

Mentalism Mastery

To be proficient in the area of mentalism one must demonstrate the illusion of extraordinary cognitive, sensory or mental abilities. These must be demonstrated in an entertaining manner and work together thematically as an "act."

The performer may use any real-world performable means at his disposal. His methods may consist of pre-show work, sleight of hand techniques, electronics, as well as gimmicks to achieve his goal. If the performer is performing a one-person act, any stooges must be of the impromptu variety; i.e. unknowing audience stooges. This is not to imply that two-performer acts are discouraged, only that the use of secret confederates is not permitted.

The mentalist must take a minimal approach to props. Any props used should be as innocent looking as possible. Audience members should be allowed to hold and examine as many of the props as possible. Since the mentalist is supposed to be a mind reader, his props should not lend themselves to suspicion and they should stand up to reasonable scrutiny.

Of course, the mentalism must be strong enough to fool an intelligent layman. However, not only must the effect be strong, but it should be properly paced and sufficiently interesting to command attention. A good trick, presented in a drawn out and boring manner, will not be considered mastery. By the same token, an entertaining premise that fails to deliver a convincing demonstration of mental powers will not indicate mastery of the subject.

While skilled sleight of hand is not necessarily required to earn the mental mastery award, there are skills that will be judged. Perhaps the most important skill is the mentalist's ability to communicate with the audience. This communication must clarify the proceedings to make every action reasonable and understandable. The mentalist must also explain any requirements of his assistants in a clear fashion. If his instructions are not followed properly, it will be considered a result of poor communication. These communication skills are also necessary to keep the audience entertained and to give the effect maximum impact.

The mentalist must display at least three of the major areas of mental magic. These major areas are:

Mental Influencing	Psychometry
People Reading/Truth Detection	Precognition
Enhanced Memory or Math	Telekinesis
Telepathy	Sightless Vision
Clairvoyance/Intuition	Remote Viewing

The performance is to be a finished, polished performance, not merely a demonstration. Attire, attitude, skill and presentation are all part of the judging criteria.

This award is something to be proud of. It must be earned. The judging criteria will be higher than entry initiation performances. While the applicant is not expected to be a Kreskin or Ted Anneman, (s)he is expected to be an advanced practitioner of mentalism.