

AERIAL ARTS SOCIETY



OFFICIAL COMPETITOR PACKET

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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 12 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, LEVELS, AND AGE DIVISION **CATEGORIES**

We agree that many people will have routines that fit multiple categories. We advise choosing a category that most fits your routine. You are welcome to register for multiple categories, but keep in mind a performance is required for each category you submit. If you feel that it is best for you to switch categories, please note that there is a deadline to do so.

POWERHOUSE CHAMPION: This is for the **human dynamo**, who craves the delivery of constant strength and skill. In this category, your piece will be judged on the level of tricks, combinations, transitions, overall execution, delivery, technique, and presentation. Judging is based on the *Technical Competitive System*.

DRAMATIC FLOW ARTISAN: This is for the aerialist with a gripping emotional piece and a *fluid execution of movement*. Do you have a story to tell? Do you leave a piece of you in every bit of your movement? This is the category for the **powerfully intense**. The three main categories for evaluation are artistry, composition, and musicality, this includes dynamic movement and seamless fluidity. Judging is based on the *Artistic Competitive System*.

ENERGETIC ENTERTAINER: Do you bring *humor, entertainment, and comedy* to your piece? This is for the **high spirited and bubbly performer**. Show us your zest for life and dance through your movement. These routines will have a combination of artistry, delivery, technique, and presentation. Judging is based on the *Artistic Competitive System*.

DUO / GROUP: Sometimes aerial can be a team sport. If you have a partner(s) in mind, who's movement(s) compliments yours, or a group of movers and shakers, this category is for you. Group can be 3- 5 people. Duos/doubles and groups compete within the same heat, separated by apparatus. Doubles and groups do not have a level break due to the potential differences in skill within a group. Judging is based on the *Artistic Competitive System*: synchronization, use of moves complementary to the other group member(s), clean execution of tricks, musicality, overall theme, audience engagement, stage presence. *NOTE: Duos & groups can NOT compete in PRO, as pro is SOLO COMPETITOR ONLY. Duos and groups with advanced and pro level aerialists may participate in PRO SHOWCASE if they so choose. PRO SHOWCASE will open up the PRO SHOW. SHOWCASE performances will not be eligible for the \$1,000 cash prize. \$1,000 Cash prize will be given to the winning Pro Competitor.*

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SHOWCASE: Our showcase category is a great opportunity for aerialists who are not interested in competing, but would still like to use this opportunity to receive feedback from someone other than their regular coaches. *This category is open to solo performances, duos, and groups.* Written comments are given by the judges, but no numerical scores or placements are given. There are no levels, age divisions, or categories for showcase. Adults and minors MAY perform together in this category only. Competitors remain age 12 and up. *NOTE: Duos & groups can NOT compete in PRO, as pro is SOLO COMPETITOR ONLY. Duos and groups with advanced and pro level aerialists may participate in PRO SHOWCASE if they so choose. PRO SHOWCASE will open up the PRO SHOW. SHOWCASE performances will not be eligible for the \$1,000 cash prize. \$1,000 Cash prize will be given to the winning Pro Competitor.*

LEVELS

Aerial Arts Society's number one priority is safety. We believe in pushing yourself as an athlete and performer, but in the safest manner possible. It is up to the discretion of the performer, your studio affiliates, and your coaches to help you decide what level best suits your current skill sets, what your skills will be on the day of competition, and how safely you can execute those movements.

NOTE: You may compete in as many apparatuses and categories as you wish, but the level you choose **must remain the same**. Levels are based on the premise of body performance in aerial as a whole, not necessarily your performance level at the apparatus.

PROs may have multiple performances on multiple apparatuses.

LEVEL BREAKDOWN + allotted max time for routine duration:

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

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A routine of over 45 seconds of unused allotted time will be subject to deductions

LEVEL 1: A *BEGINNER NOVICE* Aerialist

- *Is one who cannot invert at all or cleanly in a consistent manner*
- Still learning the techniques of inversion
- May not be teaching or performing for compensation within the past 12 months
- Has minimal strength, flexibility, dynamic movement, and flow
- CAN invert from the ground using an **assistance** by placing apparatus in 'backpack' positioning in armpits or ribcage, and kicking off into a straddle; also by double mounting feet at base or lower base of apparatus to lift body weight up
- NO GROUND PULLOVERS
- Assisted *low* Aerial inverts allowed - already in a body wrap/consistent point of contact, and/or use of mounting feet.
- Descending into inverts *allowed*
- **HOOP:** NO TOP BAR TRICKS - low/bottom bar and sides bars/sides of the hoop only
- **HOOP:** Inverted tricks allowed on bottom bar with 3 points of contact
- **HOOP:** No drops
- **SILKS + HAMMOCK:** Use of full silk or hammock length not required
- **SILKS + HAMMOCK:** Demonstrate proficiency in the lower half of the height.
- **SILKS + HAMMOCK:** Single, *non inverted drops are permitted*, but not required.
- **SILKS + HAMMOCK:** Routines may not contain more than one drop
- NO Dives
- NO Inverted Climbs
- NO Tied Silks - that is considered HAMMOCK
- NO Neck Hangs
- NO Beats
- NO Ankle, Heel, Foot, Toe, or Heel hangs

LEVEL 2: An *ADVANCE AMATEUR* Aerialist

- *Is comfortable* with a basic level of inversions on the ground and in the air
- May not be teaching or performing for compensation within the past 12 months
- Shows beginning strength, flexibility, dynamic movement, and flow
- Ground Pullovers allowed
- Descending into inverts allowed
- *Assisted and non assisted* Aerial Inverts are allowed
- **HOOP:** May invert to top bar - no spanset play or contactless drops
- **HOOP:** Inverted tricks allowed on *top* bar with 2 points of contact

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- **HOOP:** NO Standing on *top* bar
- **HOOP:** 3 points of contact while head is below hips on *top* bar
- **SILKS + HAMMOCK:** A drop is not required, but you are permitted up to 2 drops
- **SILKS + HAMMOCK:** Single drops, wrapped double drops, and slack drops permitted
- **SILKS + HAMMOCK:** Basic drops permitted ie: single slack drops
- **SILKS + HAMMOCK:** Dives permitted with safety wraps
- NO Stacked drops
- NO Ankle hang drops
- NO Open wrap drops
- NO Kamikaze drops
- NO Inverted Climbs
- NO Tied Silks - that is considered HAMMOCK
- NO Neck Hangs
- NO Beats

LEVEL 3: An *INTERMEDIATE* Aerialist

- Can invert confidently and cleanly in a consistent manner from the ground
- May not be teaching or performing for compensation *ON THEIR COMPETING APPARATUS* within the past 12 months,
 - ie: A silks instructor but just started lyra, may compete lyra at this level.
- Shows some strength, flexibility, dynamic movement, and flow
- Stacked drops allowed when apparatus remains contact on the body
- **NO** open wrap drops - *drops that rely on hand eye coordination for your catch*
- **SILKS:** MUST be divided open / apart for at least 50% of the routine
- *MUST perform at least 1 aerial invert: bent legs ok, straight legs not required, assistance allowed*
- *MUST have 2 points of contact when head is below hips*

LEVEL 4: An *ADVANCED* Aerialist

- Can safely execute 2 points of contact while in the air in most tricks
- *Shows solid balance of dynamic movement, flow, strength, and flexibility*
- Release moves where complete release of all contact points with torso rotation ARE allowed
- *MUST perform at least 1 straight leg non assisted aerial invert*

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LEVEL 5: A PROFESSIONAL ALLSTAR Aerialist

- Can safely execute 1-2 points of contact while in the air in most tricks
- Ankle hangs, neck hangs, full body release drops are allowed
- *MUST perform at least 2 dead hang / straight arms and legs aerial invert*
- *THE ONLY level that qualifies for the \$1,000 cash prize*

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

A professional all star competing in silks, may compete against hoop, hammock, and other speciality apparatus competitors.

We expect stage presence, clean execution of routine difficulty, and showmanship.

*Professional allstar may compete in multiple apparatuses within the Professional Allstar level
Competitor age range for PROFESSIONAL ALLSTAR is 18 - 55 years old.*

Age Group Divisions

(Age on the day of the event)

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.*

***CHILDREN & ADULTS AGE DIVISIONS WILL NEVER BE COMBINED
WITH ONE ANOTHER.***

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APPARATUSES

Aerial Silks : 20 yards, black, low stretch

Aerial Hoop / Lyra

Aerial Hammock / Sling

NOTE: Silks and Hammock will be done on our apparatuses.
If specific dimensions for hoop/lyra are needed, please email us stating your reason,
up on inspection and approval, you may use your own.

SPECIALTY APPARATUSES

Specialty apparatuses include any apparatus that is not listed in the above categories.

Handloops, double rigging, and lyra with a bar within is permitted upon approval
but will be judged under 'specialty'.

Lyras with attached taco are also permitted upon approval but will continue to be under
'lyra/hoop', NOT specialty.

NOTE: SPECIALTY Apparatuses are only available for levels 3-5: *Intermediate, Advanced, or Professional All Star*; and as of now, are NOT separated by categories, and are available to age Divisions 1 - 4 (No minors).

- 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,

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- 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 must bring their own unique apparatus to use for specialty performance if not provided by Aerial Arts Society. If a doubles performance is selected for a specialty routine, the standard equipment list above can be used for the performance.

Each apparatus is subject to safety and integrity testing by the Aerial Arts Society team. No refunds will be given due to faulty or un-riggable apparatuses. Specialty performers **MUST** attend stage testing. This includes any apparatus that is not listed in the above categories and all doubles performances.

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ENTRY FEE COST:

\$250 per solo competitor / solo show case performer

\$200 per secondary or third registration

\$150 per person for duos/doubles: Total \$300

\$117 per person per group of 3: Total \$350

\$100 per person per group of 4: Total \$400

\$90 per person per group of 5: Total \$450

NOTE: Duos & groups can NOT compete in PRO, as pro is SOLO COMPETITOR ONLY. Duos and groups with advanced and pro level aerialists may participate in PRO SHOWCASE if they so choose. PRO SHOWCASE will open up the PRO SHOW. SHOWCASE performances will not be eligible for the \$1,000 cash prize. \$1,000 Cash prize will be given to the winning Pro Competitor.

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 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.
- Total must be paid in full within 3 months.
- Interest rates:
 - Weekly installments @ 8% interest
 - Bi Weekly installments @ 10% interest
 - Monthly installments @ 13% interest

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- 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.

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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 : 3 MINUTES MAX**
- **Level 2: ADVANCE AMATEUR : 3 MINUTES + 30 SECONDS MAX**
- **Level 3: INTERMEDIATE : 3 MINUTES + 30 SECONDS MAX**
- **Level 4: ADVANCED : 4 MINUTES MAX**
- **Level 5: PROFESSIONAL ALLSTAR : 4 MINUTES + 30 SECONDS MAX**
- **Duos/doubles and Groups OF 3: 3 MINUTES + 30 SECONDS MAX**
- **GROUPS OF 4 - 5: 4 MINUTES + 30 SECONDS MAX**

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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 45 seconds of unused allotted time** will be subject to **deductions**.*

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. At 3 judges, AAS adds up the **MAX SCORE** from each judge, then divides it by the number of judges, creating a competitor's **FINAL SCORE**. At 5 judges, to eliminate bias, AAS excludes the lowest and highest scores, adds the three remaining scores together, and divides by three, creating a competitor's **FINAL SCORE**.*

Technical Scoring

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

Competitors should be confident, engaging, and entertaining whilst showing a high level of stage presence in every element of their original routine, both on the ground and in the air.

You may notice some common threads that move across the chart. For example, execution of combinations and dynamic movements both state a performance with a seamless blend of proper technique and form is expected. The same fluidity is evident for overall movement and transitions.

Yet, we see variety and contrast of sequences of movement. From a competitor's own flair of style, to the countless combinations.

We see a variety of edges, steps, turns, movements, and directions in Aerial.

Variety is really ever-present in all components.

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Technical Score Sheet

Judging Criteria	Maximum Score	Score	Comments
<p>Originality</p> <p><i>Overall originality in all components of the routine from entrances and exits in and out of tricks, transitions and combinations. Competitor is encouraged to create original combinations of tricks, along with original choreography.</i></p>	10		
<p>Execution of Tricks</p> <p><i>Trick: "A clever and skillful action that someone performs to entertain or amuse people."</i></p> <p><i>Overall delivery in effective trick executions. Tricks must be done in a safe and secure manner. Tricks should showcase performer's strengths. There must be a range of movement and shapes.</i></p>	10		
<p>Execution of Combinations</p> <p><i>Combinations with a seamless blend of proper technique and form; and gradual progression and consistency throughout.</i></p>	10		
<p>Execution of Overall Movement</p> <p><i>Technique: "A way of carrying out a particular task, especially the execution or performance of an artistic work or a scientific procedure. Skill or ability in a particular field. A skillful or efficient way of doing or achieving something."</i></p> <p><i>Was technique utilized in order to help maintain balance and control during turns, spins, transitions, and tricks?</i></p> <p><i>Was routine flow cohesive and fluid?</i></p> <p><i>Was execution of movement connected?</i></p>	10		
<p>Level of Transitions</p> <p><i>A transition is a linking move between tricks, inverts, lifts, spins, and floor work,</i></p>			

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<p><i>Transitions ensure that a routine moves seamlessly from one skill to another, creating a fluid and harmonious presentation.</i></p> <p>Functional Importance: <i>Transitions are crucial for maintaining momentum. Well executed transitions can help an aerialist conserve energy, ensuring they have the power and stamina to complete a routine with the same vigor they began with.</i></p> <p>Aesthetic Value: <i>Beyond their functional role, transitions add an aesthetic quality to a routine. They introduce grace and fluidity, ensuring the performance is not just a display of athletic prowess but also a dance that captures the viewer's emotions. Beyond the technical aspects, transitions add an artistic and aesthetic dimension to a routine, showcasing an aerialist's grace and artistry.</i></p> <p>Scoring Implications: <i>Judges do not solely score based on the execution of major elements. The quality of transitions, their fluidity, and the technique employed can influence an aerialist's overall score.</i></p> <p><i>A well-executed transition can help an aerialist achieve higher technical scores. Conversely, a poorly performed transition can result in deductions.</i></p> <p>Physical and Mental Challenge: <i>Mastering transitions requires both physical skill and mental acuity. Aerialists must be aware of their body positioning, momentum, and the requirements of the next skill, all while ensuring they maintain rhythm and flow in a safe and secure manner. Efficient transitions show an aerialist's mastery over their body and their training, proving they're not just proficient in isolated skills but can weave them together in a cohesive narrative.</i></p> <p><i>Transitions embody the true essence of aerial: a harmonious blend of strength, control, and artistry.</i></p>	<p>10</p>		
<p>Level of Execution and Difficulty of Flexibility Movements</p> <p><i>Flexibility is the range of motion you have in a joint or a group of joints. Being flexible in one joint doesn't necessarily mean you will be flexible in another.</i></p> <p><i>Flexibility is important in aerial because without the right range of motion, aerialists will be unable to learn how to do certain skills.</i></p>	<p>10</p>		

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<p><i>Competitors should incorporate dynamic flexibility movements while maintaining muscle activation. Flexibility movements should showcase increased range of motion from competitors.</i></p>			
<p>Level of Execution and Difficulty of Strength Movements</p> <p><i>Performance should showcase competitors' strength and endurance, lower and upper extremity power, grip strength and body weight agility without or with minimum use of momentum. Strength movements should clearly demonstrate balance and coordination from competitors.</i></p>	10		
<p>Level of Execution and Difficulty of Dynamic Movements</p> <p><i>Dynamic movements are the use of momentum and gravity to assist movement and execute tricks, so that you can minimize actual muscular effort.</i></p> <p><i>Routine should build on quality movement patterns.</i></p> <p><i>Aerialists should safely demonstrate dismount landing, high force overhead body impact, and swinging in a safe and seamless manner.</i></p> <p><i>Routine should evenly bridge the gap between lower force compulsory skills, and much higher force skills optional level or elite skills.</i></p>	10		
<p>Presentation: Control & Cleanliness</p> <p><i>Balance within all movements. Controlled and clean choreography including pointed toes and elongated, engaged lines.</i></p> <p><i>If two competitors are similar but one points their toes throughout the routine and the other doesn't, the person who pointed their toes' performance will have looked neater and more polished overall.</i></p> <p><i>If your legs are meant to be straight, really engage your quads to make them as straight as possible! Or make your leg(s) properly bent so it is evident of the trick shape.</i></p> <p><i>If the move is perfectly executed but your leg is 'kind of' straight it will not look intentional.</i></p> <p><i>Deductions on microbends and obvious unintentional bends.</i></p> <hr/> <p>Synchronization of Tricks (Duos / Groups)</p> <p><i>Synchronization refers to the synchronization of the overall performance. This includes on and off the pole\silks\hoop, around the</i></p>	10		

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<i>apparatus and the stage area as well as how well the partners work together throughout the whole performance. Synchronization also refers to the execution level of the partner's tricks or combinations.</i>			
<p>Execution of Trick Placements</p> <p><i>The angle/degree of a split is measured by the lines formed by the inner thighs in alignment with the hips to the knees. Moves not performed at angles clearly visible for the judges to see full execution, will be deducted points.</i></p>	5		
<p>Execution of Trick Durations</p> <p><i>Holding a position for two seconds. A compulsory move will be counted from the time the athlete is in the required position. The position must be fixed for two seconds (for balance elements – 3 seconds). The transition in and out of the compulsory move will not be counted towards the holding of a position. Please note this is intended for fair judging, enabling athletes to show correct form, body execution and strength on compulsory moves but not to deter from flow of movement.</i></p>	5		
MAX SCORE	100		

Artistic Scoring

Judging is based primarily on the competitor's artistic representation, interpretation, and stage routine. The competitor's ability to convey emotion and expression throughout the piece will be assessed with the competitor's own flair of unique style. Competitors should be confident, engaging, and entertaining whilst showing a high level of stage presence in every element of their original routine, both on the ground and in the air. Competitors should flow seamlessly in and out of tricks, combinations, and dynamic movement. Competitor's ability to undertake dance and acrobatic choreo with imagination, flair, and flow in overall execution will be assessed.

Artistic Score Sheet

Judging Criteria	Maximum Score	Score	Comments
<p>Clarity of Concept and Musicality</p> <p><i>Musicality is the ability of the competitors to interpret music and to</i></p>			

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<p><i>demonstrate not only its difficult elements or technique, but its flow, shape, and intensity and passion within the physical performance.</i></p> <p><i>Musical theme, role or character played throughout the performance should be clear and concise to judges and audience.</i></p> <p><i>Interpretation refers to the athlete's ability to interpret the music, their facial expressions, their emotions, choreography and the creation of a character or persona and story. The athlete should create choreography that shows the light, shade, feeling and emotion of the music and their movements.</i></p> <p><i>Concept: Music style should fit with the characters. Competitors should connect with the music and show expression through their costume, body language, and facial movements. They need to show they can work their choreography to the beat and phrase of the music and melody.</i></p> <p><i>There must be strong cohesion between the overall performance (movements) and the choice of music. Routine must be performed entirely to music. Choreography utilizes the ideas given by the music.</i></p> <p><i>Competitors should perform to the right rhythm, and should not miss beats when they are clearly trying to perform them.</i></p> <p><i>Music selection will help establish the structure and pace, as well as the theme of the exercise. It will support and highlight the performance. It must also be used to inspire the overall choreography and contribute to the style and quality of the choreography, as well as to the expression of athletes.</i></p> <p><i>Music should not act solely as a background, and must strongly be incorporated to the life of the routine.</i></p> <p><i>Competitor emotion presented must match the theme or the story, or there is none.</i></p>	<p>10</p>		
<p style="text-align: center;">Composition and Structure</p> <p><i>Composition - The intentional, developed and/or original arrangement of the repertoire of all types of movements.</i></p> <p><i>This focuses on how your routine is designed or built with regard to the music. It is defined as an intentionally developed original arrangement of the repertoire of all types of movements into a meaningful whole. According to the principles of proportion, unity, space, pattern, and musical structure.</i></p> <p><i>The choreography reflects musical phrases and form.</i></p>	<p>10</p>		

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<p><i>Form refers to the structure and organization of a musical composition.</i></p>			
<p style="text-align: center;">Artistry</p> <p><i>Artistry in dance as the whole picture, of which technique and “soul” are important and perhaps equal pieces. Someone showing superb artistry, then, would be an aerialist who has worked hard to put all of the puzzle pieces together into a dazzling picture.</i></p> <p><i>The movement an aerialist performs is simply a means to communicate an idea, an emotion, or a piece of music, and while technical execution is important, it is only important in so far as the idea gets across. The success of that communication lies with the artist in the air.</i></p>	10		
<p style="text-align: center;">Stage Presence</p> <p><i>Intensity refers to the level of coronary intensity of the routine, the level of body use (body segments), the intensity level of transitions, and the choreographic dynamism of the athlete.</i></p> <p><i>Presentation focuses on how the program is performed in relation to the music. It demonstrates engagement, commitment, and involvement based on understanding the music and composition.</i></p> <p><i>Competitor should command the stage. They should be in total control of their performance and carry themselves with an impressive style or manner, which is both engaging and charismatic.</i></p>	10		
<p style="text-align: center;">Overall Flow and Fluidity</p> <p><i>Flow refers to the athlete’s ability to create a seamless and effortless routine. The athlete should show a flow off the apparatus and from floor to standing or from standing to floor. The sequences, moves, transitions, choreography and/or acrobatic movements should flow in a seamless, smooth, natural, flawless, and graceful way. Movement in and out of moves should continue to the next move flawlessly The routine should not look disjointed in any way.</i></p> <p><i>Entire routine should have seamlessly connected elements and movement.</i></p> <p><i>Elements must be fully connected with each other with varied, intricate body and skating movements, demonstrating a range of abilities without interruption of the flow of the movement. This includes changes and holds movement type and duration.</i></p> <p><i>Musical sensitivity and timing are your ability to move accurately and consistently as required by the characteristics of the music and its</i></p>	10		

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<p><i>elements, melody, rhythm, harmony, tempo dynamics, and articulation.</i></p> <p><i>Steps and movements follow the musical timing when clearly identifiable or required by the regulations or the specific style of dance. Finesse of movement demonstrates an appreciation of musical details, accents, and nuances in the appropriate and purposeful translation of the music into movements.</i></p>			
<p>Quality and Variety of Movements</p> <p><i>Variety is the quality or state of being different or diverse. The absence of uniformity, sameness, or monotony. Apply that to your performance. Strive to be different and unique, and avoid repetitive movements.</i></p> <p><i>Level of creativity, originality and complexity in all elements, transitions, and combinations in the entire routine. Competitors should create new and original movements for their transitions in and out of elements and on and off the apparatus.</i></p> <p><i>Competitors should show creativity, originality, and variation in simple and well known tricks.</i></p> <p><i>Routine does not repeat itself in elements, climbs, inverts, and lifts.</i></p> <p><i>Competitors must demonstrate technical skill in chosen elements that require coordination and physical capabilities.</i></p> <p><i>Execution should not be messy or insecure. Variety in contrast to energy and movements.</i></p> <p><i>Introduction of a movement or different movements that can serve to intensify its meaning and underline an accent or a musical nuance. The force and motion should vary throughout the competitor's routine.</i></p>	<p>10</p>		
<p>Balanced Routine</p> <p><i>Multidirectional movements and use of space. These are fluid and controlled movements along or across different planes, high, medium, low, and diagonal. The ability to use the space to create an interesting design of movements.</i></p>	<p>10</p>		
<p>Overall Presentation</p> <p><i>This refers to the originality of the overall presentation including the theme, music choice, costume, and the originality of choreography throughout the entire routine. Competitors should create surprising</i></p>			

<p><i>and emotional choreography that is original and memorable. Routine should create a character or persona and a story.</i></p> <p><i>Routines in this category should have strong creativity and complexity, and should not purely rely on athletic sequence of elements.</i></p> <p><i>Choreography should tell a clear story. Competitor's movement must reflect the story, theme, and music.</i></p> <p><i>Movement must not be flat or repetitive, but develops and progresses throughout the performance.</i></p> <p><i>Strong technical skill is executed in choreography, whilst different sections remain connected.</i></p>	<p>10</p>		
<p>Uniqueness of Performance</p> <p><i>This refers to the originality of the overall presentation of moves and combinations, original movement on and off the apparatus and the originality of choreography throughout the entire routine. Competitors should create original combinations of moves and new themes in choreography. Judges are not looking for just one or two unique moves but for overall originality in all components of the routine.</i></p>	<p>5</p>		
<p>Levels of Tricks</p> <p><i>Overall delivery in effective trick executions. Tricks must be done in a safe and secure manner. Tricks should showcase performer's strengths. There must be a range of movement and shapes.</i></p> <p>Level of Execution and Difficulty of Strength Movements</p> <p><i>Performance should showcase competitor's strength and endurance, lower and upper extremity power, grip strength and body weight agility without or with minimum use of momentum. Strength movements should clearly demonstrate balance and coordination from competitors.</i></p> <p>Level of Execution and Difficulty of Flexibility movements</p> <p><i>Flexibility is the range of motion you have in a joint or a group of joints. Being flexible in one joint doesn't necessarily mean you will be flexible in another.</i></p> <p><i>Flexibility is important in aerial because without the right range of</i></p>	<p>5</p>		

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<p><i>motion, aerialists will be unable to learn how to do certain skills.</i></p> <p><i>Competitors should incorporate dynamic flexibility movements while maintaining muscle activation. Flexibility movements should showcase increased range of motion from competitors.</i></p>			
<p>Levels of Dynamic Transitions</p> <p><i>This refers to the originality of all transitions, entrances, and exits of moves and combinations in the entire routine. Competitors should create new and original movements for their transitions in and out of moves and on and off the apparatus.</i></p> <p><i>Dynamic movements are the use of momentum and gravity to assist movement and execute tricks, so that you can minimize actual muscular effort. Routine should build on quality movement patterns. Aerialists should safely demonstrate dismount landing, high force overhead body impact, and swinging in a safe and seamless manner. Routine should evenly bridge the gap between lower force compulsory skills, and much higher force skills optional level or elite skills.</i></p>	5		
<p>Facial Expressions</p> <p><i>Expressiveness and projection.</i></p> <p><i>This means that through the complete personal involvement in the program, you express and project a mood, feeling, image, rhythm, or style inspired by the musical selection and by the idea of the composition, confident presentation of your body, and energy to communicate a feeling, the ability to capture the audience and their emotions.</i></p>	5		
<p>MAX SCORE</p>	100		

DEDUCTIONS

Technical Mistakes

Poor execution

Any inability to perform movements with safe and fluid technique in maximum precision, correct posture, body alignment or inadequate physical capacities (such as active and passive flexibility, strength, amplitude, power, or endurance).

Examples of poor execution:

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- Knee and toe alignment
 - The knee and toe should be aligned. There should be a straight line from the kneecap to the big toe. The foot and toes should be pointed. The toes should not be clenched or showing tension. No unnecessary grasping or gripping the apparatus.
- Clean lines
 - The legs and arms should be correctly positioned and at full extension, feet and toes should be pointed. Fingers and toes should not show tension and feet should not be flexed unless performing an aerial walk or if it is a choreography choice.
- Extension
 - Legs, arms, back, neck, wrist and torso line should be fully lengthened. The shoulders and/or back should not be rounded and the head should be high showing no strain.
- Posture
 - Correct body alignment should be used on and off the apparatus. No uncontrolled movements.
- Poor transitions between elements
 - The transitions from element to another must be executed with ease and grace without hesitation, re-grips or rebalancing. Transitions should appear effortless.
- Bad angle of the move
 - Performing any element in the routine at an unfavorable angle. When using dynamic movement, the athlete must demonstrate absolute control to avoid the stop of apparatus in the element with an unfavorable angle.
- A slip or loss of balance
 - A temporary loss of control on the silk \ hoop or a clear loss of balance during a choreographic element. A minor slip or loss of balance is considered as poor execution. In minor cases the slip is not affecting the flow of the performance and athletes are able to continue as planned.
- Drying hands on costume, body, silk \ hoop, or floor and/or fidgeting with hair or costume

- A Fall
 - Sudden rapid uncontrolled and catastrophic drop onto the floor. This can be from any position on or off the silks \ hoop. If a competitor can regain her/his/their control before landing, the error is considered as a slip.

EXPLICIT SEXUAL CONTENT

- A definition of explicit sexual content occurs when the athlete within the routine executes clear gestures of a sexual nature, for example: touching the genitals, twerking, etc.

EXTRAORDINARY CIRCUMSTANCES

Extraordinary circumstances include, but are not limited to, the following situations:

- A. Incorrect music is cued.
- B. Music problems due to the malfunction of the equipment.
- C. Disturbances caused by general equipment failure - lighting, stage, venue.
- D. The introduction of any foreign object into the performance area by an individual or means other than by the competitor.
- E. Extraordinary circumstances causing a walk-over out of the competitor's control.

It is the responsibility of the competitor to stop the routine immediately if an extraordinary circumstance as mentioned above arises. A protest after the completion of a routine will not be accepted.

Upon the decision of the judges, the competitor may restart the routine after the problem has been corrected. Any scores previously given will be disregarded. Where situations not stated above may arise, they will be resolved by a review of the circumstances by the judges.

COSTUME, MAKE UP, PROPS

- Parts of the costume (not in the intimate areas), depending on the choreography, can be removed, in any case costumes should not be intentionally removed in an erotic manner.
- Costumes can't include: thongs, pasties, garter belts, underwear, swimwear or bikinis, transparent clothing that does not cover the breast or the pelvic area - PVC or rubber, oil, or water.

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- *MINORS must have legs covered. NO NUDE STOCKINGS.*
- **ADULTS:** The costume must cover the entire pelvic area and at least 1/2 of the buttocks prior to performance. Adult competitors may wear shorts or leotards, but if less than 50% of the glutes are not covered at the start of the performance, stockings must be worn underneath. Any color, nude or black is allowed for adult competitors.
- It is expressly forbidden to perform seminude, improperly dressed or in an overtly erotic manner (i.e.: Stroking the body suggestively, fondling the breast, chest, and groin area, performing a gluteal dance and shaking the chest or gluteus in a suggestive manner.
- Please be advised body rolls are not included in the above
- Aerial Arts Society organizers reserve the right to disqualify an athlete for improper dress, removing costume in intimate areas, intentional costume failure or use of oil and fire on the stage.
- Approved grip aids can be used and will be supplied by AAS.
- It is forbidden to apply any grip aid to the apparatus. Grip aids may only be applied to the athlete's body.
- Up to 3 props are allowed, including human props. Up to 2 human props are allowed. Human props must NOT touch performer/competitor and apparatus. Props must be submitted by the prop approval deadline.

Aerial Arts Society Policy on Body Piercing

AAS believes that jewelry and adornments worn in body piercing are inappropriate for safe practice in aerial. This policy applies to all participants and coaches in training and in events at home and abroad.

Participants

A person participating with body adornments or jewelry **MUST** inform the coach and remove the relevant items to reduce the risk of injury to the participant(s).

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Jewelry that cannot be removed

It is acknowledged that in some circumstances, it may be impossible to remove a ring and/or dermal piercings. Should this be the case; the ring must be sufficiently covered with protective tape; and the piercings covered sufficiently to eliminate any risk.

Newly Pierced Ears

Newly pierced stud earrings need to be covered with protective tape but must be removed as soon as possible (normally after six-weeks). This does not cover the taping of earrings which can be removed.

For the avoidance of any doubt, any jewelry which can be removed, should be removed.

Religious and Medical Jewelry

With regards to the wearing of jewelry, sensitivity to religious beliefs and medical requirements/reasons should be afforded, but safety is paramount and any jewelry that is considered by the coach to be a safety hazard, should be changed or participation may be prohibited. Any concessions on religious or medical jewelry must be within the bounds of reasonable safety. The element of risk should be explained to the coach/participant (parent or guardian) and every attempt to control the risk should be adopted.

In all instances above, it is the responsibility of the competitor or coach in charge of the session to ensure a sufficient risk assessment has been carried out.

If the coach identifies a significant risk to the participant, coach, or others, which cannot be controlled satisfactorily, then within the bounds of reasonable safety, the coach **MUST** prohibit participation.

Legitimate health and safety concerns which contra-indicate participation, will supersede any other considerations, be they religious, medical, or other.

Failure to conform to this policy will prohibit the individual's participation on the grounds of reasonable safety.

COSTUME MALFUNCTION

The definition of a costume malfunction is when a part of the costume accidentally falls, falls off, unravels, or is distracting to the athlete's performance. This should not be confused with the willful removal of clothing (revealing breasts or genitals), which is a direct violation of the AAS rule of non-removal of underwear clothing during an Aerial Art Competition.

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

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.

DAY OF CHECK IN & EVENT STAGE TESTING

Check in

Check in at the registration table upon arrival.

For those participating in stage testing, check-in must be completed prior to your stage testing time. For those choosing not to participate in stage testing, check in must be completed no later than 3 hours prior to your scheduled performance time. Competitors and showcase performers must be BACKSTAGE AT LEAST 1 HOUR prior to call time.

Please arrive early for stage testing based on the provided schedule. Stage testing will be done on a first come first serve basis. If your stage testing is missed, no additional time will be permitted. Sign the performance waiver online prior to stage testing. This can be done at the venue or prior to entering the venue. If you are the guardian of a minor, you are responsible to check them in and sign all their waivers. A legal guardian is required to sign all forms for competitors under 18 years old.

Stage testing will be a maximum of 2-minutes per performance. Please plan in advance. You will be asked to leave the apparatus once your stage testing time is completed. Your stage testing should include setting your height (if applicable), starting position, and familiarizing yourself with the feel of the apparatus and stage. You will not have enough time to go through your full routine.

Aerial Specialty competitors bringing their own apparatus are required to attend stage testing. The competitor shall present proof of manufacture from a pole, aerial or circus manufacturer for all necessary components required for safe rigging of their apparatus to the AAS technical staff and confirm the height specified via email prior to the event.

DAY OF EVENT - COMPETITION

Prior to performing, stage manager and professional rig tech will adjust the height of your apparatus (not applicable to silks or rope). If it is not set properly, please let the stage manager know before starting your performance.

If the wrong music plays during your routine or if there is a disruption in your performance due to a technical difficulty - you will be given the opportunity to stop the performance and re-do your routine or you can let the stage manager know of the mishap prior to performing.

DAY OF EVENT - AWARDS

Awards will be presented at the end of each performance day for in-person performances. All virtual awards will be presented during the Saturday evening awards ceremony. Awards will be streamed live on the Aerial Arts Society Facebook. For in-person performers: If you place and cannot stay for the awards ceremony - you must arrange someone who is staying to pick up your awards for you.

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

Rules, Guidelines, and Important Information

General

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

Code of Conduct

1. Bullying, harassment, and other threatening behavior will not be tolerated. This includes, but is not limited to, behavior to competition officials, judges, competitors, coaches, and any others in association with this event. This includes in-person and online behaviors, including emails, text messages, phone calls, in-person comments, social media posts or messaging etc.
2. All language and interactions must be appropriate for a family-friendly environment and representative of our values. This includes, but is not limited to, music, costumes, props, and all dialogue with competition officials and any others in association with this event.
3. Competitors in violation of this Code of Conduct are subject to deductions or disqualification. This may also result in the banning from future events.
4. Aerial Arts Society reserves the right to deny entry to any competitor in violation of the Rules and Code of Conduct listed in this handbook.
5. Drugs and Alcohol: Competitors are not allowed to consume any alcohol, illegal drugs or medical drugs that impair function to perform. If an individual is displaying indications of alcohol or drug consumption, you will be asked to leave the event.
6. Safety: All rules must be followed below throughout the course of the event.
7. All participants are required to use a crash pad/mat.
8. No participants or coaches should touch rigging throughout the course of the event.
9. No additional people are permitted on stage with competitors from the time the music starts until it ends, except for approved human props.
10. Level: Competitors are expected to be honest in representing their competitive level and

abilities. We reserve the right to switch competitor categories depending on their presented skills based on the performance requirements.

11. Photography/Videos: No flash photography is permitted during the event.

Privacy Policy

Information necessary and relating to this event is subject to publication on our social media including, but not limited to, photos, videos, names, studios, placings, etc. Use of a stage name can be substituted to help reserve the privacy of any competitors, if desired. Please make sure to declare stage name during time of registration.

Waivers

ALL competitors will be required to read and sign a waiver, release of liability, and media release. All minors will be required to have all forms completed by a parent or guardian with legal rights to sign for their minor. All documentation must be submitted prior to competitor registration.

LEGAL GUARDIAN

All athletes under 18 must have a parent/legal guardian present at the competitions. If the parent/legal guardian is unable to attend, he/she needs to provide a notarized document of temporary guardianship in freeform in English to the responsible person (friend, family member, coach, or other member of the national delegation).

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

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SAMPLE LINE UP / TENTATIVE SCHEDULE
*SUBJECT TO CHANGE

Saturday : *PROSHOW is SAT EVENING/NIGHT / MINORS SUNDAY MORNING

**You will be divided by GROUP and LEVEL
EX: Group A1 / Level 4**

GROUP A1

SILKS, POWERHOUSE CHAMP, DIVISION 1: AGES 18-29

LEVEL 1: AERIAL SILKS | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCED

GROUP A2

SILKS, POWERHOUSE CHAMP, DIVISION 2: AGES 30-39

LEVEL 1: AERIAL SILKS | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCED

GROUP A3

SILKS, POWERHOUSE CHAMP, DIVISION 3: AGES 40-49

LEVEL 1: AERIAL SILKS | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCED

GROUP A4

SILKS, POWERHOUSE CHAMP, DIVISION 4: AGES 50 and up

LEVEL 1: AERIAL SILKS | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCED

GROUP A5

SILKS, DRAMATIC FLOW ARTISAN, DIVISION 1: AGES 18-29

AERIAL ARTS SOCIETY

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LEVEL 1: AERIAL SILKS | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP A6

SILKS DRAMATIC FLOW ARTISAN, DIVISION 2: AGES 30-39

LEVEL 1: AERIAL SILKS | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP A7

SILKS, DRAMATIC FLOW ARTISAN, DIVISION 3: AGES 40-49

LEVEL 1: AERIAL SILKS | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP A8

SILKS, DRAMATIC FLOW ARTISAN, DIVISION 4: AGES 50 and up

LEVEL 1: AERIAL SILKS | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP A9

SILKS, ENERGETIC ENTERTAINER, DIVISION 1: AGES 18-29

LEVEL 1: AERIAL SILKS | ENERGETIC ENTERTAINER | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | ENERGETIC ENTERTAINER | INTERMEDIATE
LEVEL 4: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCED

GROUP A10

SILKS, ENERGETIC ENTERTAINER, DIVISION 2: AGES 30-39

LEVEL 1: AERIAL SILKS | ENERGETIC ENTERTAINER | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | ENERGETIC ENTERTAINER | INTERMEDIATE
LEVEL 4: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCED

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GROUP A11

SILKS, ENERGETIC ENTERTAINER, DIVISION 3: AGES 40-49

LEVEL 1: AERIAL SILKS | ENERGETIC ENTERTAINER | BEGINNER NOVICE

LEVEL 2: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCE AMATEUR

LEVEL 3: AERIAL SILKS | ENERGETIC ENTERTAINER | INTERMEDIATE

LEVEL 4: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCED

GROUP A12

SILKS, ENERGETIC ENTERTAINER, DIVISION 4: AGE 50 and up

LEVEL 1: AERIAL SILKS | ENERGETIC ENTERTAINER | BEGINNER NOVICE

LEVEL 2: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCE AMATEUR

LEVEL 3: AERIAL SILKS | ENERGETIC ENTERTAINER | INTERMEDIATE

LEVEL 4: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCED

GROUP A13

DUO / GROUPS | AERIAL SILKS

GROUP A14

SHOWCASE | AERIAL SILKS

GROUP B1

AERIAL HOOP, POWERHOUSE CHAMP, DIVISION 1: AGES 18-29

LEVEL 1: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | BEGINNER NOVICE

LEVEL 2: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR

LEVEL 3: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | INTERMEDIATE

LEVEL 4: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCED

GROUP B2

AERIAL HOOP, POWERHOUSE CHAMP, DIVISION 2: AGES 30-39

LEVEL 1: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | BEGINNER NOVICE

LEVEL 2: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR

LEVEL 3: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | INTERMEDIATE

LEVEL 4: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCED

GROUP B3

AERIAL HOOP, POWERHOUSE CHAMP, DIVISION 3: AGES 40-49

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LEVEL 1: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCED

GROUP B4

AERIAL HOOP, POWERHOUSE CHAMP, DIVISION 4: AGES 50 and up

LEVEL 1: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCED

GROUP B5

AERIAL HOOP, DRAMATIC FLOW ARTISAN, DIVISION 1: AGES 18-29

LEVEL 1: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP B6

AERIAL HOOP, DRAMATIC FLOW ARTISAN, DIVISION 2: AGES 30-39

LEVEL 1: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP B7

AERIAL HOOP, DRAMATIC FLOW ARTISAN, DIVISION 3: AGES 40-49

LEVEL 1: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP B8

AERIAL HOOP, DRAMATIC FLOW ARTISAN, DIVISION 4: AGES 50 and up

LEVEL 1: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCED

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GROUP B9

AERIAL HOOP, ENERGETIC ENTERTAINER, DIVISION 1: AGES 18-29

LEVEL 1: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCED

GROUP B10

AERIAL HOOP, ENERGETIC ENTERTAINER, DIVISION 2: AGES 30-39

LEVEL 1: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCED

GROUP B11

AERIAL HOOP, ENERGETIC ENTERTAINER, DIVISION 3: AGES 40-49

LEVEL 1: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCED

GROUP B12

AERIAL HOOP, ENERGETIC ENTERTAINER , DIVISION 4: AGES 50 and up

LEVEL 1: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCED

GROUP B13

DUO/GROUPS | AERIAL HOOP/LYRA

GROUP B14

AERIAL HOOP | SHOWCASE

GROUP C1

AERIAL HAMMOCK, POWERHOUSE CHAMP, DIVISION 1: AGES 18-29

LEVEL 1: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | BEGINNER NOVICE

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LEVEL 2: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCED

GROUP C2

AERIAL HAMMOCK, POWERHOUSE CHAMP, DIVISION 2: AGES 30-39

LEVEL 1: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCED

GROUP C3

AERIAL HAMMOCK, POWERHOUSE CHAMP, DIVISION 3: AGES 40-49

LEVEL 1: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCED

GROUP C4

AERIAL HAMMOCK, POWERHOUSE CHAMP, DIVISION 4: AGES 50 and up

LEVEL 1: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCED

GROUP C5

AERIAL HAMMOCK, DRAMATIC FLOW ARTISAN , DIVISION 1: AGES 18-29

LEVEL 1: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP C6

AERIAL HAMMOCK, DRAMATIC FLOW ARTISAN , DIVISION 2: AGES 30-39

LEVEL 1: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCED

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GROUP C7

AERIAL HAMMOCK, DRAMATIC FLOW ARTISAN, DIVISION 3: AGES 40-49

LEVEL 1: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP C8

AERIAL HAMMOCK, DRAMATIC FLOW ARTISAN, DIVISION 4: AGES 50 and up

LEVEL 1: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP C9

AERIAL HAMMOCK, ENERGETIC ENTERTAINER, DIVISION 1: AGES 18-29

LEVEL 1: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCED

GROUP C10

AERIAL HAMMOCK, ENERGETIC ENTERTAINER, DIVISION 2: AGES 30-39

LEVEL 1: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCED

GROUP C11

AERIAL HAMMOCK, ENERGETIC ENTERTAINER, DIVISION 3: AGES 40-49

LEVEL 1: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | BEGINNER NOVICE

LEVEL 2: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCED

GROUP C12

AERIAL HAMMOCK, ENERGETIC ENTERTAINER, DIVISION 4: AGE 50 and up

LEVEL 1: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | BEGINNER NOVICE

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LEVEL 2: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCED

GROUP C13

DUO/GROUP | AERIAL HAMMOCK

GROUP C14

SHOWCASE | AERIAL HAMMOCK

Specialty is **not** separated by categories or apparatuses
Only available to Age Divisions 1 - 4 (adults only)
And levels 3 - 5 (Intermediate and up)

GROUP D1

LEVEL 3 | SPECIALITY | DIVISION 1: AGES 18 - 29 | INTERMEDIATE

LEVEL 4 | SPECIALITY | DIVISION 1: AGES 18 - 29 | ADVANCED

GROUP D2

LEVEL 3 | SPECIALITY | DIVISION 2: AGES 30 - 39 | INTERMEDIATE

LEVEL 4 | SPECIALITY | DIVISION 2: AGES 30 - 39 | ADVANCED

GROUP D3

LEVEL 3 | SPECIALITY | DIVISION 3: AGES 40 - 49 | INTERMEDIATE

LEVEL 4 | SPECIALITY | DIVISION 3: AGES 40 - 49 | ADVANCED

GROUP D4

LEVEL 3: SPECIALITY | DIVISION 4: AGES 50 and up | INTERMEDIATE

LEVEL 4: SPECIALITY | DIVISION 4: AGES 50 and up | ADVANCED

GROUP D5

DUO / GROUPS | SPECIALITY

GROUP D6

SPECIALITY | SHOWCASE

AERIAL ARTS SOCIETY

SATURDAY AWARDS CEREMONY

FOUNDERS + JUDGES PERFORMANCES
PRO SHOWCASE

PROFESSIONAL ALL STAR COMPETITION

PROFESSIONAL AWARDS

SUNDAY

OPENING PERFORMANCES

COMPETITION STARTS

GROUP E1

AERIAL SILKS, POWERHOUSE CHAMP, JUNIORS AGES 12 - 14

LEVEL 1: AERIAL SILKS | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCED

GROUP E2

AERIAL SILKS, POWERHOUSE CHAMP, VARSITY AGES 15 - 17

LEVEL 1: AERIAL SILKS | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL SILKS | POWERHOUSE CHAMPIONS | ADVANCED

GROUP E3

AERIAL SILKS, DRAMATIC FLOW ARTISAN, JUNIORS AGES 12 - 14

LEVEL 1: AERIAL SILKS | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE

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LEVEL 2: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP E4

AERIAL SILKS, DRAMATIC FLOW ARTISAN, VARSITY AGES 15 - 17

LEVEL 1: AERIAL SILKS | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL SILKS | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP E5

AERIAL SILKS, ENERGETIC ENTERTAINER, JUNIORS AGES 12 - 14

LEVEL 1: AERIAL SILKS | ENERGETIC ENTERTAINER | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | ENERGETIC ENTERTAINER | INTERMEDIATE
LEVEL 4: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCED

GROUP E6

AERIAL SILKS, ENERGETIC ENTERTAINER, VARSITY AGES 15 - 17

LEVEL 1: AERIAL SILKS | ENERGETIC ENTERTAINER | BEGINNER NOVICE
LEVEL 2: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
LEVEL 3: AERIAL SILKS | ENERGETIC ENTERTAINER | INTERMEDIATE
LEVEL 4: AERIAL SILKS | ENERGETIC ENTERTAINER | ADVANCED

GROUP E7

DUOS/GROUPS | AERIAL SILKS

GROUP E8

SHOWCASE | AERIAL SILKS

GROUP F1

AERIAL HOOP, POWERHOUSE CHAMP, JUNIORS AGES 12 - 14

LEVEL 1: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCED

AERIAL ARTS SOCIETY

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GROUP F2

AERIAL HOOP, POWERHOUSE CHAMP, VARSITY AGES 15 - 17

LEVEL 1: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | POWERHOUSE CHAMPIONS | ADVANCED

GROUP F3

AERIAL HOOP, DRAMATIC FLOW ARTISAN, JUNIORS AGES 12 - 14

LEVEL 1: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP F4

AERIAL HOOP, DRAMATIC FLOW ARTISAN, VARSITY AGES 15 - 17

AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | INTERMEDIATE
AERIAL HOOP/LYRA | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP F5

AERIAL HOOP, ENERGETIC ENTERTAINER, JUNIORS AGES 12 - 14

AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | BEGINNER NOVICE
AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | INTERMEDIATE
AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCED

GROUP F6

AERIAL HOOP, ENERGETIC ENTERTAINER, VARSITY AGES 15 - 17

AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | BEGINNER NOVICE
AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | INTERMEDIATE
AERIAL HOOP/LYRA | ENERGETIC ENTERTAINER | ADVANCED

GROUP F7

DUO/GROUPS | AERIAL HOOP/LYRA

GROUP F8

SHOWCASE | AERIAL HOOP/LYRA

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GROUP G1

AERIAL HAMMOCK, POWERHOUSE CHAMP, JUNIORS AGES 12 - 14

LEVEL 1: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCED

GROUP G2

AERIAL HAMMOCK, POWERHOUSE CHAMP, VARSITY AGES 15 - 17

LEVEL 1: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | BEGINNER NOVICE
LEVEL 2: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCE AMATEUR
LEVEL 3: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | INTERMEDIATE
LEVEL 4: AERIAL HAMMOCK | POWERHOUSE CHAMPIONS | ADVANCED

GROUP G3

AERIAL HAMMOCK, DRAMATIC FLOW ARTISAN, JUNIORS AGES 12 - 14

LEVEL 1: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP G4

AERIAL HAMMOCK, DRAMATIC FLOW ARTISAN, VARSITY AGES 15 - 17

LEVEL 1: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | BEGINNER NOVICE
LEVEL 2: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCE AMATEUR
LEVEL 3: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | INTERMEDIATE
LEVEL 4: AERIAL HAMMOCK | DRAMATIC FLOW ARTISAN | ADVANCED

GROUP G5

AERIAL HAMMOCK, ENERGETIC ENTERTAINER, JUNIORS AGES 12 - 14

LEVEL 1: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | BEGINNER NOVICE
LEVEL 2: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCE AMATEUR
LEVEL 3: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | INTERMEDIATE
LEVEL 4: AERIAL HAMMOCK | ENERGETIC ENTERTAINER | ADVANCED

GROUP G6

AERIAL HAMMOCK, ENERGETIC ENTERTAINER, VARSITY 15 - 17

LEVEL 1: AERIAL HAMMOCK | ENERGETIC | BEGINNER NOVICE

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LEVEL 2: AERIAL HAMMOCK | ENERGETIC | ADVANCE AMATEUR

LEVEL 3: AERIAL HAMMOCK | ENERGETIC | INTERMEDIATE

LEVEL 4: AERIAL HAMMOCK | ENERGETIC | ADVANCED

GROUP G7

DUOS/GROUPS | AERIAL HAMMOCK

GROUP G8

SHOWCASE | AERIAL HAMMOCK



SUNDAY AWARDS CEREMONY

TENTATIVE SCHEDULE

AERIAL ARTS SOCIETY RESERVES THE RIGHT TO CHANGE / UPDATE THE TENTATIVE PROGRAM SCHEDULE

CONTINGENT ON COMPETITOR DIVISIONS, LEVELS, AND CATEGORY SIGN UPS