

# *Scottish Association of Magical Societies*



## **Rules for the Competition Show**

### **(Combined McMillan Shield and Raskin Cup Competition)**

(As adopted at the AGM, 12 June 1988 with additional changes adopted at the AGM on 14 June 1998)

1. Competitors must:
  - a) be members of a society in good standing as a member of the Scottish Association of Magical Societies.
  - b) have paid the appropriate registration fee prior to taking part in the Competition.
  - c) be aged 16 years or over on the day of the Competition.
2. The Competition Organiser shall appoint at least three judges, namely:
  - i) two magicians who are non-members of SAMS, and
  - ii) a lay person.

(A lady may serve in either category)
3. A timekeeper shall be appointed.
4. The Organiser, following discussion with the Stage Director, will ensure necessary stage staff are available.
5. Competitors shall be responsible for all equipment they may require, although the stage staff shall assist when possible.
6. The timekeeper shall time each act. The timing commences when the curtains part at the start of the act. If a competitor wishes his timing to commence before this, he must make this known to the Competition Organiser, along with a detailed statement of the appropriate cue, in writing when his name is submitted for entry to the Competition. The timekeeper shall award points as follows:

<u>Duration of Act</u>	<u>Points</u>
Up to 8 minutes	Nil
From 8 to 9 minutes	Five
From 9 to 11 minutes	Ten
From 11 to 12 minutes	Five
More than 12 minutes	Nil

No lights will be used until the act reaches 8 minutes. Between 8 and 9 minutes the orange light will be on, between 9 and 11 minutes the green light will be on, between 11 and 12 minutes the orange light will be on, and all lights will be off after 12 minutes.

7. The Judges shall award points for each act. They shall disregard the time of each act. Points shall be awarded as follows:

**Harold McMillan Shield** presented for the most entertaining 10 minute stage act. The Duncan Fletcher Cup is awarded to the runner-up in the Shield Competition.

Props, Stage Settings, Dress	a maximum of 20 points
Magical Content and Execution	a maximum of 40 points
Entertainment Value	a maximum of 40 points

**Max Raskin Cup** presented for the most entertaining 10 minute presentation of magic for children

Presentation	a maximum of 20 points
Magical Content	a maximum of 40 points
Entertainment Value	a maximum of 40 points

8. To enable the judges to compare succeeding acts they shall be provided with a Master List, but points awarded cannot be altered after being passed to the Organiser. The marks awarded to each act must be passed to the Organiser at the conclusion of each act.
9. The counting of marks will be carried out by the Secretary and Organiser. In the event of a tie, the judges shall vote and by a simple majority shall decide the winner.
10. The time of the Competition Show shall be arranged by the Convention Committee. All Competitors must:
- i) report to the Competition Organiser at the competition venue at least one hour before the start of the competition, and
  - ii) be ready to perform at the commencement of the competition.

Failure to appear could result in the Competition being postponed.

11. The order of appearance shall be decided by the Organiser to enable him to present a balanced show.
12. All Competitors for the Competitions must submit their names and entry details to the Competition Organiser in writing at least six weeks before the date of the Competition.
13. No arrangements shall be made to hold a Competition Show unless there be at least three valid entries for either Competition lodged with the Competition Organiser at least six weeks prior the event. No judging shall take place unless at least three such entries have presented themselves to the Competition Organiser at the appointed time on the date of the Competition. The Competition Organiser is responsible for ensuring a suitable show is arranged, if necessary with guest acts.
14. To stimulate entries to the Competition, each club will be awarded five points for the Legerdemain League for each competition in which the club is represented. In the event of a valid entrant failing to present himself to the Competition, his/her club shall forfeit five points in the Legerdemain League as a penalty.
15. In the event of unforeseen circumstances arising the rules of the Competition may be amended at the discretion of a quorum of 4, namely the Competition Organiser and 3 members of the Management Committee provided the details of any discretion exercised will be tabled at the next Delegate Meeting.
16. In the event of any dispute not covered by these rules, the decision of the President shall be final.
17. Framework within which the Organiser will work:
  - a) The running time of this Competition Show will be at least one hour.
  - b) To make up this time guest acts will be mixed on the bill to achieve a programme balance.
  - c) Children will be encouraged to be present at this show.

# *Scottish Association of Magical Societies*



## **Rules for the Anne Warlock Trophy for Table Top Magic**

(As adopted at the AGM, 12 June 1988 with additional changes adopted at the AGM on 14 June 1998)

The Anne Warlock Trophy is awarded for the most entertaining 10 minute close-up act, and the John Ramsay Rosebowl is awarded for the most entertaining close-up effect.

1. Competitors must:
  - a) be members of a society in good standing as a member of the Scottish Association of Magical Societies.
  - b) have paid the appropriate registration fee prior to taking part in the Competition.
  - c) be aged 16 years or over on the day of the Competition.
2. For the purpose of this Competition, Table Top Magic shall exclude tricks suitable for platform or stage use and the inclusion of any such effect shall result in the loss of points. It must be entertainment for the most intimate audience.
3. The competitor may perform either seated or standing.
4. Card tricks shall not be excluded.
5. The timekeeper shall time each act. The timing commences when the competitor is introduced. If a competitor wishes his timing to commence at a different stage, he/she must make this known to the Competition Organiser, along with a detailed statement of the appropriate cue, in writing when his/her name is submitted for entry to the Competition. The timekeeper shall award points as follows:

<u>Duration of Act</u>	<u>Points</u>
Up to 8 minutes	Nil
From 8 to 9 minutes	Five
From 9 to 11 minutes	Ten
From 11 to 12 minutes	Five
More than 12 minutes	Nil

No lights will be used until the act reaches 8 minutes. Between 8 and 9 minutes the orange light will be on, between 9 and 11 minutes the green light will be on, between 11 and 12 minutes the orange light will be on, and all lights will be off after 12 minutes.

6. The Competition Organiser shall appoint at least three judges, namely:
  - i) two magicians who are non-members of SAMS, and
  - ii) a lay person.

(A lady may serve in either category)
7. The Judges shall award points for each act. They shall disregard the time of each act. Points shall be awarded as follows:
 

Magical Content	a maximum of 40 points
Entertainment Value	a maximum of 40 points
Presentation	a maximum of 20 points
8. To enable the judges to compare succeeding acts they shall be provided with a Master List, but points awarded cannot be altered after being passed to the Organiser. The marks awarded to each act must be passed to the Organiser at the conclusion of each act.
9. The counting of marks will be carried out by the Secretary and Organiser. In the event of a tie, the judges shall vote and by a simple majority shall decide the winner.
10. At the completion of the Competition, the judges shall discuss and decide which one of the close-up effects should be awarded the John Ramsay Rosebowl.
11. The time of the Close Up Competition shall be arranged by the Convention Committee. All Competitors must:
  - i) report to the Competition Organiser at the competition venue at least 30 minutes before the start of the competition, and
  - ii) be ready to perform at the commencement of the competition.

Failure to appear could result in the Competition being postponed.

12. All competitors for the close-up competition must submit their names and society represented to the Competition Organiser in writing at least six weeks prior to the date of the competition.
13. No arrangements shall be made to hold a close-up competition unless there be at least three valid entries lodged with the Competition Organiser at least six weeks prior to the event. No judging shall take place unless at least three such entries have presented themselves to the Competition Organiser at the appointed time on the date of the competition.
14. To stimulate entries to the Competition, each club will be awarded five points for the Legerdemain League for each competition in which the club is represented. In the event of a valid entrant failing to present himself to the Competition, his/her club shall forfeit five points in the Legerdemain League as a penalty.
15. In the event of unforeseen circumstances arising the rules of the Competition may be amended at the discretion of a quorum of 4, namely the Competition Organiser and 3 members of the Management Committee provided the details of any discretion exercised will be tabled at the next De legate Meeting.
16. In the event of any dispute not covered by these rules, the decision of the President shall be final.

# *Scottish Association of Magical Societies*



## **Rules for the McMillan Shield Competition**

(As adopted at the AGM, 12 June 1988 with additional changes adopted at the AGM on 14 June 1998)

1. Competitors must:
  - a) be members of a society in good standing as a member of the Scottish Association of Magical Societies.
  - b) have paid the appropriate registration fee prior to taking part in the Competition.
  - c) be aged 16 years or over on the day of the Competition.
2. Competitors shall be responsible for all equipment they may require, although the stage staff shall assist when possible.
3. The timekeeper shall time each act. The timing commences when the curtains part at the start of the act. If a competitor wishes his timing to commence before this, he must make this known to the Competition Organiser, along with a detailed statement of the appropriate cue, in writing when his name is submitted for entry to the Competition. The timekeeper shall award points as follows:

<u>Duration of Act</u>	<u>Points</u>
Up to 8 minutes	Nil
From 8 to 9 minutes	Five
From 9 to 11 minutes	Ten
From 11 to 12 minutes	Five
More than 12 minutes	Nil

No lights will be used until the act reaches 8 minutes. Between 8 and 9 minutes the orange light will be on, between 9 and 11 minutes the green light will be on, between 11 and 12 minutes the orange light will be on, and all lights will be off after 12 minutes.

4. The Judges shall award points for each act. They shall disregard the time of each act. Points shall be awarded as follows:

**Harold McMillan Shield** presented for the most entertaining 10 minute stage act. The Duncan Fletcher Cup is awarded to the runner-up in the Shield Competition.

Props, Stage Settings, Dress	a maximum of 20 points
Magical Content and Execution	a maximum of 40 points
Entertainment Value	a maximum of 40 points

5. The time of the Competition Show shall be arranged by the Convention Committee. All Competitors must:
  - i) report to the Competition Organiser at the competition venue at least one hour before the start of the competition, and
  - ii) be ready to perform at the commencement of the competition.

Failure to appear could result in the Competition being postponed.

6. The order of appearance shall be decided by the Organiser to enable him to present a balanced show.
7. All Competitors for the Competitions must submit their names and entry details to the Competition Organiser in writing at least six weeks before the date of the Competition.
8. No arrangements shall be made to hold a Competition Show unless there be at least three valid entries for either Competition lodged with the Competition Organiser at least six weeks prior the event. No judging shall take place unless at least three such entries have presented themselves to the Competition Organiser at the appointed time on the date of the Competition. The Competition Organiser is responsible for ensuring a suitable show is arranged, if necessary with guest acts.
9. To stimulate entries to the Competition, each club will be awarded five points for the Legerdemain League for each competition in which the club is represented. In the event of a valid entrant failing to present himself to the Competition, his/her club shall forfeit five points in the Legerdemain League as a penalty.
10. In the event of unforeseen circumstances arising the rules of the Competition may be amended at the discretion of a quorum of 4, namely the Competition Organiser and 3 members of the Management Committee provided the details of any discretion exercised will be tabled at the next Delegate Meeting.
11. In the event of any dispute not covered by these rules, the decision of the President shall be final.

# *Scottish Association of Magical Societies*



## **Rules for the Max Raskin Cup Competition**

(As adopted at the AGM, 12 June 1988 with additional changes adopted at the AGM on 14 June 1998)

1. Competitors must:
  - a) be members of a society in good standing as a member of the Scottish Association of Magical Societies.
  - b) have paid the appropriate registration fee prior to taking part in the Competition.
  - c) be aged 16 years or over on the day of the Competition.
2. Competitors shall be responsible for all equipment they may require, although the stage staff shall assist when possible.
3. The timekeeper shall time each act. The timing commences when the curtains part at the start of the act. If a competitor wishes his timing to commence before this, he must make this known to the Competition Organiser, along with a detailed statement of the appropriate cue, in writing when his name is submitted for entry to the Competition. The timekeeper shall award points as follows:

<u>Duration of Act</u>	<u>Points</u>
Up to 8 minutes	Nil
From 8 to 9 minutes	Five
From 9 to 11 minutes	Ten
From 11 to 12 minutes	Five
More than 12 minutes	Nil

No lights will be used until the act reaches 8 minutes. Between 8 and 9 minutes the orange light will be on, between 9 and 11 minutes the green light will be on, between 11 and 12 minutes the orange light will be on, and all lights will be off after 12 minutes.

4. The Judges shall award points for each act. They shall disregard the time of each act. Points shall be awarded as follows:

**Max Raskin Cup** presented for the most entertaining 10 minute presentation of magic for children

Presentation	a maximum of 20 points
Magical Content	a maximum of 40 points
Entertainment Value	a maximum of 40 points

5. The time of the Competition Show shall be arranged by the Convention Committee. All Competitors must:

- i) report to the Competition Organiser at the competition venue at least one hour before the start of the competition, and
- ii) be ready to perform at the commencement of the competition.

Failure to appear could result in the Competition being postponed.

6. The order of appearance shall be decided by the Organiser to enable him to present a balanced show.

7. All Competitors for the Competitions must submit their names and entry details to the Competition Organiser in writing at least six weeks before the date of the Competition.

8. No arrangements shall be made to hold a Competition Show unless there be at least three valid entries for either Competition lodged with the Competition Organiser at least six weeks prior the event. No judging shall take place unless at least three such entries have presented themselves to the Competition Organiser at the appointed time on the date of the Competition. The Competition Organiser is responsible for ensuring a suitable show is arranged, if necessary with guest acts.

9. To stimulate entries to the Competition, each club will be awarded five points for the Legerdemain League for each competition in which the club is represented. In the event of a valid entrant failing to present himself to the Competition, his/her club shall forfeit five points in the Legerdemain League as a penalty.

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11. In the event of any dispute not covered by these rules, the decision of the President shall be final.