

# European Show Contest

## Rulebook 2023 - Judging manual

March 2023



## General judging information

### Type of judges

Two independent sets of judges evaluate the show, namely the Technical judges and the Entertainment judges.

The first set of judges, also known as the Technical judges, are licensed by the IJRU and evaluate the show's presentation and difficulty based on their experience in rope skipping.

The second set, also known as the Entertainment judges, are people without IJRU judging licences. They rank the shows based on their subjective criteria of entertainment. This panel can also include non jump rope related people like musicians and choreographers.

### Number of judges

The Technical judges panel consists of ten (10) judges. Five (5) judges evaluate the presentation of the routine and the other five (5) the difficulty. Based on entries, judges panel size might be adjusted.

The Entertainment judges panel consists of at least eight (8) judges. Judges are invited by the ERSO.

### Head judge

One experienced difficulty judge (see Judges set 1: Technical judges) is also the Head judge. Their job is to collect the scoring sheets of the Technical judges and separate them by difficulty and presentation. Additionally, the Head judge checks the time violation and is the main point of contact for the tournament director.

### Time Violation

Head judge records the duration of the performances. Timing begins at the first sound of the music. Timing stops when all skippers stop jumping and clearly show that the routine is done. In case the show exceeds the time limit, a deduction is given. For each block of ten (10) seconds that started, one additional major mistake will be deducted. Moreover, the Head judge informs all other judges to immediately stop judging and to not consider any additional performed element, when the time limit is reached.

### Communication

The Head judge signals the competition organisers/tournament director, when both judging panels are ready. In case of difficulties while judging and/or scoring, the Head judge is the first person of contact.



In case of any ambiguities or questions from the Head judge, the tournament director can be approached.

## Judges set 1: Technical judges

The Technical judges panel is divided into two (2) subcategories: Presentation judges and Difficulty judges. The Presentation judge evaluates the entertainment factor and creativity of the show. The Difficulty judge evaluates the level of demonstrated skills, the complexity of interactions and transitions, and misses. Judges from this set are represented by at least four (4) different countries.

### General judging concept

In both subcategories multiple subsections are defined. A score from zero (0) to ten (10) is awarded in each subsection based on the level of mastery or performance displayed.

The following reference is used to score the subsections:

- 0 - 2 is basic performance
- 3 - 4 is elementary performance
- 5 - 6 is intermediate performance
- 7 - 8 is advanced performance
- 9 - 10 is an outstanding performance.

Judges are allowed to score in steps of 0.5 for better differentiation between competing teams.

### Subsections

The Presentation and Difficulty judges assign a score in seven (7) and five (5) subsections, respectively. Below is the idea and focus of each subcategory explained. However, it does not include all possible aspects the judges are looking for.

#### **(A) Presentation judge**

Points are awarded for the overall entertainment, the fluency of the show, the focus on details, technical quality of the demonstrated skills, quality and variation of formations, the use of music and the originality.

**Entertainment value** = In this subsection the general entertainment factor of the show is awarded. Was the performance boring or fun, were you able to enjoy it and was effort taken to include the audience.

**Fluency** = This section represents the flow of the show. It should smoothly run from one element into the next without breaks, unless clearly intended. Judges check for moments without action and if good transitions are used.



**Attention to detail** = A good show takes care of details! For this section judges focus for example on inactive athletes (are they clearly visible or integrated into the show), if specific wording in the music is considered as jumps, whether the theme is visible in outfits and music.

**Technical quality** = This subsection evaluates the synchronisation of the athletes and the “cleanness” of demonstrated elements. Furthermore, judges check for synchronisation of elements, body posture and aesthetics of the tricks. Does the show seem effortless? Are athletes mainly looking at the floor?

**Formation** = Formation and positioning of athletes is an important part of a show. In this subsection judges evaluate the used formations. Are (all) athletes clearly visible in the formations, are they done precisely (e.g. a straight line with even distances), and are they clearly identifiable? Are different formations and positions used or was there repetition.

**Use of music** = Music is mandatory. Performed elements enhance the music and the music enhances the effect of the performed elements. The score represents among other things if the music fits the performance, if athletes jump in rhythm, if accents are used/options for are accents missed and if the music changes in style and rhythm.

**Originality** = This subsection is all about the innovating elements in the show. Music and outfit are excluded in this section. Leading questions are for example: are original/impressive skills and combinations used? Does the team perform something you have not seen before? Are other original elements such as dances/acrobatics/... used?

## **(B) Difficulty judge**

Points are awarded for the overall difficulty and complexity of rope skipping skills, inclusion of multiple jumping elements, the scope of jumping styles, and complexity of jumper interactions and transitions. Non rope skipping skills, like dancing, are not scored by the Difficulty judge.

**Skill level** = A difficult routine simply contains a lot of high level skills. So, a higher score is awarded when it includes hard/skillful tricks over basic skills and if more athletes are performing the high level skills over some athletes are inactive during the challenging trick.

**Jumping elements** = The show should include a variation of elements such as Single Rope, Double Dutch, Wheel, Traveller, Long Rope, etc. In this subsection judges look for the variation of jumping elements and the difficulty to perform them. Does the routine include rope variations? Were elements evenly distributed or does the team focus on one/two mainly? Performed variations consist of mostly basic skills?

**Jumping styles** = Performed elements should include various techniques such as multiples, power elements, crosses and wraps for Single Rope or footwork, snappers, power elements, gymnastics for Double Dutch. Judges should rate the variation of styles/techniques and the skill level of these. Do they only include a few styles per element/do they include nearly all possible styles?

**Interactions** = Athletes should interact with each other during the performed elements. Judges look at whether athletes are interacting or if athletes are mostly isolated. The difficulty of the interaction is



evaluated by the impact on the performance. Is it a high risk element and if a miss happens, does it have consequences?

**Transitions** = For a smooth show, transitions between the elements are required. For this subsection judges evaluate the transition from one element to another. Are they using any transitions, are they hard to perform, are they done smoothly or added up over time to decrease difficulty?

## Scoring

The impact of the two subcategories will unevenly contribute to the final maximum score of 100 points. The weight of the presentation score is 60% and the weight of the difficulty score is 40%. A detailed impact of the subsection on the total score is clarified in the following table:

Presentation judge (60% of total score)	Difficulty judge (40% of total score)
Entertainment value (15% out of 60%)	Skill level (8% out of 40%)
Fluency (7,5% out of 60%)	Jumping elements (8% out of 40%)
Attention to detail (7,5% out of 60%)	Jumping styles (8% out of 40%)
Technical quality (5% out of 60%)	Interactions (8% out of 40%)
Formation (5% out of 60%)	Transitions (8% out of 40%)
Use of music (10% out of 60%)	
Originality (10% out of 60%)	

Since points are awarded on a scale from zero (0) to ten (10), each subsection is normalised by multiplying it by a factor based on the percentage of the total score. For example, the score for Entertainment value (15%) is multiplied by 1.5 and the score for Transitions (8%) is multiplied by 0.8. This guarantees the maximal achievable scores of 60 points for the Presentation judge and 40 points for the Difficulty judge.



## Misses

Misses are noted by the Difficulty judges. Two types of misses are defined: major and minor mistakes.

A major mistake is an error where at least half of the active athletes are involved or a miss which lasts longer than four (4) seconds. If a team is clearly ready within four (4) seconds but does not start, this mistake will not be considered a major mistake.

All other mistakes are considered minor.

## Calculation of the results for judges set 1

The highest and lowest scores of the five (5) Difficulty judges are dropped leaving three (3) scores, each with a maximum of 40 points. These scores are averaged and defined as X.

The highest and lowest scores of the five (5) Presentation judges are dropped leaving three (3) scores, each with a maximum of 60 points. These scores are averaged and defined as Y.

The misses are counted by the five (5) Difficulty judges. The highest and lowest number of misses are dropped. The remaining three (3) are averaged, then rounded. Major misses are multiplied by 1.0 and minor misses by 0.5. The sum of both is defined as Z.

The Head judge's score sheet includes extra deduction for time violations and this is defined as B.

The final score  $A = X + Y - Z - B$ . (Final score = average difficulty score + average presentation score - deductions by misses - deductions by time violation)

## Tie

In case of a tie, the following steps will determine the higher ranked team:

Step 1: Compare the average presentation score. The team with the highest average presentation score is placed higher in the ranking.

Step 2: Compare the average difficulty score. The team with the highest average presentation score is placed higher in the ranking.

## Judges Set 2: Entertainment judges

The second judges panel consist of people without IJRU judging qualification and/or without prior judging experience with rope skipping. They rank the performances based on subjective criteria of entertainment. Judges from this panel are represented by at least four (4) different countries.



The background of the judges can be for example:

- Athletes and performers from compositional sport such as professional dancers;
- Professional, non competitive rope skippers;
- People without prior connection to rope skipping;
- Musicians;

## Scoring

Each Entertainment judge makes up their own rules and criteria to evaluate the performance. They are encouraged to make key notes and score them from zero (0) to hundred (100) for better comparison. After the last performance, every judge ranks the teams accordingly.

### **Calculation of the results for judges set 2**

The ranking of every Entertainment judge is transformed into a number. The highest rank transforms into 1, the second highest into 2 and so on. After dropping the highest and lowest rank for each team, the remaining ranks are averaged resulting in the final score.

### **Tie**

In case of a tie, the highest and lowest rank that were originally dropped in the calculation are used to calculate a new average score for the tied teams.

If the scores still tie, both teams receive the same final rank.

## Judges requirements

### Required licence

Judges from the Technical judges panel must be certified with a IJRU level 2 licence for both presentation and difficulty.

Judges from the Entertainment judges panel must be unbiased and therefore cannot be related to any competing team (e.g. family member, friend, coach).



## Registration

NGBs must register one difficulty and one presentation licence per two competing teams. One judge can cover one (either difficulty or presentation) or both licences (difficulty and presentation). If a judge can only cover one licence, because they are not certified with the other required licence, a second judge must be registered to complement the missing licence.

The table below identifies how many licences (note: not judges) are required per registered team.

Registered teams	Required difficulty licences	Required presentation licences
1 or 2	1	1
3 or 4	2	2
5	3	3

If the judges requirements are not met, the NGB will be invoiced a fine. The amount of the fine for missing licences are communicated before the final registration date by mail and the official ERSO Show Contest page.