

!RINGLINGTM

CIRCUSWORKS[®]

**ALL ABOUT THE
CIRCUS!**

A IS FOR

ACROBATS

PERFORMERS WHO TUMBLE, BALANCE, AND SOAR THROUGH THE AIR WITH STRENGTH AND SKILL.

ADAGIO

SLOW, ELEGANT MOVEMENTS PERFORMED BY TWO OR MORE ACROBATS.

AERIAL ACTS

GRAVITY-DEFYING PERFORMANCES ABOVE THE ARENA USING SILKS, HOOPS, AND MORE.

AERIALIST

A CIRCUS PERFORMER WHO FLIES THROUGH THE AIR WITH GRACE AND CONTROL.

AMERICA'S LIVING NATIONAL TREASURE

RINGLING BROS. HAS INSPIRED GENERATIONS FOR OVER 150 YEARS AS THE NATION'S ULTIMATE LIVE ENTERTAINMENT EXPERIENCE

APPARATUS

EQUIPMENT USED IN ACTS, LIKE TRAPEZE, LADDERS, SILKS, OR WHEELS.

ARGENDANCE

A FUSION OF ARGENTINE FOOTWORK AND CIRCUS ARTISTRY.

B IS FOR

BAILEY CIRCUIT™

A NOD TO THE LEGACY AND INNOVATION THAT DEFINES THE CURRENT RINGLING ERA.

BALANCING

THE ART OF FINDING STILLNESS ATOP
WIRE, HANDS, OR MOVING OBJECTS.

**BOUNCE
JUGGLING**

A STYLE OF JUGGLING WHERE BALLS REBOUND
FROM THE FLOOR IN RHYTHMIC PATTERNS.

**BEHIND THE
SCENES**

WHERE THE REAL MAGIC HAPPENS:
REHEARSALS, RIGGING, PREP, AND PRODUCTION.

C IS FOR

CLOWNING

THE TIMELESS ART OF PHYSICAL COMEDY,
EXAGGERATED MOVEMENT, AND AUDIENCE CONNECTION.

COMEDY

LAUGH-OUT-LOUD MOMENTS, PHYSICAL GAGS,
AND IMPROVISATIONAL BRILLIANCE.

CONTORTION

BENDING AND TWISTING THE HUMAN BODY IN UNBELIEVABLE WAYS.

CENTER STAGE

THE HEART OF THE PERFORMANCE SPACE WHERE THE MAGIC UNFOLDS.

CATCHERS

AERIAL ARTISTS WHO CATCH FLYERS MID-AIR DURING TRAPEZE ACTS.

CASTING

THE GLOBAL SEARCH AND SELECTION OF
ELITE PERFORMERS FROM ALL WALKS OF LIFE.

CIRCUS ARTS

THE FUSION OF ATHLETICISM, STORYTELLING, MUSIC, AND MOVEMENT
THAT DEFINES THE MODERN CIRCUS.

D IS FOR

**DOUBLE WHEEL
OF DESTINY**

TWO ROTATING WHEELS POWERED BY FEARLESS DAREDEVILS.

DRESSED HOUSE

A FULLY SEATED AUDIENCE WITH NO VISIBLE EMPTY SPOTS.

DANCE BREAK

A CELEBRATORY MOMENT OF FREESTYLE MOVEMENT FROM PERFORMERS.

E IS FOR

ENERGY

THE SPARK THAT DRIVES EVERY PERFORMANCE
AND FUELS THE AUDIENCE'S CHEERS.

ENSEMBLE

A GROUP OF DIVERSE ARTISTS PERFORMING IN PERFECT SYNCHRONICITY.

ELEVATED ACTS

HIGH-FLYING PERFORMANCES THAT LEAVE AUDIENCES BREATHLESS.

F IS FOR

FLIP-FLAPS

ACROBATIC FLIPS PERFORMED SOLO OR SYNCHRONIZED IN TEAMS.

FLOAT

NOW REIMAGINED AS DYNAMIC STAGE ELEMENTS
OR MOBILE PERFORMANCE PLATFORMS.

FLYER

AN AERIAL PERFORMER LAUNCHED INTO THE AIR TO
BE CAUGHT MID-FLIGHT.

G IS FOR

GROUND ACTS

DAZZLING PERFORMANCES THAT TAKE PLACE AT FLOOR LEVEL.

GROUP ACROBATICS

MULTIPLE ARTISTS CREATING DYNAMIC FORMATIONS
—SOMETIMES HUMAN TOWERS!

GAG

A QUICK, FUNNY MOMENT THAT SURPRISES AND DELIGHTS.

H IS FOR

**HUMAN
STACKING**

PERFORMERS CLIMBING AND BALANCING
ON EACH OTHER IN ARTISTIC TOWERS.

HOOPS

LARGE AERIAL RINGS USED FOR SPINNING, DANGLING, AND DAZZLING.

HIGH WIRE

A TIGHTROPE ACT PERFORMED HIGH ABOVE
THE ARENA WITH JAW-DROPPING FOCUS.

I IS FOR

INNOVATION

CONSTANTLY EVOLVING PERFORMANCES, TECHNOLOGY, AND TALENT.

ILLUMINATION

THE LIGHTING DESIGN THAT TRANSFORMS
THE SPACE INTO A DREAMWORLD.

J IS FOR

JUMP ROPE FREESTYLE

A RHYTHMIC, HIGH-ENERGY TAKE ON TRADITIONAL ROPE TRICKS.

JUGGLING

THE CIRCUS ART OF TOSSING AND CATCHING
OBJECTS WITH SPEED AND FLAIR.

JOY

THE FEELING AT THE CORE OF EVERY PERFORMANCE.

K IS FOR

KAZOO

A PLAYFUL INSTRUMENT OCCASIONALLY USED IN MUSICAL INTERLUDES.

KICKS

POWERFUL DANCE MOVES OFTEN INTEGRATED INTO CHOREOGRAPHY.

L IS FOR

LED EFFECTS

A RHYTHMIC, HIGH-ENERGY TAKE ON TRADITIONAL ROPE TRICKS.

LYRICAL MOVEMENT

EXPRESSIVE DANCE THAT BLENDS WITH ACROBATICS.

LAUNCH PAD

A SPRINGBOARD USED IN TUMBLING AND FLIPS.

M IS FOR

MIC'D MOMENTS

WHEN PERFORMERS SPEAK OR SING LIVE DURING THE SHOW.

MOVEMENT ARTISTS

VERSATILE PERFORMERS COMBINING DANCE, ACROBATICS, AND THEATER.

MUSICALITY

TIMING PHYSICAL MOVEMENT TO RHYTHM AND MELODY.

N IS FOR

NARRATIVE

THE STORYLINE OR THEME THAT CONNECTS THE ACTS.

NEW SCHOOL CIRCUS

BLENDING TECH, URBAN ARTS, AND
PERFORMANCE INTO A MODERN SPECTACLE.

O IS FOR

OPENING NIGHT

THE FIRST PERFORMANCE IN A NEW CITY.

ONLINE

YOUR GO-TO PLACE FOR TICKETS AND UPDATES: [RINGLING.COM](https://www.ringling.com)

P IS FOR

PARKOUR

EXPLOSIVE JUMPS, ROLLS, AND FLIPS ACROSS URBAN-INSPIRED SETS.

PERCH ACT

AN ACROBAT BALANCES ATOP A VERTICAL POLE HELD BY A PARTNER.

PRECISION

THE EXTREME ACCURACY REQUIRED IN TIMING, BALANCE, AND PERFORMANCE.

PLAY RINGLING®

MORE THAN A SHOW—IT'S AN INVITATION TO MOVE, EXPLORE, AND LIVE THE SPIRIT OF CIRCUS EVERY DAY.

Q IS FOR

QUICK CHANGE

RAPID COSTUME SWAPS DONE IN SECONDS BETWEEN SCENES.

QUARTET

A GROUP OF FOUR PERFORMERS WORKING IN SYNC.

R IS FOR

RIGGING

THE HIDDEN SYSTEM OF PULLEYS, ROPES, AND WIRES THAT ENABLES FLIGHT.

RINGLING.COM

THE DIGITAL HUB FOR ALL THINGS CIRCUS, TICKETS, AND BEHIND-THE-SCENES CONTENT.

RHYTHM

THE HEARTBEAT OF EVERY MOVEMENT, FLIP, AND LANDING.

RINGLING KIDS

A HUB OF FUN, EDUCATIONAL CONTENT AND ACTIVITIES
MADE JUST FOR OUR YOUNGEST FANS.
EXPLORE GAMES, SKILLS, AND CIRCUS FUN AT [RINGLINGKIDS.COM](https://www.ringlingkids.com)

RED AND BLUE UNITS

A NOD TO RINGLING'S HISTORIC DUAL TOURING PRODUCTIONS THAT
ONCE BROUGHT THE CIRCUS TO TWICE AS MANY CITIES.

S IS FOR

SKIP JUMP

A JUMP ROPE TECHNIQUE MIXED WITH FLIPS AND FLAIR.

SOUNDSCAPE

IMMERSIVE SOUND DESIGN THAT SHAPES THE SHOW'S MOOD.

SPOTLIGHT

THE BEAM OF LIGHT THAT FOLLOWS
PERFORMERS IN THEIR BIGGEST MOMENTS.

T IS FOR

TEETERBOARD

A POWERFUL SEESAW THAT LAUNCHES ACROBATS INTO THE AIR.

TROUPE

A TEAM OF ARTISTS WHO PERFORM, TRAVEL, AND CREATE TOGETHER.

TIMING

EVERYTHING IN CIRCUS DEPENDS ON IT
—ONE BEAT OFF, AND THE MAGIC FALTERS.

TRAIN CARS

A NOSTALGIC TRIBUTE TO THE CIRCUS'S STORIED PAST OF
TRAVELING BY RAIL, BRINGING WONDER TO TOWNS ACROSS AMERICA.

U IS FOR

UNICYCLE

A ONE-WHEELED CYCLE REQUIRING IMMENSE BALANCE AND SKILL.

UP-CLOSE ACTS

MOMENTS WHERE PERFORMERS ENGAGE
DIRECTLY WITH THE AUDIENCE.

V IS FOR

VAULTING

FLIPPING OVER PROPS OR PEOPLE WITH SPEED AND ELEVATION.

VISUAL EFFETCS

CREATIVE STAGE ELEMENTS THAT AMPLIFY
MOVEMENT, LIGHT, OR SURPRISE.

W IS FOR

WHEEL ACTS

ROLLING, SPINNING ACROBATICS PERFORMED
ON GIANT CIRCULAR STRUCTURES.

WARDROBE

VIBRANT, FUNCTIONAL COSTUMES THAT SUPPORT
AND CELEBRATE EACH ACT.

WOW FACTOR

THE BREATHLESS PAUSE RIGHT AFTER SOMETHING EXTRAORDINARY.

Y IS FOR

YOUTH TROUPE

A TEAM OF RISING YOUNG STARS MASTERING CIRCUS SKILLS.

YELLS OF JOY

THE CHEERS THAT ECHO WHEN A TRICK LANDS JUST RIGHT.

Z IS FOR

ZANY ENERGY

WILD, CREATIVE, AND CHAOTIC IN THE BEST WAY POSSIBLE.