AERIAL ARTS SOCIETY

OFFICIAL COMPETITOR PACKET : EDITED JULY 02, 2026

AERIAL ARTS SOCIETY

Welcome to the Aerial Arts Society (AAS) competition series!
Are you ready to share the art of your movement?

Allow us to guide you.

Within this competitor packet, you will find vital information to assist you in your competition journey.

We understand that competing and performing is nerve wracking. We want to best assist you in order for you to enjoy the creation process of training and performing your spectacular competition piece(s). NO video submission required. We believe everyone has a right to share their art. We are an inclusive community that promotes a positive environment for all persons involved. Our competitions are open to ages 7 and up, separated by age divisions for kids and adults.

There are options to perform without competing, on apparatuses both known and uncommon speciality. Doubles and groups welcome along with solo competitors and performers, and even a $1,000 CASH PRIZE for 1st Place PRO DIVISION WINNER.

As artists, athletes, aerialists, and patrons of the arts, we founded this organization in order to cultivate a safe space for creation, performance, and celebration of movement.

The purpose of our competition series is to bring together the aerial arts community in a supportive and constructive manner. We strive to provide constructive feedback in order to help participants better hone their skill sets and performance abilities.

To Our Aerialists, Performers, Competitors, and Volunteers: Aerial Arts Society promises a safe, warm and professional environment that cultivates growth as athletes, performers, aerialists, and artists. We share with you the same love for this sport, this art, this passion. We want to promote camaraderie, good sportsmanship and inclusivity. Our judges match the same energy, integrity, and encouragement we provide. We promise to create competitive events with positive experiences and memories for everyone involved.

To Our Studio Owners, Coaches, & Instructors: Aerial Arts Society is committed to providing an open line of communication and transparency, easy online registration, a payment plan for competitors in need, fair judging, and studio incentives for studios of all sizes in any region.

To Our Parents and Families: Aerial Arts Society promises to provide a kind, professional, and uplifting environment. Our goal is to create a platform that enhances performer, competitor, and overall character growth. But importantly, we promise to take care of your children as if we coached them ourselves.

Competitors, this is *your* moment. Allow us to be a part of it. We'd truly be honored to do so.

Warmly,
Lisette Sanchez & Jerjan N. Alim
Aerial Arts Society Founders and Aerial Art Advocates

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NO video submission required

CATEGORIES

We understand that many routines may fit into multiple categories. We recommend selecting the category that best aligns with your routine. While you're welcome to register for multiple categories, please note that a performance is required for each one. If you decide that a different category is a better fit, please be aware that there is a deadline for making changes.

POWERHOUSE CHAMPION: This category is for the unstoppable performer who thrives on showcasing relentless strength and skill. Your routine will be judged on a range of factors, including the difficulty and creativity of tricks, fluidity of combinations and transitions, overall execution, delivery, technique, and presentation. Judging will follow the *Technical Competitive System.*

DRAMATIC FLOW ARTISAN: This category is for the aerialist who weaves emotion into every movement, creating a captivating, fluid narrative. If your routine tells a story, and each gesture carries a piece of your soul, this is the category for you. Judging will focus on three key elements: artistry, composition, and musicality, including dynamic movement and seamless fluidity. Judging will follow the *Artistic Competitive System.*

ENERGETIC ENTERTAINER: This category is for the performer who infuses their routine with humor, charm, and infectious energy. If you bring a sense of joy, playfulness, and vibrant personality to your movement, this is the place for you. Your routine will be judged on a balance of artistry, delivery, technique, and presentation. Judging will follow the *Artistic Competitive System.*

Category Adjustments: We'll be combining Energetic Entertainer & Dramatic Flow Artisan ONLY in heats with less than seven (7) competitors.

LEVEL 5 PRO will only be judged by the TECHNICAL COMPETITIVE SYSTEM

SPECIALTY APPARATUSES will only be judged by the TECHNICAL COMPETITIVE SYSTEM

DUOS/GROUPS will only be judged by the ARTISTIC COMPETITIVE SYSTEM

Scoring & Weighting

Both Dramatic Flow and Energetic Entertainer are judged using the same artistic score sheet, meaning the weight and distribution of scores remain identical for both categories.

*Regarding **technique and execution**, while they are still evaluated in both Dramatic Flow and Energetic Entertainer, they do not carry as much weight as they do in the **Powerhouse** division. This is because the primary focus of these two categories is on artistry, composition, and overall performance quality rather than raw technical skill. That being said, strong technique will always contribute to a polished and high-scoring routine, even in artistic categories.*

Category Intent & Distinction

*While both categories celebrate artistic expression, the primary difference lies in the **tempo, energy, and audience engagement style** of the routine:*

- ***Dramatic Flow** typically aligns with slower, more fluid movements that emphasize emotional storytelling, nuanced artistry, and a deep connection to the music. The performance often has a more introspective or theatrical quality, focusing on musicality, composition, and expressive movement.*
- ***Energetic Entertainer** is generally more **upbeat and outwardly engaging**, with a performance style that captures and excites the audience. While it does not have to be "happy" in tone, it should have a dynamic presence, high energy, and a sense of vibrancy that actively entertains.*

*That being said, **tempo is not the sole determining factor** for category placement. A slow routine could still be highly energetic in its delivery, and a faster-paced act could lean into dramatic storytelling. The key distinction is in the **intent and overall effect** of the performance—whether it aims to draw the audience into a deep emotional journey (Dramatic Flow) or captivate them with an engaging, high-energy presence (Energetic Entertainer).*

Possible Category Merging

*Because both these categories are judged on the same artistic criteria, they are **subject to being merged** if there are less than seven (7) competitors in either division within the same **level and apparatus**. This ensures fair competition while maintaining an appropriate number of participants in each category. If a merge occurs, all routines will still be judged using the same artistic criteria, so competitors will not be at a disadvantage due to category reassignment.*
Note: Powerhouse category will never be merged since it's weighted on a completely different score system.

DUO / GROUP: *Aerial is often a team effort, and this category is perfect for partners or groups whose movements complement each other. Whether you're performing with a partner or as part of a group (3 to 18 individuals), this category celebrates the synergy and collaboration of aerial performance. There are 3 rigging points available, each capable of supporting 6 individuals per apparatus, accommodating a maximum of 18 performers in total. Please be aware that the apparatuses will remain stationary and are not designed for lifting during the performance. This category is not divided by level as multiple participants vary in level, or divided in category. Apparatus divisions may be combined, adults and youth performers may perform and compete alongside one another for duos and groups.*

Judging will follow the Artistic Competitive System and will focus on synchronization, the complementary nature of the movements, clean execution, musicality, overall theme, audience engagement, and stage presence.

NOTE: *Duos and groups are not eligible to compete in the PRO category, as it is reserved for solo competitors only. However, duos and groups with advanced or pro-level aerialists may participate in the* ***PRO SHOWCASE****. Please note that performances in the PRO SHOWCASE will not be eligible for the $1,000 cash prize, which will be awarded to the winning solo pro competitor. The PRO SHOWCASE will be a part of the PRO SHOW event.*

NOTE: HUMAN PROPS may not touch the apparatus or performer or they are considered part of a duo/doubles act.

SHOWCASE: The Showcase category offers aerialists a chance to perform without the pressure of competition, while still receiving valuable feedback from experienced judges outside of their regular coaching circle. This category is open to solo performances, duos, and groups, and provides an opportunity for growth and feedback rather than rankings.

While no numerical scores or placements are given, judges will provide written comments to help participants improve. There are no specific levels, age divisions, or categories for the Showcase, making it an inclusive and supportive space for all.

Adults and minors may perform together in this category, and minors are also allowed to perform on specialty apparatuses. **While competitors must be at least 7 years old to participate, performers under 7 are welcome in this category as well. Youth performers wanting to perform on speciality apparatuses may do so in this category.**

NOTE: *Duos and groups are not eligible to compete in the PRO category, as it is reserved for solo competitors only. However, duos and groups featuring advanced or pro-level aerialists may choose to participate in the* ***PRO SHOWCASE****, which is part of the* ***PRO SHOW****. Please note that performances in the PRO SHOWCASE are not eligible for the $1,000 cash prize. The $1,000 prize will be awarded to the winning solo pro competitor.*

AERIAL ARTS SOCIETY

LEVELS

*At Aerial Arts Society, **safety** is our top priority. We encourage all performers to push their limits and strive for growth, but always with safety as the guiding principle. It is essential that you, along with your studio affiliates and coaches, assess which level is most appropriate for your current skill set, your expected performance on the day of competition, and your ability to safely execute the movements.*

***NOTE:** You are welcome to compete in as many apparatuses and categories as you like; however, you must remain at the same skill level across all events. Levels are determined based on overall aerial performance, not just on your proficiency with a specific apparatus.*

A Rock Exotica Butterfly Lift is available for use by Level 4 and Level 5 competitors.

***PROs** may perform on multiple apparatuses, with no restrictions on the number of performances.*

LEVEL BREAKDOWN + *allotted max time for routine duration*:

- **Level 1: BEGINNER NOVICE :** *2 MINUTES + 30 SECONDS MAX*
- **Level 2: ADVANCE AMATEUR :** *3 MINUTES MAX*
- **Level 3: INTERMEDIATE :** *3 MINUTES MAX*
- **Level 4: ADVANCED :** *3 MINUTES + 30 SECONDS MAX*
- **Level 5: PROFESSIONAL ALLSTAR :** *4 MINUTES MAX*
- ***Duos/doubles and Groups of 3-4** : 3 MINUTES MAX*
- ***Groups of 5-18* :** *4 MINUTES + 30 SECONDS MAX*
- ***Showcase:** 3 MINUTES MAX*

Competitors do not have to max out the allotted time of their routine.
Competitors are encouraged to utilize their max time frame.
Competitors may not go past their allotted time.
*A routine of **over 60 seconds of unused allotted time** will be subject to **ONE POINT Deduction.***

LEVEL 1: BEGINNER NOVICE Aerialist

A **Level 1** aerialist is a beginner who is still developing basic aerial skills. This performer may struggle with inversions or cannot consistently perform them cleanly, and is in the process of learning inversion techniques. They may not have taught or performed for compensation in the past 12 months. At this level, strength, flexibility, dynamic movement, and flow are still being developed.

Key Characteristics and Guidelines:

- **Inversions:** Cannot invert independently or cleanly; may use assistance, such as placing the apparatus in a "backpack" position (armpits or ribcage) or kicking off into a straddle. Can also mount the apparatus with feet at the base or lower base to lift the body.
- **Strength & Flexibility:** Limited strength, flexibility, dynamic movement, and flow.
- **Ground Pullovers:** Not allowed.
- **Low Aerial Inverts:** Assisted low aerial inversions are allowed (e.g., body wrap or consistent point of contact, and/or use of feet for mounting).
- **Descending into Inverts:** Allowed.
- **3 Points of contact when inverted.**

Apparatus Guidelines:

- **Hoop:**
    - No top bar tricks—limited to low/bottom bar, side bars, or sides of the hoop.
    - Inverted tricks are allowed on the bottom bar with 3 points of contact.
    - No drops.
- **Silks & Hammock:**
    - Use of full silk or hammock length is not required.
    - Focus on proficiency in the lower half of the height.
    - Single, non-inverted drops are permitted, but not required.
    - No more than one drop per routine.
    - No dives, inverted climbs, or tied silks (which are considered hammock).
    - Inverted tricks are allowed with 3 points of contact.

General Restrictions:

- No neck hangs, beats, or ankle, heel, foot, toe, or heel hangs.

This level is designed for those who are still mastering foundational aerial skills, emphasizing controlled movement, safety, and gradual progression.

LEVEL 2: ADVANCED AMATEUR Aerialist

A **Level 2** aerialist is an advanced amateur who is comfortable with basic inversions both on the ground and in the air. While they have a solid foundation, they are still refining their skills and building strength, flexibility, and flow. Aerialists at this level may not have taught or performed for compensation on their competing apparatus in the past 12 months (for example, a silks instructor who has just started learning lyra can compete at this level in lyra).

Key Characteristics and Guidelines:

- **Inversions:** Comfortable with both assisted and non-assisted aerial inversions. Assisted inversions may involve using hands, feet, momentum, or other body parts to help lift the hips above the head.
- **Ground Pullovers:** Allowed.
- **Descending into Inverts:** Allowed.
- ***Required Contact Points:***
    - ***3 points*** *of contact required when the head is below the hips.*
    - ***2 points*** *of contact permitted when the body is in an upright position.*

Apparatus Guidelines:

- **Hoop:**
    - May invert to the ***top bar*** with assistance—no spanset play or contactless drops.
    - Inverted tricks are allowed on the top bar with ***3 points of contact.***
    - Spanset may be used to assist with tricks, but no spanset play combinations (e.g., up to 3 consecutive tricks using the spanset).
    - **No standing on the top bar**.
    - Tricks with **2 points of contact** while the head is below the hips on the bottom bar are permitted.
    - Required Contact points: At least 3 at top bar, at least 2 bottom bar.
- **Silks & Hammock:**
    - **Up to 2 drops** are permitted (single, wrapped double, and slack drops).
    - **Single drops**, **wrapped double drops**, and **slack drops** are allowed.
    - **Basic drops** (e.g., single slack drops) are permitted.
    - **Dives** are permitted with safety wraps.
    - **No ankle hang drops**, **heel hangs**, **neck hangs**, **open wrap drops**, **kamikaze drops**, or **inverted climbs**.
    - **No tied silks** (this is considered hammock).
    - **No beats**.
    - **Elbow hangs** are permitted.
    - **3 points of contact when inverted.**

This level is designed for aerialists who are building their strength and technique and are ready to perform more complex moves with greater control and confidence. Safety and correct technique remain key as they progress toward more advanced skills.

LEVEL 3: INTERMEDIATE Aerialist

A **Level 3** aerialist is an intermediate performer who can confidently and consistently invert with clean technique from the ground. They may have experience teaching aerials, but not on their competing apparatus in the past 12 months. For example, an intermediate silks instructor could compete at this level in lyra or another apparatus (including specialty apparatuses).

At this level, the aerialist demonstrates a growing strength, flexibility, dynamic movement, and flow, and is working on refining their skills and technique.

Key Characteristics and Guidelines:

- **Inversions:** Capable of clean, consistent inversions from the ground. **At least 2 points of contact** are required when the head is below the hips.
- **Drops:** Drops are allowed, except for open wrap drops (which require precise hand-eye coordination for the catch).
- **Aerial Inversions:** Must perform at least one aerial invert (bent legs are acceptable, straight legs are not required). Assistance is allowed, meaning the use of hands, feet, momentum, or other body parts to help lift the hips above the head.

Apparatus Guidelines:

- **Silks & Hammock:**
    - Silks must be **divided open/apart** for at least **50% of the routine**.
    - Inverted climbs permitted so long as contact points are 2 when head is below the hips.
- **Hoop:**
    - Standing on the top bar is permitted.
    - 2 points of contact are required for all inversions - including bottom bar, top bar, spanset play.
    - Spanset play is permitted in moderation, but no extended spanset play combinations (Up to 4 consecutive spansets tricks in a combination).
- **General Restrictions:**
    - **No heel hangs**, **neck hangs**, **open wrap drops**, **kamikaze drops**, or **inverted climbs**.
    - **No tied silks** (this is considered hammock).
    - **No beats**.
    - **Elbow hangs** and **ankle hangs** are permitted.

Level 3 performers are refining their technical skill set and gaining confidence in their abilities, with an emphasis on clean execution and building strength and fluidity. This level offers a blend of basic to intermediate tricks and transitions, preparing the performer for more complex and advanced movements in the future.

LEVEL 4: ADVANCED Aerialist

A **Level 4** aerialist has developed a high level of technical skill and control. They can safely execute tricks with **2 points of contact** in the air and are capable of performing **1-point contact** tricks. Their routines demonstrate a solid balance of **dynamic movement, flow, strength**, and **flexibility**.

At this level, the performer is proficient in more complex and challenging moves, including **release moves** where they fully release all contact points and incorporate **torso rotation**.

Key Characteristics and Guidelines:

- **Contact Points:** Can safely perform tricks with **2 points of contact** in the air and is comfortable executing **1-point contact** moves.
- **Release Moves:** Full release of all contact points, including tricks involving torso rotation, is allowed.
- **Aerial Inversions:** Must perform at least **1 straight-leg, non-assisted aerial invert** (straight legs are required for this invert).
- **Strength, Flexibility, & Flow:** A strong balance of dynamic movement, flexibility, and control is evident in their performance.

Level 4 aerialists are skilled in executing complex tricks, combining advanced techniques with artistry and fluidity. They are prepared for even greater challenges, with a focus on mastering higher-level aerial movements and maintaining perfect execution.

A Rock Exotica Butterfly Lift is available for use during the performance at this level.

LEVEL 5: PROFESSIONAL ALLSTAR Aerialist

*A **Level 5** aerialist is a highly skilled, professional performer who has mastered advanced techniques and executes them with precision and control. They can safely perform tricks with **1-2 points of contact** in the air and are capable of executing more complex and dynamic moves, including **ankle hangs**, **neck hangs**, and **full-body release drops**.*

*At this level, the aerialist demonstrates exceptional strength, technique, and fluidity, performing advanced aerial inverts with **straight arms and legs** in at least **2 dead hang inverts**.*

Key Characteristics and Guidelines:

- ***Contact Points:** Can safely execute **1-2 points of contact** in the air for most tricks.*

- ***Advanced Moves: Ankle hangs**, **neck hangs**, and **full-body release drops** are allowed.*
- ***Aerial Inversions:** Must perform at least **2 dead hang aerial inverts** with straight arms and legs.*

***$1,000 Cash Prize:** This is the **only level eligible** for the **$1,000 cash prize** awarded to the winning solo pro competitor.*

Level 5 aerialists are the elite performers, pushing the boundaries of aerial arts with technical mastery, advanced tricks, and flawless execution.

A Rock Exotica Butterfly Lift is available for use during the performance at this level.

Professional All Stars levels WILL NOT be separated by apparatus or category.

A Professional Allstar competing in silks, for example, may compete alongside aerialists in hoop, hammock, or other specialty apparatus categories.

We expect exceptional stage presence, flawless execution, and high-level showmanship in all performances.

Professional Allstars are welcome to compete in multiple apparatuses within the Professional Allstar level.

The age range for the Professional Allstar category is 18 and up.

LEVEL GUIDE OVERVIEW

Level 1 – Beginner Novice

- **Skill Level:** Just finished intro class
- **Inversions:** Assisted only; 3 points of contact
- **Strength/Flexibility:** Limited
- **Allowed:** Descending into inverts, 1 drop (non-inverted, single wrap)
- **Not Allowed:** Beats, dives, neck/heel hangs

Level 2 – Advanced Amateur

- **Skill Level:** Learning aerial inversions, no paid work last 12 months on apparatus
    - This student is likely still in the Level 1 classes at their studio.
- **Inversions:** Assisted & ground pullovers allowed

- **Points of Contact:** 3 when inverted, 2 upright
- **Allowed:** Up to 2 drops, dives w/safety wraps
- **Not Allowed:** Beats, open wraps, heel/neck hangs

Level 3 – Intermediate

- **Skill Level:** Confident inverts from ground, still refining
    - These students are likely in the Level 2 classes at their studio.
    - Must see an invert at some point, but can be from the floor.
- **Inversions:** At least 1 aerial invert (bent legs okay)
- **Drops:** Allowed, except open wrap
- **Not Allowed:** Beats, heel/neck hangs, open/kamikaze drops

Level 4 – Advanced

- **Skill Level:** Proficient, clean technique with 1-2 contact points
    - These students might still be taking classes but also might be doing cabarets.
    - Must see an actual invert in the air.
- **Inversions:** At least 1 straight-leg aerial invert
- **Allowed:** Release moves (torso rotation OK)
- **Focus:** Strong strength, flow, flexibility

Level 5 – Professional AllStar

- **Skill Level:** Elite performer / Anything goes!
- **Inversions:** 2 straight-arm/leg dead-hang aerial inverts
- **Allowed:** Neck/ankle hangs, full release drops
- **Prize Eligible:** $1,000 solo winner

APPARATUS-SPECIFIC BREAKDOWN

Lyra (Hoop)

Level	Key Skills
1	Inside/under hoop only
2	Use top bar begins
3	Elbow/ankle hangs, spanset combos, stand on top bar
4	Release moves, beats, foot hangs, heel hangs, hip circles, elbow circles, lion rolls, flags, and meathooks.
5	Anything goes

Hammock

Level	Key Skills
1	No drops (maybe diaper drop)
2	Basic single wrap drops
3	Stacked/multiple wrap drops
4	Meathooks, flags; still no neck hangs
5	Anything goes

Silks

Level	Key Skills
1	No drops, stay in lower half
2	Basic drops (single star, slack drop, wrapped 360, half monty, swingset, etc.) No drops to ankles.
3	Standard drops (double star, salto star, belay drops, simple thigh hitch wraps)
4	Advanced drops (wheeldowns, single back dive, open drops, release drops), Split balances / straddle balances, flags, and meathooks.
5	Big drops (Double back dives, big releases); neck hangs.

REMINDERS:
Levels 3 - 5 may utilize specialty apparatuses
Levels 4 and 5 may opt for a lift
Duos / Groups are judged by ARTISTIC SCALE ONLY
POWERHOUSE CATEGORY is judged by TECHNICAL SCALE
DRAMATIC & ENTERTAINMENT CATEGORIES are judged by ARTISTIC SCALE

AGE GROUP DIVISIONS

(Age on the day of the event)

YOUTH: 7 - 11
JUNIORS: 12 - 14
VARSITY: 15 - 17
DIVISION 1: 18 - 29
DIVISION 2: 30 - 39
DIVISION 3: 40 - 49
DIVISION 4: 50 and up

Note: Aerial Arts Society has the right to combine age group divisions contingent on event sign ups.

Age Divisions & Competition Structure

- Children and adult age divisions will never be combined.
- All Adult age divisions will be merged.
- Age divisions are solely used for AAS records.
- If an age division receives a high volume of entries, it may be split into multiple sub-divisions to ensure fair competition.

Youth Competitors

- If a youth heat has fewer than seven (7) competitors, it may be merged with another age group—but only if the age difference is within 5 years.

ACS Levels & Scoring Divisions

- If there are fewer than seven (7) competitors within the same level and ACS scoring system (Dramatic or Energetic), divisions may be merged to ensure meaningful competition.

APPARATUSES

Aerial Silks : The black silks are constructed from a low stretch, 40 denier 100% polyester tricot material. The total length of the silks provided is 20 yards (60 feet). When folded, they hang at 10 yards (30 feet), with approximately 3-4 feet resting on the ground.
This allows for about 26-27 feet of aerial space.

Aerial Hoop / Lyra : 37.5” outer diameter (95CM), tube diameter 1.25” (31.75mm) tabless lyra, hooked by one spanset, wrapped in grey athletic tape, and height is adjustable to performer’s preference prior to starting position.

Aerial Hammock / Sling : 12 yards, black, low stretch, 40 denier 100% polyester tricot material. The height is adjustable to performer's preference prior to starting position.

SPECIALTY APPARATUSES

Specialty apparatuses refer to any equipment not listed in the standard categories above.

This includes items such as handloops, double rigging, and lyra with an internal bar, which are permitted with prior approval and will be judged under the "Specialty" category.

Lyras with an attached taco are also allowed with approval but will be judged under Specialty NOT under lyra/hoop apparatus category.

Important Notes

- **Specialty apparatuses** are available for **levels 3–5** (Intermediate, Advanced, and Professional Allstar).
- Specialty apparatuses are **not** currently separated by categories.
- **Minors in levels 3 and 4 may compete in specialty apparatuses.**

- Aerial Flying POLE (provided)
    - Color(s): Pink Silicone or Black Silicone Option
    - Height: 120 Inches / 3 Meters
    - Pole Diameter: 45mm/ 1.77 inches
    - Material: high grade silicone gel
    - Gross Weight: 26 lbs
    - Aerial Pole is the first apparatus to fully bridge the gap between the Aerial and Pole worlds. It is both a professional dance pole, as well as a true aerial apparatus. Aerial flying pole IS NOT drilled to the floor. It is a single point aerial apparatus.

- Aerial CUBE (provided)
    - Max load of 700 kg
    - Grip 32 mm
    - Aluminum powder coating for bars and corners wrapped in gray athletic tape

- Aerial CHAINS : (provided) set up as two hammocks / slings / loops

- Aerial CHAIR (provided)
    - Material of chair: Stainless steel wrapped in gray athletic tape.

- Aerial LYRA LADDER: (provided)
    - Material: Steel powder coating wrapped in gray athletic tape
    - Grip size: 25 mm
    - Outer diameter lyra 24’’ / 60 cm

- Hand loops on silks, hammock, or hoop, are considered SPECIALTY.
- Rope, Trapeze, and other apparatuses allowed upon emailed submission and approval: Competitor **must** provide approved apparatus(es) on day of competition event.

Competitors are required to bring their own **unique apparatus**. If a competitor / performer prefers to use AAS’s equipment, a written email must be sent from all performers utilizing the equipment, acknowledging and accepting the dimensions stated.

If a **doubles performance** is selected for a specialty routine, competitors may use the **standard equipment** listed above for their performance.

Each apparatus will undergo **safety and integrity testing** by the Aerial Arts Society team to ensure it meets our standards.

Important: No refunds will be issued for faulty or un-riggable apparatuses. All specialty performers, including those using non-listed apparatuses or performing doubles routines, **must attend stage testing**.

NOTE: Duos and groups are **not eligible** to compete in the **PRO** category, as it is reserved for **solo competitors only**. However, duos and groups featuring advanced or pro-level aerialists may choose to participate in the **PRO SHOWCASE**, which is part of the **PRO SHOW**.

Please note that **Showcase performances are not eligible** for the **$1,000 cash prize**. The **$1,000 cash prize** will be awarded to the winning **solo pro competitor**.

ENTRY FEE COSTS

SOLO PERFORMANCE:

Early Bird Registration: $299 or $75 deposit

Standard Registration: $349 or $99 deposit

Late Bird Registration: $399

Last Minute Registration: $449

PRO COMPETITOR:

Early Bird Registration: $349 or $75 deposit

Standard Registration: $399 or $99 deposit

Late Bird Registration: $449

Last Minute Registration: $499

SECONDARY SOLO PERFORMANCE:

Early Bird Registration: $250 or $75 deposit

Standard Registration: $299 or $99 deposit

Late Bird Registration: $349

Last Minute Registration: $399

SECONDARY PRO COMPETITOR:

Early Bird Registration: $299 or $75 deposit

Standard Registration: $349 or $99 deposit

Late Bird Registration: $399

Last Minute Registration: $449

DUOS/DOUBLES:

Early Bird Registration: $500 ($250 each) or $150 deposit

Standard Registration: $600 ($300 each) or $300 deposit

Late Bird Registration: $700 ($350 each)

Last Minute Registration: $800 ($400 each)

GROUP OF 3:

Early Bird Registration: $600 ($200 each) or $200 deposit

Standard Registration: $705 ($235 each) or $350 deposit

Late Bird Registration: $810 ($270 each)

Last Minute Registration: $915 ($305 each)

GROUP OF 4:

Early Bird Registration: $700 ($175 each) or $300 deposit

Standard Registration: $800 ($200 each) or $400 deposit

Late Bird Registration: $900 ($225 each)

Last Minute Registration: $1,000 ($250 each)

GROUP OF 5:

Early Bird Registration: $800 ($160 each) or $350 deposit

Standard Registration: $900 ($180 each) or $450 deposit

Late Bird Registration: $1,000 ($200 each)

Last Minute Registration: $1,100 ($220 each)

GROUP OF 6:

Early Bird Registration: $900 ($150 each) or $400 deposit

Standard Registration: $1,020 ($170 each) or $500 deposit

Late Bird Registration: $1,140 ($190 each)

Last Minute Registration: $1,260 ($210 each)

GROUP OF 7 to 18:

For groups of 7 or more, the pricing structure will be equivalent to that of a group of 6, with an additional charge of $50 per person. The maximum group size is 18 individuals, ***upon rigging team approval.***

Please note: A 3.1% processing fee is not included in the listed item price.

This fee will be added at checkout and reflected in the total sale amount.

Is there a discount for groups/teams?

We do offer group pricing for solo entries for groups of 15 or more participants.

For 15-24 participants, there is a $10 off per solo registration entry and for 25 and more participants, there is a $15 off per solo registration entry.

To qualify, the payment must be submitted as a single payment for the entire group.

Payment can be made by check, Zelle, or ACH. Credit card payments are also accepted, but standard processing fees will apply.

AERIAL ARTS SOCIETY

OPTIONAL LIFT FEE COST

Performers competing in Level 4, Level 5 or performing showcase have the option to be lifted during their performance so long as they have someone who can cue the rigger during performances.

Lift options are an extra $10 fee found in our online cart.

Pricing:

• $15 if added 2 weeks prior to the event

• $20 if added 1 week prior to the event

• $25 if added the day before or day of the event

Please note: A 3.1% processing fee is not included in the listed item price.

This fee will be added at checkout and reflected in the total sale amount.

The pricing for Aerial Arts Society events is structured to ensure a high-quality, safe, and professional experience for both performers and attendees.

Here's a breakdown of why we price the way we do:

Venue Selection:
We go to great lengths to secure pristine, iconic theatres as venues. These locations are not only visually stunning but also provide the necessary space and infrastructure to safely accommodate aerial performances. Booking these venues comes with a significant cost, but we believe the atmosphere they create is integral to the experience we want to offer.

Judges and Experts:
We handpick and invite judges who are experts in the field. Their time and expertise are compensated at a competitive rate. We want to ensure that every performer receives feedback from experienced professionals who can offer valuable insights, which adds to the overall integrity and value of the event.

Rigging and Safety:
Aerial arts require high-level safety standards, especially with regard to the rigging and truss systems. We pay top dollar for these systems and hire highly skilled riggers to ensure everything is set up and secured properly. Safety is always our top priority, and this commitment

to the highest standards in rigging and equipment ensures the wellbeing of our performers, which is something we won't compromise on.

Full-Day Experience:
We give adult performers a full day to showcase their skills, rehearse, and compete. This extended schedule ensures that each performer has adequate time to prepare, and it allows us to accommodate everyone in a way that minimizes stress and maximizes the experience.

Youth Performers:
Youth performers also benefit from a full day of exposure to the community, providing a platform for them to grow, learn, and be inspired. These events are often a milestone in their training and artistic journey, so it's important that we provide an environment that encourages learning, growth, and inspiration.

Prize Money:
We offer a substantial $1,000 prize for the pro adult winner because we want to honor the hard work and dedication it takes to reach a professional level. The prize money helps elevate the status of the competition and encourages excellence in the field.

Overall Experience:
Beyond the performance and competition, we aim to create an event that’s inspiring for everyone involved. From the performers to the audience, we want everyone to walk away feeling motivated and uplifted. The combination of a world-class venue, top-tier safety, inspiring judges, and a focus on both the professional and youth communities all contribute to making the event memorable and meaningful. In short, the pricing reflects the high standards we hold ourselves to in every aspect of the event. We want to ensure that every participant and attendee has an exceptional experience, which requires investing in the best possible resources. The pricing helps us maintain that level of excellence.

EVENT LOCATIONS

Atlantic New England Regionals (BOSTON, MA) - Saturday, July 18, 2026

Event Location: Huntington Theatre

527 Tremont St, Boston, MA 02116

South Eastern Regionals (DAVIE, FL) - Saturday, September 26, 2026

Event Location: Rose and Alfred Miniaci Performing Arts Center

3100 Ray Ferrero Junior Blvd, Davie, FL 33314

Pacific SouthWest Regionals (DOWNEY, CA) - Sunday, October 25, 2026

Event Location: Downey Theatre

8435 Firestone Blvd, Downey, CA 90241

EVENT DEADLINES

BOSTON, MA (July 18, 2026):
Early Bird Registration: 03/05/26 - 03/25/26
Standard Registration: 03/26/26 - 04/22/26
Late Bird Registration: 04/23/26 - 06/16/26
Last Minute Registration: 06/17/26 - 06/24/26
Performance Details Submission Deadline: 06/17/26

DAVIE, FL (September 26, 2026):
Early Bird Registration: 03/05/26 - 04/01/26
Standard Registration: 04/02/26 - 06/24/26
Late Bird Registration: 06/25/26 - 08/12/26
Last Minute Registration: 08/13/26 - 09/02/26
Performance Details Submission Deadline: 08/26/26

DOWNEY, CA (October 25, 2026):

AERIAL ARTS SOCIETY

Early Bird Registration: 03/05/26 - 04/08/26
Standard Registration: 04/09/26 - 07/29/26
Late Bird Registration: 07/30/26 - 09/16/26
Last Minute Registration: 09/17/26 - 09/30/26
Performance Details Submission Deadline: 09/23/26

Please register before the applicable deadline to receive that pricing tier. If you register after a deadline, the current pricing tier will apply. In regards to the Performance Details Submission Deadline, please email us (**info@aerialartssociety.com**) the following information:

- Song file (MP3 or MP4 format)

- Starting position

- Photos of any props

- Detailed photos of any apparatus or equipment to be used

- Confirmation of whether the performance involves being lifted (for Levels 4-5 and showcase)

DROPOUT & TRANSFER POLICIES

If you need to drop out or change competitions, please notify us BEFORE the submission deadline. Any changes after the deadline will incur a fee depending on the timing.

• The amount you originally paid can be transferred towards a future event, minus any applicable late change fees.

• You won't be charged until you register for your next event, but the deduction will apply based on the timeline you cancelled.

🕑 Fee Structure for Dropping Out AFTER Deadline:

- After Submission Deadline: $10
- 3 - 4 Weeks Before Event: $15
- 2 Weeks: $20
- Day Prior / Day of Event: $25

📌 Example:

• You paid $250, and cancel 2 weeks before the event

→ $20 fee is deducted

→ $230 credit rolls over to next event

→ If future event is $299, you pay $69

→ If future event is $250 Early Bird, you have a $20 balance

Leftover credits can be used for:

• Photo/video packages

• Future registrations

(Credit expires after 12 months if unused)

These policies are in place to help us fairly schedule and plan. Dropping late affects others' performance schedules and rigging needs. We appreciate your understanding and communication!

PAYMENT PLANS

- NO credit check
- NO income verification
- Deposits apply towards total, and are non refundable, even if competitor / performer does not complete total payment and opts out of finalizing registration.
- Deposits ARE transferable between competition events or and competitors/performers .
- Once a deposit is received, we will contact you via email to inquire what plan best suits your needs. We offer weekly, bi weekly, or monthly.
- You will then be sent a payment plan agreement which is to be signed within 7 days.
- Total must be paid in full within 3 months.
- Interest rates:
    - Weekly installments @ 8% interest

    - Bi Weekly installments @ 10% interest
    - Monthly installments @ 13% interest
- Competitors/performers must choose a different event within 6 months of opting out of the original registered event or deposit and payments will no longer be transferable.
- Failure to make payments and withhold notification of transfer within 1 week (7 days) of a missed payment may result in loss of competitor or showcase performer registration towards The Event.

Payment Plan Terms

Once your deposit has been received, we will email you a Payment Plan Agreement along with a Credit Card Authorization Form. Both forms must be completed and returned as soon as possible to secure your payment plan.

Payments will be automatically processed on the agreed-upon dates outlined in your signed Payment Plan Agreement.

If a scheduled payment is declined, we will notify you by email and attempt to reprocess the card up to three (3) times—once per day for three consecutive days. If payment is not successfully processed after the third attempt, a $10 late fee will be applied to the missed installment.

To ensure timely payments and avoid unnecessary follow-up, all payments will be automatically charged according to the agreed schedule.

MUSIC

BACKUP COPY REQUIRED ON USB. Required at time of EVENT DAY, CHECK IN.

Music can be selected from any style and can contain lyrics.

One or more pieces may be mixed.

Original music and sound effects are allowed.

The recording must meet professional standards regarding sound reproduction.

Your full act (excluding getting on and off the apparatus) must be executed in the time allotted.

This includes any performance before or after your music plays.

You are not required to use the full time allotted for your routine.

All requirements must be executed within the time allotted.

If your music exceeds the maximum length allotted for your division, your music will not be accepted or reserved.

All music must be a clean/radio version.

No profanity, derogatory language, explicit or suggestive content will be accepted, as this is a family-friendly event. Music violating the requirements will cause the athlete to receive deductions by all judges.

All music must be submitted as an Mp3 or M4A format.

Maximum Performance Time Allowance:

- **Level 1: BEGINNER NOVICE :** *2 MINUTES + 30 SECONDS MAX*
- **Level 2: ADVANCE AMATEUR :** *3 MINUTES MAX*
- **Level 3: INTERMEDIATE :** *3 MINUTES MAX*
- **Level 4: ADVANCED :** *3 MINUTES + 30 SECONDS MAX*
- **Level 5: PROFESSIONAL ALLSTAR :** *4 MINUTES MAX*
- ***Duos/doubles and Groups****: 3 MINUTES MAX*
- ***Groups of 5-18*** **:** *4 MINUTES + 30 SECONDS MAX*
- ***Showcase****: 3 MINUTES MAX*

Competitors do not have to max out the allotted time of their routine.
Competitors are encouraged to utilize their routine max time frame.
Competitors may not go past their allotted time.
A routine of ***over 60 seconds of unused allotted time*** *will be subject to* ***ONE POINT deduction.***

Use the following naming convention when submitting your music:
Performer Name_Song Name_Apparatus_Category

After registered competitors submit their music, each competitor will receive an email verification confirming that the music has been accepted and works properly.

JUDGING

Each *judge will have their own score sheet and CANNOT see the scores of the other judges until final scores per judge are submitted. There will be 5 judges on the panel and 1-2 separate*

counters. To ensure eliminated biasness, score counter removes highest and lowest scores, leaving 3 separate scores, adding them all together and dividing the sum by 3, creating a competitor's FINAL SCORE.

Judging Framework Overview

Technical: 100 MAX SCORE

- **Execution: 50**
  (Execution of tricks / Execution of combinations / Execution of overall movement / Control & cleanliness / Trick placements & trick durations)
- **Difficulty: 40**
  (Level of transitions / Level of execution and flexibility / Level of execution of strength / Level of execution of dynamic elements)
- **Artistry: 10**
  (Originality)

Artistic: 100 MAX SCORE

- **Artistic Vision: 25**
  (Clarity / Structure / Uniqueness)
- **Performance: 50**
  (Artistry / Presence / Flow / Movement quality / Transitions + Facial expressions)
- **Technique: 25**
  (Balanced routine / Overall Presentation / Skill Difficulty)

Numerical Grading Scale

Score out of 10	Meaning	Score out of 5	Meaning
9-10	Excellent execution	5	Excellent
7-8	Great execution	4	Great
6-7	Good execution	3	Average / Passing
5	Average / Passing	2	Needs more practice
3-4	Needs more practice	1	Not stage-ready
1-2	Not stage-ready		

TECHNICAL SCORING

Judging is based on the competitor's **level of tricks, combinations, transitions**, and overall **execution**, **delivery**, **technique**, and **presentation**.

Competitors are expected to demonstrate **confidence, engagement, and entertainment value** throughout their original routine, showcasing a strong stage presence both on the ground and in the air.

You may notice some consistent themes throughout the scoring criteria. For example, the execution of **combinations** and **dynamic movements** requires a **seamless blend** of proper technique and form. Fluidity is key, not only in overall movement but also in transitions, ensuring a smooth flow between elements.

However, we also celebrate **variety** and **contrast** in a competitor's routine. From unique personal flair to creative combinations, each performer brings something distinct to the stage. The routine should incorporate a range of **edges, steps, turns, and directional changes**, demonstrating versatility in aerial movement.

In essence, **variety** is a fundamental aspect that underpins all components of the performance, enhancing both its technical complexity and artistic expression.

TECHNICAL SCORE SHEET CRITERIA – Max: 100

Execution – 50 points

Execution of Tricks (10)

- Confident, safe, and secure delivery
- Demonstrates technical precision and control
- Highlights performer's strengths and versatility
- Includes a range of movements and intentional transitions
- Captivates with clear, skillful execution

Execution of Tricks

*A **trick** is defined as a **clever and skillful action** performed to captivate or entertain an audience. In evaluating the **execution of tricks**, we focus on the **overall delivery** and **precision** of each move.*

*Tricks must be executed **safely and securely**, demonstrating both control and confidence. Each trick should highlight the performer's **strengths**, showcasing their technical ability and physicality.*

*A well-executed routine will incorporate a **range of movements** and **shapes**, emphasizing **variety and versatility** while maintaining fluid transitions and clear intention behind each action.*

Combination Execution (10)

- Seamless, progressive sequences
- Harmonious blend of technique and form
- Smooth, purposeful transitions
- Consistent control and precision throughout
- Showcases connected movement with artistry

Execution of Combinations

Combinations should flow seamlessly, with a **harmonious blend of technique and form**. Each sequence must demonstrate **gradual progression**, maintaining **consistency** and control throughout. The transitions between tricks should be smooth and purposeful, showcasing the performer's ability to connect movements with precision and artistry.

Overall Movement Execution (10)

- Fluid and intentional execution
- Balance and control through transitions and tricks
- Smooth, cohesive flow throughout the routine
- Well-coordinated movement connection
- Showcases technical skill and artistic vision

Execution of Overall Movement

Technique *refers to the skillful and efficient way a performer carries out each movement, ensuring balance, control, and artistic expression. It involves mastering the* ***precision*** *and* ***fluidity*** *required to bring a routine to life.*

Key aspects of evaluation include:

- ***Balance and Control:*** *Was technique effectively applied to maintain balance and control during* ***turns, spins, transitions****, and* ***tricks****?*
- ***Cohesion and Flow:*** *Did the routine flow seamlessly, with smooth transitions that connect each element?*
- ***Movement Connection:*** *Were the movements executed in a way that felt cohesive and interconnected, creating a unified performance rather than isolated actions?*

The overall execution should feel ***fluid****,* ***intentional****, and* ***well-coordinated****, showcasing the performer's technical prowess and artistic vision.*

Control & Cleanliness (10)

- Clean, precise choreography with engaged lines

- Pointed toes and fully extended or purposeful bent legs
- Avoids unintentional bends or sloppy positioning
- Enhances polish and refinement of performance
- Microbends or lack of control may incur deductions

Presentation: Control & Cleanliness

*Aerial performances require **balance** and **control** in every movement. Choreography should be clean, precise, and demonstrate **engaged lines**, including **pointed toes** and **elongated limbs** throughout. These details contribute to the overall polish and refinement of the performance.*

*For example, if two competitors are equally skilled but one maintains pointed toes and the other does not, the performer with the pointed toes will appear more polished and intentional in their execution. The same applies to leg positioning: if your legs are meant to be straight, engage your **quads** to achieve full extension, ensuring your legs are as straight as possible. Alternatively, if the trick requires bent legs, make sure the bend is purposeful and clearly matches the shape of the move.*

*Any **microbends** or unintentional leg positioning can detract from the perceived control and cleanliness of the performance, as a slightly bent leg may appear accidental rather than intentional. Deductions will be made for **obvious unintentional bends** or incomplete execution of the desired leg position.*

Trick Placements (5)

- Performed at angles clearly visible to judges
- Alignment of inner thighs, hips, and knees is key
- Ensures clarity and precision in positioning
- Poor visibility or unclear angles lead to deductions

Execution of Trick Placements

*The **angle/degree** of a split is determined by the alignment of the **inner thighs** in relation to the **hips** and **knees**. To achieve the highest level of execution, movements must be performed at angles that are clearly visible to the judges, ensuring they can fully assess the **correctness** and **precision** of the placement.*

*If a move is not executed at a visible and appropriate angle, or if it lacks clarity in its positioning, **points will be deducted** for insufficient execution and incomplete visibility of the trick. Proper alignment and visibility are essential for showcasing the full technical intent of the movement.*

Trick Durations (5)

- Position held for minimum 2 seconds
- 3 seconds for balance elements
- Count starts when required position is fully assumed
- Focus on stability and control during hold
- Transitions in/out do not count toward hold time
- Ensures fair judging without disrupting routine flow

Execution of Trick Durations

*A **compulsory move** is counted from the moment the athlete assumes the required position. To meet the criteria, the position must be held **for at least two seconds** (or **three seconds** for balance elements), with the focus on stability and control. The **transition** into and out of the position does not contribute to the duration of the hold.*

*This guideline ensures fair judging by allowing athletes to demonstrate **proper form**, **body control**, and **strength** during compulsory moves, while still maintaining the natural **flow of the routine**. The goal is to assess the execution of the move itself, without disrupting the overall performance or momentum.*

Difficulty – 40 points

Level of Transitions (10)

- Linking movements between tricks, inverts, lifts, spins, and floor work
- Ensures seamless flow and smooth progression throughout routine
- Helps conserve energy, sustaining power and stamina
- Adds grace, fluidity, and artistic quality to performance
- Elevates routine from skill display to captivating dance
- Judged on fluidity, control, and technique—not just trick execution
- Requires physical skill and mental focus for body positioning and momentum
- Demonstrates mastery in weaving skills into a cohesive narrative

Level of Transitions

*A **transition** is the linking movement between tricks, inverts, lifts, spins, and floor work, allowing a routine to move seamlessly from one skill to the next. Transitions are essential for creating a **fluid and harmonious performance**, maintaining momentum, and ensuring a smooth progression throughout the routine.*

Functional Importance:

Transitions play a key role in maintaining the flow and rhythm of the routine. Well-executed transitions help an aerialist conserve energy, enabling them to sustain power and stamina from start to finish, while smoothly navigating between skills.

Aesthetic Value:

*Beyond their functional purpose, transitions also contribute to the **artistic quality** of the performance. They add **grace** and **fluidity**, transforming the routine from a mere display of physical skill into a captivating dance that engages and moves the audience. Transitions elevate the performance, showcasing the aerialist's ability to blend athleticism with artistry.*

Scoring Implications:

*Judges do not score solely based on the execution of major tricks. The **quality** of transitions, their **fluidity**, and the technique used are key factors in the overall score. A well-executed transition can elevate an aerialist's score, while a poorly performed one may result in deductions.*

Physical and Mental Challenge:

*Mastering transitions requires both **physical skill** and **mental focus**. Aerialists must manage their body positioning, momentum, and preparation for the next move, all while maintaining **rhythm**, **flow**, and **safety**. Efficient transitions demonstrate an aerialist's mastery over both their body and their training, showing they can weave together isolated skills into a **cohesive narrative**.*

*In essence, transitions are the lifeblood of aerial performance, representing the perfect balance of **strength, control**, and **artistry**.*

Flexibility Execution & Difficulty (10)

- Range of motion in specific joints or groups of joints
- Essential for executing advanced aerial movements and skills
- Dynamic flexibility movements showing control and muscle activation
- Highlights increased range of motion combined with strength and stability
- Execution reflects technical precision and athleticism
- Balances flexibility, control, and strength to elevate the routine

Level of Execution and Difficulty of Flexibility Movements

***Flexibility** refers to the range of motion a performer has in a joint or group of joints. It's important to note that flexibility in one joint does not automatically imply flexibility in others.*

*In aerial performance, **flexibility** is crucial, as it allows athletes to execute more advanced movements and skills. Without the necessary range of motion, an aerialist may struggle to perform certain tricks effectively*

or safely.

*Competitors should integrate **dynamic flexibility movements** that demonstrate both **control** and **muscle activation**. These movements should highlight the **increased range of motion** and **strength** within the performer's body, illustrating not just flexibility but also the ability to maintain **stability** and **proper form** during execution.*

*The execution of these movements should reflect both **technical precision** and **athleticism**, showcasing a blend of flexibility, control, and strength that elevates the routine.*

Strength Execution & Difficulty (10)

- Level of Execution and Difficulty of Strength Movements (10)
- Demonstrates upper and lower body strength, endurance, and grip power
- Executed with minimal reliance on momentum, emphasizing control and precision
- Shows balance, coordination, and mastery over bodyweight agility
- High muscular engagement with clear intention in each movement
- Seamlessly integrated into the routine, enhancing technical complexity and artistry

Level of Execution and Difficulty of Strength Movements

*The performance should highlight the competitor's **strength** and **endurance**, emphasizing both **upper and lower extremity power**, **grip strength**, and **bodyweight agility**. These strength movements should be executed with minimal reliance on momentum, showcasing the aerialist's ability to generate power through **control** and **precision**.*

*Strength movements must also demonstrate **balance** and **coordination**, illustrating the competitor's mastery over their body. Each movement should reflect a high level of **muscular engagement**, with clear intention and seamless integration into the overall routine, elevating the technical complexity and artistic impact of the performance.*

Dynamic Execution & Difficulty (10)

- Uses momentum and gravity to enhance movement and reduce muscular effort
- Requires precise timing and control for safe, seamless execution
- Demonstrates progressive quality in dynamic movement patterns
- Safely performs high-impact elements such as dismounts, swings, and overhead impacts
- Balances low-force compulsory and high-force elite skills for technical and artistic impact

Level of Execution and Difficulty of Dynamic Movements

Dynamic movements *utilize momentum and gravity to enhance movement and execute tricks, allowing aerialists to minimize muscular effort while maintaining fluidity and control. These movements require precision and timing to ensure both safety and seamless execution.*

The routine should demonstrate a ***progression of quality movement patterns****, with dynamic elements building on one another to create a cohesive flow. Aerialists must* ***safely*** *execute high-impact moves, including dismounts, overhead body impacts, and swinging actions, all while maintaining control and minimizing risk.*

The routine should strike a balance, bridging the gap between ***lower-force compulsory skills*** *and* ***higher-force optional or elite skills****, demonstrating a range of dynamic movements that are technically challenging and artistically impactful. The aerialist's ability to seamlessly integrate both low and high-intensity elements reflects their mastery of dynamic execution.*

Artistry – 10 points

Originality (10)

- Creative, unique trick combinations throughout the routine
- Innovative choreography showcasing individual style
- Distinct entrances, exits, transitions, and flow
- Routine feels fresh and stands out artistically

Originality

Originality is evaluated across all aspects of the routine, from ***entrances and exits*** *to* ***transitions*** *and* ***combinations****. Competitors are encouraged to showcase* ***creative, unique combinations*** *of tricks, as well as develop* ***innovative choreography*** *that highlights their individual style and artistic expression.*

The more ***distinct and original*** *the routine feels—whether in the flow of movement or in the arrangement of tricks—the more it will stand out in this category.*

AERIAL ARTS SOCIETY

ARTISTIC SCORING

Artistic judging focuses on the competitor's **expression**, **interpretation**, and overall **stage presence** throughout their routine. Evaluators will assess the athlete's ability to convey emotion and **storytelling** through their movements, with particular attention to their **unique style** and artistic individuality.

Competitors should demonstrate **confidence**, **engagement**, and **entertainment value**, maintaining a **high level of stage presence** in every aspect of their performance—both on the ground and in the air. Seamless transitions between **tricks**, **combinations**, and **dynamic movements** are key to maintaining the flow and overall coherence of the routine.

Additionally, the performer's ability to incorporate **dance** and **acrobatic choreography** with **imagination**, **flair**, and **fluidity** will be carefully evaluated. Judges will look for a routine that is not only technically proficient but also rich in **artistic expression**, with every element contributing to a captivating, cohesive performance.

ARTISTIC SCORE SHEET CRITERIA – Max: 100

ARTISTIC VISION - 25 points

Musicality & Concept (10)

- Cohesive theme, character, or story
- Movements reflect music's rhythm, mood, and phrasing
- Choreography aligns with musical highs/lows
- Clear emotional connection to music
- Facial expressions and body language match music
- Music is fully integrated—not background

Clarity of Concept and Musicality

Musicality *refers to the competitor's ability to* ***interpret and connect*** *with the music, demonstrating not only its technical elements, but also its flow, dynamics, intensity, and passion through physical expression. The music should serve as a backdrop to the emotional and artistic journey of the performance, guiding the movements, transitions, and the overall rhythm.*

*The **musical theme**, role, or character portrayed throughout the routine should be **clear and cohesive**, both to the judges and the audience. The **interpretation** of the music is a key aspect: this includes the competitor's use of **facial expressions**, **emotions**, and **choreography** to create a unique character, persona, or narrative that complements the music. The choreography should reflect the **light and shade**, the highs and lows of the music, and fully capture the **feeling** and **emotion** it conveys.*

***Concept**: The chosen **music style** should align with the **character or theme** being portrayed. Competitors must demonstrate a strong connection with the music, incorporating it into their **costume**, **body language**, and **facial expressions**. The choreography must flow naturally with the **beat**, **phrases**, and **melody** of the music, ensuring that the physical movements are tightly linked to the musical structure.*

*There must be a **strong cohesion** between the movements and the music, with the routine entirely performed to the music. The choreography should be an organic extension of the music itself, showcasing how the performer uses the **music to inspire** their movements, accentuating the **style** and **quality** of the performance.*

*Competitors should maintain the **correct rhythm**, ensuring they stay in sync with the music. Missing beats or being out of time can detract from the overall musicality of the routine. Music should not merely function as a background element but should be deeply integrated into the **life** of the performance, **driving** the choreography and enhancing the athlete's expression.*

*Finally, the **emotion** conveyed by the performer must **match** the theme, character, or story portrayed. If the routine lacks a clear narrative, the emotional expression should reflect that, but in all cases, there should be a coherent alignment between the **performance's emotion** and the **music's intention**.*

Composition & Structure (10)

- Intentional, well-designed choreography
- Movements follow musical phrasing and form
- Balanced, proportioned use of space and time
- Transitions match rhythm and dynamics
- Each section builds emotional/technical momentum
- No wasted or random movement

Composition and Structure

***Composition** refers to the intentional and thoughtful arrangement of movements, crafted with originality and purpose. It is the artful design of a routine, where every movement is carefully selected and sequenced to create a meaningful and cohesive whole. The choreography should align with the **musical structure**, drawing upon principles such as **proportion**, **unity**, **space**, **pattern**, and the inherent structure of the music itself.*

*The routine must reflect the **musical phrases** and **form**, with each movement carefully placed to highlight the natural rhythm, dynamics, and transitions in the music. **Form** refers to the overall structure and organization of the musical composition, which should be mirrored in the choreography. This includes how the movements flow, the timing of transitions, and how the performer responds to the rise and fall of the music, maintaining a sense of continuity and unity throughout the piece.*

*A well-composed routine demonstrates a **balance** between movement and music, with choreography that evolves and builds in a way that enhances the emotional and technical impact of the performance. Every element should feel deliberate, with no extraneous movements, ensuring that the composition feels unified and intentional from start to finish.*

Uniqueness of Performance (5)

- Original, creative movement combinations
- Inventive choreography—no overused elements
- Fresh transitions both on/off apparatus
- Creativity present from start to finish
- Routine stands out for innovation and individuality

Uniqueness of Performance

This criterion evaluates the originality and creativity of the entire performance, including the moves, combinations, choreography, and thematic expression. Competitors should strive to create fresh, inventive transitions, sequences, and elements both on and off the apparatus. The emphasis is on crafting a routine that feels truly unique, with new approaches to movement, style, and storytelling.

Judges are not looking for isolated "one-off" tricks or single standout moments of originality. Instead, the focus is on the overall innovation of the routine—how each component, from the first movement to the final exit, reflects creativity and originality. The goal is to create a performance that stands out for its freshness, thoughtfulness, and individuality, leaving a lasting impression on both the judges and the audience.

PERFORMANCE: 50 points

Artistry (10)

- Technique and emotion work together
- Routine tells a story or evokes a feeling
- Expression transforms tricks into visual narrative
- Emotionally engaging and purposeful
- Performer becomes an expressive artist in motion

Artistry

Artistry in aerial performance is the seamless integration of ***technique*** *and* ***expression****, where both elements work together to create a captivating, unified experience. A truly artistic aerialist doesn't just execute moves—they craft a performance that tells a story, evokes emotion, and brings the music to life. Superb artistry is reflected in the way an aerialist blends precision and passion, transforming technical skill into a* ***dazzling visual narrative****.*

The movements performed are more than just physical actions; they are a means of ***communicating*** *an idea, emotion, or musical theme. While technical execution is essential, it serves a greater purpose: to convey the message and connect with the audience. The true measure of artistry lies in the* ***aerialist's ability*** *to express a deeper meaning through their performance, allowing the technique to become a vehicle for emotional and artistic communication.*

In the air, an aerialist becomes an artist, using their body not just to execute tricks, but to evoke feelings, stir imagination, and share a personal expression with the audience.

Stage Presence (10)

- Command of stage and audience attention
- Energy and intensity sustained throughout
- Performer fully inhabits character/music
- Strong projection, charisma, confidence
- Engagement visible in every gesture

Stage Presence

Stage presence *encompasses both* ***intensity*** *and* ***presentation****, and is key to captivating an audience from start to finish.*

Intensity *refers to the energy and effort with which the aerialist performs, reflecting their dynamic use of body segments, the vigor of their transitions, and the overall* ***choreographic dynamism*** *of the routine. It's about how the performer injects emotional power into every movement, maintaining high energy while showcasing technical skill. The intensity of the routine should be consistent, creating a rhythm that keeps the audience engaged and invested throughout the performance.*

Presentation *focuses on how the aerialist embodies the music and choreography. It reflects* ***engagement****,* ***commitment****, and the depth of understanding between the performer and the composition. The aerialist should connect deeply with the music, allowing the rhythms, dynamics, and emotions of the piece to shape the quality of their movements. It's about showcasing their* ***full involvement****, demonstrating an understanding of both the technical and emotional elements of the routine.*

A competitor with exceptional stage presence ***commands the stage****—they don't just perform; they* ***own*** *the space. They project* ***confidence****, exude* ***charisma****, and hold the audience's attention with every gesture.*

Whether through sharp precision, smooth flow, or expressive intensity, the aerialist should create a sense of awe and engagement, drawing the audience into the performance with an undeniable, magnetic energy.

Overall Flow & Fluidity (10)

- Seamless transitions and movement continuity
- No awkward pauses or breaks
- Every move connects gracefully to the next
- Musical timing reflected in movement dynamics
- Choreography moves like a dance, not trick-to-trick

Overall Flow and Fluidity

Flow *refers to the aerialist's ability to create a seamless, natural, and effortless routine, where every movement flows gracefully from one to the next. The transitions, tricks, and acrobatic elements should appear smooth and fluid, as if each action is an extension of the previous one, without disruption or hesitation.*

The performance should maintain a continuous, harmonious movement, whether the athlete is moving on or off the apparatus, from standing to floor, or from floor to standing. Each sequence, move, and transition must blend together with precision, creating a cohesive, unified performance. There should be no awkward pauses, jolts, or visible breaks in the routine; everything should flow seamlessly into the next.

The routine should showcase a variety of movements, with intricate body mechanics and transitions that demonstrate a range of abilities. From ***dynamic shifts*** *in movement type to changes in pace, the routine should remain fluid and uninterrupted. The athlete should demonstrate an effortless connection between each element, skillfully transitioning from one trick to another with complete control and grace.*

Musical sensitivity *is key to achieving fluidity. The aerialist must move with precision, timing each movement to the rhythm, melody, and dynamics of the music. This requires a deep understanding of the music's structure, from tempo to articulation, and the ability to translate those musical elements into movement. The performer should be attuned to the nuances of the music, using their body to reflect its accents, pauses, and transitions in a way that feels intentional and expressive.*

Finesse in movement is what elevates the performance, demonstrating an acute sensitivity to the music's details and bringing those details to life through graceful, purposeful movement. A routine with exceptional flow and fluidity will feel like a dance, not just a series of isolated tricks, but a continuous narrative that ***perfectly matches*** *the rhythms and moods of the music.*

Movement Variety & Quality (10)

- Diverse shapes, levels, and transitions

- Avoids repetition—each move feels fresh
- Smooth mix of slow/control & powerful/dynamic
- Movements reflect creativity and complexity
- High execution quality: clean, secure, confident

Quality and Variety of Movements

Variety *is the essence of creating an engaging, dynamic routine. It is the richness that comes from incorporating different types of movements, shapes, and transitions—avoiding monotony and repetition. A truly captivating performance is one that surprises and engages the audience, offering them a diverse and constantly evolving experience.*

Competitors are encouraged to infuse their routines with ***creativity***, ***originality***, *and* ***complexity****. This means not only coming up with new and inventive movements for transitions and trick sequences but also infusing freshness and uniqueness into even the most basic elements. Whether performing a familiar trick or a complex combination, the athlete should bring their own flair and creativity, making each moment feel original and thoughtfully crafted.*

Avoid repetition. *Each movement should serve a purpose and contribute something new to the overall performance. The routine should never feel like it's simply repeating itself—whether in terms of climbs, inversions, lifts, or transitions. Every element should evolve, offering the audience something they haven't seen yet, maintaining their attention and interest throughout the entire performance.*

Technical skill *is paramount in demonstrating control over the chosen elements. The performer must exhibit a high level of coordination, strength, and precision in their movements. The execution of each movement should be clean, secure, and confident—****no messy or insecure moments****.*

A well-designed routine should show ***variation in energy****. The contrast of slow, controlled movements with dynamic, powerful actions can create tension and highlight key moments. The introduction of varied movements not only intensifies the emotional impact of the routine but also aligns perfectly with* ***musical nuances****, accents, and shifts in tone. Every motion should serve to emphasize the* ***force*** *and* ***motion*** *of the performance, enhancing its meaning and connection to the music.*

In short, a routine full of quality and variety will captivate the audience with its dynamic range, creativity, and technical mastery, moving seamlessly through a wide spectrum of movements and emotions.

Dynamic Transitions (5)

- Original, innovative entrances and exits
- Smooth flow between skills and apparatus
- Use of momentum and gravity to minimize effort
- Controlled high-impact and swinging elements
- Bridges low-force and high-force movements
- Enhances aesthetic and narrative of routine

Levels of Dynamic Transitions

Dynamic transitions are a critical component of any aerial performance, referring to the seamless flow between tricks, moves, and apparatus. These transitions should be original, innovative, and reflect a high level of creativity in both entrances and exits. Competitors are encouraged to develop fresh, unique movements that connect their skills in novel ways, both on and off the apparatus. Each transition should not only showcase technical proficiency but also contribute to the overall aesthetic and narrative of the routine.

Dynamic movements leverage momentum and gravity to facilitate transitions and trick execution, minimizing muscular effort while maintaining control. The routine should build upon fluid movement patterns, with each transition flowing naturally from one skill to the next. Aerialists should demonstrate the ability to safely execute high-impact dismounts, overhead body impacts, and swinging elements in a controlled, smooth, and precise manner.

The routine should balance lower-force compulsory movements with more complex, high-force skills, bridging the gap between foundational techniques and elite-level, advanced tricks. The transitions should serve as a bridge between these skill levels, ensuring the performance remains cohesive, engaging, and dynamic throughout.

Facial Expressions (5)

- Expressive, aligned with mood and theme
- Enhances emotion and story
- Shows authentic engagement
- Draws in audience and supports artistry

Facial Expressions

Facial expressions play a crucial role in conveying the emotional depth and storytelling of a performance. Beyond mere technical execution, expressiveness and projection allow the performer to fully embody the mood, feeling, and energy of the routine. Through confident and intentional use of the face, competitors can communicate the essence of the music, their choreography, and the overarching theme of the performance.

Facial expressions should reflect the rhythm, mood, and style of the music, transforming the aerialist into a storyteller. Whether it's joy, intensity, vulnerability, or drama, the performer's ability to project emotion through their face enhances the connection with the audience, allowing them to become emotionally engaged with the routine. This level of emotional involvement not only captures attention but also deepens the impact of the performance, drawing the audience into the experience from start to finish.

Ultimately, the goal is to maintain a constant and authentic emotional presence that complements the physical performance, elevating the overall presentation.

TECHNIQUE: 25 points

Balanced Routine (10)

- Multi-directional use of space (high/low/diagonal)
- Dynamic movement across vertical and horizontal planes
- No confinement to one area or style
- Smooth, strategic transitions across space
- Routine feels complete and well-rounded

Balanced Routine

A **balanced routine** showcases an aerialist's ability to move fluidly and control movements across multiple planes and directions. This includes utilizing **multidirectional movements** that travel along high, medium, low, and diagonal lines, ensuring the performance is dynamic and visually engaging.

By **using space effectively**, the performer can create a compelling design that flows seamlessly across the stage or apparatus. Each movement should be deliberate and thoughtfully placed, drawing the audience's eye and keeping them engaged with shifts in direction, height, and depth.

The key is to avoid staying confined to one area or plane, instead allowing the routine to unfold in a way that highlights the aerialist's full range of movement and the creative use of available space. The performance should feel **well-rounded**, with smooth transitions between vertical, horizontal, and diagonal planes, offering a sense of depth and variety throughout.

Overall Presentation (10)

- Cohesive blend of theme, music, costume, and movement
- Narrative or character clearly developed
- Choreography evolves—builds tension/emotion
- No filler or static moments—keeps audience engaged
- Performance is polished, artistic, and memorable

Overall Presentation

Overall presentation encompasses the originality and cohesiveness of a routine, blending theme, music, costume, and choreography into a unified, compelling narrative. Competitors should craft an experience that surprises, evokes emotion, and leaves a lasting impression. The routine should give life to a character or persona, telling a clear and engaging story through both movement and expression.

In this category, creativity and complexity are paramount. The performance should not simply rely on athletic skill or a sequence of tricks; rather, it should elevate those elements within a larger, well-developed narrative. Choreography should be dynamic and progressive, with each movement building on the last, keeping the audience captivated from start to finish.

The movement should feel connected to the theme, music, and character, ensuring that every action serves the overall story. Repetitive or static movements should be avoided; instead, the performance should evolve and develop, with shifts in energy, mood, and direction to reflect the emotional arc of the piece.

Strong technical skill should be seamlessly integrated into the choreography, with clear progression, intentional transitions, and moments that highlight the performer's artistry and control. Every section of the routine should feel purposeful, contributing to the narrative and maintaining momentum throughout.

Skill Difficulty / Levels Execution (5)

- **Trick Execution**
  Clean, controlled, and precise execution
  Demonstrates strength, technique, and creativity
  Tricks flow with choreography and intent
  Varied shapes, directions, and levels

- **Strength Execution & Difficulty**
  Powerful, stable, and fully controlled strength moves
  Minimal momentum; relies on coordination and skill
  Engages full body with balance and awareness
  High difficulty with clean, deliberate delivery

- **Flexibility Execution & Difficulty**
  Deep, active range of motion with control
  Smooth integration into choreography
  Balanced strength and flexibility in poses
  Graceful, expressive, and technically sound

Levels of Trick Execution

The execution of tricks is assessed based on both technical precision and creative delivery. Each trick should be performed in a safe, controlled manner that demonstrates the performer's skill and strength. Judges will look for a range of movement and shapes that highlight the competitor's abilities while maintaining form and technique. Tricks should not only showcase physical strength but also the ability to execute with control and artistry.

Level of Execution and Difficulty of Strength Movements

Strength movements should demonstrate the competitor's physical power, endurance, and agility across

both the upper and lower body, with minimal reliance on momentum. The ability to execute these movements with balance, coordination, and body awareness is key. Judges will focus on the level of difficulty in strength-based movements, and how well the performer can maintain control throughout each execution. Competitors should show proficiency in engaging and utilizing their entire body, demonstrating impressive grip strength and overall bodyweight manipulation.

Level of Execution and Difficulty of Flexibility Movements

Flexibility refers to the range of motion in joints or muscle groups, and it is crucial in aerial performance for executing a variety of skills. A performer's ability to stretch and move through different positions is integral to their success in higher-level tricks and choreography. Flexibility movements should be dynamic and fluid, incorporating both muscle engagement and a deep range of motion. Competitors should aim to seamlessly integrate flexibility into their routines while maintaining control and strength throughout. These movements should not only highlight increased flexibility but also demonstrate a balance of strength and activation to ensure safety and effectiveness.

DEDUCTIONS

Technical Mistakes

- **Poor Execution:** Deductions will be applied for any failure to perform movements with safe, fluid technique, or maximum precision, including improper posture, body alignment, or inadequate physical capacities (such as flexibility, strength, amplitude, power, or endurance).

  Examples of Poor Execution:

1. **Knee and Toe Alignment:** The knee and toe should align in a straight line, from the kneecap to the big toe. Feet and toes should be fully pointed, without clenching or tension. There should be no unnecessary gripping or grasping of the apparatus.

2. **Clean Lines:** Legs and arms should be positioned correctly with full extension. Toes and fingers must be pointed without tension. Feet should not be flexed unless it is part of a choreography choice or an aerial walk.

3. **Extension:** All body parts, including legs, arms, back, neck, wrist, and torso, should be fully extended. The shoulders and back should not be rounded, and the head should remain lifted, free from strain.

4. **Posture:** Proper body alignment should be maintained both on and off the apparatus. Any uncontrolled movements or poor posture will be noted.
5. **Poor Transitions Between Elements:** Transitions between skills must be executed with ease, grace, and fluidity. There should be no hesitation, re-gripping, or rebalancing. Transitions should appear effortless and seamless, maintaining the flow of the routine.

Deductions for Technical Errors and Performance Issues

1. **Bad Angle of the Move:** Performing an element at an unfavorable angle will result in a deduction. When using dynamic movement, the athlete must demonstrate absolute control to prevent the apparatus from stopping or becoming unstable due to improper positioning.

2. **Slip or Loss of Balance:** A temporary loss of control on the apparatus (silks, hoop, etc.) or a clear loss of balance during a choreographic element will be considered a technical mistake. Minor slips or balance issues that do not significantly affect the flow of the performance or disrupt the routine are still considered poor execution, but if the athlete recovers quickly, the impact on the score may be minimal.

3. **Fidgeting or Drying Hands:** Any attempt to dry hands on the costume, body, apparatus (silks, hoop, etc.), or floor, as well as fidgeting with hair or costume during the routine, is considered a deduction. These actions disrupt the flow and professionalism of the performance.

4. **Fall:** A sudden, uncontrolled drop from the apparatus that results in a fall to the floor will be heavily penalized. If the competitor can regain control before hitting the ground, it may be considered a slip, but any uncontrolled descent will still incur a significant deduction.

5. **Explicit Sexual Content:** Explicit sexual content, including gestures of a sexual nature (e.g., touching of genitals, twerking, etc.), is strictly prohibited. Such actions will result in immediate disqualification from the competition.

6. **Extraordinary Circumstances:** Certain situations beyond the control of the competitor may be considered extraordinary circumstances. These include, but are not limited to:
    - Incorrect or malfunctioning music
    - Technical issues (e.g., lighting, stage, or venue failure)
    - Disturbances caused by equipment malfunction or external factors
    - The introduction of foreign objects into the performance area
    - Any unforeseen circumstances that result in a competitor being unable to complete their performance, leading to a "walk-over."

In the case of extraordinary circumstances, the judges may take these factors into account when scoring, ensuring fairness for all competitors.

Responsibility in the Event of Extraordinary Circumstances

It is the competitor's responsibility to halt the routine immediately if any extraordinary circumstances arise, as outlined above. Protests or complaints made after the completion of the routine will not be considered.

If the judges determine that the issue can be resolved, the competitor may be allowed to restart their routine once the problem has been corrected. In this case, any scores given prior to the interruption will be disregarded.

In the event that a situation not specifically outlined arises, the judges will conduct a review of the circumstances and make a decision based on the nature of the issue.

COSTUME, GRIP AID, PROPS, AND JEWELRY GUIDELINES

Costume Regulations

- **Removal of Costume:**
    - Parts of the costume (excluding intimate areas) may be removed during the performance, depending on the choreography. However, costumes should never be removed in an erotic or suggestive manner.

- **Prohibited Items:**

  The following items are not allowed in costumes:
    - Thongs, pasties, garter belts, underwear, swimwear, or bikinis
    - Transparent clothing that does not adequately cover the breast or pelvic area
    - PVC, rubber, oil, or water-based substances

- **Performers both Minors and Adults:**
    - The costume must cover the entire pelvic area and at least half of the buttocks at the start of the performance.

    - Adult competitors may wear shorts or leotards; however, if less than 50% of the glutes are covered, stockings must be worn underneath. Stockings in any color (nude or black) are allowed.

- **Explicit or Erotic Content:**
    - Performances that are seminude, improperly dressed, or overtly erotic in nature are strictly prohibited. This includes gestures such as suggestively stroking the body, fondling the chest or groin, or shaking the chest or glutes in a suggestive manner. Body rolls are not considered part of this prohibition.

- **Aerial Arts Society (AAS) Authority:**
    - AAS reserves the right to disqualify any athlete for improper dress, intentional removal of costume in intimate areas, costume malfunctions, or the use of oil or fire on the stage.

Costume Malfunction Policy

A costume malfunction is defined as any incident where a part of the costume accidentally falls off, unravels, or becomes distracting during the performance. This includes any wardrobe failure that impacts the athlete's ability to perform or distracts from the overall presentation.

Important Distinction:
- This should not be confused with willful removal of clothing (e.g., revealing breasts or genitals), which is strictly prohibited under AAS rules.
- The AAS rule on non-removal of clothing, particularly underwear or intimate apparel, during an Aerial Arts competition is non-negotiable and will result in disqualification if violated.

In the event of a costume malfunction, it is the responsibility of the competitor to immediately notify the coach or event staff to assess whether the malfunction poses any safety risk or affects the routine's integrity.

Grip Aids

Your preferred grip aid is permitted but may not be sprayed onto the apparatus directly.

Props

- **Number of Props:**
    - A maximum of **3 props** is allowed, including human props.
    - **Human props:** Up to **2 human props** are permitted. However, human props must not physically touch the performer or the apparatus at any point during the routine.
- **Prop Approval:**
    - All props must be submitted by the designated prop approval deadline to ensure compliance with performance standards.

These guidelines are in place to ensure a professional, respectful, and safe environment for all competitors. Please adhere to them accordingly.

Body Piercing Policy

Face and Ear Piercings/Body Jewelry:
- Face and ear piercings, as well as body jewelry, are allowed, provided they do not pose a risk of injury to the performer or cause damage to Aerial Arts Society (AAS) apparatuses.
- Rings: All rings must be removed unless they are plain bands (e.g., wedding bands).

Jewelry That Cannot Be Removed:
- In certain situations, it may be impossible to remove certain jewelry, such as rings or dermal piercings. In these cases, the competitor must inform their coach, and a risk assessment will be conducted to ensure safety.

Religious and Medical Jewelry:
- AAS acknowledges that some competitors may need to wear jewelry for religious or medical reasons.
- Safety First: However, safety remains the primary concern. Any jewelry deemed a safety hazard by the coach must be either removed or alternatives must be found to mitigate the risk.
- Concessions: Reasonable accommodations for religious or medical jewelry will be considered, provided the risk to the competitor or others can be adequately controlled.

- Risk Assessment: The coach, along with the participant (or their parent/guardian), must conduct a thorough risk assessment to determine the safety of wearing such jewelry during the performance.
- Safety Takes Precedence: If the coach determines that the risk posed by the jewelry cannot be mitigated satisfactorily, participation may be prohibited for safety reasons.

Health and Safety Considerations:
- If any jewelry or body piercing creates a legitimate health and safety concern that outweighs religious, medical, or other considerations, the coach must prohibit participation to ensure the safety of the competitor and others involved.
- Non-compliance with this policy will result in disqualification from participation, as safety is the foremost priority.

SAFETY MEASURES

- Crash mats required during every performance
- EMTs on site / stand by
- AED on site / stand by
- First aid kit for general use available
- Directions to a closest hospital provided on day of check in

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EVENT FLOW

BEFORE EVENT

Pre-Competition Checklist:

□ Read the rules and regulation
□ Complete Waiver upon Registration
□ Register for the competition
□ Option to purchase your video & pictures
□ Join the AAS Competitors Facebook group

□ Book travel arrangements

□ Submit any changes prior to the division/level change deadline (optional)

□ Purchase your photo/video package (optional)

□ Verify costume satisfies costume regulations

□ Submit music (required)

□ Submit props (if required)

□ Purchase tickets (or volunteer to receive free admission!)

□ Pack a day-of backstage kit (recommendations include extra strong double-sided tape, snacks, water, ear plugs/headphones, mini sewing kit, clean cloth, wet wipes, make-up, hair spray, bobby pins, elastics, approved grip products)

□ Pack a back-up copy of your music on USB (required)

□ Double check the event schedule for updates on performance times and award ceremonies

All information is required to be sent according to specified deadlines Aerial Arts Society, staff will review all music files upon submission and confirm that it meets the division criteria and that the file plays properly. The competition performance schedule will be shared at least 1-week prior to the event.

Competition Day Checklist:

- ☐ Costume
- ☐ Props
- ☐ USB w your music / song piece
- ☐ Makeup
- ☐ Hair spray/Gel - if needed
- ☐ Brush
- ☐ Bobby Pins
- ☐ Elastics
- ☐ Approved Grip Aids
- ☐ Appropriate underwear
- ☐ Socks
- ☐ Headphones
- ☐ Snacks
- ☐ Water
- ☐ Mini Sewing Kit
- ☐ Duct tape

- ☐ Mini First Aid Kit
- ☐ Foam Roller
- ☐ Yoga Mat
- ☐ Your Game Face

DAY OF CHECK-IN & EVENT STAGE TESTING

Check-In:

- Upon arrival, please check in at the registration table.
- For competitors participating in stage testing, check-in must be completed **prior to your stage testing time**.
- For competitors **not participating in stage testing**, check-in must be completed **at least 3 hours before your scheduled performance time**.
- All competitors and showcase performers must be **backstage at least 1 hour before their scheduled call time**.

Stage Testing:

- Please arrive early according to the **provided schedule**. Stage testing will be conducted on a **first-come, first-served** basis.
- If you miss your assigned stage testing time, **no additional time will be available**.
- **Sign the performance waiver** online prior to stage testing. This can be completed either at the venue or before entering the venue.
- If you are a **guardian of a minor**, you are responsible for checking them in and signing all waivers. A **legal guardian** must sign forms for competitors under 18.
- **Stage testing duration is limited to 2 minutes per competitor**. Plan accordingly. During this time, you will be able to set your apparatus height (if applicable), practice your starting position, and familiarize yourself with the apparatus and stage setup.
- **Note:** You will not have sufficient time to perform your full routine during stage testing.

Aerial Specialty Competitors (Bringing Own Apparatus):

- If you are bringing your own apparatus, **stage testing is mandatory**.
- You must provide **proof of manufacture** from an accredited pole, aerial, or circus equipment manufacturer to the AAS technical staff for all necessary components required for safe rigging.
- **Confirm your apparatus height** by email to AAS technical staff **before the event**.

DAY OF EVENT – COMPETITION

- **Prior to your performance**, the stage manager and professional rigging technician will adjust your apparatus height (this does not apply to silks or ropes).
- If you believe the height is incorrect, please notify the **stage manager** before starting your performance.
- **If technical difficulties occur**, such as the wrong music playing or any other disruption during your performance:
    - You will have the option to **stop the performance** and **re-do** your routine, or you can inform the stage manager of the issue before performing.

DAY OF EVENT – AWARDS

- **Awards Presentation** will take place **at the end of each performance day** for in-person performances.
- For **virtual performances**, awards will be presented during the **Saturday evening awards ceremony**, which will be streamed live on the **Aerial Arts Society Facebook** page.
- **In-person performers**: If you place and cannot stay for the awards ceremony, you must **arrange for someone else to pick up your award** on your behalf.

Thank you for following these guidelines to ensure a smooth and professional event!

RULES, GUIDELINES, AND IMPORTANT INFORMATION

General

We reserve the right to update this handbook at any time for any reason.

Code of Conduct

Code of Conduct and Event Behavior Policy

At Aerial Arts Society, we are dedicated to fostering a safe, respectful, and supportive environment for all participants. **Bullying, harassment, and any form of threatening behavior will not be tolerated**. This includes, but is not limited to, inappropriate conduct directed at competition officials, judges, competitors, coaches, or any other individuals involved in the event. Such behavior is prohibited both **in-person and online**, including emails, text messages, phone calls, in-person comments, social media posts, or messaging.

AERIAL ARTS SOCIETY

All language, actions, and interactions must adhere to the standards of a **family-friendly environment** and reflect the values of professionalism, respect, and sportsmanship. This extends to **music choices, costumes, props**, and all communications with competition officials and other event participants.

Violations of the Code of Conduct:

- Competitors found in violation of this Code may face **deductions** in their scores, **disqualification**, or **banning** from future events.
- Aerial Arts Society reserves the right to **deny entry** to any competitor who does not comply with the **Rules and Code of Conduct** outlined in this handbook.

Drugs and Alcohol:

- **Alcohol, illegal drugs, or any substances that impair performance** are strictly prohibited.
- Any competitor or participant displaying signs of alcohol or drug impairment will be asked to leave the event immediately.

Safety Protocols:

- The **safety of all participants is our top priority**, and all rules must be adhered to throughout the event.
- **Crash pads/mats** are **mandatory** for all performers.
- **Rigging**: Only authorized personnel may interact with or touch rigging. **Participants and coaches are prohibited** from handling the rigging during the event.
- **Stage Access**: No additional individuals are permitted on stage with competitors once the music begins, except for **approved human props**.

Aerial Arts Society INC has a right to update, edit, change this competitor packet however they deem necessary.

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