Pole Theatre USA Professional Video Judging Table

Pole Art

		Costume/Theme **(10 Points)**	Pole Skill **(10 Points)**	Music & Musicality **(10 Points)**	Dance/Floorwork **(10 Points)**	X-Factor/Stage Presence **(10 Points)**	**Deductions**		
Competitor Name	**Video Link**	Competitors are judged on creativity and originality in costume and theme. The competitor's choice of costume must be appropriate for their performance and enhance the story or theme of the performance. The theme must be consistent and relevant to the performance and/or the story.	Competitors will be judged on their control and execution of tricks. Competitors must be able to perform tricks and combinations with fluidity and control. Competitors with a high level of difficulty of tricks will score well only if they perform those tricks well.	Appropriateness of music choice & musical interpretation: competitors are judged on choice of music and how effectively they interpret their music.	Dance and floor work: Dance/floor work incorporating dance and movement to create an artistic interpretation of music and theme. The emphasis in Pole Art is on dance. Competitors must incorporate a recognisable style of dance into their performance (e.g. contemporary, lyrical, commercial, salsa, samba, ballet, jazz etc).	Competitors will be judged on their ability to entertain and engage the audience.	Failure to incorporate another style of dance will result in an immediate **5 point** deduction.	**Total/50**	**Comments/Feedback**

Pole Drama

		Costume/Theme **(10 Points)**	Pole Skill **(10 Points)**	Movement/Use of Stage **(10 Points)**	Storyline Development **(10 Points)**	X-Factor/Stage Presence **(10 Points)**	**Deductions**		
Competitor Name	**Video Link**	Competitors are judged on creativity and originality in costume and theme. The competitor's choice of costume must be appropriate for their performance and enhance the story or theme of the performance. The theme must be consistent and relevant to the performance and/or the story.	Competitors will be judged on their control and execution of tricks. Competitors must be able to perform tricks and combinations with fluidity and control. Competitors with a high level of difficulty of tricks will score well only if they perform those tricks well.	Movement and use of stage: Competitors are judged not on dance but on movement and use of stage. Competitors should move confidently and with purpose, and effectively use the stage area. They are judged on how well their movement carries their story forward, and assists in developing their message.	Storyline development: In Pole Drama, it is essential to tell a story. Judges will be looking for clarity in the message and story told in the performance.	Competitors will be judged on their ability to entertain and engage the audience.	Failure to have a clear storyline will result in a an immediate **5 point** deduction.	**Total/50**	**Comments/Feedback**

Pole Comedy

		Costume/Theme **(10 Points)**	Pole Skill **(10 Points)**	Movement/Use of Stage **(10 Points)**	Comedic Elements **(10 Points)**	X-Factor/Stage Presence **(10 Points)**	**Deductions**		
Competitor Name	**Video Link**	Competitors are judged on creativity and originality in costume and theme. The competitor's choice of costume must be appropriate for their performance and enhance the story or theme of the performance. The theme must be consistent and relevant to the performance and/or the story.	Competitors will be judged on their control and execution of tricks. Competitors must be able to perform tricks and combinations with fluidity and control. Competitors with a high level of difficulty of tricks will score well only if they perform those tricks well.	Movement and use of stage: Competitors are judged not on dance but on movement and use of stage. Competitors should move confidently and with purpose, and effectively use the stage area.	Incorporation of Comedic Elements and Audience Engagement: Judges must look to see how effectively the competitor is able to entertain and engage the audience. If a judge doesn't find the performance funny but the audience is entertained, then the judge should have regards to the way the audience reacts when scoring this element	X-Factor and stage presence: Contestants will be judged on their ability to entertain and engage the audience. 10 points.	Failure to attempt to incorporate comedy / humour effectively will result in an immediate **5 point** deduction.	**Total/50**	**Comments/Feedback**

Pole Classique

		Costume/Theme **(10 Points)**	Pole Skill **(10 Points)**	Music & Musicality **(10 Points)**	Striptease/Sensual Movement **(10 Points)**	X-Factor and stage presence. (10 Points)	**Deductions**		
Competitor Name	**Video Link**	Competitors are judged on creativity and originality in costume and theme. The competitor's choice of costume must be appropriate for their performance and enhance the story or theme of the performance. The theme must be consistent and relevant to the performance and/or the story.	Competitors will be judged on their control and execution of tricks. Competitors must be able to perform tricks and combinations with fluidity and control. Competitors with a high level of difficulty of tricks will score well only if they perform those tricks well.	Appropriateness of music choice & musical interpretation: Contestants are judged on choice of music and how effectively they interpret their music.	Incorporation of striptease and sexy/sensual style movement into pole and floorwork: Competitors must demonstrate mastery of sensual/sexy movement and dance. Competitors are required to strip/remove at least one item of clothing, and are judged on the "striptease" element. Competitors are required to wear heels and remove at least one item of clothing. They are permitted (but not required) to strip down to a g-string and pasties.	X-Factor and stage presence: Contestants will be judged on their ability to entertain and engage the audience.	Failure to remove an item of costume or wear heels for 1 minute will result in an immediate **5 point** deduction.	**Total/50**	**Comments/Feedback**