



bend the air 2022



**AERIAL ADDICTS: SILKS
COMPETITION KIT**

AERIAL ADDICTS SILKS COMPETITION KIT

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AERIAL ADDICTS: SILKS SOLO CATEGORIES

12 YEARS & UNDER

Aerial Minis
MiniStars

17 YEARS & UNDER

Intermediate
Advanced
All Stars

18 YEARS & OVER

Amateur
Advanced
Elite

Minimum age for aerial competitors is 8 years old. Ages are taken from competitors' age as at January 01, 2022. Age groups and sections may be adjusted by event organisers depending on the number of entries received. Competitors may compete in an age group higher than their own if deemed appropriate and approved by event organisers.

2022 REGIONAL COMPETITION KEY DATES

LOCATION	VENUE	EVENT DATE	KEY DATES
Sunshine Coast, QLD	CircStudios, Warana	April 2 - 3	Auditions Close: Feb 20 Audition Results: Feb 25 Entries Close: March 6
Melbourne, VIC	National Institute of Circus Arts (NICA)	July 1-2	Auditions Close: June 1 Audition Results: June 5 Entries Close: June 9
Adelaide, SA	The Parks Theatre, Angle Park	Sept 3 - 4	Auditions Close: July 31 Audition Results: August 5 Entries Close: August 10
Newcastle, NSW	The Factory, Adamstown	Sept 23 - 24	Auditions Close: Aug 7 Audition Results: Aug 12 Entries Close: Aug 21
Brisbane, QLD	La Boite Theatre, Kelvin Grove	Oct 14 - 15	Auditions Close: Sept 4 Audition Results: Sept 9 Entries Close: Sept 18

Additional events may be added for the 2022 season - the technical components of the competition kit will remain the same for all events.

ENTRY PROCESS

All **Aerial Addicts** categories at *Bend The Air* are a 2 phase competition process. Phase 1 is a video audition submission which will be assessed by our review panel to determine who is eligible to move onto phase 2 - the live competition phase.

STEP 1: COMPETITOR REGISTRATION

All competitors must first register for the competition and pay the **non-refundable \$25 registration fee**. This can be done via the *Bend The Air* website. Each competitor is only required to pay this once per competition and can then enter as many sections as desired (including groups).

Your competitor registration gives you:

- Video auditions submissions for Aerial & Circus Categories.
- Access to competition entries.
- Access to presale spectator tickets, where available.

STEP 2: AUDITION SUBMISSION

Once you have registered as a competitor, you will then need to submit an audition via the *Bend The Air* Website. There is no fee for submitting auditions, as this is covered by your competitor registration. Complete the online form and submit your audition video. Audition videos are to be uploaded to the DropBox link provided after you complete the online form. You may audition for more than one category.

The review panel reserves the right to move your entry to a different section than what you originally entered, if they deem it to be more appropriate based on your audition submission.

AUDITION VIDEO REQUIREMENTS:

- Audition pieces are to be a minimum of 2 minutes and a maximum of 5 minutes in length. The recorded video is to be one continuous recording and audio is to be recorded with the video and not edited in after.
- You must show all drops and high-level manoeuvres in the video that will be executed at the competition. Your audition does not have to be exactly the same as your final routine but must be a true and accurate reflection. Any alterations to these skills must be approved by *Bend The Air* prior to performance. Failure to have these changes approved may result in deductions or disqualification.
- Costumes are not required for auditions, however, clothing must contrast the background and chosen apparatus to ensure clear visuals of the performer. The video must be taken at a wide-angle to show the full performer, apparatus and any props for the entirety of the routine.

STEP 3: ROUTINE ENTRY

You will receive your audition results via email to the address provided in your audition form. If the applicant is successful, an additional entry fee, per routine, will be required by payment online, upon submission of the routine entry form.

Routine entry fees are as follows:

AERIAL ADDICTS	Solo	\$50
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PLEASE NOTE:

- Entries past the closing date may be accepted (up to the discretion of event organisers) and will incur a \$20 late submission fee.
- All entries are non refundable and non transferable. If you are no longer able to attend an event, it is a courtesy to inform event organisers by emailing contact@bendtheair.com.au

RIGGING & EQUIPMENT

For *Bend the Air's* aerial categories, competitors have the opportunity to use the standardised 'in-house' apparatus that are provided by Trix Circus. This includes both silks and lyras - selection of these apparatus' including size, colour etc. are made when submitting the entry form.

Trix Circus is an Australian company with over 70-years of experience building circus equipment. Their equipment is built here in Australia by advanced and experienced riggers. It is regularly tested to destruction to ensure quality and safety.

Competitors are also able to provide their own apparatus, however they must be able to provide certification and structural information to competition organisers.

Rigging will be from a single point in the centre of the stage. Specific rigging and staging information for each venue will be provided via the BTA website.

SAFETY MAT

As an additional safety component at *Bend The Air* competitions, we have teamed up with Absolutely Anything Gymnastics (AAG) to provide custom safety mats designed specifically for our competitions.

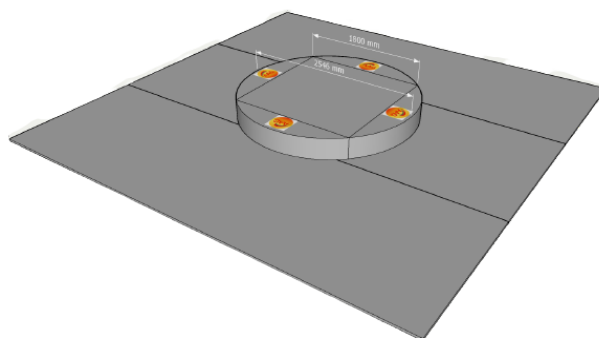
ROUND SAFETY MAT

Custom 2546mm circular landing area consists of a staged combination of open and closed celled foams and a high quality constructed pvc vinyl cover formation with venting for quick air release.

6x6m FLOOR

30mm thick mat flooring consisting of a combination of flame laminated closed cell foam and a high quality non-woven Polypropylene carpet.

PLEASE NOTE: ALL Aerial Addicts competitors, except the Elite category, are required to use the provided safety mat for their routine.



Safety mat & flooring
provided by AAG

FOR SPECIFIC RIGGING AND STAGING - PLEASE SEE EVENT PAGES ON THE WEBSITE

TECH RUNS

Please check your category below for details on allocated tech run. Tech runs will take place on the same day as your section, times will be provided to you in the lead up to the event.

STAGE TOUR Group orientation to view the stage area and rigging.	Aerial Minis Intermediate Amateur
2 MINUTE STAGE CHECK You will be allocated 2 minutes on stage to check your rigging and perform any major skills/drops you will be performing. This is not a full routine run.	Advanced (17 & under) Advanced (18 +)
FULL TECH RUN You will be allocated time on stage to check rigging requirements and do 1 full run through of your routine with your music.	Mini Stars All Stars Elite

MUSIC

MUSIC REQUIREMENTS:

- Music is to be submitted via the competitors Dropbox folder (link provided after entry is submitted) by the due date. Music file is to be provided as an MP3 or WAV file only. Spotify, Youtube and Itunes links or screen recordings will not be accepted.
- Songs are not to include any explicit language or profanity.
- All music must be cut to the length of your routine – our event staff are not able to fade the music at a requested time.
- Songs are to be acquired legally and not converted from YouTube videos. It is your responsibility to ensure music adheres to copyright laws.

PLEASE NOTE:

- **Late submissions** of music will result in a **2 point deduction** from routine score.
- **Music with explicit language** will result in a **2 point deduction** from routine score.
- If music is not submitted correctly, event organisers can purchase song for \$15. If cutting is required an additional \$50 will be charged.
- Please have a **backup copy of your music on a USB** with you on the day.

ROUTINE LENGTH

The following time lengths apply to aerial addict routines.

Category	Minimum	Maximum
Aerial Minis MiniStars	2 minutes	3 minutes
Intermediate Advanced (17 & Under) Amateur Advanced (18 +)	2 minutes	4 minutes
All Stars Elite	3 minutes	5 minutes

PLEASE NOTE:

- If your routine is either more than 10 seconds **under or over** the required length, a **2 point deduction** will be taken from your routine score.

COSTUMES & PROPS

- All costumes worn by competitors must be appropriate in regard to suitability for use on apparatus and meeting expected performance standards (e.g. no loose or ill-fitting and no nudity).
- Due to the matted floor no hard shoes or heels are permitted to be worn.
- All props for intended use on the matted floor, must be submitted for approval to ensure they will not damage the mats.
- Glitter, confetti, pyrotechnics, explosives or any props that will require cleaning after a performance are **NOT** permitted.
- No human props are permitted - with the exception of the Open Apparatus Performance section.
- The performance area is restricted to the stage space (i.e. no running into the audience).
- All costumes, props and apparatus supplied by the competitor are the responsibility of the competitor. Please do not touch other people's equipment or belongings without permission.
- All props must be clearly labelled with competitor name and studio name.
- A maximum of 30 seconds will be allocated per performer to set up any pre-approved props. If props are not ready when the competitor has been cued to go on stage, they will be expected to continue without such props.
- Props must be removed from the side stage at the completion of the competitor's performance. Any props left on site at the end of the competition (unless organised with the event director) will be disposed of.

PLEASE NOTE: Use of **inappropriate costume** including intentional partial or full nudity will result in a **5 point deduction** taken from your routine score.

JUDGING CRITERIA & SCORING

Bend The Air's judging system provides a score out of 100 for each competitor. This is based on the below general judging criteria categories (i.e. 25 points - Difficulty, 25 points - Execution, 25 points - Artistry), plus a 25 point technical score, based on routine criteria set out in the competition kit. Each competitor will receive an Audio Critique from the Judge as well as a judging Score card with an overview of your marks after the competition.

DIFFICULTY	EXECUTION	ARTISTRY
STRENGTH & ENDURANCE <ul style="list-style-type: none"> • Difficulty of individual skills performed. • Ability to complete routine maintaining stamina and safety. 	EXECUTION AND LINES <ul style="list-style-type: none"> • Perform skills with a high level of technical quality including correct alignment and aesthetic technique. • Use of poise and posture to achieve extension in line. 	STAGE PRESENCE <ul style="list-style-type: none"> • Entertainment value through audience engagement. • Use of eye contact, facial expressions and body language to build & convey character and emotion. • Use of stage & floor work as outlined within category specific Routine Criteria.
FLEXIBILITY <ul style="list-style-type: none"> • Demonstration of flexibility whilst maintaining active control. 	INTERPRETATION & INTENTION <ul style="list-style-type: none"> • Uniqueness and individuality of choreography. • Performing with intention through a combination of technique and stage presence. 	MUSICALITY <ul style="list-style-type: none"> • Timing and use of music in conjunction with choreography to deliver a dynamic routine.
TRANSITIONS & COMBINATIONS <ul style="list-style-type: none"> • Demonstration of flow between manoeuvres on apparatus/props. • Ability to integrate a balance of skills utilising flexibility and strength elements throughout performance. 	CONTROL & KNOWLEDGE OF APPARATUS/PROPS <ul style="list-style-type: none"> • Demonstration of control of apparatus/props (where applicable) throughout performance (including spins, transitions and dismounts). • Appropriate use of apparatus as outlined within category specific Routine Criteria. 	COSTUME, STAGING & PROPS <ul style="list-style-type: none"> • Use of appropriate costumes and props (where applicable) to enhance the performance. • Use of appropriate stage space and interaction with apparatus/props (where applicable), floor space and audience.

ROUTINE CRITERIA & TECHNICAL SCORING

The following section of the competition kit outlines the routine requirements and restrictions for each category. In addition to the general judging criteria outlined above, competitors will also receive a 25 point technical score that is based on these requirements and restrictions. Technical scores start at 25 points with deductions being made as listed in the following judging sheets, for both restricted moves being included and required moves being missed.

These categories have been carefully thought out to ensure that competition sections are appropriate to skill level. Please ensure that you carefully read the technical criteria for your category and choreograph your routine accordingly.

DEDUCTIONS

Other deductions that will be taken from your technical score that have been stated in other sections of this competition kit include:

Use of inappropriate costume including intention partial or full nudity	5 Points
Late music submission	2 Points
Explicit language in music	2 Points
Routine length more than 10 seconds shorter or longer than stated minimum/maximum requirements	2 Points

In each category, deductions are made for falls. The two types of falls defined will incur the following deductions:

Falls with no re-catch (to the mat/floor)	Points will be deducted only if you are to fall from your apparatus to the mat/floor.	10 Points
Falls with catch (recovery).	Points will be deducted if you are to fall from your apparatus but are able to recover by re-catching.	5 Points

AERIAL MINIS (12 & UNDER): SILKS

A safety mat is required for all Aerial Mini Routines.

Routine Criteria			
REQUIREMENTS		RESTRICTIONS	
If you do not include the requirements the following deductions apply:		If restricted skills are included, the following deductions apply:	
At least one drop that incorporates a full body, single rotation in one direction. E.g. Helicopter, single Star, BackCross Falling Angel etc.	- 5	No continuous drops that involve more than one full body rotation in the same direction. (E.g. Continuous Helicopter, Double/Triple Star, Continuous Salto etc.) Drops that integrate directional changes must show a halt/stall between rotations.	- 5
At least one flexibility based skill to demonstrate active flexibility through shoulders, back or legs.	- 5	No release moves/tricks where the entire body releases contact from the silk.	- 5
An intentional spin component (required) and integration of floor work (optional).	- 2	No Head First Drops with ankle catches . E.g. Kamikaze, Coffin/Dead Man drop	- 10
		Any additional moves that are deemed unsafe - identified and communicated to you by technical judges during the video audition process.	- 5

MINISTARS (12 & UNDER): LYRA

MiniStars are some of Australia's exciting new talents and are excelling at a young age in a specific apparatus. To qualify for this category competitors must show a clear knowledge and safe use of their chosen apparatus in the audition process. Bend the Air reserves the right to refuse entry into this level to any applicant if they are deemed 'high risk' or haven't achieved the maturity required for included skills. The goal of 'Bend the Air' is to run a safe and supportive event for aspiring circus artists to hone their skills. Safety is paramount and will always be considered first before anything else.

Should the aspiring MiniStar competitor not be ready in the opinion of the 'Bend the Air' Team the competitor will have the option to simplify their routine into the 'standard' Aerial Mini sections requirements.

A safety mat is required for all Aerial Mini Routines. BYO apparatus is optional.

Routine Criteria			
REQUIREMENTS		RESTRICTIONS	
If you do not include the requirements the following deductions apply:		If restrictions are included, the following deductions apply:	
Two drops. Including one that involves two full body rotations in the same direction. E.g. Continuous Helicopter, Double star, continuous Salto etc.	- 2 - 5	No drops that involve more than two full body rotations. E.g. Continuous helicopters, Triple Star.	- 5
At least one flexibility based skill to demonstrate active flexibility through shoulders, back or legs. At least one strength based skill to demonstrate control and stamina. E.g. no-hand split hold, handstand, iron cross, back balance.	- 2 - 2	No release moves/tricks where the entire body releases contact from the silk.	- 5
An intentional spin component and integration of floor work.	- 2 - 2	No Head First Drops with ankle catches . E.g. Kamikaze, Coffin or Dead Man drop.	- 10
At least one , non-basic climb.	- 5	Any additional moves that are deemed unsafe - identified and communicated to you by technical judges during video audition process	- 5
At least one inversion	- 2		

INTERMEDIATE (17 & UNDER): SILKS

A safety mat is required for all Intermediate Routines.

Routine Criteria			
REQUIREMENTS		RESTRICTIONS	
If you do not include the requirements the following deductions apply:		If restrictions are included, the following deductions apply:	
At least one drop that incorporates a full body, single rotation in one direction. E.g. Helicopter, Single Star, BackCross Falling Angel etc.	- 5	No continuous drops that involve more than one full body rotation in the same direction. (E.g. Continuous Helicopter, Double/Triple Star, Continuous Salto etc.) Drops that integrate directional changes must show a halt/stall between rotations.	- 5
At least one flexibility based skill to demonstrate active flexibility through shoulders, back or legs.	- 5	No release moves/tricks where the entire body releases contact from the silk.	- 5
An intentional spin component (required) and integration of floor work (optional).	- 2	No Head First Drops with ankle catches . E.g. Kamikaze, Coffin or Dead Man drop	- 10
One , non-basic climb.	- 5	Any additional moves that are deemed unsafe - identified and communicated to you by technical judges during the video audition process.	- 5
At least one inversion.	- 5		

ADVANCED (17 & UNDER): SILKS

A safety mat is required for all Advanced Routines.

Routine Criteria			
REQUIREMENTS		RESTRICTIONS	
If you do not include the requirements the following deductions apply:		If restrictions are included, the following deductions apply:	
Two drops. Including one that involves two full body rotations in the same direction. E.g. Continuous Helicopter, Double/Triple star, continuous Salto etc.	- 2 - 5	No drops that involve more than two full body rotations. E.g. Continuous helicopters, Triple Star.	- 5
At least one flexibility based skill to demonstrate active flexibility through shoulders, back or legs. At least one strength based skill to demonstrate control and stamina. E.g. no-hand split hold, handstand, iron cross, back balance.	- 2 - 2	No release moves/tricks where the entire body releases contact from the silk.	- 5
An intentional spin component and integration of floor work.	- 2 - 2	No Head First Drops with ankle catches . E.g. Kamikaze, Coffin or Dead Man drop.	- 10
At least one , non-basic climb.	- 5	Any additional moves that are deemed unsafe - identified and communicated to you by technical judges during video audition process	- 5
One straight leg inversion (can be incorporated into non-basic climb).	- 5		

ALL STARS (17 & UNDER): SILKS

A safety mat is required for all All Star Routines.

Routine Criteria			
REQUIREMENTS		RESTRICTIONS	
If you do not include the requirements the following deductions apply:		If restrictions are included, the following deductions apply:	
At least two drops. Including one that involves more than one full body rotation in the same direction e.g. Continuous Helicopter, Double/Triple star, continuous Salto etc.	- 2 - 5	No Head First Drops with ankle catches . E.g. Kamikaze, Coffin or Dead Man drop.	- 10
At least one flexibility based skill to demonstrate active flexibility through shoulders, back or legs. At least one strength based skill to demonstrate control and stamina. E.g. no-hand split hold, handstand, iron cross, back balance.	- 2 - 2	Any additional moves that are deemed unsafe - identified and communicated to you by technical judges during video audition process	- 5
An intentional spin component and integration of floor work.	- 2 - 2		
Two separate, non-basic climbs.	- 2 - 5		
One straight arm and leg inversion (can be incorporated into non-basic climb).	- 5		

AMATEUR (18 & OVER): SILKS

A safety mat is required for all Amateur Routines.

Routine Criteria			
REQUIREMENTS		RESTRICTIONS	
If you do not include the requirements the following deductions apply:		If restrictions are included, the following deductions apply:	
At least one drop that incorporates a full body, single rotation in one direction. E.g. Helicopter, Single Star, BackCross Falling Angel etc.	- 5	No continuous drops that involve more than one full body rotation in the same direction. (E.g. Continuous Helicopter, Double/Triple Star, Continuous Salto etc.) Drops that integrate directional changes must show a halt/stall between rotations.	- 5
At least one flexibility based skill to demonstrate active flexibility through shoulders, back or legs.	- 5	No release moves/tricks where the entire body releases contact from the silk.	- 5
An intentional spin component (required) and integration of floor work (optional).	- 2	No Head First Drops with ankle catches . E.g. Kamikaze, Coffin or Dead Man drop	- 10
One , non-basic climb.	- 5	Any additional moves that are deemed unsafe - identified and communicated to you by technical judges during video audition process	- 5
At least one inversion.	- 5		

ADVANCED (18 & OVER): SILKS

A safety mat is required for all Advanced Routines.

Routine Criteria			
REQUIREMENTS		RESTRICTIONS	
If you do not include the requirements the following deductions apply:		If restrictions are included, the following deductions apply:	
Two drops. Including one that involves two full body rotations in the same direction. E.g. Continuous Helicopter, Double/Triple star, continuous Salto etc.	- 2 - 5	No drops that involve more than two full body rotations. E.g. Continuous helicopters, Triple Star.	- 5
At least one flexibility based skill to demonstrate active flexibility through shoulders, back or legs. At least one strength based skill to demonstrate control and stamina. E.g. no-hand split hold, handstand, iron cross, back balance.	- 2 - 2	No release moves/tricks where the entire body releases contact from the silk.	- 5
An intentional spin component and integration of floor work.	- 2 - 2	No Head First Drops with ankle catches . E.g. Kamikaze, Coffin or Dead Man drop.	- 10
At least one , non-basic climb.	- 5	Any additional moves that are deemed unsafe - identified and communicated to you by technical judges during video audition process	- 5
One straight leg inversion (can be incorporated into non-basic climb).	- 5		

ELITE (18 & OVER): SILKS

A safety mat is optional for Elite Routines, at the discretion of event organisers.

Routine Criteria			
REQUIREMENTS		RESTRICTIONS	
If you do not include the requirements the following deductions apply:		If restrictions are included, the following deductions apply:	
At least two drops. Including one that involves more than one full body rotation in the same direction. E.g. Continuous Helicopter, Double/Triple star, continuous Salto etc.	- 2 - 5	No Head First Drops with ankle catches . E.g. Kamikaze, Coffin or Dead Man drop.	- 10
At least one flexibility based skill to demonstrate active flexibility through shoulders, back or legs. At least one strength based skill to demonstrate control and stamina. E.g. no-hand split hold, handstand, iron cross, back balance.	- 2 - 2	Any additional moves that are deemed unsafe - identified and communicated to you by technical judges during video audition process	- 5
An intentional spin component and integration of floor work.	- 2 - 2		
Two separate, non-basic climbs.	- 2 - 5		
One straight arm and leg inversion (can be incorporated into non-basic climb).	- 5		

RULES & REGULATIONS

GENERAL INFORMATION

- *Bend The Air* competition is open to all artists, of all nationalities, regardless of gender, over the age of eight, for aerials and over the age of 4 for acrobatics & circus.
- By submitting an entry and completing the payment you are agreeing to all terms and conditions set out by *Bend The Air*, including those set out in this document.
- Bullying and any other unsportsmanlike behaviour will not be tolerated and can result in disqualification upon investigation.
- Competitors must not be under the influence of alcohol or drugs at any duration throughout the competition.
- Competitors acknowledge that, as per the waiver, all activities undertaken at the competition are done at your own risk. All competitors must read and agree to the waiver when completing the online entry forms. Additionally, all competitors under the age of 18 years old must also provide parental consent.
- The running order, schedule and printable program will be developed and distributed in the lead up to the event. This is subject to change at the discretion of the event organisers.
- All competitors agree that any media (including photos and videos) captured at *Bend The Air* competitions remain the property of *Bend The Air* and may be used for the purpose of publicity and promotion.
- All competitors must ensure you have the permission from the choreographer and representing studio to perform at *Bend The Air*.
- All competitors and studios must provide their own first aid facilities.
- A COVID-19 safe event plan will be developed in accordance to current restrictions in the time and location of each event. By entering the competition, all competitors agree to adhere to any guidelines put in place by the Australian Government and the *Bend The Air* events team.
- Should the event need to be cancelled/rescheduled due to COVID-19, event staff will communicate a revised plan, based on the government guidelines and restrictions.

PERFORMANCE

- For competitors 10 years and under - if the competitor leaves the stage at any time, they will be able to return to the stage only once to restart their performance.
- For competitors 10 years and over - if they leave the stage at any time, they will be unable to return.
- No competitors will be penalised for any technical or music issues at the fault of event staff/equipment and will be able to return to the stage to restart their performance should this occur.
- *Bend The Air* reserves the right to terminate a performance at any time.
- Competitors must perform in the order stated in the official program unless a change is approved by the event director.

BACKSTAGE & DRESSING ROOMS

- All entrants must check in upon arrival to the event and must marshal side stage at least 3 acts prior to their scheduled performance
- It is ultimately the responsibility of the performer to report to side-stage on time for their performance.
- There is to be no congregating in the wings during a performance on stage.
- No person(s) other than the performer(s) are permitted to enter the staging area during the course of the performance.
- Once the competitor has completed their performance, they must then return to the backstage area.
- All entrants and associated parties must follow the direction of backstage crew at all times.
- All competitors and their associated parties are to respect the venues of *Bend The Air* competitions. Please ensure all dressing rooms are left tidy. Any excessive mess left in the dressing rooms will result in a cleaning fee charged to the entrants who shared the dressing room. Any competitor found to have caused damage to the venue will be charged for relevant repair costs.
- All coaches, family members, friends etc. wishing to watch the performances are required to purchase a spectator ticket and watch from the audience.
- Where possible, *Bend The Air* will have an area set up for competitors to view the competition. In venues and circumstances where this is not possible, if competitors wish to watch the competition they are required to purchase a spectator ticket to view the competition from the audience.

JUDGING

- Competitors are not to speak with a Judge at any stage during the competition.
- The Judge's decision is final. Should you feel the need to protest the Judge's decision, you must lodge your protest in writing to the on site event manager at least 30 minutes prior to the announcement of the relevant award. This process will incur a non-refundable \$50 administration fee, payable at the time of protest submission. After this time, competitors release their right to make any formal protest regarding the results of the competition. Any protests will be put to the event director, whose decision is final.
- Should the allocated Judge(s) not be able to perform their duties for whatever reason, *Bend The Air* reserves the right to appoint a replacement Judge(s) without notice.

VIOLATION OF RULES & REGULATIONS

- Failure to comply with the Regulations and Rules as detailed in the competition kit may result in deductions or disqualifications for the competitor.
- *Bend The Air* reserves the right to change and/or adjust any of the above information where deemed necessary, however, all competitors will be informed of any changes.

CONTACT DETAILS

Should you have any questions or queries the event organisers can be contacted via the below:

EMAIL: contact@bendtheair.com.au

PHONE: (07) 5493 1341

WEBSITE: www.bendtheair.com.au/

FACEBOOK: [facebook.com/bendtheair](https://www.facebook.com/bendtheair)