



IJRU Rule Book

Judging Manual

Version 1.0.0-draft.3

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2 NUMBER AND ROLES OF JUDGES

The minimum number of judges required for any event is detailed below with the recommended number in parentheses.

2.1 FREESTYLE EVENTS

2 (3)	P _A Judges	Presentation – Form and Execution, and Misses
2 (3)	P _R Judges	Presentation – Entertainment, and Presentation Musicality
2 (3)	M Judges	Required Elements, Time- and Space Violations, and Misses
3 (5)	D Judges	Difficulty

2.2 TEAM SHOW/WORLD CUP

3	P _T Judges	Technical Presentation
3	P _E Judges	Presentation – Entertainment and Choreography
2	R Judges	Required Disciplines
5	D Judges	Difficulty

2.3 SPEED AND MULTIPLES EVENTS

1	<u>H</u> ead Judge
2	<u>S</u> peed Judges

3 JUDGING SPEED AND MULTIPLES EVENTS

3.1 GENERAL

Judges will count the jumps of each athlete from the beginning to the end of each speed and multiples event, using an IJRU-approved device.

Head Judges are responsible for:

- All communication at a station. This includes communication with the tournament director, athletes, and coaches.
- Show the athlete(s) where the camera is in the station (if video replay is being used)
- Checking that the correct athlete is at their station before the event starts.
- Reporting false starts and false switches after confirming that a majority of judges agree a false start or switch occurred.

Head Judges may communicate an approximate, unofficial score to the athlete.

Where scores are not automatically collected from each judge by electronic means, or in case of a failure of the electronic system in use, it is the Head Judge's responsibility to record the exact number shown on all the station's judges' approved devices onto a scoresheet.

3.2 COUNTING

3.2.1 General

No deductions are made for any misses in speed or multiples events.

Single ropes must be turned in a forward motion whereas Double Dutch ropes must be turned counter-clockwise with the right hand and clockwise with the left hand.

3.2.2 Speed

For speed events, judges count the first completed right foot jump and each additional alternating right foot jump/skip.

If an athlete misses and the judge recognizes they counted the jump the miss occurred on, the judge will resume counting on the right foot jump once the athlete completes a right foot jump, followed by a left foot jump. If an athlete misses at the end of an event and a judge has not yet taken off a jump, they will deduct one jump from the final score.

3.2.3 Double Unders

For double unders, judges count each jump where both feet land simultaneously after the rope has passed under the feet twice and completed two forward vertical rotations around the body.

If an athlete misses and the judge recognizes they have counted the double under the miss occurred on, the judge will resume counting again on the second double under following the miss. If an athlete misses at the end of an event and a judge has not yet taken off a jump, they will deduct one jump from the final score.

3.2.4 Consecutive Triple Unders

For triples, judges count each jump where both feet land simultaneously after the rope has passed under the feet three times and completed three forward vertical rotations.

Once an athlete has completed one triple under, judges stop counting when the athlete either stops, misses, or completes any skill other than a triple under. No triples made after that attempt will be counted.

If an athlete misses before completing 15 triple unders, they will have one more attempt at starting the event.

30 seconds after the start of the event, the athlete is no longer eligible to begin the event or start a second attempt and the judges must not count any triple unders performed by the athlete.

3.3 FALSE STARTS

A false start occurs if an athlete's rope begins a rotation before the start signal.

A false start results in a deduction from the score. See section 6.1 for deduction values.

All judges need to watch for and report false starts to the head judge following the heat. A majority of judges must agree that a false start occurred for the athlete(s) to receive a deduction.

If a false start occurs, all judges are still required to count the event.

3.4 FALSE SWITCHES

In team speed or multiples events, a false switch may occur if an athlete's rope begins a rotation, or if an athlete takes the ropes from a turner or enters the ropes before the signal to switch sounds.

Each false switch results in a deduction from the score. See section 6.1 for deduction values.

All judges need to watch for and report false switches to the head judge following the heat. A majority of judges need to agree on the number of false switches that occurred in an event.

During a single rope speed or multiples event with more than one athlete, when the switch beep occurs, judges immediately stop counting the prior athlete and start counting the next. Any extra steps by the prior athlete after the beep are not counted but also not penalized.

For Double Dutch Speed Relay (DDSR), the following turning and jumping order must be followed:

1. A and B turn for C, who is facing B
2. A and C turn for D, who is facing A
3. D and C turn for B, who is facing C
4. D and B turn for A, who is facing D

Judges should not count any jumps that are not performed in this manner.

3.5 SPACE VIOLATIONS

A space violation occurs any time part of an athlete's body touches the ground outside of the competition boundary.

A team may receive a space violation for any team member competing in the event who commits a space violation, including members of the team who are competing but not actively jumping the event.

During a space violation, the judges must stop counting, and the head judge must verbally notify the athlete(s) that they are out of bounds.

Judges resume counting once the athlete(s) have re-entered the competition area.

An athlete cannot receive an additional space violation until they have successfully completed a counted jump/skip within the competition area.

If a space violation interferes with, obstructs, or impedes an opposing athlete/teams rope(s), the head judge will award a re-jump to the affected athlete/team. The affected athlete/team can decide if they wish to accept the re-jump or submit their current score. They must notify the head judge of their decision before leaving the competition floor.

3.6 VIDEO REPLAY

A video camera will be provided for each speed and multiples station to allow for recounts due to inaccurate clicking.

Athletes will be made aware of the competition boundary and location of the video camera by the head judge before the heat begins.

If 2/3 of the judges are not within three (3) clicks for a speed or multiples event, the head judge must record the scores on the score sheet and immediately notify the tournament director, prior to the start of the next heat.

The tournament director will notify the coach or a representative from the team who was present in the coach's box that the video of the event will automatically be re-counted at a slower speed by an additional panel of judges. If no one was in the coach's box during the event, the national head-coach or head of delegation will be notified.

The event will be recounted off the competition floor while the tournament continues.

Once the judges that are recounting the event get a score within 3 jumps, this score will be used to calculate a final, total speed score, and the tournament director will notify the coach or team representative of the new score.

If the athlete(s) or coaches obstruct the view of the camera and a recount is not possible, the athletes do not receive a second attempt and will be given the score originally counted by the judges.

3.7 RECOMPETING

3.7.1 Technical problem

If a video recount is not possible, due to a technical issue such as the camera not recording the event properly, a file accidentally being deleted, a judge obstructs the view of the camera, or the camera ran out of space or power, then the athlete(s) will be given an opportunity to re-compete the event.

3.7.2 Broken ropes

If an athlete's rope breaks unintentionally during a speed or multiples event and the majority of judges agree the rope is broken, the athlete will be given one additional attempt to compete the event successfully. However, once an athlete leaves the station, they can no longer claim a broken rope.

A broken rope includes but is not limited to:

- Frayed wire
- Rope separating from handle
- Snapped rope
- Broken handle (that impairs its use)
- Any breakage that halts the functionality of the rope.

The head judge will notify the tournament director immediately if an athlete has an option to reattempt an event and the athlete will wait with the tournament director until the second attempt has been scheduled.

The tournament director will then notify the coach or team representative who was present in the coach's box. If unavailable, the tournament director will notify the national head coach or head of the delegation. They will have 5 minutes to decide whether to reattempt the event. If they choose not to reattempt, they will be given the score originally counted by the judges.

The athlete(s) will be given a minimum of 10 minutes between attempts.

The score of the athlete's second attempt will be their final score. If the rope breaks again on their second attempt, they will not be given another chance to reattempt the event, but they may bring an additional rope into the station to use.

For team events, the team only gets 2 attempts regardless of which athlete's rope breaks. This means that one athlete's rope could break in the first attempt and a different athlete's rope could break in the second attempt, but they will still only receive 2 attempts.

4 JUDGING FREESTYLE EVENTS

4.1 DIFFICULTY JUDGING

4.1.1 General

Difficulty judges will award a level for each skill performed in Single Rope, Wheel and Double Dutch routines. A skill is defined as a motion of the rope and/or athlete, beyond a double bounce jump, single bounce or basic side-swing, that is assigned a level of difficulty. The starting levels of difficulty and modifiers are described in the paragraphs below and illustrated using tables/matrices.

At the top of each table/matrix column is the level of difficulty (0.5, 1, 2, etc.) with the skills in that level below it. Each row groups skills by element (multiples, power, rope manipulations, etc). If a skill includes two “starting value” skills, add the value of the skills together to get a total level of difficulty for the skill. A 0.5 level does not add difficulty to another skill/component.

4.1.2 Single Rope

The Single Rope freestyle skills and modifiers are grouped by elements below. For freestyle with more than one athlete, if different skills are performed simultaneously, award credit for the lowest skill completed. If one athlete misses during a skill, this skill does not count, and no difficulty will be awarded until that athlete resumes executing skills.

Starting level	0	0.5	1	2	3	4	5	6
Multiples	Single		Double	Triple	Quad	Quintuple	Sextuple	Septuple
Power		Bubble (regardless of the number of wraps)	Basic power (not pulling rope): basic frog, basic push-up, butt bounce, back jump	Power pulling rope: frog exit, push-up, crab, two footed entry for frog	One handed power			Backwards power: examples- darkside, sunny D
Gymnastics			Cartwheel and round-off	Handsprings, kip, suicide	Flips			
Rope Manipulation	Side swing	Crosses, 180 on the ground	One hand restricted: toad (leg over cross), cougar (leg over), EB (one hand behind back)	Both hands restricted: AS, CL, TS, caboose, elephant, weave				
Releases			Basic release, inversed release, snake release, floater	Mic release, 2 handled rope release	Lasso (snake release above head, catching it out of the air)			
Scoops / Interactions			One jumper is scooped and basic wheel jumping, basic leap frog	Multiple jumpers are jumped by scoop, Multiple ropes moving during scoop, leap frog (scoop)	Multiple ropes + multiple athletes moving during scoop			
Footwork		Footwork						

When scoring wraps, score an individual level of difficulty for every time the rope passes under the body or as a wrapped side swing (+1 level for jumping a wrapped rope, with each additional wrap around the body that is jumped adding a level).

When scoring releases, score the release as a separate skill unless the release is caught, and a skill is completed with it all in the air at the same time.

The following modifications will add 1 level to the skill being performed (unless otherwise specified):

Multiples

- Body rotation (at least 270 degrees in twist or flip direction): EK, BC, Full Twist
- An additional +1 level for every 180-degree turned in the air beyond a 360 when jumped ex. 540, 720, 900

Power/gymnastics

- Crosses performed with power/strength skill and/or flips
- Landing in pushup position
- Landing in frog position (+2)
- Assisted flips interaction (unless one athlete is supporting an athlete all the way around in the flip, in which case, reduce the level by 1)
- An additional +1 level for every 90 degree turn in power when the rope is pulled

Manipulations

- Switch crosses
- Go-gos/crazy criss-cross (one hand crosses twice across body without uncrossing)
- Wraps
- Change direction of rope movement in the air (EK- rope continues in same direction: doesn't count)
- Switching handles
- Transition jump (jumping a one hand restricted cross and in one jump, jumping the opposite side one hand restricted cross)

Releases

- Catching a release in a restricted position
- Releasing a handle in a restricted position if, and only if, the hand is completely behind the body (behind the back or behind both legs)
- Catching a release with something other than a hand

Exceptions

- Level 6- kips and front handsprings with a whip (pulling the rope under before landing)
- Level 7- the money-maker/kamikaze frog, back handspring pulling rope under before landing on hands

Negative modifiers/limits:

- -1 level: Gymnastics with rope held with one hand

Example Skills and Explanation

The matrix is to be used as a baseline for determining the difficulty level of each skill completed. A single double under is considered a Level 1 skill. If a restricted arm movement is added to the double under (ex: double under leg cross), a judge must then add the Level 1 of the double under with the Level 1 of a restricted arm, thus the score the judge enters on the app is a Level 2 for that skill. If the same skill is completed in a triple under, the score entered on the app would be 3. Restricted arm cross=1, triple under=2(TJ), totalling a score of Level 3.

Several base skill levels can be added together to create a higher level for one skill. For example, a backflip that includes a triple under and an under the leg cross (TJ) would earn a Level 6. Backflip=3, Triple Under=2, and an under the leg cross=1.

Crosses do not increase the level of difficulty in multiples, but they do increase the difficulty levels in power and gymnastics skills. A frog jumped in isolation is a Level 2 for landing the frog with the rope pulled under. When a cross landing is added to the frog, the skill becomes a Level 3.

A judge must be familiar enough with jump rope movements and skills that they can easily determine the level of the skills as they happen and enter the level in the app.

4.1.3 Double Dutch

Double Dutch skills and modifiers are grouped by elements below. For Double Dutch pairs freestyle, if different skills are performed simultaneously, award credit for the lowest skill completed, unless the interaction is listed as a modifier.

Skill level	0	0.5	1	2	3	4
Multiples	Single		Double	Triples and quads	Quints and sextuples	Septuples and octuples
Power			Mountain climber, power without jumping the rope (ex: up the ladder push-up), piggyback	Frog, push-up, crabs, butt bounces, back jump, splits, leap frog, kip	Hand hops, two foot frogs, v kick, backbends/bridges	
Gymnastics			Cartwheel, round-off, 360 degree rotation of body	Handsprings, suicide	Flips	
Turner involvement	Basic turning (backwards and forwards)	Synchronized wheel	Pinwheel, wheel, turner skills only involving one hand movement (ex: leg over)	Turner skills involving more than one hand movement (ex: restriction of both hands, power skills, and gymnastics)		
Releases			Helicopter, floaters	Mic, two handled release		
Switches		Basic switch (athlete does not enter with next turned rope)	Quick switch, wheel switch, Exchange of handles during wheel, any interaction between jumper and turner			
Footwork		Footwork				

A turner involvement skill will only add a level of difficulty when the turner(s) transition between turner skills. This means that a turner involvement skill will not continue to add a level of difficulty if the turner holds the skill for more than 2 jumps.

The “starting value” of turner involvement skills is awarded per turner except for:

- Basic pin wheel
- Basic wheel
- The same turner skill (e.g. if both turners do a leg over, this will be scored as level 1 for turner involvement, not level 2)

The following modifications will add 1 or more levels to the skill being performed (unless otherwise specified):

Power/gymnastics

- An additional +1 level for every 90 degree turn in power when the rope is pulled
- One handed frog-type skills
- An additional +1 level for each 360 degree rotation of the body in a power or gymnastics skill

Interactions

- Power skills done over another athlete
- +1 level for each additional layer in a power skill
- +2 levels for flips over another athlete
- Assisted flips interaction (unless one athlete is supporting an athlete all the way around in the flip, in which case, reduce the level by 1)

4.1.4 Wheel

When judging wheel, judge every skill performed by each athlete, unless the athletes are in synchronized wheel. In this case, only the lowest level skill performed will be scored. Wheel skills and modifiers are grouped by elements below.

Starting level	0	0.5	1	2	3	4	5	6
Multiples	Single		Double	Triple	Quad	Quintuple	Sextuple	
Power		Bubble (regardless of the number of wraps)	Basic power (not pulling rope): basic frog, basic push-up, butt bounce, back jump	Power pulling rope: frog, push-up, crab, two footed entry for frog	One handed power			Backwards power: examples- darkside, sunny D (if done by both athletes simultaneously)
Gymnastics			Cartwheel and round-off	Handsprings, kip, suicide	Flips			
Rope Manipulation	Side swing	Crosses, 180 on the ground,	One hand restricted: toad (leg over cross), cougar (leg over), EB (one hand behind back)	Both hands restricted: AS, CL, TS, caboose, elephant, weave				
Releases			Basic release, Inversed release, snake release, floater	Mic release, 2 handled rope release	Lasso (snake release above head, catching it out of the air)			
Scoops / Interactions		Switching places	One jumper is scooped	Multiple jumpers are jumped by scoop, Multiple ropes moving during scoop, leap frog	Multiple ropes + multiple athletes moving during scoop			
Footwork		Footwork						

The following modifications will add 1 level to the skill being performed (unless otherwise specified):

Multiples

- Body rotation (at least 270 degrees in twist or flip direction): EK, BC, Full Twist
- An additional +1 level for every 180 degree turned in the air beyond a 360 when jumped
ex. 540, 720, 900

Power/gymnastics

- Crosses performed with power/strength skill and/or flips
- Landing in pushup position
- Landing in frog position (+2)
- Assisted flips interaction (unless one athlete is supporting an athlete all the way around in the flip, in which case, reduce the level by 1)
- An additional +1 level for every 90 degree turn in power when the rope is pulled

Manipulations

- Switch crosses
- Go-gos (one hand crosses twice across body without uncrossing)
- Wraps
- Change direction of rope movement in the air (EK- rope continues in same direction: doesn't count)
- Switching handles
- Transition jump (jumping a one hand restricted cross and in one jump, jumping the opposite side one hand restricted cross)

Releases

- Catching a release in a restricted position
- Releasing a handle in a restricted position if, and only if, the hand is completely behind the body (behind the back or behind both legs)
- Catching a release with something other than a hand

Exceptions

- Level 6- kips and front handsprings with a whip (pulling the rope under before landing)
- Level 7- the moneymaker/kamikaze frog, back handspring pulling rope under before landing on hands

Negative modifiers/limits

- -1 level: Gymnastics with rope held with one hand

4.2 PRESENTATION

Presentation is divided into two sets of judges, Athlete Presentation (P_A) and Routine Presentation (P_R) judges.

Presentation judges are asked to make a mark (+, √, -) at least every 2 seconds during a routine.

4.2.1 Athlete Presentation – Form and Execution (Technicality)

To evaluate form and execution, you should watch for body posture and positioning, amplitude, and the flow and arc of the rope. Skills should be performed in the best possible way for judge and audience visibility, as well as aesthetics. Judges will make a mark at least every 2 seconds. The form and execution judges will also record each miss.

Form/Execution (technicality)		
- Basic	√ Average	+ Excellent
Hunched over position, showing lack of skill, focus is towards the floor	Bent over to help execute tricks	Upright posture – shoulders and head up, back straight
Shows obvious effort to complete skills. Legs or back are bent when not appropriate for the skill being performed	Performs moves well enough to complete the skills but with minor breaks in form	Straight legs, clean lines and proper form at all times when performing skills
Hesitation between skills, obvious effort in thought between completing skills. Long pauses or bobbles in the routine	Some moments of hesitation. Executes the routine with occasional breaks in the flow between skills	Smooth flow between skills and superior execution of the routine. The arc of the rope(s) is continuous and smooth
Struggles to complete the skills. Low and hard landings between skills	Performs some skills with athleticism but performs other skills with difficulty and/or obvious effort. Slight break in form when landing	Displays exceptional athleticism. High amplitude with soft landings. Landing skills upright or in the appropriate form for the skill being performed
Athlete's back is to the judges and audience for an extended period of time. Performing skills in a direction that makes it difficult to evaluate	Some skills are performed in less than ideal position on the floor.	Skills are staged well in relation to the judges and audience. The directionality and position on the floor is visually pleasing to the intended audience
Pairs or teams are consistently not coordinated or synchronized, and/or need to focus on each other to stay together	Pairs or teams are coordinated and synchronized some of the time, but lack these qualities at other times	Pairs or teams are perfectly coordinated and synchronized throughout the routine

4.2.2 Routine Presentation – Entertainment

To evaluate the entertainment component of a routine, judges should watch for unique skills and combinations, varied movement across the floor, and smooth transitions between skills.

Entertainment judges will also watch for repetition and repeated skills. This includes exact skills that are repeated as well as sections of the routine that begin to appear repetitive. For example, long multiple sequences, similar turner involvement during double dutch, etc. Judges will make a mark for entertainment at least every 2 seconds.

Entertainment		
- Basic	✓ Average	+ Excellent
Displays a lack of confidence, no effort made to connect with the judges and audience, no visible eye contact made	May have moments of connecting with the judges and audience, but they are minimal and shows obvious inward concentration throughout the routine	Strong showmanship and stage presence demonstrated. Athlete performs a routine that captivates the judges and audience's attention. Effort made to make eye contact and connect with intended audience
The routine is predictable; routine not designed from the spectator perspective	Parts of the routine are interesting, but other parts are predictable	The routine is constantly interesting and entertaining to watch
The routine is repetitive; athlete appears to have a limited repertoire of skills; an exact skill is repeated	A variety of skills and combinations with some repetition	There is a full variety of skills and styles shown from all elements
Routine has little movement and movements are predictable, and there are little to no rope direction changes	Athlete moves and uses the competition space, but movements are unoriginal	Directionality of the rope and movements are varied and unpredictable, and keep the routine constantly interesting to watch
Choppy transitions and breaks in flow	Routine has transitions, although they are not interesting or well-executed	Routine has smooth transitions between sections
Narrow variety of skills; choreography is simplistic	Thought put into choreography but not applied consistently through the routine	Many examples of original moves, sequences, and choreography
Routine is like many others, not memorable	Routine has aspects of originality	"Wow" factor – routine captivates the audience

4.2.3 Routine Presentation – Musicality

To evaluate the musicality of a routine, judges should watch for effective use of music, unique music selection and choreography. Judges will make a mark at least every 2 seconds.

In situations where music is not used, this category is not judged and is scored as a “Check.”

- Basic	Musicality ✓ Average	+ Excellent
Accents of the music do not correspond to elements of the routine; Little rhythmic connection between the beat and athlete’s movements	Jumping is sometimes on-beat and on-rhythm; some alignment of accents and transitions between the music and the routine	Jumping is consistently on-beat and on-rhythm; excellent use of accents in the music to amplify the routine
The music bears little to no relationship to or connection with the routine	The routine embraces the spirit and style of the music	The style of the routine and athlete closely matches the music; the routine tells a story with the music, creates an emotional connection with the music
No music is used, music used is inappropriate	Music is used and appropriate, but not very original or interesting	Music is unique and interesting and adds to the entertainment value of the routine
No effective starting and/or ending pose/sequence	Athlete uses starting and ending poses/sequences but without much impact on the quality of the routine	Starting pose/sequence creates anticipation for the routine; finishing pose marks a clear and graceful finish

4.3 REQUIRED ELEMENTS

In order to ensure that freestyle routines are well-rounded and varied, athletes will be required to perform certain skill types or elements. For each required element not fulfilled points will be deducted from the score.

4.3.1 General

- Athletes must successfully complete a skill that can be awarded a difficulty level for it to count as a required element
- Required elements may be performed in isolation or in sets.
- Athletes can complete multiple required elements in the same skill
- Required elements can be performed at any difficulty level. However, athletes must jump their rope immediately after completing a required element
- In Single Rope Pairs and Team freestyle events, the required element must be performed by all athletes simultaneously

4.3.2 Single Rope

- 4 different multiples
 - Skills that involve the rope passing under an athlete's foot more than once per jump/skip
- 4 different gymnastics and/or power skills
 - Skills requiring athletes to be:
 - Jumping off their hands or forearms or from a starting position where their hands or forearms are touching the ground
 - Seated
 - On their back (supine)
 - Lying facing the ground (prone)
 - In a crab or split position
 - Having their head pass below their waist level and feet above the waist level at the same time
- 4 different wraps and/or releases
 - A release counts from when an athlete lets go of the handle(s) until they catch the rope and perform another type of jump/skip
 - A wrap involves jumping/skipping the rope while the rope is wrapped around an athlete's body (or part of their body)

Additional Required Elements for Single Rope Pairs Freestyle and Single Rope Team Freestyle:

- 4 different interactions
 - Jumper interactions are skills completed in a way that the athletes support each other, share a rope, jump/skip another athlete with their rope (scoop), and/or perform skills over/under each other

4.3.3 Double Dutch

- 4 different turner involvement skills
 - Turning the ropes in a manner other than standard double dutch or together in the same direction
 - Standard double dutch turning= turning the ropes in an alternating, opposite direction without multiples
- 4 different gymnastics and/or power skills
 - Skills requiring athletes to be:
 - Jumping off their hands or forearms or from a starting position where their hands or forearms are touching the ground
 - Seated
 - On their back (supine)
 - Lying facing the ground (prone)
 - In a crab or split position
 - Having their head pass below their waist level and feet above the waist level at the same time
- 4 skills performed in the ropes by each athlete

In Double Dutch freestyle events with more than three athletes in the same routine, the following additional required elements exist:

- 4 different interactions
 - Jumper interactions are skills completed in a way that the athletes support each other, perform skills over/under or around each other, and/or physically connect with each other

4.4 DEDUCTIONS

4.4.1 Misses

Any unintentional stop of the rope(s), or any unintentionally dropped handle(s) is considered a miss. A miss may be caused by the rope(s) hitting an athlete, turner, or another rope, or any other mistake that results in the ropes coming to a stop.

If a disturbance of the ropes occurs but the rope(s) does not stop and the routine continues without delay it is considered a “bobble”, not a miss, and should therefore not be counted as a miss, it is however accounted for by the presentation judges.

Another miss can occur on the next attempt to jump the rope(s).

In single rope events a team can receive multiple misses simultaneously if the miss occurs in another (set of) rope(s).

Misses are counted per (set of) rope(s), not per athlete. For example, a set of Double Dutch ropes with 2 or more athletes jumping/skipping in the rope when the miss occurs it is only counted as 1 miss.

4.4.2 Space Violations

A space violation occurs any time part of an athlete’s body touches the ground outside of the competition boundary. The boundary marker itself is in-bounds.

If a space violation occurs, the judges must not score any skills completed outside of the boundary. They must resume judging once the athlete has re-entered the competition area.

An athlete cannot receive an additional space violation until they have successfully completed a skill within the competition area.

Judges must count all space violations during a routine. A space violation is equal to 1 miss.

4.4.3 Time Violations

If the athlete(s) moves to start their routine before the music starts playing, or if the athlete(s) performs any jumps or routine-related moves after 75 seconds from the beginning of the music, a time violation has occurred.

A maximum of 2 time violations can occur per routine. Judges must count all time violations during the routine. A time violation is equal to 1 miss.

5 JUDGING TEAM SHOW/WORLD CUP

5.1 DIFFICULTY

Judges will enter a level for each skill being performed by the athletes. The difficulty levels of skills being performed will be determined by the Single Rope- (Section 4.1.2), Double Dutch- (section 4.1.3) and Wheel (section 4.1.4) Matrices.

Judges should not enter marks for skills being completed if 25% of the team is in a mistake. Example: 12 athletes performing four 3 wheels, one 3 wheel makes a mistake. The difficulty judge should not award points until all 3 wheels are actively jumping again

All athletes must be actively participating in jumping to receive difficulty marks. Allowances will be made for transitions and formation changes.

5.2 PRESENTATION

Technical Presentation judges are asked to make a mark (+, ✓, -) at least every 2 seconds during a routine. The elements a Technical Presentation judges will be evaluating are: Form/Synchronization, and Flow/Transitions/Formations/Mistakes.

Entertainment and Choreography judges are asked to make a mark (+, ✓, -) at least every 2 seconds during a routine. The elements that the Entertainment and Choreography judges will be evaluating are: Originality/Variety of Skills/Athlete Interaction and Music/Choreography/Beat/Mistakes.

5.3 REQUIRED DISCIPLINES

The Required Disciplines are Single Rope, Double Dutch, Wheel, Long Rope and Traveller. Ropes can be any length for all Disciplines except to qualify for long rope, the rope(s) must be at least 6 meters in length. To fulfil the Required Disciplines, all athletes of the team must be involved in the Discipline for at least 4 skills.

6 CALCULATION OF SCORES AND RESULTS

6.1 CALCULATING SPEED AND MULTIPLES SCORES

Scores are collected from each judge; the two closest scores are then averaged. If the difference between multiple scores are equal, the higher two scores are averaged. This average is called A . (For example: 112, 115, 118 $\rightarrow A = \frac{115+118}{2} = 116.5$ while 112, 114, 118 $\rightarrow A = \frac{112+114}{2} = 113$)

The amount of false starts and false switches as reported by the head judge are summed up and multiplied by ten, this is called M , for deductions. ($M = (starts + switches) \times 10$)

The result, called R , is obtained by subtracting the deductions (M) from the average score (t). ($R = A - M$)

6.2 CALCULATING FREESTYLE SCORES

Freestyle scores are based on an accumulative difficulty model where Presentation, Required Elements, and Deductions can affect the score.

Difficulty is a cumulative, uncapped total of the points from each skill performed.

Presentation increases or decreases the score by a percentage calculated from the presentation marks. (+, \checkmark , or -)

Deduction takes off a percentage for misses, missed required elements, and time- and space violations.

6.2.1 Difficulty

There is no maximum difficulty score. The difficulty score is the sum of the total points for each skill performed in a routine.

The score of every difficulty judge is calculated by multiplying the amount of skills recorded at that level by that judge (called n_x , where x is the level) with $L(x)$ for each level, and summing the results (called s_x) for each level, (the resulting sum is called D_j , where j is the judge number) for example:

$$\begin{aligned} s_1 &= L(1) \times n_1 \\ s_2 &= L(2) \times n_2 \\ D_1 &= s_1 + s_2 \end{aligned}$$

All levels except level 0 are considered.

The average of all difficulty judges scores are averaged and called D .

$$D = \frac{D_1 + D_2 + D_3 + D_4 + D_5}{5}$$

6.2.2 Presentation

The presentation score may impact the difficulty score by a factor of $F_p = x\% = x$

The score of each presentation judge is calculated on a scale from -1 to 1 by averaging the marks the judge has given, where “-” is worth -1, (the amount of negative marks given by a judge is called n_{minus}) “✓” is worth 0 (Despite this, the marks are important as they are part of the average and brings the score closer to the average; the amount of checkmarks given by a judge is called n_{check}) and “+” is worth 1. (the amount of positive marks given by a judge is called n_{plus})

$$\frac{-1 \times n_{minus} + 0 \times n_{check} + 1 \times n_{plus}}{n_{minus} + n_{check} + n_{plus}} = \frac{n_{plus} - n_{minus}}{n_{minus} + n_{check} + n_{plus}}$$

The average score of all judges is then calculated on a scale from -1 to 1 by averaging all judges' scores as calculated in the previous score. This is called P_t , for example:

$$P_t = \frac{A_1 + A_2 + A_3 + B_1 + B_2 + B_3}{6}$$

If there are 4 or more presentation judges, the scores of the judges with the highest and lowest score are dropped before calculating P_t .

To calculate the multiplication factor that will be used to calculate the final score, P_t is multiplied by F_p and added to 1, this is called P .

$$P = 1 + P_t \times F_p$$

6.2.3 Deductions and Required Elements

Each deduction may impact the score with a factor of $F_d = 5\% = 0.05$ and each missed required element may impact the score with a factor of $F_r = \frac{1}{5} \times F_d = 1\% = 0.01$

The average number of misses recorded by the judges counting misses is calculated and called A_m , the factor F_r is then multiplied by A_m , the result is called m . ($m = F_r \times A_m$)

The average number of uncompleted required elements recorded by the deduction judges are calculated and called A_r , the factor F_r is then multiplied by A_r , the result is called r . ($r = F_r \times A_r$)

The average number of additional violations (time and space) recorded by the deduction judges are calculated and called A_v , the factor F_d is then multiplied by A_v , the result is called v . ($v = F_d \times A_v$)

The three values (m , r , and v) are then summed and subtracted from one, the result is called M which cannot be smaller than 0. ($M = 1 - (m + r + v)$)

6.2.4 Result

The result, called R , is obtained by multiplying the difficulty score (D) with the presentation score (P) and the deduction score. (M) The result cannot be lower than 0.

$$R = D \times P \times M$$

6.3 CALCULATING SHOW CONTEST SCORES

6.4 CALCULATING THE RANKING

6.4.1 Speed Events

The athlete or team with the highest result (R) is ranked first. (rank 1) The athlete with the second highest result is ranked second, (rank 2) and so on.

In case of a tie where m athletes or team has the same result, (R) which would result in the rank n , all those athletes or teams are awarded rank n . The next best result (R) is ranked with rank $n + m$. (for example, if 3 athletes have the same speed score and rank 4th, they all get ranked fourth. (rank 4) The athlete with the next score gets ranked seventh, (rank 7) since n is 4 and m is 3 their sum is 7)

6.4.2 Freestyle Events

The athlete or team with the highest result (R) is ranked first. (rank 1) The athlete with the second highest result is ranked second, (rank 2) and so on.

6.4.3 Overall/All-Around Results

6.5 THE RESULTS