

Marking Guidelines

The goal of the marking guidelines is to make sure that when assessing a performance some common criteria are being applied. The total mark is out of 30. No matter what the overall mark the performer with the highest mark wins the competition.

The guidelines are given as basic ie. Key thoughts to have in mind and detailed which gives the marker more ideas on how to score.

Basic Guidelines

| Criteria (each marks out of 10) | 5/10 and below | 6-8/10 | 9-10/10 |
|---------------------------------|--|---|---|
| Entertainment Value | It was OK, probably wouldn't pay to see it | You would pay to see this act | You would pay good money to see this act |
| Thematic Coherence | Could have flowed better, one trick after another without a theme. NOTE : Silent or acts to music – think about how performer personality comes across and if music, how does that enhance/compliment the act | Good flow and character | Whole act just “works” The persona and the effects just link together |
| Technical Strength | You may have guessed how things were done or have seen things that should not have been exposed | The secret cannot be worked out from just the performance, maybe the odd flash or stumble | The secret cannot be worked out from just the performance, no flashing at all |

Detailed Guidelines

| Criteria (each marks out of 10) | 5/10 and below | 6-8/10 | 9-10/10 |
|---------------------------------|---|---|---|
| Entertainment Value | <p>How many Dead spots in performance</p> <p>Was there Nerves / lack of confidence</p> <p>How much would you pay to see this act?</p> <p>How original was it?</p> <p>How well was the audience involved in the performance? Instructions may not have always been clear</p> <p>If it was meant to be funny, how funny?</p> | <p>Little to no dead time</p> <p>Little to no nerves / confidence performance</p> <p>Audience management good, instructions clear</p> <p>You would pay to see this act</p> | <p>Performed like second nature</p> <p>Engaged throughout, zero dead time</p> <p>Very confident</p> <p>Excellent audience management</p> <p>You would pay good money to see this act</p> |
| Thematic Coherence | <p>Limited evidence of scripting / rehearsal</p> <p>Performance Character did not / partially match the material</p> <p>Tricks are not linked together</p> <p>If silent or to music, how did it flow?</p> <p>Did the performer personality come through?</p> | <p>Clearly scripted / rehearsed</p> <p>Some thought has gone into character and link to material</p> <p>Tricks are linked together on the whole</p> | <p>Whole act just “works”</p> <p>The persona and the effects just link together</p> <p>The story links everything together</p> |
| Technical Strength | <p>Limited / no slights / self working</p> <p>Eg. Thumb Tip, basic card handling</p> <p>If stage props are used, the technical view should be how well the props were managed. Some props are more complex than other</p> <p>One key factor in technical strength is did you see any moves or is the secret too obvious</p> | <p>Examples</p> <p>Double Lift</p> <p>Basic Cups and Balls</p> <p>Elmsley count</p> <p>Basic coin slights</p> <p>Basic Rope slights</p> <p>Large props well used, slights well executed with maybe the odd flash</p> <p>The secret cannot be worked out from just the performance</p> <p>Member of the Magic Circle Level</p> | <p>Examples</p> <p>Triple / multiple lift</p> <p>The pass</p> <p>Bill / more advanced coin work</p> <p>Gemini Count / Hamman count / Top Change</p> <p>All large stage props seamlessly managed and no flashing with slights.</p> <p>The secret cannot be worked out from just the performance</p> <p>Associate of Inner Magic Circle level</p> |