

## Illusion Category Descriptions

1. **Entrances and Exits**  
Watch how the performer(s) enter and begin the piece, and watch how they exit once the piece is over. Where did they enter/exit on the stage? Does the entrance/exit match the energy level of the presentation?
2. **Costuming**  
Is the attire of the performer (s) and assistant(s) consistent with the character being presented? Is the costuming appropriate and purposeful?
3. **Focus**  
This category refers to how effectively the performer(s) is able to engage the audience through eye contact. Were they able to communicate with the audience while performing and not just looking at the prop/illusion.
4. **Props & Illusions**  
This category refers to how well the prop(s) and/or illusion(s) were executed in the presentation. Was the prop/illusion effectively and convincingly used?
5. **Technique**  
Did the props, illusions, sleight-of-hand and patter appear polished and well rehearsed, or did they appear clumsy and needing more practice?
6. **Showmanship**  
This category refers to the professional quality of the presentation. Did the performer(s) take control of the stage? Did they move confidently and with purpose? Did they command the attention of the audience? Did they speak with confidence and clarity?
7. **Routine**  
Was the presentation connected by a unifying theme? Was thought given to how multiple effects could be connected and was the execution of that connection clearly achieved?
8. **Staging**  
How well did the performer(s) utilize all areas of the stage? Consider the size of props used. Note the placement and “blocking” of props, tables, and assistant(s).
9. **Timing**  
This category refers to the flow of the performance. Did the piece flow smoothly from the beginning to the conclusion? Did the performer make logical transitions? If/When music was used, did it blend with and enhance the presentation?
10. **Content/Message**  
Was the message of the illusion/routine clearly portrayed during the performance? Was the message clear and easy for the audience to follow?

**Bonus Points** may be awarded for originality of materials, special effects, audience appeal, level of difficulty, or overall excellence of the presentation.

**Penalty Points** will be deducted for exceeding the allotted performance time. The maximum time allowed is three (3) minutes for setup, five (5) minutes for performance, and two (2) minutes for tear down. One penalty point (per judge) will be assessed for each 30 second time increment exceeding the allotted times.