

Evaluation

Czech Aerial Hoop Art

2026



I. Introduction

The evaluation of the competition is divided into three main parts - general technical difficulty, execution, art. The evaluation includes deductions, which are awarded by the head judge in case of violation of the rules of the Czech Aerial Hoop Art 2026 Competition Rules. All competitors should study the rules carefully. Failure to follow the rules will result in a penalty.

II. Evaluated criteria

Each competitor can earn a maximum of **70 points (Doubles 80 points)**.

Technical difficulty

General technical difficulty	10 points
Originality of transitions and figures	5 points
Total	15 points

Execution

Execution - lines	10 points
Technical flow	10 points
Total	10 points

Art

Music interpretation, musicality	10 points
Dance choreography	10 points
Theme development - originality, idea, point	5 points
Stage presence, charisma, persuasiveness	10 points
Total	35 points

Doubles (extra)

Synchronization	5 points
Partnering	5 points
Total	10 points

III. Technical Difficulty

The points for technical difficulty are divided into points for general technical difficulty and originality of transitions. In this part a competitor can get 0 - 15 points.

A. General technical performance

Sum of all elements for strength, flexibility, dynamic elements, rotation of the hoop, demandingness of combinations and transitions between figures. Variability of figures will be taken into account, but there is no need to use all the criteria, the aim is to show choreography with a high level of technique. In this part the competitor may score 0-10 points in this section.

B. Originality of transitions and elements

The competitor shall show unusual elements and transitions or even his own original elements. In this part, the contestant may receive 0 - 5 points.

IV. Execution

Points for Execution are divided into points for Execution - Line and Technical Flow. In this section a competitor can get 0 - 20 points.

A. Execution - lines

The points for the execution indicate a summary of the overall cleanliness of the execution. The hands and wrists should be in line. Fingers should show no signs of cramping. Line of legs, ankles, knees and back, neck, hands and wrists should be in the correct position in extension. Proper posture is required both on and off the hoop. The competitor can score 0 - 10 points in this section.

B. Technical flow

Clarity of transitions, gracefulness of transitions both on the circle and dance choreography, continuity of tricks is executed without hesitation, stuttering, effort, slips, loss of balance and possible problems with the prop. The competitor can score 0 - 10 points in this section.

V. Art

Points for Art are divided into points for Music Interpretation and Musicality, Dance Choreography, Theme development - originality, idea, point and points for Stage presence, charisma, persuasiveness. In this part the contestant can get 0 - 35 points.

A. Music interpretation, musicality

Points for music interpretation include the competitor's ability to interpret music - rhythm, melody and dynamic changes. The entire choreography should be consistent with the rhythm and melody of the selected piece. In this part, the contestant can score 0 - 10 points.

B. Dance choreography

Combination of dance steps, spins, floorwork (may include acrobatic elements such as flips, handstands, etc.) and movements performed throughout the choreography, including dance expression on the hoop. The range, quality and workmanship of the movement is assessed (dance flow, plasticity, variability). In this part, the contestant can score 0 - 10 points.

C. Theme development - originality, idea, point

Ability to develop the theme in terms of dance, acting and content. The idea should be readable and any plot line should have an understandable introduction and conclusion. In this part the contestant may receive 0 - 5 points.

D. Stage presence, charisma, persuasiveness

The ability to capture the attention of the audience and draw them into your performance, tricks and floorwork are performed confidently without hesitation. The overall impression should be professional and presentable. Costume and make-up should be in line with the chosen theme and should be consistent with the choreography. In this part, the contestant can get 0 - 10 points.

VI. Evaluation of categories Doubles and Doubles Junior

In addition to the above, the Doubles and Doubles Junior categories are evaluated for Synchronization and Partnering. In this part a competitor can get 0 - 10 points.

A. Synchronization

Consistency of movement in rhythmic and shaped harmony (unless it is a canon). In this section, the competitor can score 0 - 5 points.

B. Partnering

The ability of movement communication between partners. In this part, the competitor can score 0 - 5 points.

VII. Head Judge penalization

Penalties will be awarded to the competitor in the following situations:

Criteria	Penalty
Hand wiping	- 1 point (each time)
Problems with music (all categories up to 18 year of age)	- 2 points
Non-compliant video	- 2 points
Props - violation of the rules, use of any sporting instrument except an aerial hoop	- 2 points - DSQ
Failure to meet deadlines	- 2 points - DSQ
Fall	- 2 points (each time)
Uncontrolled fall	- 5 points (each time)
Non-compliant costume	- 2 points for each part of the costume or - 5 points - DSQ for revealing depending on the severity

Problem with the music: Youth categories (under 18) are not allowed to have music with profanity, extremist, discriminatory or otherwise inappropriate lyrics.

Non-compliant videos: the rules for video entries are defined in the competition rules.

Props: The rules for props are defined in the competition rules.

Failure to meet deadlines: a competitor will be penalized for failing to meet any deadline (e.g., submitting a semi-final video, submitting contest music, etc.). Failure to communicate by the contestant after the organizer's email request for correction, the contestant will be disqualified.

Fall: usually caused by loss of balance or slipping. This is a fall in which the feet were on the ground first and the competitor was trying to maintain balance, then the centre of gravity falls to the ground.

Uncontrolled fall: sudden rapid uncontrolled movement to the floor from any position on the hoop or outside the hoop. In case of an uncontrolled fall, no attempt is made to maintain balance. The impact is usually to the back, side, buttocks, head.

Non-compliant costume: Costume rules are defined in the competition rules.

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