

RULES FOR THE NORDIC MAGIC CHAMPIONSHIPS

The competition aims to follow the FISM rules as closely as possible and to use a scoring system modeled after FISM national and local contests. The full FISM rulebook is available at: <https://fism.org/contest-rules/>

Key Rules

- Each contestant is allotted 10 minutes for light and technical checks on the day of the competition. A detailed rehearsal schedule will be provided at least one week before the event. Rehearsals will be held in reverse performance order whenever possible.
- The performance must last a minimum of 5 minutes and a maximum of 10 minutes. Routines that are too short or too long will be disqualified. The act is considered to have started when the performer enters the stage or when the music begins—whichever comes first.
- A time signal will be shown at the 9-minute mark. The performance must end by the 10-minute mark. Acts exceeding the time limit will be disqualified.
- The routine must include more than one trick. An exception is made for mentalism acts.
- Performances that are clear copies of existing routines or that violate copyright will be disqualified.
- If a performance is clearly below the competition standard or involves mistreatment or danger to animals, assistants, or the audience, the jury must interrupt and disqualify the act.
- If there is reason to suspect the use of pre-arranged confederates, the act will not be considered legitimate magic. In such cases, the jury has the right to request an explanation of the method or a re-performance before the jury after the contest. Otherwise, the act may be disqualified.

Evaluation and Scoring

The jury will evaluate performances based on six criteria:

- Technical skill
- Stage presence
- Entertainment value
- Artistic level
- Originality
- Magical atmosphere

Judges may use the scoring form to mark observations in each category, but it is also acceptable to provide only a final score.

- Each judge may award up to 100 points.
- Acts scoring below 50 points are not eligible for prizes.
- Acts scoring below 35 points are considered below competition standard and will be disqualified.
- Judges may revise their scores after seeing all the performances.
- The contestant's final score is the average of all judges' scores.

Scoring Scale

Score	Evaluation
75–100	Excellent – FISM winner level
70–74	Very good – candidate for 1st prize
65–69	Good – 2nd prize; possible discussion for 1st prize
60–64	Good – 2nd prize; no 1st prize awarded
55–59	Satisfactory – 3rd prize; possible discussion for 2nd
50–54	Satisfactory – 3rd prize; no 2nd prize awarded
35–49	Satisfactory – no prize
00–34	Disqualified – below competition standard

After the Competition

Once all scores have been submitted, the jury will calculate the results and then meet under the supervision of the head judge to decide the 1st, 2nd, and 3rd place winners in both categories (stage and close-up), as well as the overall winner of the competition – the Nordic Magic Champion, awarded to the best overall act.

Because stage and close-up acts are compared directly, the same scoring scale is used in both categories. If the score given by a judge deviates significantly from the others, the head judge may request a justification.

At its discretion, the jury may also award special prizes in the following categories: manipulation, comedy, illusions, and mentalism. An additional special prize may be awarded for the most original act, or an honorary mention for another achievement deemed noteworthy by the jury.

If no contestant reaches the score required for a specific prize, that prize may be withheld. Before the competition, judges will receive a scoring sheet listing the contestants in performance order.