

## **Close-Up Contest Rules**

- All members in good standing whose dues have been current for at least three months are eligible to compete, or will act as a judge if not competing.
- A close-up table with a few chairs around it will be provided for the contestants. Each contestant will either sit or stand behind the table and perform with props on the table or somewhat above it.
- If a judge feels that a performer did not meet these minimal requirements, or if a judge believes that a performance did not feel like close-up magic, the judge should score accordingly.
- Each act will be at least eight minutes and no more than ten minutes. The timekeeper will call out “six minutes,” “eight minutes” and “ten minutes.”
- After the completion of the competition each judge will mark their ballots with a first, second and third place winner. After all ballots have been submitted, the tally committee will award points for each ballot. First place—three points, second place—two points and third place—one point.

### **When judging, keep the following factors in mind.**

**APPEARANCE**—Were the contestant’s dress, presence and handling of helpers (if any) appropriate? What was your overall impression?

**PRESENTATION**—Did the contestant handle material properly? Was their act well structured, flow smoothly, and have good patter?

**ORIGINALITY**—How creative were the contestant’s effects, methods, presentations, and props? Did they have any novel ideas?

**AUDIENCE REACTION**—Did the audience experience enjoyment, wonder, surprise or mystery? How was the contestant’s entertainment value?

**TECHNIQUE/SKILL**—Did the contestant exhibit a mastery of any sleights or misdirection they used? Did the contestant “flash” or expose any magic?

**TIME DEDUCTIONS**—After the scorecards have been tallied, the person tallying the scores will deduct 10% as a penalty, from the total of any contestant under or over the prescribed eight to ten minute contest limits.