

# ERSO Wheel Contest Rules



## Restrictions

Only Pair Wheel routines are allowed.

All competitors must be 12 years or older in the competition calendar year.

A single mixed gender category.

## Contest structure:

1. Qualification rounds with three compulsory routines (without music).
2. Freestyle battles (each jumped to a personal 30 seconds of music).

## Qualification Rounds:

The qualification consists of three different compulsory routines that increase in difficulty. No music will be used during the qualification rounds, in order to allow a several pairs to jump the compulsory routines simultaneously.

The routines must be jumped, without stopping, exactly as stated in the description and shown in the video (this also includes precisely jumping the correct number of intermediate jumps as well as the respective routine end).

If a pair successfully jumps a routine, they immediately qualify to jump the next compulsory routine. In case of one error or a hang up, the pair can jump the routine again, after all the teams have jumped in that round. Maximum 3 mistakes in total may be made while jumping all three compulsory routines. Upon making the third mistake the pair is disqualified.

(Achieved levels are rated "white", bronze, silver or gold at the end.)

Three judges will check whether each routine is performed without errors.

Please refer to the compulsory routine descriptions below and the corresponding videos on YouTube (please excuse the counting in German!).

Every pair that has successfully jumped all three compulsory routines is then qualified to enter the battle rounds, where freestyle routines are jumped to 30 seconds of music.

## Battle Rounds:

In each battle two pairs jump against each other. The starting order of the pairs and which pairs jump against each other is decided randomly by drawing out of a hat.

Directly after each battle between two pairs, the Judges decide purely subjectively which of the two pairs has jumped the better routine and show this using large double sided numbered cards (e.g. 1 or 2).

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Each pair has a total of one wild card (allowing the routine to be jumped again) which can be used in one of the Battle Rounds. After both Freestyles in a battle have been jumped, the two pairs stand back to back and both pairs are asked simultaneously to signal with a hand whether they wish to use their wild card.

## Judges:

Each participating country has to provide one judge per 3 pairs of competitors (e.g 2 judges for 4 pairs). To avoid a tie situation the number of judges must be odd. The judges don't need any specific training, as their decision is purely subjective. Judges from the competing countries during a battle don't judge that battle. If two pairs from the same country compete in a battle against each other, an additional judge is removed from the jury for that battle, in order to ensure an odd number of judges.

The result is a direct decision after each battle and the winning pair from a battle is placed in the hat to be drawn for the next round. Should there be 3 pairs left in the hat at the end of a battle round, then these three pairs battle against each other

## Compulsory Wheel Routines:

The skipper on the right always starts and each element is counted to 8.

**Routine 1: YouTube Video:** <https://youtu.be/iWePywVdzCc>

8 x Basic

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Inside Turn right skipper

2 x Basic

Inside Turn left skipper

2 x Basic

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Inside Turn both skippers (right skipper begins)

6 x Basic

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Position Switch (right skipper in front)

2 x Basic

Position Switch (left skipper in front)

2 x Basic

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2 x Butterfly Basic (Swing together)

2 x Butterfly Double Bounce (Swing together with Double Bounce)

Stop - each with rope under the right foot (counts as two beats)

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## **Routine 2: YouTube Video:** <https://youtu.be/ABmKV2HukOA>

2 x Butterfly Double Bounce

4 x Basic

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Twin Spin (right skipper outside)

2 x Basic

Twin Spin (left skipper outside)

2 x Basic

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Criss Cross (begin with right arm)

6 x Basic

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Half Inside Turn (towards the back)

4 x Backward Basic

Half Inside Turn (continuing the turn towards the front)

Stop - each skipper directly after the other (without jumping over the rope)

## **Routine 3: YouTube Video:** <https://youtu.be/VdM77v-bGVM>

1 x Butterfly Double Bounce

Hermes (right skipper in front) (4 beats counted)

1 x Butterfly Double Bounce

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4 x Basic

Left skipper EB (right arm behind), at the same time right skipper Criss cross

2 x Basic

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Double Under

3 x Basic

Criss cross (begin with left arm)

In Twin Spin Switch (right skipper in front)

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4 x Basic

Left skipper Toad under right leg, at the same time right skipper Criss Cross

2 x Basic

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2 x Basic

Friendship Side Swing

2 x Basic

Stop - each skipper under the right foot (2 beats counted)