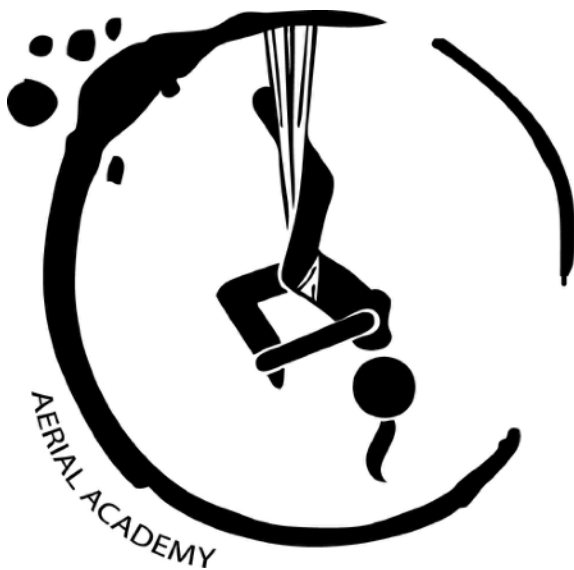


# Aerial Performance Art

Artistic Competition | Provincial Qualifiers

## Code Of Points 2025



Twisted Cirque

## **Abbreviations**

<b>Documents</b>	
<b>COP</b>	Code Of Points
<b>Judging Criteria</b>	Technical Scoring

<b>Judges</b>	
<b>AJ</b>	Artistic Judge
<b>DJ</b>	Difficulty Judge
<b>EJ</b>	Execution Judge
<b>HJ</b>	Head Judge

<b>Division</b>	<b>Cat 1</b>	<b>Cat 2</b>	<b>Cat 3</b>	<b>Cat 3</b>
<b>Junior 10-13</b>	Silk	Lyra (Hoop)	Hammock	Unconventional
<b>Junior 14-15</b>	Silk	Lyra (Hoop)	Hammock	Unconventional
<b>Amateur 16+</b>	Silk	Lyra (Hoop)	Hammock	Unconventional
<b>Elite 18+</b>	Silk	Lyra (Hoop)	Hammock	Unconventional
<b>Masters 30+</b>	Silk	Lyra (Hoop)	Hammock	Unconventional
<b>Doubles Elite 18+</b>	Silk	Lyra (Hoop)	Hammock	Unconventional
<b>Show Performer (any age)</b>	Silk	Lyra (Hoop)	Hammock	Unconventional

Note:

Athletes enrolled in incorrect categories may be disqualified by the Head Judge

## **General**

### **PURPOSE**

The Code Of Points has been established to provide:

- ✓ Objective and fair evaluation on all routines, on any equipment
- ✓ Standardise the judging and scoring for all Aerial competitions
- ✓ Assist coaches and athletes in preparation of their routine for competition

### **TECHNICAL HIERARCHY**

The COP has been provided by Twisted Cirque (Pty) Ltd

In local competitions, any disputes that may arise, the technical committee will decide the final outcome and interpretation of the rules.

## UPDATE ON THE CODE OF POINTS

All updates and changes in difficulty classifications, pointing system will be under the sole discretion of the Technical Committee and will be announced and added to the COP in a later version, The rights to change any rules, at any time without prior notice is reserved by Twisted Cirque



Twisted Cirque



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# Aerial Performance Art

## ★SPECIALITY EQUIPMENT (UNCONVENTIONAL)

Speciality equipment is not limited to any set of apparatus, for specialised equipment upon registration the competitor must declare the equipment with the technical committee prior to registration, however the most commonly used are the following:

- ★Trapeze
- ★Corde-Lisse (Rope)
- ★Cubes
- ★Spirals
- ★Chains
- ★Slings
- ★Hammocks

All speciality routines require the ability for competitors to display their routines to showcase strength, flexibility and coordination on the specialised apparatus, each piece, solo or duo is required to perform to a piece of music choreographed for 3:00-4:00 minutes displaying artistic and dynamic moves and transitions

## LENGTH OF ROUTINE

All routines are set to 3:00 - 4:00 minutes only, and any time over the allocated 4 (four) minutes will result in the Head Judge deducting points from the athlete

## CHOICE OF MUSIC

Music can be selected from any style and may contain lyrics

Music can be mixed

Original music is allowed

Sound effects are allowed

Music reproduction must be professional and in mp3 format

Lyrics of explicit nature and/or violent, sexual, politic or offensive in any way is not permitted and violation may result in points deducted or disqualification.

Music must be sent in appropriate quality and mp3 format to the email provided and before the deadline stipulated

Mp3 file should be named as follows:

***{competitor name}\_song title\_artist\_apparatus***

## SAFETY IN JUNIOR CATEGORIES

All athletes under 18 years of age, require a coach, parent or legal guardian to be present at all competitions. If a parent/guardian is unable to attend he/she must provide a notarised document of temporary guardianship to the responsible person (family member, coach)

## USE OF A SPOTTER

The use of a spotter is not required but is recommended for all categories except for Juniors 10-13, a spotter will be on stage and is compulsory.

Spotters are available in case of emergencies however if preferred, competitors may use their own coaches as their spotter

## **SPOTTERS**

- Spotters may be on stage (at the back) out of the view of judges/audience.
- Spotters may move closer to the athlete for difficult/dangerous moves
- No contact or verbal instruction is allowed by a spotter unless in the event of an accident
- All contact is deductible by the Head Judge

***No member of the committee are allowed to judge in the competition. There can not be a conflict of interest and will result in an immediate disqualification of the competitor***

## **FAILURE TO APPEAR ON STAGE ON TIME**

If an competitor fails to appear on stage within the 20 seconds after being called, a deduction of 1 (one) point will be made by the Head Judge

Should a competitor fail to be on stage within 60 (Sixty) seconds after being called, the Head Judge may disqualify the athlete, this is deemed as a "Walk over"

Extraordinary circumstances (not limited to):

- A. Incorrect music being played
- B. Music equipment malfunction
- C. General failure of equipment, lighting, stage, venue etc
- D. Any foreign object appearing on stage, not placed by the competitor or their coach
- E. Circumstances out of the competitors control

## **RESULTS**

After each Category, the scores must be discussed. This includes the point scoring for (A, E, D), Artistic, Execution and Difficulty Judges' penalties and final scores are final. At the end of the competition, all competitors scores and rank must be displayed.

### Qualifiers:

Podium finishers plus next 2 positions (total of 5) will qualify for the provincial competition hosted by the South African Championships of performing arts (SACoPA)

## **CANCELLATIONS**

All athletes may cancel participation within a maximum of 21 days prior to the competition. Exception include medical reasons and emergencies. If a competitor fails to show up for registration he/she may be banned from future events.

No refunds are given for any reason. All cancellations will forfeit any payments made.

## **Safety during performance**

Swinging on equipment is not allowed and will result in deduction by the Head Judge. Swinging on equipment can lead to a fall out of safety bound of the stage

## **USE OF CRASH MATS**

Crash mats are compulsory in competition and will have a density no less than 20 if the thickness is less than 20cm. The mat dimension should be 2x2  
Over 18 Athletes may opt to not use a crash mat but it is advised.

## **COACHES/SPOTTERS**

- A. Coaches/Spotters may stand at the back of the stage/entrance to stage as to not obstruct the judges view
- B. Coaches/Spotters may approach the athlete at times of high risk moves only
- C. If there is no risk of accident, coaches may not approach or verbally queue the athlete in this case, if there is no risk the athlete will have points deducted by the Head Judge
- D. A coach may move closer to belay or catch an athlete in case of an accident but physical contact with the athlete without risk will result in point deduction
- E. In a case where a coach or spotter must intervene, the Head Judge may choose to disqualify the athlete or deduct "-5"
- F. If disqualified by a judge, the music stops and the athlete must remove themselves from stage immediately
- G. A coach or spotter may stop the routine at anytime if necessary
- H. Coaches/Spotter must wear all black if they are on stage / back stage

## **APPARATUS**

Aerial apparatus can be provided by organisers, or provided by the athlete, so long as they meet the below requirements

### **Silk**

Strong fabric, medium stretch and between 1.5m-2.8m wide  
length must not be more than 16m (8m folded in half) or less than 12m (6m folded in half)  
Any colour is acceptable  
The silk may not be cut or torn in any way

### **Hoop**

Hoops must be steel, diameter of the hoop may be between 80cm - 110cm  
Diameter of the tube may be between 23mm-30mm  
Wrapped or unwrapped

### **Speciality equipment**

All special equipment will need to be inspected by the committee or the judges before the event (at least two weeks) and it is the responsibility of the competitor to have it inspected prior to the event.

All equipment must be checked by the competition staff prior to the competition, failure to do so will result in walk over.

## **Regulations for all athletes**

### **General**

#### **RESPONSIBILITY OF THE ATHLETE**

- A. Athletes and coaches must know the Code of Points and rules and conduct themselves accordingly
- B. Juniors under 18 must have an accompanying parent or guardian present at all times, otherwise a coach may stand as guardian with written permission from a legal parent or guardian
- C. Provide accurate information when registering
- D. Provide ID or birth certificate if requested
- E. Carry health insurance/ medical aid details and identification to the event
- F. To be fully responsible for their own health and fitness, to ensure they are ready for competition, all athletes are also advised not to try any element they have not rehearsed and confident in
- G. Appear at waiting room, when called within 20 seconds
- H. Sign the agreement to the COP by registering for the event

- I. Sign the agreement to Anti-Doping by registering for the event
- J. Note that taking part in this competition is purely at the competitors risk, Twisted Cirque and its affiliates may not be held responsible for any accidents or injuries that may occur.

## **DRESS CODE**

Outfits are not restricted, however the judges will need to see your face as well as your entire body, especially when performing, the clean lines should not be covered by clothes

Nudity is forbidden, as well as revealing clothing. The Head Judge has the right to disqualify any athlete in violation and the athlete may be subject to competition ban.

## **Coaches Regulation**

In the case where an athlete does not have an official coach or other representative, the coaches duties fall onto the competitor.

### **Coaches duty**

- Assist the athlete with all things pertaining to the event, this includes their coaching, stretching and warm up routines
- Act as a spotter for junior routines
- Receive the scores from the judges after routines
- Know the COP and conduct themselves accordingly
- Ensure their athlete conducts themselves professionally according the the COP
- Wear appropriate attire back stage
- Coaches may NOT come on stage when their athlete is receiving an award

## **Competition Attire**

### **FEMALES**

- All women, junior or senior must wear Performing costumes.
- Sparkles and additions sewed on are allowed
- Net fabrics are allowed over the top part of the sternum or arms, or part of the legs (lower part) but may not comprise mostly net fabric
- The outfit may NOT be leather as this will assist with grip on the apparatus
- Short parts of the costumes may be used such as a skirt as long as they aren't more then 30cm
- The costume must fit the body exactly, to give the judges the best chance of observing the right position or alignment of the body

### **MALES**

- Men may wear leotard, jump suit or trousers/tights
- Men may not be topless
- Sparkle and additions are allowed if sewed on
- 3/4 tights/leggings are permitted
- The outfit may NOT be leather as this will assist with grip on the apparatus
- The costume must fit the body exactly, to give the judges the best chance of observing the right position or alignment of the body

### **HAIR, MAKEUP AND OTHER RESTRICTIONS**

- A. Hair may be done in any fashion to assist your theme of performance but may not cover your face
- B. Face must be clearly visible to the judges
- C. Make-up can be used for men and women but must be used sparingly so the competitors face and expressions can be seen by the judges
- D. No jewellery is to be work when competing
- E. Torn, ripped or under garments must not be visible during performance
- F. Leather, latex or transparent garments may not be worn



- G. Swimwear or bikini's are not permitted
- H. Attires depicting religious view, war, politics, bad language may not be worn
- I. Body paint is not permitted

## **Judging and Determination of Scores**

Routines will be judged according to each individual based on the overall theme of the competitor with strict ruling on Artistry, Difficulty and Execution

The weight of the scores are split as follows

50% Technical Execution

50% Artistic Presentation

## **Judging Panel**

### **ARTISTIC JUDGES**

- Awards points on dynamic movements and combinations performed in the routine, the artistic value and the story behind the routine is taken into account

### **EXECUTION JUDGES & DIFFICULTY JUDGES**

- EJ deducts points based on the technical aspects of the performance
- This includes but is not limited to movements performed, body alignment, correct lines, falls, slip ups etc
- They will confirm difficulty moves and scoring of these moves
- DJ will deduct points if difficult moves are not attempted

### **HEAD JUDGE**

- The HJ is responsible for over seeing all the judging in the event
- Work with the other judges to confirm the scoring is as impartial as possible
- The head judge is responsible for answering all questions arising from the other judges or members of the public

For doubles the difficulty score to multiplied by 2 (total score only) so individual and doubles are comparable

In the event of a tie, the tie will be broken using the following criteria

- A. Highest total score in Execution
- B. Highest total score in Artistic
- C. Highest total score in Difficulty

The judges decision is final.

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## Difficulty and Execution Judges

The difficulty of a routine is determined by the difficulty elements included in the routine, these are evaluated by the DJ.

Elements are divided into the following groups

### ROUTINE GROUPS

Group A - Flexibility Elements (held for 2 seconds)

Group B - Strength Elements (held for 2 seconds)

Group C - Balance Elements (held for 3 seconds)

Group D - Dynamic Elements

Group E - Spinning Elements (minimum 720°)

There is no restriction on the number of moves

### DEDUCTION FOR MISSING A GROUP OR AN ELEMENT

None

### TOLERANCE IN FLEXIBILITY ELEMENTS

Tolerance of 20° is allowed, for elements requiring a flat split of 180° however the element difficulty score will be downgraded

### LEVELS OF EXECUTION IN ELEMENTS

Division	Category 1 Silk	Category 2 Lyra	Category 3 Speciality
Junior 10-13	Kamikaze drops prohibited	Kamikaze drops prohibited	Kamikaze drops prohibited
Junior 14-15	Kamikaze drops prohibited	Kamikaze drops prohibited	Kamikaze drops prohibited
Amateur 16+	Kamikaze drops prohibited	Kamikaze drops prohibited	Kamikaze drops prohibited
Elite 18+	Kamikaze drops prohibited	Kamikaze drops prohibited	Kamikaze drops prohibited
Masters 30+	Kamikaze drops prohibited	Kamikaze drops prohibited	Kamikaze drops prohibited
Doubles Elite 18+	Kamikaze drops prohibited	Kamikaze drops prohibited	Kamikaze drops prohibited
Show Performer (any age)	Kamikaze drops prohibited	Kamikaze drops prohibited	Kamikaze drops prohibited

### **COMBINATION BONUSES (CB)**

Maximum of 5 point can be awarded for combination moves/elements

One point per combo can be given by the judge provided

- A. A competitor can combine two difficult elements together to make a combined element
- B. Both elements must meet the requirements of the group for example flexibility and balance such as split on silk with no hands
- C. The direct transition must be performed without pause or hesitation

If a combination is not recognised, or does not meet the minimum requirements, the athlete could still receive the points for the move but the judge may not elect to award the combination points.

### **RISK FACTOR BONUS (RFB)**

A bonus point of 1.0 - 2.0 may be given by the judges should an athlete

- A. Performs difficulty elements in a way that included a higher risk, such as high on the silk, while spinning on any apparatus or a high level of dynamism.
- B. The elements meet the minimum requirements, "high" on silk is above 70% of the silk
- C. Risk factor bonuses may be received for a maximum of two times per routine

RFB is determined by the Difficulty Judge, and does not need to be declared by the competitor.

## HEAD JUDGE PENALTIES

Infringement	Deduction	Comment
<b>Incorrect attire</b>	-3	Jewellery, ornaments, body paint, clothing malfunction
<b>Improper behaviour</b>	-3	Each time
<b>Failure to appear in waiting section</b>	-1	Within 20 seconds
<b>Stop of performance</b>	-3	More than 10 seconds
<b>Wrong length of music</b>	-3	If more than 3 seconds longer/shorter
<b>Verbal queues from the coach</b>	-5	Each time
<b>Contact between coach/spotter and athlete</b>	-5	Each time
<b>Improper behaviour/manners</b>	WARNING/ DQ	Athlete may be given a Warning or Disqualification
<b>Missing all difficult elements</b>	DQ	Disqualification
<b>Drop out</b>	DQ	Disqualification
<b>Walk Over</b>	DQ	Disqualification
<b>Unsportsman like conduct</b>	DQ	Disqualification
<b>Disrespectful behaviour towards Judges, Committee or athletes</b>	DQ	Disqualification

## Artistic Judges

Artistic judges are responsible for the athletes artistic presentation, stage appearance and routine interpretation.

Artistic presentation is how the competitor presents themselves and their routine to the judges. The Artistic Judge will assess the athletes ability to “tell a story” by conveying emotion and expression through their movement.

Athletes will be awarded points based on the **OVERALL LEVEL** of each of the below groups of the routine:

- A. Creativity and Complexity of choreography
- B. Creativity and Complexity of transitions and Elements (moves)
- C. Interpretation of Music, body and facial expressions
- D. Stage Presence and Charisma

### **Costume/theme: 10% of overall score.**

Does the costume fit the feel of the performance?

Is the costume safe/suitable for the apparatus?

Is the music choice appropriate for the age of the competitor?

Is the music choice appropriate for a family audience?

Do any props used have a purpose and add to the performance?

There does NOT need to be an obvious theme or gimmick to score well in this section but the overall feel of the performance should be consistent.

### **Equipment transitioning: 10% of overall score.**

Are mounts and dismounts onto the apparatus controlled and safely performed?

Are mounts and dismounts part of the performance?

Are presentation and character maintained during mounts and dismounts?

Are innovative mounts and dismounts used?

This also included assessing the transitioning through various levels on the apparatus.

### **Floorwork: 10% of overall score.**

Floorwork is not compulsory and if no floorwork is present then the score given for choreography will be doubled.

Does the floorwork fit with the performance?

Are presentation and character maintained away from the apparatus?

Does the floorwork fit with the music?

Does the floorwork have purpose and connection to the overall performance?

### **Tricks - Presentation/fluidity/variety: 10% of overall score.**

Is presentation maintained during transitions and holds?

Are moves executed smoothly?

Are transitions part of the performance?

Are a variety of shapes/moves executed?

Is full use of the apparatus maximised (i.e. full height of silks, rope work on trapeze or top of the hoop)?

**Tricks - Ability/complexity: 10% of overall score.**

Are moves executed safely with good body alignment and engagement? \* Is control maintained throughout the performance?

Are complex tricks executed well?

Are all moves performed competently?

Are advanced tricks incorporated in the performance?

Please be aware that you will not score well if you include things you can't execute cleanly and safely, even if they are really advanced moves!

**Performance**

**Choreography: 10% of overall score.**

Is the performance interesting?

Are innovative combinations used?

Do all movements have a purpose and add to the performance?

Is there variation of energy and dynamics?

**Musicality: 10% of overall score.**

Is the music worked with throughout the performance?

Are the highs and lows in the music utilised?

Does the performance connect to the feel of the music?

**Connection to audience: 10% of overall score.**

Is audience engagement present in the performance?

Are facial expressions representative of the feel of the performance and music?

**Overall fluidity: 10% of overall score.**

Do all elements of the performance flow together?

Do the different elements of the performance transition at appropriate times in the music?

**Entertainment/overall Impressions: 10% of overall score.**

Does the performance impact the audience?

Is the performance entertaining?

Is the performance inside the time limits outlined for the category?

## Difficulty/Execution Scoring Sheet

Competitors Full Name	
Category	
Apparatus	
Theme	

Element Name (Move) Declare	Points weight	Judges score	Judges comment

## Artistic Scoring Sheet

Competitors Full Name	
Category	
Apparatus	
Theme	

Element Name (Move) Declare	Points weight	Judges score	Judges comment
Costume/ Theme			
Equipment Transitioning			
Floor Work			
Tricks/ Flow/ Variety			
Tricks Complexity			
Choreography			
Musicality			
Connection to Audience			
Overall Fluidity			
Entertainment, impression			