

One Shot Close-up Contest Rules

The One Shot Close-up Contest will be held at the regular monthly Assembly #112 meeting as scheduled in the assembly newsletter, *The Conjuror*. All contestants must complete the Sign-In Sheet prior to the start of contest. Contest Rules will be posted on the assembly website www.sam112.com, and will be available upon request prior to the start of contest. The President or Contest Moderator will explain the contest rules to the contestants and audience prior to the start of contest.

1. Purpose: The purpose of the One Shot Close-up Contest is to compete with fellow magicians in providing entertainment for the audience, and gain confidence in performing magic. Performance of "Blue Magic" (foul language) is reason for immediate disqualification.

2. Who Can Enter:

Professional Class: Any member of The Society of American Magicians, Assembly #112 and National S.A.M. is eligible to enter the contest. The member must be in good standing with both Assembly #112 and National S.A.M. at the time of entering the contest.

Amateur Class: Any member of The Society of American Magicians, Assembly #112 is eligible to enter the contest. The member must be in good standing with Assembly #112 at the time of entering the contest.

3. One Shot Defined: One Shot is defined as a single effect or related effects that combine to make one performance piece. For example, producing a handkerchief, then magically producing an object or item from the handkerchief, would actually be two magic effects combined into one single routine that appears to be a single effect.

4. Close-up Defined: A routine performed in close proximity to the audience, in a shared space that creates an intimate focus of interest between the magician and spectators. The Magician will either (a) be seated at a table, or (b) stands behind the table, and perform for the volunteers who are seated at the table. There will be two or three volunteers seated at the table, and a gallery of audience members. The magician should perform for the tableside volunteers. It is that interest and excitement created in the volunteers that are projected to the audience.

5. Maximum Performance Time: The maximum time period for your performance is SEVEN (7) minutes. This time period begins with your acknowledgment to the timekeeper to begin and ends when you are through, for example, thanking the volunteers and/or a final bow. All audience participation prior to the ending (i.e., laughing, clapping during act, difficulty with a volunteer, etc.) will be counted as part of your overall time allotment. You will be informed by the timekeeper at the designated minute mark agreed upon by all performers. Exception: If music is used at the beginning and/or end of your routine, the time during which the music is played will count in your time allotment.

6. Amateur Class Criteria: Amateur Class contestants will be judged on the basis of Appearance, Presentation and Entertainment Value. The decision to enter the Amateur Class should be based on experience and comfort level in performing magic in a competition environment.

7. Professional Class Criteria: Professional Class contestants will be judged on the basis of Appearance, Presentation, Technical Skill, Originality/Uniqueness, and Entertainment Value. The decision to enter the Professional Class should be based on overall experience in performance of magic and magic shows, and challenge against others in a competition environment.

8. A Single Class May Be Entered: The Contestant may enter either the Amateur or Professional Class Contest, not both.

9. Judging: After completion of each Class contest, all assembly members present in good standing vote for one performer of their choice based on the Class criteria, and one winner will be declared for each Class.

10. Trophy and Cash Award: The winner of the Amateur Class and Professional Class One Shot Close-up Contests receive a Trophy at the Assembly #112 Annual Installation and Awards Dinner.

IF YOU WIN THE CONTEST- YOU CAN NOT USE THE SAME ROUTINE TO ENTER THE SAME CONTEST FOR THREE YEARS. YOU ARE LIMITED TO ONE WIN PER EACH CONTEST EVERY TWO YEARS.

Full Close-up Contest Rules

The Full Close-up Contest will be held at the regular monthly Assembly #112 meeting as scheduled in the assembly newsletter, *The Conjuror*. All contestants must complete the Sign-In Sheet prior to the start of contest. Contest Rules will be posted on the assembly website www.sam112.com, and will be available upon request prior to the start of contest. The President or Contest Moderator will explain the contest rules to the contestants and audience prior to the start of contest.

1. Purpose. The purpose of the Full Close-up Contest is to compete with fellow magicians in providing entertainment for the audience, and gain confidence in performing magic. Performance of "Blue Magic" (foul language) is reason for immediate disqualification.

2. Who Can Enter:

Professional Class: Any member of The Society of American Magicians, Assembly #112 and National S.A.M. is eligible to enter the contest. The member must be in good standing with both Assembly #112 and National S.A.M. at the time of entering the contest.

Amateur Class: Any member of The Society of American Magicians, Assembly #112 is eligible to enter the contest. The member must be in good standing with Assembly #112 at the time of entering the contest.

3. Close-up Defined: Full Close-up is defined as a magic routine (a single effect or series of effects) that is performed in close proximity to the audience, in a shared space that creates an intimate focus of interest between the magician and spectators. The Magician will either (a) be seated at a table, or (b) stands behind the table, and perform for the volunteers who are seated at the table. There will be two or three volunteers seated at the table, and a gallery of audience members. The magician should perform for the tableside volunteers. It is that interest and excitement created in the volunteers that are projected to the audience.

4. Maximum Performance Time: The maximum time period for your performance is **TEN (10)** minutes. This time period begins with your acknowledgment to the timekeeper to begin and ends when you are through, for example, thanking the volunteers and/or a final bow. All audience participation prior to the ending (i.e., laughing, clapping during act, difficulty with a volunteer, etc.) will be counted as part of your overall time allotment. You will be informed by the timekeeper at the designated minute mark agreed upon by all performers. Exception: If music is used at the beginning and/or end of your routine, the time during which the music is played will count in your time allotment.

5. Amateur Class Criteria: Amateur Class contestants will be judged on the basis of Appearance, Presentation and Entertainment Value. The decision to enter the Amateur Class should be based on experience and comfort level in performing magic in a competition environment.

6. Professional Class Criteria: Professional Class contestants will be judged on the basis of Appearance, Presentation, Technical Skill, Originality/Uniqueness, and Entertainment Value. The decision to enter the Professional Class should be based on overall experience in performance of magic and magic shows, and challenge against others in a competition environment.

7. A Single Class May Be Entered: The Contestant may enter either the Amateur or Professional Class Contest, not both.

8. Judging: After completion of each Class contest, all assembly members present in good standing vote for one performer of their choice based on the Class criteria, and one winner will be declared for each Class.

9. Trophy and Cash Award: The winner of the Amateur Class and Professional Class Full Close-up Contests receive a Trophy at the Assembly #112 Annual Installation and Awards Dinner.

IF YOU WIN THE CONTEST, YOU CAN NOT USE THE SAME ROUTINE TO ENTER THE SAME CONTEST FOR THREE YEARS. YOU ARE LIMITED TO ONE WIN PER EACH CONTEST EVERY TWO YEARS.