AERIAL ECLIPSE

COMPETITION HANDBOOK

RULES & REGULATIONS

Division Eligibility

- All divisions are open to both male and female competitors.
- Age divisions are based on the performers age on the first day of the competition.
- Minimum age of entry is 6 years old at time of entries closing.
- *Group* - 2-6 performers, one single point apparatus. See restrictions.
- *Novice* - suitable for beginner/first time performer level aerialists. See restrictions.
- *Intermediate* – suitable for intermediate level aerialists. See restrictions.
- *Advanced* - suitable for advanced level aerialists. See restrictions
- *Elite* - suitable for high advanced level aerialists & paid performers. No restrictions apply.
- Competitors are eligible to enter multiple categories.

Aerial Eclipse Championships organisers reserve the right to adjust a competitor's division if it is discovered that a competitor has entered the incorrect division (prior to the competition). Any competitor who is found to have competed in a division lower than they should be competing at will be disqualified and subsequently stripped of their title and any prizes they may have received.

Entries

All entrants must submit a video for each division, and entry fee by the specified date. Videos received after the cut-off date will not be accepted. Video entries **do not** need to be the same routine as your proposed routine for the competition but will be judged based on the Aerial Eclipse judging criteria.

Fees are non-transferable or refundable.

Registration Fee - $40

Solo Entry Fee - $55 Group Entry Fee - $65

Venue and Rehearsals

Aerial Eclipse Championships 2026 will be held at The Factory

Theatre, Adamstown. It is the responsibility of all competitors to arrange their own travel to and from the venue.

Competitors will have the opportunity to have a 1.30 minute rig check to check their height & have a feel of the rig. All competitors are required to be at the venue for the allocated competitor briefing applicable to their session.

2 coach passes per studio will be granted but must be pre booked, we do ask that parents/caregivers do not stay backstage due to space restrictions.

Rigging & Safety Specifications

Rig Height: 7m **Rig Type:** Gold Coast Maxi Aerial Rig

Hardware: 1m, 2m Spansets available, all apparatuses will be rigged on a swivel.

In house Equipment available:

Silks - 9m Trix Tricot silk (Black or White)

Lyra - 75cm, 85cm, 90cm, 95cm Hollow

BYO - Competitors are welcome to supply their own apparatuses. All equipment will be checked by the competition organisers and riggers. All equipment must have been purchased from a reputable aerial supplier and proof of purchase may be asked for. Single point apparatuses only.

Safety Mat - all performers are required to perform with a crash mat which will be supplied by the organisers. (150cm x150cm x30cm)

Judging

All judges' decisions are final. Competitors must not communicate with the judges at any time before or during the competition. Prizes are not negotiable or transferable for cash. Feedback and rankings will be passed on to all competitors within 1 week of the competition.

Costuming

Costumes must be appropriate for the competitors age and

song choices.

Photography and Videography

Professional Photos & Videos will be available for pre-order before the event.

Music

The following time limits apply for each division:

Division	Min.	Max.
Novice & Intermediate – Lyra/Silks	2.30	3.00
Adv – Lyra/Silks	3.00	3.30
Elite – Lyra/Silks	3.30	4.00
Junior - Open App	2.30	3.30

Teen – Open App	3.00	4.00
Adult – Open App	3.00	4.00
Freestyle	2.00	2.00

Music choice can be submitted as soon as finalists have been announced. There will be no doubling up of songs so be sure to submit your song choice early.

Music file must be submitted no later than 1 month prior to the competition, failure to do so will result in late fees and may even result in disqualification.

For all junior, pre-teen and teen competitors' appropriate music must be used, the use of inappropriate music will result in disqualification.

No music will be approved with illicit language in any division.

Props

Props are permitted in Aerial Eclipse Championships provided they

have been approved no later than 2 weeks prior to the competition.

Use of any unapproved props will result in a deduction, and you may not be able to use them in your performance.

Human props are permitted in Aerial Eclipse Championships provided they sign a liability waiver and have been approved no later than 2 weeks prior to the competition. Use of unapproved human props will result in disqualification.

Human props must not make physical contact with the apparatus before, during or after the performance. Human props are required to purchase a ticket for the event and will not be able to stay backstage for the duration of the event due to space restrictions.

All props must be able to be set up and packed down by 2 people within a 1-minute time frame.

The following items/substances are prohibited from being used as props: Liquids, glitter, powders, fire/pyrotechnics.

Behaviour

Aerial Eclipse Championships aim to create a relaxed, friendly environment for all competitors. Competitors must always conduct themselves in a professional and proper manner, before, during and after the competition.

Competitors are expected to be courteous to all other competitors, spectators, and event staff. Bullying and harassment will result in immediate disqualification and removal from the event.

Competitors are not permitted to drink alcohol or consume any illicit drugs before or during their performance. Any competitor found to be intoxicated or under the influence of an illegal substance will be immediately disqualified and removed from the event.

Competitors must follow the instructions given by the organisers, event staff and venue staff. Competitors and all human props must be present for the competitor briefing prior to the commencement of the competition.

Competitors will be given adequate space for warm up and it is the responsibility of the competitors to ensure that they warm up and stretch properly before their scheduled rehearsal and performance.

Judging Criteria

(Silks, Lyra, Open app – Hard & Soft)

TECHNIQUE (25)	FLAIR (10)	CREATIVITY (15)
STRENGTH – 5 Relates to tricks showcasing the aerialists strength both on and off the apparatus.	**AUDIENCE ENGAGEMENT - 5** Relates to the performance carried out by the aerialist and how well they captivate the audience and portray their chosen theme/style.	**ORIGINALITY OF TRICKS - 5** Relates to the originality and creativity of tricks chosen by the aerialists and how well they are executed and align with the routine as a whole.
FLEXIBILITY – 5 Relates to tricks showcasing the aerialists flexibility (legs, back or shoulders) both on and off the apparatus.	**COSTUME & MUSICAL INTERPRETATION - 5** Relates to the alignment of the song choice, choreography and costume chosen and how well it is executed.	**ORIGINALITY OF TRANSITIONS - 5** Relates to the originality and creativity of transitions on and off the apparatus and to and from the apparatus, chosen by the aerialists and how well they are executed and align with the routine.
TRICK DIFFICULTY - 5 Relates to the difficulty of the tricks showcased by the aerialists both on and off the apparatus according to the age and experience.		**DANCE - 5** Relates to the originality and creativity of floorwork and how well it is executed and aligns with the routine as a whole.
EXECUTION – 10 Relates to how the aerialist executes their tricks, on and off the apparatus. Lines and technique showcased throughout the routine, stamina and appropriateness of the tricks for the aerialists age, division and style of routine.		

Judging Criteria

Open App - Group

TECHNIQUE (25)	FLAIR (10)	CREATIVITY (15)

STRENGTH – 5 Relates to tricks showcasing the aerialists strength both on and off the apparatus.	**AUDIENCE ENGAGEMENT - 5** Relates to the performance carried out by the aerialist and how well they captivate the audience and portray their chosen theme/style.	**ORIGINALITY OF TRICKS & TRANSITIONS - 5** Relates to the originality and creativity of tricks chosen by the aerialists and how well they are executed and align with the routine as a whole.
FLEXIBILITY – 5 Relates to tricks showcasing the aerialists flexibility (legs, back or shoulders) both on and off the apparatus.	**COSTUME & MUSICAL INTERPRETATION - 5** Relates to the alignment of the song choice, choreography and costume chosen and how well it is executed.	**SYNCHRONISATION - 5** Relates to a portion of the routine being in complete synchronisation between all members of the group
TRICK DIFFICULTY - 5 Relates to the difficulty of the tricks showcased by the aerialists both on and off the apparatus according to the age and experience.		**DANCE - 5** Relates to the originality and creativity of floorwork and how well it is executed and aligns with the routine as a whole.
EXECUTION – 10 Relates to how the aerialist executes their tricks, on and off the apparatus. Lines and technique showcased throughout the routine, stamina and appropriateness of the tricks for the aerialists age, division and style of routine.		

Judging Criteria

Open App - Freestyle

TECHNIQUE (10)	FLAIR (15)	**CREATIVITY (15)**
EXECUTION – 10 Relates to how the aerialist executes their tricks, on and off the apparatus. Lines and technique showcased throughout the routine, stamina and appropriateness of the tricks for the aerialists age, division and style of routine.	**AUDIENCE ENGAGEMENT - 5** Relates to the performance carried out by the aerialist and how well they captivate the audience and portray their chosen theme/style.	**ORIGINALITY OF TRICKS - 5** Relates to the originality and creativity of tricks chosen by the aerialists and how well they are executed and align with the routine as a whole.

	MUSICAL INTERPRETATION - 10 Relates to how well the artist expresses the music through their movement, expression and connection.	**ORIGINALITY OF TRANSITIONS - 5** Relates to the originality and creativity of transitions on and off the apparatus and to and from the apparatus, chosen by the aerialists and how well they are executed and align with the routine.
		DANCE - 5 Relates to the originality and creativity of floorwork and how well it is executed and aligns with the routine as a whole.

Judging Criteria

Open App - Performance

TECHNIQUE (10)	FLAIR (20)	**CREATIVITY (20)**
EXECUTION – 5 Relates to how the aerialist executes their tricks, on and off the apparatus. Lines and technique showcased throughout the routine, stamina and appropriateness of the tricks for the aerialists age, division and style of routine.	**AUDIENCE ENGAGEMENT - 10** Relates to the performance carried out by the aerialist and how well they captivate the audience and portray their chosen theme/style.	**ORIGINALITY OF TRICKS - 10** Relates to the originality and creativity of tricks & transitions chosen by the aerialists and how well they are executed and align with the routine as a whole.
DANCE - *5* **Relates to the originality and creativity of floorwork and how well it is executed and aligns with the routine as a whole.**	**COSTUME & MUSICAL INTERPRETATION - 10** Relates to the alignment of the song choice, choreography and costume chosen and how well it is executed.	**STORYTELLING- 10** Relates to the way the story is portrayed and how well the costuming, music and movements assist in creating the story.

Deductions

These apply to all categories unless specified. For all illegal moves please refer to individual apparatus guides.

5 POINTS	4 POINTS	2 POINTS
FALLS WITHOUT RE CATCHING	ILLEGAL TRICKS	FALLS WITH RE CATCHING
NOT SHARING BASE/FLYER ROLE (GROUP ONLY)	USE OF UNAPPROVED PROPS	COSTUME MALFUNCTION
UNSPORTSMAN LIKE BEHAVIOUR BACKSTAGE	FINISHING WITH MORE THAN 10 SECONDS REMAINING ON YOUR TRACK	FINISHING 5-10 SECONDS BEFORE OR AFTER YOUR TRACK CONCLUES

SILK RESTRICTIONS

NOVICE

JUNIOR, PRE TEEN	TEEN	ADULT
No full catch & release moves	No full catch & release moves	No full catch & release moves
No drops involving more than 1 rotations	No drops involving more than 1.5 rotations	No drops involving more than 1.5 rotations
No neck hangs, single foot hangs	No neck hangs	No neck hangs
No headfirst drops finishing in an ankle hang	No headfirst drops finishing in an ankle hang	No headfirst drops finishing in an ankle hang

INTERMEDIATE

JUNIOR, PRE TEEN	TEEN	ADULT
No full catch & release moves	No full catch & release moves	No full catch & release moves
No drops involving more than 1.5 rotations	No drops involving more than 2 rotations	No drops involving more than 2 rotations
No neck hangs, single foot hangs	No neck hangs	No neck hangs
No headfirst drops finishing in an ankle hang	No headfirst drops finishing in an ankle hang	No headfirst drops finishing in an ankle hang

ADVANCED

JUNIOR, PRE TEEN	TEEN	ADULT

No full catch & release moves	No full catch & release moves	No full catch & release moves
No drops involving more than 2.5 rotations	No drops involving more than 3 rotations	No drops involving more than 3 rotations
No neck hangs, single foot hangs	No neck hangs	No neck hangs
No headfirst drops finishing in an ankle hang	No headfirst drops finishing in an ankle hang	No headfirst drops finishing in an ankle hang

LYRA RESTRICTIONS

NOVICE

JUNIOR, PRE TEEN	TEEN	ADULT
No full catch & release moves	No full catch & release moves	No full catch & release moves
No continuous rolls	No continuous rolls	No continuous rolls
No neck hangs, toe or heel hangs	No neck hangs, toe or heel hangs	No neck hangs, toe or heel hangs
No skills involving flipping the lyra or where the entire body is above the top bar	No skills involving flipping the lyra	No skills involving flipping the lyra
No inverting on strap/spanset	No inverting on strap/spanset	No inverting on strap/spanset

INTERMEDIATE

JUNIOR, PRE TEEN	TEEN	ADULT
No full catch & release moves	No full catch & release moves	No full catch & release moves
No more then 2 continuous rolls	No more then 2 continuous rolls	No more then 2 continuous rolls
No neck hangs, single toe or single heel hangs	No neck hangs, single toe or single heel hangs	No neck hangs, single toe or single heel hangs
No skills involving flipping the lyra	No skills involving flipping the lyra	No skills involving flipping the lyra

ADVANCED

JUNIOR, PRE TEEN	TEEN	ADULT
No full catch & release moves	No full catch & release moves	No full catch & release moves
No neck hangs, single toe or heel hangs	No neck hangs, single toe or heel hangs	No neck hangs, single toe or single heel hangs

OPEN APPARATUS PERFORMANCE

The performance category is all about the show! Where artistic expression meets storytelling. Its' a space for performers to bring a narrative to life through powerful, immersive performances that leave lasting impressions with the audience.

RESTRICTIONS

JUNIOR	TEEN	ADULT
No full catch & release moves	No full catch & release moves	No full catch & release moves
No single toe/foot/heel hangs	No single toe/foot/heel hangs	Any additional moves that the judges deem unsafe
No neck hangs	No neck hangs	
Any additional moves that the judges deem unsafe	Any additional moves that the judges deem unsafe	

OPEN APPARATUS FREESTYLE

The Freestyle category celebrates the unique interpretation of aerial skills, musicality and transitions where the performer can surprise the audience and judges with innovative, spontaneous tricks and creative expressions that go beyond pre-planned routines. You will be played your song 1 hour before your scheduled performance time and you have 2 minutes to WOW the crowd! The performer is required to use the whole 2 minutes of the music with a 10 second buffer. If the performer fails to use the allocated music it will result in disqualification.

RESTRICTIONS

JUNIOR	TEEN	ADULT
No full catch & release moves	No full catch & release moves	No full catch & release moves
Any additional moves that the judges deem unsafe	Any additional moves that the judges deem unsafe	Any additional moves that the judges deem unsafe

OPEN APPARATUS GROUP

This category must consist of;

- 2 – 6 people
- Max of 2 people on the apparatus at a time
- Single rigging point
- Must share base/flyer role
- Integration of partner acro on the floor

RESTRICTIONS

JUNIOR	TEEN	ADULT
No full catch & release moves	No full catch & release moves	Any moves that the judges deem unsafe
No headfirst drops	No headfirst drops	
Any additional moves that the judges deem unsafe	Any additional moves that the judges deem unsafe	

OPEN APPARATUS SOFT

Refers to an apparatus that is fluid & soft.

Excludes the use of a standard Silk.

May include – Corde Lisse, Hammock, Net, Straps etc

Competitors can only enter this division once; you cannot compete on multiple soft apparatuses.

RESTRICTIONS

JUNIOR	TEEN	ADULT
No full catch & release moves	No full catch & release moves	No full catch & release moves
No single toe or foot hangs	No single toe or foot hangs	Any additional moves that the judges deem unsafe
No neck hangs	No neck hangs	
Any additional moves that the judges deem unsafe	Any additional moves that the judges deem unsafe	

OPEN APPARATUS

HARD

Refers to an apparatus that is rigid and hard.

Excludes the use of a standard single point lyra.

May include – Trapeze, Tippy Lyra, Heart, Fly Pole, Cube etc

Competitors can only enter this division once; you cannot compete on multiple hard apparatuses.

RESTRICTIONS

JUNIOR	TEEN	ADULT
No full catch & release moves	No full catch & release moves	No full catch & release moves
No single toe or foot hangs	No single toe or foot hangs	Any additional moves that the judges deem unsafe
No neck hangs	No neck hangs	
Any additional moves that the judges deem unsafe	Any additional moves that the judges deem unsafe	

AGE GROUP BREAKDOWN

All age divisions are determined by the competitor's age on the first day of the competition. For Group entries with competitors of different ages, the division will be based on the age of the older competitor.

Age at time of competition	Category	Age Group
6 - 9	Lyra & Silks	Junior
10 – 13	Lyra & Silks	Pre Teen
14 – 17	Lyra & Silks	Teen
18 +	Lyra, Silks, Open App	Adult

6 – 12	Open App	Junior
13 – 17	Open App	Teen