



THE COTSWOLD MAGICAL SOCIETY

Competition Rules (Revised September 2016)

1. RULES

- 1.1. These rules pertaining to competitions held by the Cotswold Magical Society have been agreed by the Society Committee. Future changes or additions to these rules must be agreed by the Committee and revised rules published.

2. COMPETITION ORGANISATION

- 2.1. The President will be responsible for organising and running each competition.
- 2.2. Each competition will be announced, the date and time publicised and the rules published at least two weeks before the competition date.

3. ENTRANTS

- 3.1. Competitions will be open only to full members of the Cotswold Magical Society.
- 3.2. Competition entrants must submit their names to the Society President at least one week before the competition date.
- 3.3. For reasons of practicality, the President has the discretion to set a maximum number of entrants for each competition.
- 3.4. Entrants' names will not be made public by the President until the day of the competition.

4. COMPETITION ARRANGEMENTS

- 4.1. All entrants must be at the competition venue at least 15 minutes before advertised start time. Any entrant not at the venue at that time will face automatic disqualification.
- 4.2. Fifteen minutes before the start of the competition, entrants will draw lots for their position in the order of performance.
- 4.3. A clock will be provided. Each act shall last between 8 and 10 minutes. A warning bell will be sounded at 8 minutes. A performer who exceeds the 10-minute limit will have 10% deducted from his/her total score. A performer who exceeds the 10-minute limit by more than 30 seconds will be disqualified from the competition.
- 4.4. There will be an interval approximately halfway through the competition.
- 4.5. The President will obtain the services of three judges, one from the magic community and two laypersons. Each judge will be asked to award points for each performance as follows: the two lay judges will each award a maximum of 25 points for each act based on its entertainment value; the magical judge will award a maximum of 25 points to each act based on its entertainment value and 25 points based on its technical merit; a total of 100 points available for each act.
- 4.6. The scoresheets from each judge will be collected by the President after the last act.
- 4.7. The winning act will be the one receiving the highest number of points from the judges. In the event of a tie, the President will have a casting vote. Only the winning act will be

announced; all other scores and placings will remain private to the judging panel and the scoresheets will be destroyed.

4.8. In all matters relating to a competition, the President's decision is final.

5. APPENDICES

5.1. Rules pertaining to specific competitions will be attached here as appendices to the main competition rules.