all aspects fit together. The theme, storey line, music choices, character, intention of character, intention of apparatus and use of props, should all combine to make a well-rounded entertaining show.

Movement – 5 points

Dance/movement ability exhibiting grace, fluidity, versatility and a distinct personal dance style and body language, all in keeping with the style of the performance piece.

Musicality – 5 points

Movement should show a strong connection with the music both on and off the apparatus.

PERFORMANCE = 20 points

Audience connection – 10 points

Did the performer evoke emotion? If you laughed, cried, got chills, smiled with them, cheered for them or were totally engrossed in their story, then score highly here. Note that sadness is not the only emotion that engages an audience.

Wow Factor & Showmanship – 10 points

A truly memorable performance consists of special moments that you will remember long after the show has ended. Score highly here if the artist delivered those 'wow' moments, and performed with a high level of professionalism and confidence.



JUDGING CRITERIA 2019 – CIRCUS ART SOLOS

Rising All Stars is searching for the brightest and best up and coming semi-professional aerialists. We are looking for competitors who showcase daring skill, flawless technique, can create special moments and entertain and connect with their audience.

Judging is split into 5 sections:

TECHNICAL (20%), LEVEL OF DIFFICULTY (30%), ARTISTIC (30%), PERFORMANCE (20%) and DEDUCTIONS.

TECHNICAL = 20 points

Execution/Form - 10 points

Look for flawless control and balance through execution of tricks including entries and exits, and strong lines and extensions. Competitors should create aesthetically pleasing shapes through deliberate lines, full extensions and strong posture.

Endurance - 5 points

The whole routine should appear effortless. Showing signs of exhaustion such as appearing heavy, losing character and expression and struggling to maintain a high performance level throughout should score lower.

Transitions – 5 points

This is the movement between tricks/combinations. Look for good flow, movement and creativity with the competitors' entries and exits, and floor to apparatus/apparatus to floor moves.

LEVEL OF DIFFICULTY = 30 points

Strength - 5 points

Physical strength shown through the body including upper body (shoulders, arms and back), core and lower body by ability to hold strength moves whilst maintaining good form and posture.

Flexibility - 5 points

Competitors should display a good level of flexibility throughout the body in peak points of tricks and poses, and control getting into and out of this point.

Aerial Combinations – 10 points

Aerialists should have good control of the apparatus, showing a high level of awareness, strength and poise. The use of difficult and unique ascents, drops, spins and combinations should demonstrate a high level of competency and repertoire. Consider length of combinations.

Drops and Falls – 10 points

Look for difficult and unique drops and falls. The set up and preparation shouldn't be a departure from the routine but flow so as to appear part of the whole performance, rather than a purely technical aspect. All descents should be safe and well executed.

ARTISTIC = 30 points

Choreography – 10 points

The artist should display creative and original choreography in dance sequences and apparatus combinations which includes a wide range of tricks, combinations, poses, transitions and movement. Originality in this section would increase the score.

Concept – 10 points

The entirety of the show and how all aspects fit together. The theme, story line, music choices, character, intention of character, intention of apparatus and use of props, should all combine to make a well-rounded entertaining show.

Movement – 5 points

Dance/movement ability exhibiting grace, fluidity, versatility and a distinct personal dance style and body language, all in keeping with the style of the performance piece.

Musicality – 5 points

Movement should show a strong connection with the music both on and off the apparatus.

PERFORMANCE = 20 points

Audience connection – 10 points

Did the performer evoke emotion? If you laughed, cried, got chills, smiled with them, cheered for them or were totally engrossed in their story, then score highly here. Note that sadness is not the only emotion that engages an audience.

Wow Factor & Showmanship – 10 points

A truly memorable performance consists of special moments that you will remember long after the show has ended. Score highly here if the artist delivered those 'wow' moments, and performed with a high level of professionalism and confidence.



JUDGING CRITERIA 2019 – AERIAL ART DUOS

Rising All Stars is searching for the brightest and best up and coming semi-professional aerialist duos. We are looking for competitors who showcase daring skill, flawless technique, can create special moments and entertain and connect with their audience and very importantly work seamlessly together.

Judging is split into 5 sections:

TECHNICAL (20%), LEVEL OF DIFFICULTY (20%), ARTISTIC (30%), PERFORMANCE (30%) and DEDUCTIONS.

TECHNICAL = 20 points

Execution/Form - 10 points

Look for flawless control and balance through execution of tricks including entries and exits, and strong lines and extensions. Competitors should create aesthetically pleasing shapes through deliberate lines, full extensions and strong posture.

Synchronicity/Mirroring - 10 points

For pole artists we need to see a strong component of synchronicity with a performer on each pole. For aerialists look for their ability to flawlessly mirror image each other whilst both up on the apparatus.

LEVEL OF DIFFICULTY = 20 points

Strength - 5 points

Physical strength shown through the body including upper body (shoulders, arms and back), core and lower body by ability to hold strength moves whilst maintaining good form and posture.

Flexibility - 5 points

Competitors should display a good level of flexibility throughout the body in peak points of tricks and poses, and control getting into and out of this point.

Base/flyer tricks and combinations – 10 points

Aerialists should have good control of the apparatus and each other in their base/flyer tricks, showing a high level of awareness, strength and poise.

ARTISTIC = 30 points

Choreography – 10 points

The artist should display creative and original choreography in dance sequences and apparatus combinations which includes a wide range of tricks, combinations, poses, transitions and movement. Originality in this section would increase the score.

Concept – 10 points

The entirety of the show and how all aspects fit together. The theme, story line, music choices, character, intention of character, intention of apparatus and use of props, should all combine to make a well-rounded entertaining show.

Movement – 5 points

Dance/movement ability exhibiting grace, fluidity, versatility and a distinct personal dance style and body language, all in keeping with the style of the performance piece.

Musicality – 5 points

Movement should show a strong connection with the music both on and off the apparatus.

PERFORMANCE = 30 points

Audience connection – 10 points

Did the performer evoke emotion? If you laughed, cried, got chills, smiled with them, cheered for them or were totally engrossed in their story, then score highly here. Note that sadness is not the only emotion that engages an audience.

Wow Factor & Showmanship – 10 points

A truly memorable performance consists of special moments that you will remember long after the show has ended. Score highly here if the artist delivered those 'wow' moments, and performed with a high level of professionalism and confidence.

Partner connection – 10 points

How well the artists worked together and connected with each other's energy.

DEDUCTIONS – All Divisions

Points can be deducted for the following violations:

Costume violations – If there is any costume mishaps including any exposure of genitalia, a competitor may face deductions.

Bad behaviour – Any behaviour including rudeness or bad language towards the judges, audience, organisers or other competitors during a performance or any other time throughout the competition can be penalized.

Time penalties – For completing the routine before the music has finished or performing over the maximum allocated music time.

Falls – This can be a slip out of a move, trip in a dance step or a major fall. The amount deducted will depend on the severity of the fall