

Judging Criteria for NZAPP 2025							
	Entertainment Factor	Artistry/Musicality	Skill	Originality	Costume	Execution	Total
<b>Beginner</b>	<b>15</b>	<b>10</b>	<b>10</b>	<b>10</b>	<b>5</b>	<b>10</b>	<b>60</b>
<b>Intermediate</b>	<b>15</b>	<b>10</b>	<b>15</b>	<b>10</b>	<b>5</b>	<b>10</b>	<b>65</b>
<b>Expert</b>	<b>10</b>	<b>10</b>	<b>20</b>	<b>10</b>	<b>5</b>	<b>15</b>	<b>70</b>
<b>Open</b>	<b>15</b>	<b>10</b>	<b>15</b>	<b>10</b>	<b>5</b>	<b>15</b>	<b>70</b>
<b>Examples that would score well</b>	The crowd can really "feel" the performance (sad or happy), the competitor doesn't look bored! The competitor is really involved and into the routine with energy and impact.	The routine is in time with the music and the dance suits the mood of the music. The music is an obvious part of the routine, not just "background" music.	Performing pole skills well. Unique combinations. Moves look safe, well rehearsed and easy on the competitor. Great strength or flexibility is shown	The routine and theme is interesting, new and well thought out. Will stick with the audience because it is different than other routines.	Great costume and/or props that match the routine.	Moves look polished, tidy and effortless. Toes are pointed, obvious tension through the lines. Body is positioned well and efficiently.	
<b>Guideline of skills for each level*</b>							
<b>Beginner:</b>	Aimed at those who are not able or comfortable at inverting yet. Skills should involve spins and transitions with a few seated moves. No inverts allowed, at no point should the hips be above the head.						
<b>Intermediate</b>	For those who can do basic inverted moves but not necessarily link and combo them together yet. As a general rule no invert with less than 3 contact points is allowed.						
<b>Expert and Open</b>	Superman, Jade, Handsprings of any type, Drops, Shoulder Mount, Special K and equivalent level skills						
<i>* See the Moves Guideline for a complete overview of what is and isn't allowed in each level</i>							
1st Illegal move	<b>2 points deducted from TOTAL score</b>	(Total score being once all judges have added theirs together)					
2nd Illegal move	<b>3 points deducted from TOTAL score</b>						
3rd Illegal move	<b>5 points deducted from TOTAL score</b>						
4 Illegal move	<b>Disqualification</b>						