



New Zealand Aerial Youth CHAMPIONSHIPS

Rules & Regulations

General

- Competitors must meet the age criteria of the appropriate division at the time of the competition.
- Competitors must have written consent from a parent to participate.
- Competitors must have a valid form of ID/proof of age with them on the day of competition.
- Competitors must sign photo/video release forms and waiver of liability before the competition.
- Competitors must conduct themselves in a professional and proper manner at all times during the competition.
- Competitors must show up on time. If late, the competitor may not be allowed to compete.
- Competitors will have access to the performance stage prior to the competition for a full run through.
- NZAYC reserves the right to prevent a competitor from competing if it appears the competitor is not fit to do so safely.
- Competitors may not engage in conversation with judges prior to their routine.
- Competitors must comply with NZAYC rules and regulations at all times. Failure to do so may result in disqualification.
- Competitors must represent the NZAYC and all affiliated parties/sponsors in a positive light before, during, and after the competition.
- Winners of previous years have the right to return and defend their titles

MUSIC

- Song must be a Minimum of 3 minutes with a maximum of 4 minutes..
- No explicit lyrics.
- Cutting a song or mixing several songs is allowed.
- All competitors are responsible for the quality and on-time submission of their music.
- All competitors must bring a USB flash drive on the day of competition that includes their final track ONLY (no other files) labelled with their full name. This is a backup in case there is an issue with your music.
- Music must be submitted by the required deadline of Sept 9th 2021, and must be already cut, or edited and in the form of MP3.

COSTUMES

- Costume must have full cover of the bottom throughout the entire routine.
- Costumes must not promote an individual dance studio, business or individual.
- No jewellery is to be worn on the equipment..
- Costumes may NOT include:
 - Obvious underwear, lingerie, swimwear or bikinis
 - Transparent clothing that may expose private parts
 - Clothing that interferes with the performance or could be considered a health or safety issue
 - Anything that could damage the equipment.

**The above rules for safety and costume coverage also apply to rehearsal time.*

- Any item that is not your costume or costume that is removed is considered a prop.
- Please advise in your stage notes of items that will be difficult to clean up (Glitter, confetti, feathers, leaves, petals, etc.).
- No fire, explosives, paint, oil, water, or human props.
- Nothing that can damage the equipment.
- All props must be pre-approved by the deadline date Sept 9th 2021.

GRIP AIDS

- All grip aids can be applied directly to the body/hands.
- All poles will be cleaned and dried between competitors by the pole cleaners.
- Grip aids are allowed to be applied directly to the poles.
- No Wax, ITac, Firm Grip, Mueller Stickum Spray, etc.

PHOTOGRAPHY/FILMING

- Competitors agree to be filmed throughout the competition and must sign an agreement at the venue before competing.
- All photography and footage remains the property of New Zealand Aerial Youth Championships.
- Competitors agree that all photography and footage can be used by NZAYC for promotional, advertising, and commercial purposes.

SCORING SYSTEM

- Refer to the scoring details below.

Judging Criteria	Max Score	Score	Comments
Execution	10		
Lines and Extension	10		
Strength	10		
Flexibility	10		
Dynamic Movement	10		
Transitions/Flow	10		
Use of Stage/Balanced Choreography	10		
Movement off the equipment	10		
Presentation/Interpretation	10		
Stage Presence	10		

Total Score

JUDGING CRITERIA

Execution

Execution refers to the safe and controlled completion of tricks and combinations. To achieve the highest point allocation competitor should enter, exit, and hold moves without re-grips, slips, falls, strain, struggle or uncertainty. Action should look effortless.

Lines and Extension

- Clean lines – The legs and arms should be correctly positioned, toes should be pointed and fingers should not show tension. Flexion should be an artistic choice and completely intentional.
- Extension – Legs, arms and torso should be fully lengthened.
- Posture – Correct body alignment should be used on and off the equipment. Proper use of counterforce (push/ pull) should be used to maximize efficiency of movement and form.
- Body Placement – The body should be in the correct position for the intended trick and should be properly angled in relation to the audience. Strength

Strength refers to the power of the arms, core, and legs. In order to display the highest level of difficulty, competitor should perform upper body, core, and lower body strength tricks and combinations. Holding and controlling strength moves for three or more seconds will display a higher level of difficulty. Flexibility

Flexibility refers to the overall range of motion of the legs, back, and shoulders. In order to display the highest level of difficulty to the judges, competitor should perform tricks, combinations, and transitions with full extension and mobility, which are flowing and balanced within the routine.

Dynamic Movement

Dynamic movement refers to the body in motion, power of movement, and the control of momentum. In order to display the highest level of difficulty to the judges, competitor must demonstrate powerful movement that allows the body to leave the apparatus and control when coming back to the apparatus. Dynamic movement can be drops, catches, leg switches and/or spins that take the body away from the apparatus. The highest level of difficulty of dynamic movement can be measured in the distance and length of time that the body leaves the apparatus.

Transitions/Flow

Transitions/Flow refers to the competitor's ability to move between tricks, shift between the apparatus and floor and create a seamless and effortless performance. To achieve the highest point allocation, competitor should flow on and off the apparatus and between the poles. Sequences, tricks, transitions, choreography, gymnastics and acrobatic movements should flow seamlessly, smoothly and gracefully. Movement into and out of tricks should occur flawlessly. The routine should not look disjointed.

Use of Stage/Balanced Choreography

Use of Stage/Balanced Choreography refers to the competitor's ability to use all parts of the stage. To achieve the highest point allocation, competitor should use the whole stage (back, front, center, sides, spin and static pole). There should be a balanced use of tricks, transitions, spin/static pole and floor.

Movement off the Apparatus

Movement off the apparatus refers to the lines, postures and shapes created by the competitor on the surface of the stage. This can include dance choreography, sequences, gymnastics, and acrobatics. To achieve the highest point allocation, competitor should create movements that reflect and work with the beat/phrase of the music, demonstrate flexibility, strength, and dynamic movement and that are engaging and entertaining. Movement should be creative and flowing.

Presentation/Interpretation

Presentation refers to competitor's physical presentation. To achieve the highest point allocation, competitor should have costume and attire reflective of the performance and music. Interpretation refers to competitor's ability to interpret the music, create choreography, and work with the beat of the music. To achieve the highest point allocation, competitor should create choreography that shows the light, shade, feeling, and emotion of the music. Competitor should connect with the music and show expression through costume, body, and facial expression. Stage Presence Stage Presence refers to competitor's level of poise, charisma and authority during performance. To achieve the highest point allocation, competitor should not show nerves but rather should carry oneself with confidence, be engaging, command the stage and captivate the audience.

Tie Breaker

In case of a tie in highest overall score, highest execution score will be used. In case of a tie in the execution score, the winner will be determined by a judge's deliberation.

Safety

With competitor safety as our top priority, in the event of a serious health concern, injury, technical issue, or unexpected occurrence, it is up to the discretion of the judges or organizer to allow a restart or to stop a competitor's performance.

Scoring Rubric

10-9: Superior, expert. No faults or errors.

8-7: Above average. Minimal faults or errors.

6-5: Average, passable, competent, common. Some faults or errors.

4-3. below average, basic, fundamental. Regular faults or errors.

2-1: Limited, reserved, restrained. Many faults or errors.

TERMS & CONDITIONS

- NZAYC is not liable for any loss, injury, or damage incurred by a competitor or performer during any stage of the competition, showcase or event.
- NZAYC will provide medical assistance in the event of an injury or medical issue.
- NZAYC reserves the right to enforce all rules and regulations.
- Any failure to comply with the rules and regulations may result in disqualification from this event as well as future NZAYC events.

New Zealand
Aerial Youth

CHAMPIONSHIPS