

# The Midwest Championship of Stage Magic The Midwest Championship of Close-up Magic



## 2016 Contest Rules



All contestants, including assistants or helpers, must have a full registration for the convention.

Please read all rules below. Contestants are responsible for adhering to the rules. Violations may result in disqualification.

### General

Everything must be appropriate for family audiences (G rated).

A complete official entry form & video of THE ACT YOU WILL BE PRESENTING ONLY (DVD form is the only form of submission accepted, NO ONLINE LINKS, please.), must be turned in to the Contest Chairman & AbraCORNdabra with registration. If you have already registered for AbraCORNdabra 2016 – then please fill out an entry form and send it in with your DVD submission.

### Contest Categories

Midwest Championship of Stage Magic ....1<sup>st</sup> & 2<sup>nd</sup> place

Midwest Championship of Close-up Magic ....1<sup>st</sup> & 2<sup>nd</sup> place

All four place contestants receive a beautiful trophy and prize money.

Prize money amounts are: 1<sup>st</sup> place - \$500 cash. 2<sup>nd</sup> place - \$250 cash.

A People's Choice Award will be given in both categories. (Stage & Close-up)

### Qualifying to Compete

All persons performing in a competition act must be registered for the entire convention – including assistants and helpers for stage contests.

Contestants must submit a DVD of the complete act they will be performing in competition to be considered for one of the nine slots in the contest. All submissions must be in the hands of AbraCORNdabra by

An act cannot enter the competition if they are a paid performer at the same convention.

The Contest Chairman & AbraCORNdabra may limit the number of contestants in any contest category based on time limitations for the overall contest.



# 2016 Contest Rules



## Time Limits

There is a limit on the amount of time that a contestant can perform. The limit is eight minutes for both stage acts and close-up acts.

Each act must be at least five minutes in length.

For stage acts, time begins when the performer's name is announced to the audience. For close-up acts, time begins when the performer begins their presentation.

In addition to the eight minutes of performance time, each act will be given one minute of on-stage set-up time prior to performing, and one minute of on-stage strike time after performing. The combination of on-stage set-up time, performance time, and strike time adds-up to a ten minute maximum. This limit allows 6 performers to compete per hour of contest time. Set-up and strike times are NOT considered part of performance time.

Additional off-stage set-up and strike time (in the wings) is limited only by venue availability. Typically, an hour of set-up time before the contest performance is available, although backstage space is limited. Performers must respect their fellow performers in competition by keeping all noise, chatter, etc. to a very low minimum. Any disruption backstage is grounds for disqualification.

Exceeding the performance time limit of eight minutes or the overall act limit of ten minutes will result in the act being disqualified.

## What Performers Need to Bring to the Contest

Bring EVERYTHING that you need to perform your act!

**Stage** – Contestants are responsible for bringing all equipment necessary to perform their act, including all props and tables.

**Close-up** – Contestants will be provided with a table and two chairs.

## Pyrotechnic Devices

Due to insurance and safety requirements, no pyrotechnic devices are allowed. This includes any and all "fire" items such as flash paper, flash pots, smoke pots, and sparklers. Use of fog or haze machines is also not permitted.

## Confetti, Streamers, Etc.

The use of confetti, Mylar confetti, pieces of silk, or any other small or large amounts of disposable, projected items are not allowed. Toss Streamers are allowed. Performers are responsible for cleaning-up all cards, silks, streamers, toss streamers, and other props that they produce, spill, or otherwise use, both on-stage and backstage. No liquids are allowed. No Silly String is allowed.



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## Awards

Awards will be presented at the OscEARs Awards Party. Awards will be presented starting at 11:30 PM on Saturday Night May 21st. Doors open at 11:00 PM. Winners' names will be announced during this party presentation with appropriate trophies and award money given at that time. All contestants are required to be at this party.

## Animals

Use of animals in a performers competition act is fine. Animals must be kept secured and kept quiet during competition. Animals are allowed backstage before contest begins, and an area in a private hallway will be made available if animal becomes disruptive. Animals **MUST** be kept in an appropriate cage at all times until performers allotted time on stage. Once the contestant has made his appearance, the animal **MUST** be taken out of the showroom via a backstage door. **NOT THRU THE THEATER**. Out of respect to the other contestants, there is to be absolutely **NO** noise or disturbance backstage before or after the acts performance.

## Music

**Stage & Close-up** – Contestants are required to bring a copy of their music on audio CD only to the walk-through. If you or an assistant are in control of your own music and cue's, you then may use any music system and playing devise you choose...but...you must contact the Contest Chairman prior to convention arrival to inform him what music/sound system you will be using. If there are any sound cues, other than to begin playing the music at the beginning of the act, such cues must be provided to the Stage Manager during the walk-through.

- Please label your CD with your full name, and indicate which “track” should be played. Please have your sheet of music cues ready upon arrival.
- Retrieval of CDs after the contest show is the responsibility of each Contestant.
- Please do not attempt to retrieve your CD or tape during the contest.

## Microphones

**Stage** – Contestants will have a choice of using either a stand-up microphone, a handheld microphone, or a lavalier microphone, which will be provided for use during their act only.

**Close-up** – No microphones are provided.

## Lighting

**Stage** – Limited theatrical lighting will be provided. This will generally include a “stage wash” and a follow spotlight. The “stage wash” is a set, limited variety of color. Lighting cues must be reviewed with the Stage Manager during the walk-through.

**Close-up** – No special lighting will be provided for the close-up performance.



# 2016 Contest Rules



## Pre-Contest Meeting and Walk-Through

All performers must attend the pre-contest meeting. Stage performers must also participate in a show walk-through to establish stage entrances, exits, and technical cues. The meeting is also to review the contest rules, scoring system, and to answer questions.

The meeting date will be Friday May 20<sup>th</sup>, time will be 10:00 AM. Contestants are to report to Oscar Munoz in the Main Banquet Room at that time. It is the responsibility of each contestant to be present. Persons not attending the pre-contest meeting may be disqualified.

## Scoring

Acts are scored on a scale of 1 to 10 points in ten categories as follows:

- **Opening Impression:** Gaining attention, establishment of presence.
- **Appearance:** Wardrobe/ costuming. Suits the theme, props of act.
- **Presence:** Projection of personality, command of character, confidence, genuine.
- **Stage Craft:** Movement, use of music, turns, voice projection, and action visibility.
- **Technique/ Skill:** Manipulative skills, how well performer displays sleight of hand, use of misdirection, overcoming technical difficulties, were there errors of flashes, were you fooled by some or most of the effects.
- **Program Content:** Routining, interest, sequence of development, choice of material, does the act build, is it magical, them and continuity, time limit.
- **Uniqueness/ Originality:** NO POINTS WILL BE AWARDED IF ACT IS A COPY OF ANOTHER ACT, points only awarded for display or novel ideas, routines, and presentations.
- **Closing:** Did the act build to a recognizable climax and have a definite conclusion.
- **Entertainment Experience:** Did the performer connect with the audience, was the reaction spontaneous.
- **Overall Entertainment Value:** Was the magic direct and understandable, the overall impression of the act, was it enjoyable.

One Hundred (100) points is the maximum score available from an individual judge. There will be no penalty points in this contest. If any of the rules are broken, contestant may be disqualified. Three Judges of various backgrounds will evaluate all performers in each category. All decisions of awards are final. In the event there is a discretion of any kind, ultimate decisions will rest with Contest Chairman and Steve Daly and will be the final decision.



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## **Video taping**

Acts may video tape only their act, unless they have permission from the other acts to video tape their acts. Each Contestant specifically authorizes AbraCORNdabra and Steve Daly to capture, make, produce, alter, and utilize still, video and audio recordings of the participation of the Contestant in the competition (the "Recordings") and AbraCORNdabra and Steve Daly are hereby specifically granted and conveyed an irrevocable global license to duplicate, distribute, or otherwise use the Recordings in any way.

## **Professionalism**

Any unprofessional display of manors or conduct by any contestant before, during, or after contest will be terms for removal from convention and/or titles and awards taken away.

## **Offers made at AbraCORNdabra**

Any offers for Las Vegas Showroom, Cruise Ship Showroom, Television, and/or Touring Contracts are between those entities who make the offers and the contestants who were approached and the offers are made to. AbraCORNdabra, the Contest Chairman, and Steve Daly are not responsible for any offers made or their execution.