

April 11th -13th, 2025



Black Hills *Aerial Cup*

Presented by
Live It Up Studio

Version: 5.0
Last Updated: 9.01.24

What's NEW?

- New Dates and Event Details (p 4)
- Updated Pricing (p 5)
- Late Fees (p 5)
- Compulsory Form Removed (p 9)
- Request to Use Own Apparatus (p 9)
- Updated Rules for Each Category (p 10-15)
- Music Requirement (p 16)
- Revised Judging Criteria (p 21-25)
- Clarity on LYRA Requirements 1/23/15

Table of Contents

INFORMATIONAL PACKET	5
Welcome!	5
Goals.....	5
Dates	5
Location	5
Registration and Fees.....	6
Tickets.....	6
Additional Cost	6
GUIDANCE AND RULES	9
Divisions	9
Levels.....	9
Categories.....	9
MUSIC, LOOK AND PERFORMANCE REQUIREMENTS	16
Music	16
Wardrobe	16
Props and Accessories	17
Grip Aids	17
GENERAL EVENT INFORMATION	18
Photography & Videography.....	18
Awards.....	18
Changes	18
Safety.....	18
CODE OF CONDUCT.....	19
DAY OF THE COMPETITION.....	20
Check In	20
Stage Testing	20
Performance.....	20
JUDGING	21
Results and Scoring Sheets.....	21
Judging Procedure	21



Judging Guide22

Special Awards22

Appendix A: Scoring Sheets.....23

INFORMATIONAL PACKET

Welcome!

We are looking forward to having you be part of our competition. This packet contains a detailed summary of the information you will need to prepare for this competition. Please read ALL this package before emailing to ask questions.

Goals

Our mission is simple yet profound: to empower our youth through the awe-inspiring world of aerial sports. We aim to provide a platform that not only highlights their incredible talents but also guides them on a journey of self-discovery, discipline, and personal triumph. The Black Hills Aerial Cup is a celebration of their dedication and courage, reminding us all that with determination and hard work, the sky is truly the limit.

Nurturing Passion: We believe that every individual deserves the opportunity to explore their passions and find their calling. By introducing them to the world of aerial sports, we open doors to new horizons and pathways they might never have imagined.

Fostering Resilience: Aerial sports demand resilience and determination. Our event serves as a training ground for life's challenges, teaching our youth that setbacks are merely steppingstones to success.

Cultivating Unity and Friendship: The Black Hills Aerial Cup is a gathering that transcends differences and brings our community together. In supporting our youth, we demonstrate that we stand united in fostering their growth and well-being.

Shaping Leaders: Through mentorship, collaboration, and the pursuit of excellence, we aim to mold our youth into not only skilled athletes but also confident leaders who can navigate the complexities of the world.

Investing in Future Generations: The youth are our future, and the success of the Black Hills Aerial Cup is an investment in promising leaders, innovators, and change-makers who will shape our world.

Dates

Competition: April 11th – 13th 2025. The daily schedule will be emailed a week prior to the competition start.

Registration Starts: September 1st, 2024

Registration Deadline: March 15th, 2025

Music Submission Deadline: March 15th, 2025

Save The Date

Black Hills Aerial Cup 2026 – February 27th - March 1st, 2026

Location

NEW LOCATION - THE BOX

The Box Elder Events Center

631 Watiki Way, Box Elder, SD 57719

Registration and Fees

Participation Fee:

- Solo - **\$125** Participation Fee per performing category/act.
- Duo - **\$150**
- **Early Bird Pricing - \$100**
- To enter each competitor (or a guardian of the competitor and or coach if under the age of 18) must complete **Registration Form and sign a Waiver** at liveitupstudio.com/blackhillsaerialcup.
- No refunds will be issued after sign-up. You may not transfer your registration to a different event. You may not transfer your registration to another category or another competitor.
- All registration are processed manually by our staff which sometimes may take 1-4 business days.

Change and Late Fees:

- Music Change Fee - \$25
- Music Late Submission Fee - \$25
- Category/Level Change Fee - \$25

Please note! Before submitting your registration, learn the following policies and rules in this document.

If you have any questions, please contact us via e-mail BlackHillsAerialCup@gmail.com or phone **605-209-3770**. Additional important dates and information may be shared via email. Make sure that the email address you registered with is one you check regularly.

Tickets

This is a ticketed event. All visitors, support team, and families must have a ticket. Eligible Team Coaches will receive free event pass and backstage pass. Coaches name must be listed in participant registration form.

- No additional people are permitted on stage with competitors from the time the music starts until it ends. Additional people on stage will result in disqualification.
- Unless pre-approved by event management, no additional people are permitted on stage with competitor during stage testing. Coaches are encouraged to accompany the competitor to backstage and stage walkway. Coaches will not be permitted to spot moves at any time during stage testing or performance.
- No additional people are permitted backstage or in the dressing rooms.

Tickets will be available for purchase at liveitupstudio.com/blackhillsaerialcup.

Additional Cost

Plan for additional potential and optional costs:

- Workshops
- Tickets
- Merchandise
- Concessions and Snacks
- Photo/Video Costs

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WHEN BOOKING, BE SURE TO ENTER THE CODES BELOW!
 CODES ARE AVAILABLE ONLINE BASED UPON AVAILABILITY.



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Hotel Alex Johnson has become a member of the Curio Collection by Hilton; a name synonymous with the highest quality of hotels & hospitality - the part of Hilton Honors Program.



DOWNTOWN LOCATION



ON-SITE DINING & BARS



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COMPLIMENTARY BREAKFAST



CONVENIENT PARKING



ON-SITE DINING



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Up to 100 Guests

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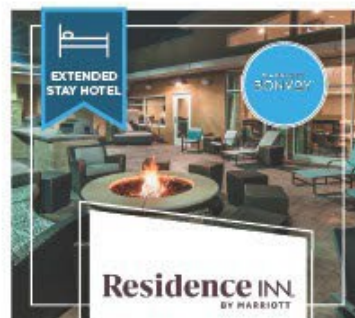


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Follow Your Passion

Work or relax. The choice, and the space, is yours.

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Our **RAPID CITY** properties are only a short drive from Black Hills' most popular attractions and the locals' favorite downtown locations for dining, shopping, and entertainment.

NEARBY ATTRACTIONS

- Mt. Rushmore National Monument - 30 miles
- Bear Country USA - 20 miles
- Crazy Horse Memorial - 40 miles
- Badlands National Park - 62 miles

LOCAL FAVORITES & DOWNTOWN RAPID CITY

- **Main Street Square** - Boutiques, restaurants, coffee shops, winter outdoor ice skating, summer outdoor movie showings
- **Rushmore Plaza Civic Center** - Event arena with concerts, hockey games, and theater

GUIDANCE AND RULES

Divisions

All participants this year will be grouped by divisions:

- Pre-Juniors (ages 5-9)
- Juniors (ages 10-13)
- Juniors (ages 14-17)
- Seniors/Adults (18+)

These divisions may be either grouped together or divided at Black Hills Aerial Cup leadership discretion.

Pre-Juniors and Juniors use the same equipment as adult divisions. Very small children have successfully performed on our standard fabrics. Smaller children (and adults) are permitted to request a smaller lyra for their performance.

Levels

All participants will be divided in 3 ability levels. This year we are offering 3 different levels: **beginner, intermediate, advanced.**

- There are different requirements for the complicity of the routine for different levels. Please, choose the level that is the closest to your abilities. Please, consult your coach. When choosing the level, please take into consideration your aerial experience.
- We reserve the right to adjust your category up or down based on our knowledge of your skill set. If you intentionally choose a lower level than you know you belong to you may be moved.
- Any request to change the level after completing registration will result in \$25 Fee.

Categories

All participants may compete in following categories:

- Solo hammock (sling)
- Solo silks
- Solo lyra
- Duo performances
- Specialty apparatus and showcase category. If there are at least 3 competitors on the given apparatus in the specialty category, we will create a separate judging category for those individuals.

Compulsory Form

Compulsory Form has been removed.

Apparatus

- While Black Hills Aerial Cup provides all the performance apparatuses and equipment, competitors may request to use their own apparatus. All requests must be made by the coach in the written form via email to BlackHillsAerialCup@gmail.com. The apparatus is subjected to safety check and must comply with competition standards and guideline.

Hammock (Sling)

Hammock is provided by competition production management. Hammock is approximately 8-10 feet (may vary slightly per venue) and is hung using 2 "O" rings and a single swivel. Hammock is nylon tricot low/medium stretch fabric hung from a swivel and a single rigging point. The height of apparatus can be modified with the use of pulley. No use of pulley permitted during the performance.

Performer may request to use own apparatus. The apparatus is subjected to safety check and must comply with competition standards and guideline.

Level	Beginner	Intermediate	Advanced
<i>Description of Performer</i>	Instructors may not perform at the beginner level. The actual length of time a person has been studying hammock is not important. Use of the full length of hammock is not required. Beginner performers are expected to show level appropriate strength, flexibility, and dynamic movement and flow. Beginner performers are encouraged to establish a character or storyline.	An Intermediate Hammock performer is one who is comfortable with a basic level of inversions and inverted moves. They do not necessarily need to show that they have any experience as a performer. Intermediate performers are expected to show level appropriate strength, flexibility, and dynamic movement and flow. Intermediate performers are expected to establish a clear character or storyline.	An Advanced Hammock performer is someone who has a firm grasp on a large piece of the aerial hammock skill vocabulary. These people may be teachers and may have experience as a performer. Advanced performers are expected to demonstrate dynamic movement, flow, strength, and flexibility appropriate for this level. Advanced performers are expected to present a well-developed, clear character or storyline.
<i>Difficulty</i>	<ul style="list-style-type: none"> • May show extensive floor work • Must start on the ground • May come down in between trick set • Demonstrate proficiency in the bottom of hammock • Inversions from floor only • No aerial inverts (if you are wrapped in the hammock, it is considered assisted and is ok as long as you are not hanging) • Only 1 single non-inverted flip is permitted but not required • No drops • No neck hangs or ankle hangs • No elbow rolls or arm roll ups 	<ul style="list-style-type: none"> • Floor work no more than 25% • Must start on the ground • No coming down within routine allowed. <i>The performer may reach the floor to add spin if performer remains at least one point of contact with the apparatus</i> • Demonstration of 1-2 drops expected • Drops/dives/flips only up to 2 rotations • At least one aerial invert expected • Demonstrate proficiency in bottom of hammock and standing in hammock • No kamikaze drops or open wrap drops • No neck hangs 	<ul style="list-style-type: none"> • Floor work no more than 15% • May start in apparatus • No coming down within routine allowed. <i>The performer may reach the floor to add spin if performer remains at least one point of contact with the apparatus</i> • Demonstration of at least 2 drops expected • At least one straight aerial invert expected • Demonstrate proficiency in the bottom, standing and aerial in the hammock • Balance of strength, flexibility, dynamic work (spin) • No kamikaze drops

	<ul style="list-style-type: none"> • No beats 	<ul style="list-style-type: none"> • No Elbow rolls or arm roll ups 	
<i>Music Length</i>	Min 2:30 min Max 3:00 min	Min 3:00 min Max 3:30 min	Min 3:30 min Max 4:00 min

Silks (Fabric/Tissue/Split Panels)

Silks are provided by competition production management. Silks are black Low Stretch Nylon Tricot fabric. Silks are tied to a stainless-steel rescue 8 and hung from a single swivel, attached to a single rig point 25' above the stage, depending on available rig points in the venue. Silks will have a 2-foot tail.

Performer may request to use own apparatus. The apparatus is subjected to safety check and must comply with competition standards and guideline.

Level	Beginner	Intermediate	Advanced
<i>Description of Performer</i>	Instructors may not perform in the beginner level. The actual length of time a person has been studying silk is not important. Use of the full length of silk is not required. Beginner performers are expected to show level appropriate strength, flexibility, and dynamic movement and flow. Beginner performers are encouraged to establish a character or storyline.	An Intermediate Silk performer is one who is comfortable with a basic level of inversions and inverted moves. They do not necessarily need to show that they have any experience as a performer. Intermediate performers are expected to show level appropriate strength, flexibility, and dynamic movement and flow. Intermediate performers are expected to establish a clear character or storyline.	An Advanced Silk performer is someone who has a firm grasp on a large piece of the aerial skill vocabulary. These people may be teachers and may have experience as a performer. Advanced performers are expected to demonstrate dynamic movement, flow, strength, and flexibility appropriate for this level. Advanced performers are expected to present a well-developed, clear character or storyline.
<i>Difficulty</i>	<ul style="list-style-type: none"> • May show extensive floor work • Must start on the ground • May come down in between trick set • Only 1 single non-inverted flip/drop is permitted but not required • Demonstrate at least one type of climb (clean performance) • Proficiency in lower half of silks • Use of knot is permitted • No aerial inverts • No neck or ankle hangs • No elbow rolls or arm roll ups • No beats 	<ul style="list-style-type: none"> • Floor work no more than 25% • Must start on the ground • At least one aerial invert expected • Demonstrate more than one type of climb • Proficiency in lower half and middle of silk with foot locks or similar • Demonstration of 1-2 drops expected. • Drops/dives/flips only up to 2 rotations • Demonstrate at least one non foot-lock skill • No coming down within routine allowed • No kamikaze drops, or open wrap drops, drops to wrist locks 	<ul style="list-style-type: none"> • Floor work no more than 15% • May start in apparatus • At least one straight leg invert expected (straight arms encouraged) • Demonstrate at least one inverted climb • Proficiency in full length of silk • At least 2 drops expected • Balance of strength, flexibility, dynamic work (spin) • No coming down within routine allowed • No kamikaze drops

		<ul style="list-style-type: none"> • No neck hangs • No elbow rolls or arm roll ups 	
<i>Music Length</i>	Min 2:30 min Max 3:00 min	Min 3:00 min Max 3:30 min	Min 3:30 min Max 4:00 min

Lyra (Hoop)

Lyra is provided by competition production management. Outside silks will not be permitted. Our standard is a 36" single point stainless steel tabless lyra on 6-foot spanset. At the far end from the lyra, the spanset is connected to a single swivel via locking carabineer. You MAY use the span sets for choreography! You may not touch the rigging above the span sets. The height of apparatus can be modified with the use of pulley. No use of pulley permitted during the performance. Performers are permitted to request a smaller/bigger lyra for their performance. Size available: 37", 35", 34", 32", 30".

Level	Beginner	Intermediate	Advanced
<i>Description of Performer</i>	Instructors may not perform at the beginner level. Use of the whole lyra is not required. Beginner performers are expected to show level appropriate strength, flexibility, and dynamic movement and flow. Beginner performers are encouraged to establish a character or storyline	An Intermediate Lyra performer is one who is comfortable with a basic level of inversions and inverted moves. They do not necessarily need to show that they have any experience as a performer. Intermediate performers are expected to show level appropriate strength, flexibility, and dynamic movement and flow. Intermediate performers are expected to establish a clear character or storyline.	An Advanced Lyra performer is someone who has a firm grasp on a large piece of the aerial lyra vocabulary. These people may be teachers and may have experience as a performer. Advanced performers are expected to demonstrate dynamic movement, flow, strength, and flexibility appropriate for this level. Advanced performers are expected to present a well-developed, clear character or storyline.
<i>Difficulty</i>	<ul style="list-style-type: none"> • May show extensive floor work • Must start on the ground • May come down in between trick set • Any basic mounts are acceptable • Proficiency on the lower level and in middle of lyra • No invert to the spanset above the lyra • No drops • No standing on top bar • No heel, foot, neck or elbow hang • No beats • No hip, elbow rolls, , "lion" rolls, windmill rolls or dynamic rolls; singular knee (Monkey, Horse, Russian), beauty rolls ok! 	<ul style="list-style-type: none"> • Floor work no more than 25% • Must start on the ground • No coming down within routine allowed. <i>The performer may reach the floor to add the spin if performer remains at least one point of contact with the apparatus.</i> • Proficiency under and inverted to the top of lyra • Expected to demonstrate at least one drop • Demonstrate at least one type of invert in lyra • Demonstrate at least one move with only 2 points of contact • Demonstrate dynamic work and spin techniques • No heel, foot or neck hang • No rolls elbow rolls, "lion" rolls 	<ul style="list-style-type: none"> • Floor work no more than 15% • May start in apparatus • No coming down within routine allowed. <i>The performer may reach the floor to add the spin if performer remains at least one point of contact with the apparatus.</i> • Proficiency under, in, inverted, and on top of lyra • Demonstration of 1-2 drops expected • At least one straight leg invert expected (straight arm encouraged) • Demonstrate at least one move with only 2 point of contact • Demonstrate dynamic

		windmill rolls or dynamic rolls; hip rolls, knee rolls, beauty rolls - ok!	work and spin techniques • Balance of strength, flexibility, dynamic work (spin) • May demonstrate heel, foot, elbow hang, rolls, beats • No single point neck hangs
<i>Music Length</i>	Min 2:30 min Max 3:00 min	Min 3:00 min Max 3:30 min	Min 3:30 min Max 4:00 min

Showcase and Specialty Apparatus

Specialty apparatuses include any apparatus that is not listed in the above categories and all doubles performances.

- We suggest and encourage to follow the category and level criteria that is the closest to your apparatus.
- **If there are at least 3 competitors on the given apparatus in the specialty category, we will create a separate judging category for those individuals.**
- Competitors will submit and bring their own unique apparatuses they would like to showcase. Each apparatus is subject to safety and integrity testing by the Black Hills Aerial Cup staff.

MUSIC, LOOK AND PERFORMANCE REQUIREMENTS

Music

Your entire act must fit within your time allotted. This includes any performance before and after your music plays. Maximum music length assumes all performance takes place during your music. You will be allowed a reasonable amount of time to take your position before performing and bow after your performance. You are not required to use the full time allotted! If your final edit exceeds the maximum length allowed for your division your music will not be accepted and your chosen song will not be reserved.

Maximum Time Allowance:

Beginner – 3:00

Intermediate – 3:30

Advanced – 4:00

- Your song is only considered reserved once you have **UPLOADED** the music to **DROPBOX** and we have added it to the **Music List**. Songs will be considered in the order in which they are received, so don't delay registering and submitting your song choice!

If your song IS NOT approved, YOU WILL BE contacted by our staff. Otherwise, no other action needed from you

- Music **MUST** be a clean/radio edit version. **No** profanity, derogatory language, explicit or suggestive content will be accepted. Remember it's a family friendly event!
- Deadline for Music submission: **March 15th. Music submitted after the deadline is subjected to a \$25 Late Fee. No exceptions.**
- **If you wish to change your music after the initial submission, there will be \$25 Change Fee.**
- **It is participant's responsibility to ensure that they submit the right music version.**
- **You are required to submit your music as MP3 File.** No other file types will be accepted.
- Please, upload your music/song to
Drop Box: <https://www.dropbox.com/request/W8LFejwUvCRQUxih0iWu>
Music sent via email will not be accepted, DROPBOX UPLOADS ONLY.
- **Use following naming when submitting the music:**
- Full Competitor Name – Song/Track Name– Division - Level – Category – School/Studio

E.G: Anna Starenkova – Evanescence Bring Me To Life – Senior Advanced Silks – Live It Up Studio

Wardrobe

Each aerial performer must have own costume. Typically, it is full-body, full sleeve or sleeveless, non-see-through unitard or leotard. Leg coverage is required. If your leotard has open legs, you may wear stirrup professional dance tights. Appropriate undergarments are required. Aerial socks are allowed.

You are responsible for testing your costume prior to performing to make sure it meets requirements.

All costumes must be age-appropriate.

- **NO** Jewelry or piercing
- **NO** extensive and tangly sequins, zippers, or anything rough or jagged that may snag or tear the fabrics.

- **Embellishments and rhinestone, gems are allowed.**
- Hair and makeup must be nicely done. Hair style must be appropriate and safe for aerial performance (ex. pony tail, braids, bun). Please, **NO** loose hair style! If your hair style impedes your performance, you **WILL** receive a deduction.
- Excessive stage makeup is allowed if it fits and completes the performance idea.
- Deductions will be incurred if costume gets stuck or disrupts a performance.

Props and Accessories

- Props and accessories are considered anything that comes in addition to competitor's costume (ex. hat, coat etc.). Props may **NOT** be anything messy or hard to clean up, such as **glitter, feathers, confetti, shredded paper, or liquid of any kind**. No fire will be approved. Competitors must be able to take all props on and off stage in one trip without assistance. No additional approval needed.
- Human props must follow all competitor rules for conduct and dress code. Human props may not touch the apparatus at any time or assist the performer in any way that may be misconstrued as a doubles routine. Human props must be preapproved at blackhillsaerialcup@gmail.com

Please, consult our staff at blackhillsaerialcup@gmail.com if you have any questions.

Grip Aids

Only approved grip aids may be used so we can make sure they won't damage apparatus.

Fabrics/Steel Performers: Spray rosins may be used on fabrics and steel.

Popular approved grip aids:

- Natural Rosin Powder
- Firm Grip Spray
- Muller Grip Spray
- Better Grip

GENERAL EVENT INFORMATION

Photography & Videography

- A professional photographer/videographer will be covering the event. Do not block the professional photographer or videographer. The Photo and Video packages may be available but not guaranteed.
- Audience members may take pictures and video using phones only as long as they do not impede judging, the performer or staff.
- Do not enter or leave the audience area during a performance because this is disrespectful to the performer and could impact their photos and video. There is ample time between performances and divisions to change position as needed.

Awards

- If you place and cannot stay for the awards ceremony, you must arrange for someone who is staying to pick up your awards for you.
- Awards for performers may be mailed by the Black Hills Aerial Cup staff at an additional cost.

Changes

- Schedules, venue, dates, categories, and all other aspects of the competition are subject to change. While we make every effort to adhere closely to announced details, unforeseen events may require adjustments within the competition structure.
- Changes will be communicated as early as possible.

Safety

- All participants or the guardians of participants if under the age of 18 must sign a waiver.
- All participants are required to use crash pad/mat.
- All performers are expected to follow instructions given by the head rigger with regards to rigging safety.
- No touching rigging!
- No additional people are permitted on stage with competitors from the time the music starts until it ends, except for approved human props.
- No additional people are permitted on stage with competitors during performance.
- Doing moves outside of your category can result in deduction and disqualification.

CODE OF CONDUCT

- Please be respectful of your mates, competitors, coaches, staff and families attending the events and help them feel comfortable learning more about fitness, aerial arts, and sport.
- Language and comportment must be family friendly. This includes music, costuming, props, clothing and conversations held in public areas.
- Competitors are expected to be honest in representing their levels and abilities. We reserve the right to switch competitors' categories depending on the level of misrepresentation.
- Be respectful to the people hosting and running the competition. You are expected to respond positively to requests and instructions from the competition staff. This includes stage managers, judges, hosts, venue employees, and all other competition and venue personnel. This includes online behavior.
- As with all live events, unexpected things happen. Please be patient with each step of the process and understand that we do our best to give you a great competition experience!

DAY OF THE COMPETITION

Check In

- Arrive early for stage testing to allow yourself time to check in and warm up. If you miss your stage testing time because of late arrival, additional time WILL NOT BE POSSIBLE.
- Sign all waivers online. This may be done before arriving at the venue and must be done BEFORE you proceed to stage testing.
- If you are the guardian of a minor, you are responsible for checking them in and signing all their waivers.
- If you are under 18, you must have a legally responsible adult sign all waivers.
- You will get a tour of backstage, dressing rooms, and other key areas when you check in.
- Warm up and get ready! Once stage is ready you will be called on stage..

Stage Testing

- When you are invited to take the stage for stage testing, you will be given a maximum of 2 minutes for stage testing. Please, plan out your stage test and do not take advantage of the stage manager by requiring them to ask you to leave the stage.
- Your stage testing should include setting your height (if applicable) and familiarizing yourself with the feel of the apparatus and stage. You will not have enough time to go through your entire routine.

Performance

- Competitors don't have to stay at the performing venue for the whole day. Daily schedule with the performance order will be published and shared with competitors at least 10 days prior to the event.
- Arrive at least one hour prior to your scheduled performance time.
- If you miss your performance time, no additional time will be given.
- If a competitor fails to complete their performance, such competitor shall be disqualified.

JUDGING

Judging is performed by a panel of judges right on spot during the performance. There is a short window of time between the performances for judges to complete their scoring sheets.

Judging is final. No discussion of judges' decisions will be permitted.

Black Hills Aerial Arts Cup leadership and competition staff will not respond to email requests for explanations of judging feedback and scoring. We make every effort to qualify judges. We understand that their comments and perspectives of your work might not align with yours or your coach's but we urge you to accept judge comments as an opportunity to improve.

Results and Scoring Sheets

Scoring Sheets will be emailed as soon as it can be compiled. Historically, this has been 3-5 weeks after the end of the competition.

Judging Procedure

Each division is judged by a minimum of **2** judges who evaluate competitors in the entire division in order to increase fairness. You may receive points and deductions that are quite a bit higher or lower from one judge to another. This is due to individual judging styles and perspectives and is found in all subjective competitions.

Unlike previous years, each criteria within groups A. and B. is evaluated by the 10 - point system where 1-lowest, 10 –highest.

Judging considers the following groups and criteria:

A. Difficulty and Technical

- Difficulty of Individual Moves (**10**)
- Difficulty of Combinations and Uniqueness of Transitions (**10**)
- Intentional Lines (**10**)
- Controlled Toes (Pointed or Flexed) (**10**)
- Control of Apparatus (**10**)

B. Artistry and Composition

- Flow of Moves—Tricks/Spins/Floor to Apparatus, etc. (**10**)
- Musicality (**10**)
- Stage Presence Throughout with Character and/or Emotion (**10**)
- Balance of Program (Tricks/Spins/Strength/Flexibility) (**10**)
- Variety of Movements (**10**)

C. Deductions

1. **Unfinished Routine - Disqualification**
2. Not Meeting the Criteria for Specific Division (**Max -3**)
3. Major Slips or Falls (depending on severity—judges may stop performance) (**Max -3**)

4. Use of Unsecure/Unsafe Moves (**Max -3**)
5. Touching rigging (intentionally or otherwise) (**Max -2**)
6. Unappropriated costume /Costume malfunction (**Max -2**)
7. Non-approved props (**Max -2**)
8. Exceeding maximum performance time/ Finishing Late (**Max -1**)
9. Minor slips and mis grabs (**Max -1**)
10. Improper technique (**Max -1**)

Judging Guide

Each judge will have a sheet with listed criteria of their group for scoring and comments.

Unlike previous years, each criteria within groups **A.** and **B.** is evaluated by the **10 - point system** where 1- lowest, 10 –highest. Failure to meet criteria in group **C.** results into deductive point per each failed criteria.

How to calculate the final score?

Average A point + Average B point – Average C = Final Score.

Deductions

Deductions focus on dangerous and restricted moves, unfair use of equipment, violation of rules and guidance.

Grounds for Disqualification

- Competitors are not allowed to consume any alcohol, illegal drugs or medical drugs that impair function to perform. If an individual is displaying indications of alcohol or drug consumption, you will be disqualified immediately.
- Disrespectful language or actions towards or about judges, competitors, coaches, staff, volunteers, or schools
- Performer fails to complete routine on stage.
- No refunds will be issued in case of disqualification.

Special Awards

- **The Absolute Champion** – Award given to a competitor with the highest score.
- **The Best Costume:** This award goes to a routine that the judges feel had either unique costumes or some kind of costume that stood out to them.
- **The Best Choreography:** This award goes to the routine and choreographer that the judges feel displayed outstanding, creative or complex choreography.
- **The Best Character and Storyline:** This award goes to the routine and choreographer that the judges feel had the best creative character or storyline.
- **The Best Entertainer:** This award goes to the routine that the judges feel was the most entertaining routine. It could be a high energy routine, a routine with a great concept.
- **The Judges Choice:** This is an opportunity for each judge to give their vote (their “golden buzzer”) to the performer that stood out for them the most and or stole their heart.

Appendix A: Scoring Sheets

Participant's Name:			
Level:	Category:		
Judging Group: A	Judge's Name		
	Criteria	Score (1-10)	Comments
1.	Difficulty of Individual Moves Overall delivery in effective trick executions. Tricks must be done in a safe and secure manner. Tricks should showcase performer's strengths. There must be a range of movement and shapes.		
2.	Difficulty of Combinations and Uniqueness of Transitions <ul style="list-style-type: none"> Combinations with a seamless blend of proper technique and form; and gradual progression and consistency throughout. Originality in all components of the routine from entrances and exits in and out of tricks, transitions and combinations. 		
3.	Intentional Lines Fluid technique in maximum precision, correct posture, body alignment or inadequate physical capacities (such as active and passive flexibility, strength, amplitude, power, or endurance)		
4.	Controlled Toes (Pointed or Flexed) The foot and toes should be pointed. The toes should not be clenched or showing tension unless performing an aerial walk or if it is a choreography choice.		
5.	Control of Apparatus No unnecessary grasping or gripping the apparatus. A temporary loss of control on the silk \ hoop or a clear loss of balance during a choreographic element. When using dynamic movement, the athlete must demonstrate absolute control to avoid the stop of apparatus in the element with an unfavorable angle.		
	Total		

Participant's Name:			
Level:		Category:	
Judging Group: B		Judge's Name	
	Criteria	Score (1-10)	Comments
1.	<p>Flow of Moves—Tricks/Spins/Floor to Apparatus, etc.</p> <p>Flow refers to the ability to create a seamless and effortless routine. The sequences, moves, transitions, choreography and/or acrobatic movements should flow in a seamless, smooth, natural, flawless, and graceful way. The routine should not look disjointed in any way. Entire routine should have seamlessly connected elements and movement.</p>		
2.	<p>Musicality</p> <ul style="list-style-type: none"> • Musicality is the ability of the competitors to interpret music and to demonstrate not only its difficult elements or technique, but its flow, shape, and intensity and passion within the physical performance. • Competitors should connect with the music and show expression through their costume, body language, and facial movements. • Expressiveness and projection. • Musical sensitivity and timing - ability to move accurately and consistently as required by the characteristics of the music and its elements, melody, rhythm, harmony, tempo dynamics, and articulation. 		
3.	<p>Stage Presence Throughout with Character and/or Emotion</p> <p>Choreography should tell a clear story. Competitor's movement must reflect the story, theme, and music. Expressiveness and projection.</p>		
4.	<p>Balance of Program (Tricks/Spins/Strength/Flexibility)</p> <p>This focuses on how your routine is designed or built showing different type of movements.</p>		
5.	<p>Variety of Movements</p> <p>Competitors should create new and original movements for their transitions in and out of elements and on and off the apparatus; show creativity, originality, and variation in simple and well known tricks. Routine does not repeat itself in elements, climbs, inverts, and lifts.</p>		
	Total		

Participant's Name:			
Level:		Category:	
Judging Group: C		Judge's Name	
	Criteria	Max Deduction per each unfollowed criteria	
1.	Unfinished Routine - Disqualification	Disqualification	
2.	Not Meeting the Criteria for Specific Division	-3	
3.	Major Slips and Falls	-3	
4.	Use of Unsecure/Unsafe Moves	-3	
5.	Touching rigging (intentionally or otherwise)	-2	
6.	Unappropriated costume /Costume malfunction	-2	
7.	Non-approved props	-2	
8.	Exceeding maximum performance time/ Finishing Late	-1	
9.	Minor falls and mis grabs	-1	
10.	Improper technique	-1	
	Total		

FINAL SCORE: _____