



POLE CHAMPIONSHIP NETWORK

RULES & REGULATIONS - ALL CATEGORIES 2026 EDITION

The following criteria are applicable during all POLE CHAMPIONSHIP NETWORK competitions under the supervision of the Organization and Juries.

I. Categories

Athletes can choose the category in which they want to participate, among those detailed below, which must be indicated in the ONLINE registration form available at: www.polechampionship.net/inscripcion see detailed registration procedure in the Norms document available on that website.

- Female Beginner: Older than 18 years old. Female Basic level athletes.
- Male Beginner: Older than 18 years old. Male Basic level athletes.
- Female Amateur: Older than 18 years old. Female. Intermediate level athletes.
- Male Amateur: Older than 18 years old. Male. Intermediate level athletes.
- Female Professional: Older than 18 years old. Female. Advanced level athletes
- Male Professional: Over 18 years old. Male. Advanced level athletes
- Female Elite: Over 18 years old. Female. Elite level athletes
- Male Elite: Over 18 years old. Male. Elite level athletes
- Doubles (Mixed) Over 18 years old. Both genders
- Master (Mixed) (+40)- Amateur: Over 40 years old. Both genders
- Master (Mixed) (+40) - Professional: Over 40 years old. Both genders
- Master (Mixed) (+50)- Amateur: Over 50 years old. Both genders). **-NEWS**
- Master (Mixed) (+50) - Professional: Over 50 years old. Both genders). **-NEWS**
- Master's (Mixed) (+60): Over 60 years old. Both genders - NEW
- Youth (Mixed): Between 15 and 17 years old. Both genders
- Children A (Mixed): Between 7 and 10 years old. Both genders
- Children B (Mixed): Between 11 and 14 years old. Both genders
- Parapole: Over 18 years. Both genders. Athletes with certain types of physical, mental and/or sensory disabilities.
- POLE THEATER EXPERIENCE ART Amateur (Mixed): Over 14 years old. Up to 8 competitors. (*)
- POLE THEATER EXPERIENCE ART Professional (Mixed): Over 14 years old. Up to 8 competitors. (*)
- POLE THEATER EXPERIENCE ART Elite (Mixed): Over 14 years old. Up to 8 competitors. (*)
- POLE THEATER EXPERIENCE EXOTIC Amateur (Mixed): Over 18 years old. Up to 8 competitors. (*) **-NEWS**
- POLE THEATER EXPERIENCE EXOTIC Professional (Mixed): Over 18 years old. Up to 8 competitors. (*) **-NEWS**
- POLE THEATER EXPERIENCE EXOTIC Elite (Mixed): Over 18 years old. Up to 8 competitors. (*) **-NEWS**
- Pole Stars (Mixed) (*) (**)
- Flying Pole Amateur (Mixed): Over 14 years old. Both genders. Intermediate level athletes. (*) (**)-**NEWS**
- Flying Pole Professional (Mixed): Over 14 years old Both. Gendes. Advanced level athletes (*) (**)-**NEWS**

(*) Pole STARS, Flying Pole & Pole Theatre Experience categories have an specific Technical regulation which can be downloaded through the following link: www.polechampionship.net

() The FLYING POLE & POLE STARS categories are not applicable to all Championship network tournaments.**



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IMPORTANT:

- Change of category:
The organization reserves the right to change the category selected by the athlete in registration once the application videos and category assembly within each tournament have been evaluated.
- Ages:
The ages required for each category must be those in effect on the date of the competition.
If an athlete who wins a Pole Championship Network competition applies to another network competition and has a birthday before this competition and exceeds the age limit required for the selected category, must change the category.
Example: A winner of a National Children's Category who turns 15 years old before the regional tournament must register to the Youth category.
Over 40/50 athletes can choose to compete in the Over 18 category according to their technical level (Amateur / Professional / Elite) or Master (+ 40/50).
- Other categories:
Pole Championship Network can define without prior notice to split a category into two if it is not homogeneous. An example of this would be Youth 1 and Youth 2, with level 1 being the highest technical level and level 2 the lowest technical level.
Pole Championship Network can define without prior notice to join the female and male categories of the same technical level for the homogeneous assembly of the category.

2. Music Selection

Athletes are allowed a personal choice of accompaniment which can be a mix of music and artists.

- Maximum Duration. It depends on the category of competition as indicated below:
 - Amateur / Beginner: 2:30 min maximum
 - Professional: 3:00 min maximum
 - Elite: 4:00 min maximum
 - Doubles: 4:00 min maximum
 - Master + 40 & +50: 3:00 min maximum
 - Youth: 3:00 min maximum
 - Children A & B: 3:00 min maximum
 - Parapole: 2:30 min maximum

Music that exceeds the durations defined in each category will not be allowed. **NO EXCESS SECONDS WILL BE ALLOWED.**



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IMPORTANT:

- Minimum Duration. The minimum duration in all categories is 30 seconds less than the maximum indicated.
- The song must be sent by mail to the organizer up to 20 days before the competition in an MP3 file clarifying in the file name: Competition, Category, Surname and Name in that order (ex: Argentina – Female Amateur - Méndez Rosario) and in the mail body: Name and Surname of the athlete, Name of the song, Interpreter and Duration. **IN THE CASE OF NOT COMPLYING WITH THE FORMATS, IT WILL BE REJECTED.**
- If the song is 100% identical to one received from another contestant, the organizer can ask the last contestant to replace it and re-send the mail with a new one.
- If the organization does not receive the song before the due date, the competitor will be immediately disqualified.
- **Replacing the song by new versions is NOT allowed once the organizer confirms the reception.** The organizer can request a version change if the file is found to have a sound that is not suitable for the acoustics of the theater.
- Recommendations:
 - ✓ The copyright of the selected music may not allow the subsequent publication of the videos, so we recommend that you take this into account at the time of the election.
 - ✓ The choice and edition of the music is part of the artistic evolution of the performance in competition. Be careful when doing them.

3. Clothing & Other

Allowed

- Only sports clothes, clothes for gymnastics and figure skating are allowed.
- The use of up to 2 pieces in any category is allowed, it is understood by 2 pieces: Top / t-shirt and shorts.
- The use of dress tape will be allowed to prevent clothing from shifting.
- Only bare torso is allowed for male athletes in any category.
- The use of taping is permitted for medical or artistic purposes.
- Pole Grips are allowed (magnesium powder, Mighty Grip, Itac, Adherence etc.) only on the athlete's body. It is not allowed to add these products to the pole.
- The use of accessories is allowed: Accessories are understood as everything that is not attached to the main suit (up to 2 pieces) and is part of the wardrobe. Ex: Anklets, bracelets, harnesses, necklaces, scarves, hats, wigs, etc. that were notably added to the costumes and are not removed during the performance. In such case, they become props and are part of those not permitted and their disqualification (see point 9).

Not Allowed

- Costume may not be made of leather, rubber, latex, PVC or the like on the knees and hands. Anything that facilitates grabbing through the clothing won't be allowed. These materials can be used for other parts of the costume.
- The use of thongs or bikini-style clothing is prohibited
- No form of nudity is permitted, and clothing must cover the chest, bottom and groin at all times during the competition.



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- The use of gloves, pantyhose is prohibited.
- The use of props / elements is prohibited. Props are understood as any external element.
- A performance can only be done using bare feet.
- The use of resins is prohibited
- Taking off clothing is strictly prohibited.

Any non-compliance with the above mentioned will cause the automatic disqualification of the athlete. See “Point 9. Disqualifications” in this document.

If you have any questions, consult the organization by sending a photo or video to info@polechampionship.net ONLY.

4. Presentation & Artistic for all categories – 150 Total Points

4.1 Presentation (all categories) - 50 Total Points

○ Factor X (30)

The appearance and image transmitted must capture the attention of the judges during the total duration of the performance using characterization and movement resources. Facial contact and expression, stage presence and capturing the attention of the audience. The ability to entertain and engage the audience will be judged. There must be concordance between the music, costumes, makeup, choreography and chosen theme. The athlete must convey an emotion, characterization, or character during their performance.

Artistic elements to consider:

- Clear transmission of the chosen theme using the resources of dance, theater, acrobatics, pole techniques, costumes, etc.
- Artistic resources to capture the attention of judges & audiences.

○ Music (10)

It will be evaluated:

- The musical choice according to the chosen artistic theme.
- Originality in musical choice. The combination of sounds, melodies, texts and/or songs is understood as original.
- **Prolivity in musical editions: sound quality, musical cuts, and endings**

○ Costume and Makeup (10)

The makeup must be stage, theater or related to the danced story. The concordance of the chosen costume with the artistic proposal will be evaluated and not its production.

The use of accessories, footwear and props of any kind is not allowed. (SEE CLOTHES & OTHER SECTION POINT 3)



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4.2 Artistic (all categories) - 100 Total Points

- Dance work and/or acrobatics outside the pole (25)
Fluency of movements during the Performance. Grace and ease. There is no limit in the incorporation of different dance techniques and/or Acrobatics. The use/route of the total scenic space will be evaluated.
- Dance work at the pole (25)
The consistency and continuity of the dance and/or artistic interpretation in contact with the bar will be evaluated.
- Rhythmic interpretation (20)
Execution of movements in the bar or dance, according to music and musical times. The end of the performance must coincide with the end of the music. If there are musical beats, they must be used.
- Terminations and lines (30)
Correct alignment and presentation of tricks. Defined terminations in the execution on the bar and in the floor work (stretched insteps, extension of the knees, position of the hands, etc.)

5. Technical

All categories except Doubles & Parapole - 150 Total Points

- Strength Tricks on the pole (30)
Tricks involving strength and great load of force (isometric, concentric or eccentric) with two or more points of contact with the pole. The greater the number of tricks, the greater the use of muscle groups and the greater the difficulty of the chosen tricks, the higher the score obtained.
- Flexibility and Contortion Tricks on the bar (30)
Tricks that involve flexibility and/or contortion in one or more muscle groups. The greater the number of tricks, the greater the use of the different muscle groups and the greater the difficulty of the chosen tricks, the higher the score obtained.
- Drops (15)
A drop is understood as a movement that begins in one position and ends in the same, or in a different position, in which the COMPLETE BODY falls with a minimum distance of ONE METER from the origin point and the end point, as long as the end point is on the bar and not on the floor.
To be considered a drop, the body must slide quickly, with as little contact as possible with the bar and with a firm, clear and controlled finish. The higher the difficulty, the higher the score obtained.

Items that a drop must have:

- clear start
- Speed
- Minimum one meter away



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- Containing air between start and end
- Controlled, clear and firm finish.

IMPORTANT: If any of these detailed points is not found in the execution of the fall, this will be considered by the technical juries, the qualification being zero or low according to the missing elements in the execution.

○ Dynamic Movements (15)

Active, energetic and strong movements in any direction (Ascending or Descending) either in the bar, towards the bar.

Examples: Jump on, Jump out, Re Grip, Flip out, Flip on, Somersault, Acrobatic Grabs, Escapes, Aerial Cartwheel, Dynamic Spin Combinations (either start and end on the ground or start on the ground and end on the ground). the pole, provided that such combinations contain dynamic aerial moments).

Escape

Escape is understood as the combination of three or more moving tricks, which must be executed dynamically, quickly and in succession (without pause), where the body must have a change of position between the figures, always DESCENDING, starting from a fixed point (static trick) and then continue as mentioned before.

It can include, tricks (ex: Geminis to Geminis), re-grip, drops, switch, flips, jump, acrobatic movements (ex: Fonji)

IMPORTANT: If the movements described do not contain dynamism (Speed, Air and Power) they won't be considered by the technical juries, the qualification will be zero or low according to the missing elements in the execution.

The difficulty and quantity of the dynamic movements will determine the score according to the choice and execution.

Example of difficulty:

- Low: Jump on, Jump out, spin combinations according to difficulty.
- Medium: Re grips, spin combinations according to difficulty.
- High: Escapes, Flip on, Flip out, Acrobatic Grabs, Air Cartwheel.

○ Links and Transitions (20)

The fluency, simplicity, quality, neatness, and originality with which the athlete transitions from one trick to another trick will be evaluated.

○ Spinning Pole (10)

Performance on the spinning pole is evaluated. The handling, control, and fluidity is evaluated, as well as the chosen sequences (combination of tricks) for the correct use.

The execution of the tricks in the spinning pole is not evaluated since they are evaluated in the previous criteria.

○ Turns (10)



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Turn is understood as the execution of a circumferential path of the body around the fixed bar with one or more contact points. Using an initial impulse and/or more during the execution. The turn must contain inertia and air of the body with respect to the bar, managing to move at least 360 degrees

The execution of the flights carried out, the impulse, control, variety and difficulty of these will be evaluated.

If an athlete performs a dynamic combination of turns they will be evaluated at both criteria (Dynamic Movements and Turns).

- Execution (20):
Correct execution of movements and tricks on the pole: fluid transitions, correct fronts of the tricks, incorporated lines, arming and disarming of the tricks. Clarity and concise precision during every move, transitions, and tricks.

5.1 Doubles Category Technical - 150 Total Points

- Strength Tricks on the pole (30)
Tricks involving strength and great load of force (isometric, concentric or eccentric) with two or more points of contact with the pole. The greater the number of tricks, the greater the use of muscle groups and the greater the difficulty of the chosen tricks, the higher the score obtained.
- Flexibility and Contortion Tricks on the pole (30)
Tricks that involve flexibility and/or contortion in one or more muscle groups. The greater the number of tricks, the greater the use of the different muscle groups and the greater the difficulty of the chosen tricks, the higher the score obtained.
- Spinning Pole (20)
Performance on the spinning pole is evaluated. The handling, control, and fluidity is evaluated, as well as the chosen sequences (combination of tricks) for the correct use.
The execution of the tricks in the spinning pole is not evaluated since they are evaluated in the previous criteria.
- Drops (20)
A drop is understood as a movement that begins in one position and ends in the same, or in a different position, in which the COMPLETE BODY falls with a minimum distance of ONE METER from the origin point and the end point, as long as the end point is on the bar and not on the floor.
To be considered a drop, the body must slide quickly, with as little contact as possible with the bar and with a firm, clear and controlled finish. **In Doubles the drops must be synchronized.** The higher the difficulty, the higher the score obtained.

Items that a drop must have:

- clear start
- Speed
- Minimum one meter away
- Containing air between start and end
- Controlled, clear and firm finish.



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- Synchronism of the two athletes

- Spins and Joint Flights (10)

Spins where only athlete 1 is in contact with the pole and athlete 2 is in contact with athlete 1, without touching the pole.

- Sequence of synchronized parallel tricks on the spinning or static pole (20)

Synchronized, complementary and/or mirror work (tricks, movements, and acrobatics).

IMPORTANT: If the work is not synchronized, it won't be considered by the technical juries, and the qualification will be zero.

- Doubles Tricks based on balance (10)

Tricks where one of the athletes is in balance, in contact with the other athlete, both being able to be in contact with the bar.

- Interlaced tricks (10)

Spins or movements where the athletes are in contact with several parts of the body, and both are in contact with the pole.

5.2 Para Pole Category Technical - 100 Total Points

- Strength Tricks on the pole (50)

Tricks involving strength and great load of force (isometric, concentric or eccentric) with two or more points of contact with the pole. The greater the number of tricks, the greater the use of muscle groups and the greater the difficulty of the chosen tricks, the higher the score obtained.

- Flexibility and Contortion Tricks on the bar (40)

Tricks that involve flexibility and/or contortion in one or more muscle groups. The greater the number of tricks, the greater the use of the different muscle groups and the greater the difficulty of the chosen tricks, the higher the score obtained.

- Links and Transitions (10)

The fluency, simplicity, quality, neatness, and originality with which the athlete transitions from one trick to another trick will be evaluated.

6. Important all categories

An athlete can perform his performance again only in the following cases:

- Due to a technical failure with the music, the floor, or the poles.
- Due to a health problem after the corresponding medical intervention and with the authorization of the doctor, provided that the latter happens within the period in which the competition is being held and there were no



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changes in the jury. If the athlete does not receive medical clearance to perform the choreography again, he will be evaluated based on performed until the interruption.

7. Rating System - Punctuation

7.1. Presentation and Artistic punctuation for all categories

A. Presentation

Total points to be awarded: 50

- Factor X: 1 to 30 points.
- Music: 1 to 10 points.
- Costume & Makeup: 1 to 10 points.

B. Artistic

Total points to be awarded: 100

- Dance work and/or acrobatics outside the pole: 1 to 25 points.
- Dance work at the pole: 1 to 25 points
- Rhythmic interpretation: 1 to 20 points.
- Terminations and lines: from 1 to 30 points.

7.2. Technical punctuation for all categories (except for Doubles & Para-Pole)

C. Technical

Total points to be awarded: 150

- Strength tricks in the pole: 1 to 30 points
- Tricks of Flexibility and Contortion on the pole: 1 to 30 points
- Drops: 1 to 15 points
- Dynamic Movements: 1 to 15 points
- Links and Transitions: 1 to 20 points
- Spinning Pole: 1 to 10 points
- Turns: 1 to 10 points
- Execution: 1 to 20 points

7.3. Technical Punctuation for Doubles Category

C. Technical

Total points to be awarded: 150

- Strength tricks in the pole: 1 to 30 points
- Tricks of Flexibility and Contortion on the pole: 1 to 30 points
- Spinning Pole: 1 to 20 points



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- Doubles Drops: 1 to 20 points
- Spinning and Joint flights (only one athlete contacting the pole): 1 to 10
- Sequence of synchronized parallel tricks: 1 to 20 points
- Doubles Tricks based on balance: 1 to 10 points
- Interlaced tricks: 1 to 10 points

7.4. Technical Punctuation for Parapole Category

Total points to be awarded: 100

- Strength tricks in the pole: 1 to 50 points
- Tricks of Flexibility and Contortion on the pole: 1 to 40 points
- Links and Transitions: 1 to 10 points

8. Deductions & Penalties for all categories - except for Para-Pole & Beginner (*)

(*) Although deductions and penalties do not apply in the beginner category, if the athlete performs tricks and/or dynamic executions of a higher technical level than that of the category, at the sole and absolute discretion of the technical jury & controller, he will be recategorized to Amateur immediately and the corresponding deductions and penalties for the category will be applied.

Deductions will be made in the following cases:

8.1 Failure to Comply with the Mandatory - Five Points (5) each:

- If **mandatory drops** are not included in the performance (In Doubles only in synch) according to the description in point 5 (individual) and 5.1 (doubles).
- If at least 2 (two) **Dynamic Movements** are not included in the performance according to the description in point 5 (individual). ONLY FOR INDIVIDUAL CATEGORIES.
- If you do not include in your performance at least 1 (one) **Turn**, managing to move at least 360 degrees. ONLY FOR INDIVIDUAL CATEGORIES.
- If no **Joint Flight** is included according to 5.1. ONLY FOR DOUBLES

8.2 Penalties

Five (5) for each occurrence, up to 3 times (maximum deduction score per item 15 points):

- If they **slip** (loss of movement control: hands, feet or any part of the body in general) having or not touched the floor.
- **Costume failure:** Breaks of any kind. Part of the costumes (costume or headdress that fall on the stage). Costumes that shift from their correct position without the need to reveal the private parts. Correcting the position of the costume during the choreography is considered a costume failure.
- **Adjustments:** When the athlete noticeably corrects a movement or tricks for the right performance execution, adjusts the grip or lock causing the flow of the movement or combination to break; both on and off the pole.
Driving your hands in the costume is considered readjustment by cutting off the flow of the choreography.



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Ten points (10) for each occurrence without limits of deductions:

- **Falls:** If the athlete loses total and notably the control of the movement ending on the floor. Either in a movement on the pole or outside of it.
- If any of the **private parts are exposed** during the performance.
 - Nipples partially or totally (female athletes)
 - Genitals partially or totally
 - Glutes in totally

8.3 Additional deductions for Elite categories

In addition to those indicated above in point 8.1 the following deductions will apply for Elite categories:

- Failure to comply with air deadlift regulations. - Ten Points (10):
 - If an **aerial Dead lift** is not included in the performance.

It consists of the elevation of the entire body that starts from a position without contact with the ground and with the body suspended outside the bar, initiating the lift without the use of any type of impulse or swing more than the use of force, until fixing and sustaining the body in another position. It can be initiated from a static position or from a spin as long as the spin is not used as an impulse that facilitates the elevation of the body.
- Failure to perform at least 2 mandatory elements - Ten (10) Points:
 - An additional 10 points will be deducted if the athlete does not include at least 2 of the mandatory elements detailed in these regulations in their routine.

Mandatory elements are defined as:

 - 2 **Dynamic Movements**
 - 1 **Drops**
 - 1 **Turn**
 - 1 **aerial Dead lift**

9. Reasons for disqualification

The organization may disqualify or penalize, before, during and after the competition, if any of the athletes does not comply with the rules and regulations.

Immediate disqualification will occur for the following reasons:

- Not being present at the time of the event opening, in the presentation of its category and at the time of delivery of the results and awarding.
- The use of props of any kind. See point 3. Clothing & Other
- Improper Use and Clothing. See point 3. Clothing & Other
 - Made of leather, rubber, latex, PVC or similar in knees and hands.
 - The use of thongs or bikini style clothing is prohibited
 - The use of gloves, pantyhose is prohibited.



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- A performance can only be done using bare feet.
- The use of resins is prohibited.
- Taking off clothing is strictly prohibited.
- Not ending the performance:
 - without technical reasons (poles, music, stage).
 - without medical reasons (injuries).
- Any unsportsmanlike conduct at the sole discretion of the organizer and the jury.
- Failure to comply with the protocols and standards of behavior established by the local organization.

10. Results

The general winner will be the one who obtains the highest total accumulated score = TECHNICAL + PRESENTATION & ARTISTIC (PRESENTATION + ARTISTIC) - DEDUCTIONS

Resolution of draws:

- In the event of a tie, the candidate with the most points credited in the Technical section will be the winner.
- If the technical score is also tied, the candidate with the highest score obtained in the ARTISTIC criteria will be the winner.
- If the tie persists, the candidate with the highest PRESENTATION score will be the winner.
- If the competitors still have the same score, a "Pole down" will be done to decide the final winner. A Pole Down is the final performance among the athletes who will dance for 2 minutes each to decide who the winner is. The judges will decide who will be awarded the first position without the need to score.

The total results will be published after the awards within a period no longer than 15 days after the event.

11. Awards

POLE TRICKS = greater number of points awarded in Technical.

POLE ART = greater number of points awarded in Artistic + Presentation.

Additional prizes may be awarded during the competition at the discretion of the organizer.

12. Jury

The judge's scores will be registered online in electronic forms in POLE CHAMPIONSHIP NETWORK judging system. The individual qualifications of each Judge will be kept private. The competitor will receive the general scores, detailing subtotals in Presentation & Artistic, Technical and Deductions.

Minimum number of judges required for all competitions: One Technical Judge, one Artistic Judge and one Controller Judge. The Jury will not be able to initiate conversations with any of the competitors once the contest begins and until the publication of the scores. The judges are assigned by POLE CHAMPIONSHIP NETWORK.



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13. Poles specifications for competences

Professional Bars will be used, surely tied at both ends. A security review must be completed prior to each competition by the Controller Judge, and the Poles must not be left unattended once completed and must be checked again before a new competition. The health and safety of competitors is a priority.

13.1. Technical specifications:

- Material: stainless steel, mirror finish
- Diameter: 45 mm = 1 3/4 inches
- Minimum thickness: 3 mm
- Long (4 meters = 13.12 feet minimum / 5 meters = 16.40 feet maximum)
- Distance between poles: 4 meters = 13.12 feet
- The Spinning pole is the one at the right side of the stage looking from the theater hall into the stage
- Distance from the bars to the end of the stage and to the mouth of the stage: minimum 2 meters = 6.56 feet each.

13.2. Types of poles

- Static Pole, one fixed pole which can't rotate. Placed at the left side of the stage looking from the theater hall into the stage
- Spinning Pole, one pole which can rotate in both senses. Placed at the right side of the stage looking from the theater hall into the stage

Any change in what is established due to technical issues will be informed to the athlete in advance.

14. First Aid / Medical Care

The organization provides a physiotherapist and / or a doctor at the event for the case of injury.

In the case of injury, the first aid representative has the final decision regarding the continuity of the athlete in the competition.

15. Inquiries to Regulations

All technical inquiries to the regulation will be answered only if they are asked to the following mail:

info@polechampionship.net

The answers provided by juries and/or organizers will not be considered an OFFICIAL answer of Pole Championship Network

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APPENDIX 1

Femenino Amateur - ARTISTIC / ARTISTICO / ARTISTICA																
		Overall Presentation / Presentación / Apresentação					Artistics / Artística / Artística					<div style="text-align: center;"> TOP 10 ARG RESET </div>				
		Scenic Presence - X Factor / Presença de palco	Costume and make Up / Indumentaria y maquillaje	Music / Música	Total	Dance and/or acrobatic work OUTSIDE the pole / Trabajo de danza y/o acrobacias FUERA de la barra / trabalho de dança NO pole	Dance work ON the pole / Trabajo de danza EN la barra / trabalho de dança NO pole	Rhythmic Interpretation / Interpretación Rítmica / Interpretação rítmica	Body lines / Terminaciones y Líneas / Linha de dança	Total						
											30			10	10	50
Order / Orden / Ordem	Country / País	Competitor / Competidora / Concorrente												POS	Comments / Comentarios / Comentários	
1	Pais 1	Femenino Amateur Competidor 1												0	0	
2	Pais 2	Femenino Amateur Competidor 2												0	0	
3	Pais 3	Femenino Amateur Competidor 3												0	0	
4	Pais 4	Femenino Amateur Competidor 4												0	0	
5	Pais 5	Femenino Amateur Competidor 5												0	0	
6	Pais 6	Femenino Amateur Competidor 6												0	0	
7	Pais 7	Femenino Amateur Competidor 7												0	0	
8	Pais 8	Femenino Amateur Competidor 8												0	0	
9	Pais 9	Femenino Amateur Competidor 9												0	0	
10	Pais 10	Femenino Amateur Competidor 10												0	0	

APPENDIX 2

Femenino Amateur - TECHNICAL / TECNICO / TECNICA																
		Pole tricks / Trucos de Pole 150										<div style="text-align: center;"> TOP 10 ARGENTINA RESET </div>				
		Strength tricks on the pole / Trucos de Fuerza en la barra / Trucos de força na barra	Contortion and Flexibility tricks / Trucos de Flexibilidad y contorsión / flexibilidade e Contortion trucos	Drops / Caídas / Quedas	Dynamic Movements / Movimientos Dinámicos / Movimentos dinámicos	Links and transitions / Enlaces y transiciones / Ligações	Spinning pole / Pole Giratorio / Bar giratório	Spins around fixed pole / Giros alrededor del pole fijo / Giros em torno do polo fixo	Execution / Ejecución / Execução							
										30	30			15	15	20
Order / Orden / Ordem	Country / País	Competitor / Competidora / Concorrente												POS	Comments / Comentarios / Comentários	
1	Pais 1	Femenino Amateur Competidor 1												0	0	
2	Pais 2	Femenino Amateur Competidor 2												0	0	
3	Pais 3	Femenino Amateur Competidor 3												0	0	
4	Pais 4	Femenino Amateur Competidor 4												0	0	
5	Pais 5	Femenino Amateur Competidor 5												0	0	
6	Pais 6	Femenino Amateur Competidor 6												0	0	
7	Pais 7	Femenino Amateur Competidor 7												0	0	
8	Pais 8	Femenino Amateur Competidor 8												0	0	
9	Pais 9	Femenino Amateur Competidor 9												0	0	
10	Pais 10	Femenino Amateur Competidor 10												0	0	

APPENDIX 3

Duplas - TECHNICAL / TECNICO / TECNICA																
		Pole tricks / Trucos de Pole - 150										<div style="text-align: center;"> TOP 10 ARGENTINA RESET </div>				
		Strength tricks on the pole / Trucos de Fuerza en la barra / Trucos de força na barra	Contortion and Flexibility tricks / Trucos de Flexibilidad y contorsión / flexibilidade e Contortion	Spinning pole / Pole Giratorio / Bar giratório	Drops / Caídas / Quedas	Spins and flights together (only one touches the pole) / Giros y voladas juntos (uno solo toca el pole) / Giros e voos juntos (um só toca o pole)	Synchronized parallel tricks sequence / Secuencia de trucos paralelos sincronizados / Paralelas trucos de sequência	Equilibrium based doubles tricks / Trucos en dupla basados en equilibrio / Trucos duo com base em balanço	Interlaced tricks / Trucos entrelazados / trucos entrelaçados							
										30	30			20	20	10
Order / Orden / Ordem	Country / País	Competitor / Competidora / Concorrente												POS	Comments / Comentarios / Comentários	
1	Pais Dup 1	Duplas 1												0	0	
2	Pais Dup 2	Duplas 2												0	0	
3	Pais Dup 3	Duplas 3												0	0	
4	Pais Dup 4	Duplas 4												0	0	
5	Pais Dup 5	Duplas 5												0	0	
6	Pais Dup 6	Duplas 6												0	0	
7	Pais Dup 7	Duplas 7												0	0	
8	Pais Dup 8	Duplas 8												0	0	
9	Pais Dup 9	Duplas 9												0	0	
10	Pais Dup 10	Duplas 10												0	0	