

Competition scoring 2025



INTRODUCTION

The competition scoring is divided into several criteria: Aerial Pole Skill (applicable only to the Amateur, Semi-Pro, and Professional categories), Choreographic Complexity, Movement Interpretation and Execution, Music Interpretation, Show Factor, Shoe Work, Synchronization and Partnering (applicable only to the Low Flow Groups category), and penalties applied by the head judge.

SCORING CRITERIA

Criterion	Maximum Points
Aerial Pole Skill (<i>excluding all Low Flow categories</i>)	10
Choreographic Complexity	10
Movement Interpretation & Execution	10
Music Interpretation	10
Stage Presence	10
Synchronization & Partnering (<i>Low Flow Groups only</i>)	10
Shoe Work	5
TOTAL SCORE	
Pole categories	55
Low flow categories	45
Low flow groups	55

Aerial Pole Skill

Points for technical difficulty are awarded based on the overall execution of strength-based moves, flexibility elements, dynamic tricks, complex combinations performed on the pole without ground contact or a starting position from the floor, transitions between elements, and work with the spinning pole. To achieve the maximum score, it is not necessary to include elements from every category, however, demonstrating at least some variability is recommended.

Choreographic Complexity

Points for choreographic complexity (0-10) are awarded based on the variety and difficulty of dance steps, turns, floorwork (which may include acrobatic elements such as flips and handstands), and movements performed throughout the routine. This criterion also includes all floor-based pole elements and moves initiated from ground contact (e.g., spins or flips starting from the floor).

In the Low Flow and Low Flow Groups categories, special emphasis is placed on working with the pole. Competitors must remain in contact with the pole for at least 1 minute 30 seconds (any body part in contact counts). Failure to meet this requirement (Low Flow and Low Flow Groups only) will result in a -2 point deduction from the head judge.

Movement Interpretation & Execution

Movements within the choreography should be executed cleanly and effortlessly. This includes proper alignment of the feet, ankles, knees, back, neck, arms, and wrists, unless intentionally stylized for artistic purposes. Transitions on the pole and the floor should be performed smoothly, without technical errors, loss of balance, or interruptions. The evaluation considers the range, quality, and refinement of movement. Movement interpretation also includes the presentation of the chosen dance style, fluidity in execution, and seamless transitions between pole work and floor work. The choreography should be continuous and engaging, avoiding any breaks in the performance flow.

Music Interpretation

Points for music interpretation (0-10) are awarded based on the competitor's ability to express the music through movement, whether with the entire body or specific body parts. The complexity of the chosen music piece and the level of precision in interpreting its rhythm and melody are also considered. The entire choreography should be harmonized with the rhythm and melody of the selected track.

Stage Presence

Points for stage presence (0-10) are awarded based on the competitor's ability to captivate the audience and draw them into the performance. Confidence and conviction are key evaluation factors. Additionally, the overall concept and execution of the choreography are assessed,

including the cohesion between the costume, music, and theme. The final impression should be professional and polished. The costume should not be distracting and must not be adjusted during the performance.

Synchronization & Partnering (Only for Low Flow Groups)

- Synchronization (5 points): The ability to maintain rhythmic and spatial unity, except when performing a canon sequence.
- Partnering (5 points): The ability to establish clear movement communication between group members.

Shoe Work

Points for shoe work (0-5) are awarded based on the correct technique of working with platform heels, including platform tilting, weight shifting, stability, and overall footwork control.

The evaluation considers the difficulty, variety of elements, and execution quality.

HEAD JUDGE PENALTIES

Criteria	Penalty
Fall	-2 (each occurrence)
Uncontrolled fall	-5 (each occurrence)
Missed deadlines	-2 (each occurrence)
Video not meeting requirements	-2 to disqualification
Costume violation	-2 / -5 / disqualification
Failure to use both poles	-2
Exceeding the allowed pole height (Low Flow)	-1 (each occurrence)
Less than 1 min 30 sec of pole contact (Low Flow & Low Flow Groups)	-2

Penalty Descriptions

- **Fall:** Typically caused by a loss of balance or slipping. The competitor lands feet-first while attempting to regain balance, but their center of gravity then falls to the ground.
- **Uncontrolled fall:** A sudden, rapid, uncontrolled movement to the floor from any position on or off the pole. There is no visible attempt to regain balance. The competitor typically lands on their back, side, hips, or head.
- **Missed deadlines:** A penalty will be applied if a competitor fails to meet any submission deadline (e.g., for the semifinal video, competition music, etc.).
- **Video not meeting requirements:** Video submission rules are specified in the competition regulations.
- **Costume violation:** Costume rules are outlined in the competition regulations.
- **Failure to use both poles:** If a competitor does not use both the static and spinning pole, a -2 point penalty will be applied.
- **Exceeding the allowed pole height:** Exceeding the permitted height limit (above hand level while standing) will result in a -1 point deduction per occurrence. This applies to all Low Flow categories except Low Flow Groups.

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