International Brotherhood of Magicians

I.B.M. CLOSE-UP CONTEST

Contestant: _____ Judge: _____

Youth: _____

RATING SCALE: 1 2 3 4 5 6 7 8 9 10

Poor Average Excellent

1. Opening Impression _____ x 2 = _____

   (Gaining attention, establishment of presence)

2. Appearance _____ x 1 = _____

   (Wardrobe appropriate for act, display of props)

3. Presence _____ x 2 = _____

   (Projection of personality, command, confidence)

4. Stage Craft _____ x 2 = _____

   (Movement, use of space, voice projection, action visibility, connect with audience)

5. Skill _____ x 3 = _____

   (Manipulative skill, slight of hand, use of misdirection, overcoming technical difficulties

   Flashes, were you fooled by some or most of your acts)

6. Program Content _____ x 2 = _____

   (Routining, interest, sequence development, choice of material, does act build,

   Is it magical, theme and continuity, time limit)

7. Uniqueness/Originality _____ x 2 = _____

   (Do not award points if the act is a copy of another act, only for a display of novelty in act)

8. Closing _____ x 1 = _____

   (Did the act build to a recognizable climax)

9. Entertainment _____ x 3 = _____

   (Audience reaction should be a major consideration, was reaction spontaneous/prolonged)

10. Overall Impression _____ x 2 = _____

    (Was the magic direct and understandable, was it enjoyable...great...wonderful)

Total Score: (max. 200 points) _____

COMMENTS: (Constructive criticism, areas of improvement, strengths, weaknesses, etc.)