

# GUIDELINES FOR MARKING



Examiners mark candidates out of 20 in each of two areas. The guidelines below outline what we would expect to observe, in each area, at four key marks.

Candidates must earn 12 (18) marks, from two of the three examiners, in both areas to gain MMC (AIMC). However if an examiner judges that a candidate is so proficient in one area that they should be accepted as MMC (or AIMC) despite failing in the other area, they can make that recommendation on the mark form.

MARK (OUT OF 20)	MAGICAL ABILITY & TECHNIQUE	PRESENTATION	EXAMPLES OF SLEIGHTS
9	<ul style="list-style-type: none"> <li>Effects were performed with little fumbling although a lack of confidence was evident</li> <li>Although secrets were not exposed it was clear at times that something had been done</li> <li>Prop management was sometimes untidy and there was little evidence of routining</li> </ul>	<ul style="list-style-type: none"> <li>The delivery was unsure and there was several dead spots</li> <li>Spectators were handled courteously but instructions to them were not always clear</li> <li>Presentation and patter were not original and no consistent personality was evident</li> </ul>	<ul style="list-style-type: none"> <li>Thumb-Tip work</li> <li>False transfer</li> <li>Tidy shuffling of cards</li> <li>Concealing a coin or sponge ball in the hand</li> </ul>
12 M.M.C	<ul style="list-style-type: none"> <li>Effects were performed without fumbling although there might be signs of nervousness</li> <li>Misdirection, sleights and moves were used effectively</li> <li>Thought had been given to routining the effects which built to a natural climax</li> </ul>	<ul style="list-style-type: none"> <li>A fairly confident delivery with few, if any, dead spots, presenting a likeable personality</li> <li>The audience as a whole was acknowledged and volunteers put at ease</li> <li>There was an attempt to move away from standard presentations and patter</li> </ul>	<ul style="list-style-type: none"> <li>Card control</li> <li>False count of ropes</li> <li>Double lift</li> <li>Loading cups</li> <li>Elmsley count</li> <li>Coin switch</li> <li>Classic Palm</li> </ul>
15	<ul style="list-style-type: none"> <li>Effects were performed confidently without visible signs of nervousness</li> <li>Moves and sleights were covered by natural movements and gestures</li> <li>Routining was good with a natural climax and with applause cues clearly pointed</li> </ul>	<ul style="list-style-type: none"> <li>A confident delivery with no dead spots</li> <li>The audience as a whole was engaged and unexpected comments handled competently</li> <li>Presentation and patter was rehearsed and matched the personality</li> </ul>	<ul style="list-style-type: none"> <li>Top change</li> <li>Shuttle pass</li> <li>Triple lift</li> <li>Bill switch</li> <li>Hamman count</li> </ul>
18 A.I.M.C	<ul style="list-style-type: none"> <li>Effects were performed effortlessly and with great confidence</li> <li>Sleights, moves, misdirection and timing were second nature</li> <li>Routining was excellent – the effects flowed in a polished professional manner</li> </ul>	<ul style="list-style-type: none"> <li>A very confident delivery without arrogance – a sense of enjoyment was conveyed</li> <li>Good audience engagement with unexpected comments handled confidently</li> <li>Presentation, patter and appearance matched a consistent performing persona</li> </ul>	<ul style="list-style-type: none"> <li>Sleights need not be more advanced than for 15 but will be more smoothly executed</li> <li>Some originality is expected in effect, presentation or persona at this level</li> </ul>