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2018 World Jump Rope Federation

# Judging Handbook

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## **GENERAL EXPECTATIONS**

- Be very familiar with and knowledgeable about all rules and procedures as described in the 2018 World Jump Rope Competition Rule Book.
- Become familiar and comfortable with the responsibilities of all judging positions for which you are assigned.
- Be very familiar with the procedures required for judging freestyle routines at your level, and adhere to those procedures.
- Attend a WJR certified judges training within the 2017/2018 year prior to judging at an event, or complete the WJR online judges training program.
- Practice judging as much as possible. Watch routines on videotape or at your local team's practices, and analyze them as if you were a judge. Practice clicking speed and counting misses. This is also a great way to help your local team prepare for competition.
- Judging Uniform: We would like our judges to look professional. In most cases, an official judging shirt will be provided for you to wear. If not, please wear a plain, white shirt. Wear khaki or tan-colored pants, shorts, or skirt when judging. Make sure there are no markings on any piece of clothing or on you that can identify you as being affiliated with any team or competitor. Wear athletic shoes, no flip-flops, sandals or bare feet.
- Be pleasant and polite at all times while judging.
- Be impartial. Avoid coaching or cheering for any certain competitor or competitors.
- Be friendly with your fellow judges, but refrain from any comments or discussion while judging.
- Cell phones should be put away while judging.
- Be familiar enough with the judging system to be able to score routines quickly as well as accurately, to keep tournaments running smoothly.
- If you have any questions about rules or procedures, please contact Jessica Nicholson at [jessica@worldjumprope.org](mailto:jessica@worldjumprope.org).

## SPEED AND POWER JUDGING PROCEDURES

**Speed Counting:** Judges at each speed and power station will count the jumps of each competitor within the allotted amount of time, using a mechanical hand-held clicker. Count the right foot jumps only. (The left foot will be counted for the DDC 1x30 event.) For the double under pairs speed event, athletes will use a two foot bounce where both feet hit the ground simultaneously, and judges need to click once every time both feet touch the ground following two rotations of the rope passing under the feet (click once for every double under). If the athlete missed and you counted that missed jump, then do not count the next right foot jump in order to rectify the score, which should only reflect completed jumps. Begin clicking at the initial beep, and stop clicking immediately when final beep sounds. All speed judges must show their clickers to each other and to the head judge after each competitor is judged. All judges should watch as the head judge records scores to help protect against mistakes in recording scores. If clicking accuracy is a problem, a fourth judge may be added to the station. Only Head Judges should communicate with the athletes or with the Tournament Director.

**Speed and Power Head Judging:** There will be one head judge at each station. In addition to ensuring that all rules pertaining to speed and power events are properly followed at their station, the head judge will also be responsible for the following:

- Maintain a steady flow of competitors at your station.
- Make sure all mechanical clickers are working properly.
- Make any necessary communications with competitors and/or with the tournament director.
- Have one judge at your station hold up the flag provided between heats. Your flag being lowered indicates that your station is ready to begin the next heat. If there is a problem at your station, your raised flag will alert the tournament director.
- Confirm that the name of the competitor matches what is printed on your score sheet.
- Check competitors for gum chewing or any device being used to attach the rope to the body. Any gum or illegal devices found should be removed before the athlete competes.
- Count the competitors' jumps using a mechanical clicker.
- **Boundaries:** Make athletes aware of the boundaries of the competition area before they begin their event. Warn them that a space violation is a 5 point deduction. If an athlete goes out of bounds (either with a body part, jewelry/uniform or with the arc of the rope), immediately stop the athlete/team, move them back into the competition area, and instruct them to continue their event. This should be done quickly and with as little disruption as possible to the athlete/team or surrounding athletes/teams. The athlete/team will be given a space violation deduction each time this occurs. The judges should not click while the athlete/team was out of bounds.
- After each event, keep the athlete(s) away from the judges while scores and deductions are being processed. You may communicate an approximate score to the athlete(s) when you are ready.
- Record any false starts or false switches (*see below for details*).
- Ask the judges to show their clickers, and all of you show and compare your scores.
- Manage re-jump situations (broken rope, technical problem, inaccurate clicking-*see below for details*). If there is cause for a re-jump, keep the athlete(s) at your station until the heat ends, then explain the situation to the Tournament Director, who will handle the situation from there.
- Record the scores of all judges, exactly as shown on the clickers\*, in the appropriate places on the score sheet. Hand the score sheet to the runner.
  - *There is one exception to this procedure described in the "special issues" section of this handbook.*

**Re-jump option due to inaccurate speed counting:** If 2/3 judges are not within 5 clicks for a speed or power event, the head judge should record the scores on the score sheet and notify the tournament director **immediately** – before the next heat begins. The Tournament Director will notify the coach or other representative for the team right away that the athlete(s) are eligible for a re-jump due to inaccurate counting. The coach may accept or deny this opportunity. If a team chooses to re-jump, the athlete will be given the score of the re-jump. (A re-jump score is determined by averaging the three closest scores out of five judges.)

**No judging or competitive modifications can be given to athletes or teams based on reputation or for any other reason.** This includes "warning" judges at a station that a team/athlete is "really good" or "really fast", or providing any other exception or advantage. Such actions reflect favoritism, cause an unfair competitive atmosphere, and can foster feelings of intimidation and resentment in other competitors.

**False Starts and False Switches:** All judges need to look for false starts and false switches, however, the Head Judge makes the final determination regarding these violations. A false start or a false switch is a deduction of 5 points. These are defined as:

- **False Start:** Starting the rotation of the rope(s) before the initial beep
- **False Switch:**
  - Starting the rotation of the rope(s) before the call “switch” is given
  - Exiting or entering double dutch ropes before the call “switch” is given
  - Exchanging or switching athletes at any time other than during the official “switch” as determined by the official timing track.
  - In the case of double dutch, the athlete finishing their time period must exit the ropes before the next athlete can enter the ropes. Both athletes should not be in the ropes at the same time.

**Special Issues:** There are some special situations that speed judges need to be aware of.

- Judges should stop clicking immediately when final beep sounds, or when the call to “switch” is made in a relay event.
- If a switch is made by the athletes before the call to “switch”, judges should not begin clicking the next athlete until after the call to “switch”. Such an action is a false switch.
- During any relay event, if a miss occurs just before the call to “switch” is made, then judges must skip the first right foot jump of the next athlete to rectify the score.
- If a miss occurs after the call to switch is made but before the next athlete begins (as in exiting the double dutch ropes), then the judges were not clicking when the miss occurred and there is no need to rectify the score with the next athlete.
- There is only one instance where it is acceptable to record a score other than what is shown on your clicker. If a miss occurs at the end of a speed event, and the athlete or team does not have a chance to resume jumping before the final beep sounds, then the score on your clickers will include one incomplete jump. If all three judges are in agreement that this has occurred, then the scores recorded should reflect one jump less than what is shown on the clickers.
- Sometimes it is perceived by the judges that an athlete has bounced twice on the right foot to resume jumping after a miss. The judges should not begin clicking until the second right foot jump is executed, and that second jump should follow a left foot jump, performed in a jogging step motion. In most cases, what has actually happened is that a well-trained athlete will begin with the right foot after a miss, then jump on the left foot, so that the following right foot jump can be counted as soon as possible.

**Power Judging Procedure (Triple Unders):** Power will be tested with a “Consecutive Triple Unders” event. Begin clicking when the athlete completes his or her first triple under, and continue clicking once every time a triple under is successfully landed. If a miss occurs, any jump other than a triple under is performed, or a break is taken by the athlete after their triple unders have begun, then the attempt is over and all judges should stop clicking. The head judge should announce “stop” to clearly signal the end of the attempt, since there is no central timer that will do so. If the athlete has performed fewer than 15 triples on their first attempt, they will be given another attempt. See the excerpt from the Competition Rule Book below for details:

*For the Consecutive Triple Unders event, one person performs consecutive triple under jumps until they either miss or choose to stop.*

- *This event is not timed, but competitors will be given the cue to begin with “Judges are ready, Jumpers are Ready, Set, Beep” (GO will be replaced with a beep) on the official timing track.*
- *Competitors will be given two attempts to complete 15 triples or more.*
- *If an athlete begins to perform consecutive triple unders and then misses or stops before completing the fifteenth triple under, then the athlete may try again. Judges should record the score for the first attempt in the appropriate place on the score sheet.*
- *The athlete will have up to two minutes to recover in his or her station before beginning their second attempt. The athlete may not leave the station.*
- *Once the second attempt has begun, any stop or miss of the rope will indicate the end of the event, regardless of how many triple unders were performed (if any). Judges should record the score for the second attempt in the appropriate place on the score sheet.*
- *If the athlete completes 15 triple unders, whether on the first or second try, then any stop or miss of the rope from that point forward will indicate the end of the event.*
- *If two attempts were made, the higher score of the two attempts will be counted as the final score.*
- *The athlete may do single or double jumps as “preparatory jumps” prior to beginning triple unders. However, the counting of triple unders stops once any double under or single under jumps are performed after the athlete has begun consecutive triple unders.*

ATHLETES MUST WAIT AT THEIR STATIONS UNTIL ALL ATHLETES IN THAT HEAT HAVE FINISHED. Be aware that an athlete may perform basic bounces or even double unders before performing the triple unders, and judges should be able to determine when it is appropriate to begin clicking. Athletes have two attempts to successfully complete fifteen triple unders. If their second miss occurs before a triple under has been completed, then the attempt is over. As with speed judging, the judges may record a score one less than what their clicker reads only if a missed triple under was clicked at the end of the athlete’s attempt.

## FREESTYLE JUDGING

### **GENERAL FREESTYLE JUDGING PROCEDURES**

All freestyle events will be evaluated on Required Elements, Content, Technical Quality of Presentation, Accuracy (misses) and Entertainment Value. Routines will be judged on a ten-point decimal scale. A perfect score is 10. There will be seven judges and one floor manager for every freestyle station. There will be one Head Judge, three Content Judges, and three Presentation Judges. Points will be awarded and deducted as follows:

- Three Content Judges will award points in the following areas:
  - Points will be given for each skill the athlete performs as defined by the World Jump Rope "Levels of Difficulty" charts. = 6 points
- Three Presentation Judges will award points in the following areas:
  - Technical Presentation: elements that affect the aesthetic qualities of a routine, such as amplitude, body alignment and extension, countenance, flow of routine, etc... = 2 points
  - Entertainment Value: efforts taken to make the routine exciting to watch, such as interesting and entertaining choreography, use of music, variety of styles and skills, unique or original skills, general innovation, etc... = 2 points
- One Head Judge will evaluate the performance of required elements, accuracy (misses), and adherence to space and time constraints.
- One Floor Manager will assist the Head Judge in managing the flow of the station.

World Jump Rope Federation is proud to use a data collection app powered through Android. The app is called JumpRopeJudge, all one word. JumpRopeJudge is available for download onto an Android powered device in the Google Play Store. This app will allow judges to record what they see essentially telling the story of the routine. Each jump the athlete/team completes should be recorded, including basic jumps, wraps, unwraps and skills to give a full picture of the routine the athlete/team performed.

#### Special note for all judges regarding Boundary and Time Violations:

During freestyle events, the Floor Manager is instructed to stop the athlete/team immediately if the athlete/team leaves the competition area during the course of an event (either with a body part or the arc of a rope). The athlete/team should be moved back into the competition area and instructed to continue the event. They will also be given a space violation deduction from the Head Judge each time a violation occurs. If the athlete/team is out of bounds only very briefly and moves back in bounds on their own, then the athlete/team will simply receive a space violation deduction. In either case, the judges should not score what was performed while the athlete/team was out of bounds. Also, if an athlete or team begins the routine before the call to "go" (initial beep) or ends the routine after the call "time" (final beep), judges should not score anything that was done outside of the legal time allotment (before "go" or after "time"). In fact, judges should look away if this occurs so as not to allow anything performed during those times to affect the scoring of the routine.

## FREESTYLE PRESENTATION JUDGING

**General Procedure:** There will be three Presentation Judges on each judging panel. Make sure the name and competitor ID number listed on your device's "Athlete - Freestyle" screen are correct for each athlete before each heat begins. Press the "scoring" button to be taken to the "presentation" page. Attentively watch the performance of each competitor or team. Look for the elements specific to your judging position (Technical Presentation and Entertainment Value). At the beginning of each routine touch the "start" button. Click marks on your device at a minimum of every 2 seconds, to ensure that your scores are accurate. If a score needs to be removed by the judge for any reason, the judge has the ability to remove only the last score entered by double tapping the "remove" button. When each routine is finished, triple tap the "done" button to be taken back to the athlete screen. Submit the score via the app by pressing the "send" button. Once the heat is over, there is no more judging left to do. Submitting the athlete's score is all that should be done by the judge once "time" (final beep) is called. The "Athlete - Freestyle" and "Presentation" pages are pictured below:

The image displays three screenshots of a mobile application interface for freestyle presentation judging.

**Athlete - Freestyle Screen:** This screen is used to enter athlete information. It includes fields for Heat (1), Station (0), Event (1), Athlete's ID, and Athlete's Name. A green "SCORING" button is visible. Below these fields are input boxes for Judge's ID (0) and a yellow "JUDGE" button. At the bottom, there are buttons for "SEND" (blue), "PREVIOUS" (yellow), and "NEXT" (yellow).

**Presentation Screen (Left):** This screen is used to enter scores. It features a central "START" button. On either side of the "START" button are three rows of buttons: a green "+" button, a green checkmark button, and a green "-" button. Above the buttons are "DONE" (yellow) and "RESET" (red) buttons.

**Presentation Screen (Right):** This screen is used to remove scores. It features a central "REMOVE" button. On either side of the "REMOVE" button are three rows of buttons: a green "+" button, a green checkmark button, and a green "-" button. Above the buttons are "DONE" (yellow) and "RESET" (red) buttons.

**Instructions for Evaluating Technical Presentation:** Look for posture, countenance, flow, beginnings and endings, the level to which each element or segment of the routine is being presented in the best possible way (for judges' visibility as well as for aesthetics), and acknowledgement of the judges/audience in the performance of the routine.

**Masters-level Presentation would look like this** (to include but not limited to):

- The entire routine is performed in such a way that the athlete flows from sequence to sequence without hesitation or obvious effort.
- The judges feel part of the routine – the athlete is performing for the benefit of an audience and acknowledges the judges/audience with eye contact and smiles when appropriate and natural.
- Skills and sequences are performed in locations on the floor and at angles that maximize the judges' ability to appreciate and enjoy them.
- The completed skills appear easy and effortless, and are performed with energy, grace and proper form.
- There are appropriate and professional-looking beginning and ending poses and/or sequences performed that complement the choreography of the routine.
- The routine was designed to perfectly match the music (beat, timing, accents and highlights) from beginning to end.
- Personal presentation enhances the judges' ability to enjoy the routine (uniform clean and appropriate, hair off face, appropriate use of make-up, etc.).
- Nothing detracts from the enjoyment of watching the performance.



**Potential Flaws in Presentation** (to include but not limited to):

- *Athlete's back to the judges unnecessarily for extended periods*
- *Poor form (bent knees when not necessary, landing low in multiples, poorly done acrobatic skills, appearance that the athlete is struggling to complete tricks).*
- *Skills done at an angle or position that make it hard for the judges to see what is going on, or is displeasing to the judges (such as bent-over tricks with your behind faced at the judges).*
- *The athlete hesitates between skills or sequences – it is obvious that the athlete is thinking about the routine, or is mentally "switching gears".*
- *The athlete focuses on the floor and/or appears nervous or anxious.*
- *Poor facial expression or body language.*
- *Unprofessional or non-existent beginnings and endings.*
- *Uniform detracts from the routine presentation (dirty, ill-fitting, sloppy looking, etc)*
- *Personal presentation is distracting (hair hanging in the face, too much make-up, unclean, etc)*
- *Music is inappropriate for or detracts from the routine*
- *Mistakes happen involving the rope (such as a bobble) that would not necessarily be considered a "miss". For example, the rope hits the athlete and loses its arc, but the athlete is able to pull out of the miss and the rope never stops completely.*
- *Mistakes are handled poorly and detract from the performance*

**Instructions for Evaluating Entertainment Value:** This category is very subjective, and judges' opinions can differ. Judges should evaluate for effective use of music, attention paid to details in transitions and combinations, choices in directionality and movement, and originality in choreography and in skills performed.

**Masters – level Entertainment Value would look like this** (to include but not limited to):

- *Every segment of the routine has original, imaginative, and entertaining elements.*
- *Original tricks and combinations are used.*
- *Movement and directionality are varied and unpredictable.*
- *The routine shows a full variety of skills, styles and elements.*
- *Pairs or teams are dynamically interactive in interesting ways throughout the routine*
- *The choreography is entertaining and interesting to watch from beginning to end.*

**Potential flaws in Entertainment Value** (to include but not limited to):

- *The routine is predictable and/or redundant in its skills, movement, and directionality.*
- *One or two types of skills dominate the routine.*
- *No effort shown to be original, imaginative, or entertaining.*
- *Little or no interaction between pairs or teams.*
- *Wheel routines are performed as mostly American wheel style.*
- *Music is not used, is inappropriate, or is not used effectively.*

**Note-taking and Scoring Procedures:** From the beginning of the routine to the ending pose, watch and make notations at a minimum of every 2 seconds that reflect short segments of the routine. There are few, if any, perfect "Masters" level routines being performed – so the routines that you judge are likely to be somewhere on the continuum between "Basic" and "Masters". Even within routines, there are likely to be moments of brilliance and moments that are lacking in either technical presentation or entertainment value. It is also possible for a routine to score high in one area and low in the other, such as a routine with lots of original and imaginative skills and sequences, but poor general presentation. Therefore, it is necessary for judges to document for themselves not only levels of mastery achieved, but also in what areas of judging, so that the scores given can accurately reflect the routines performed. It is important to remember that you are NOT to take difficulty into account. In fact, doing a difficult skill poorly should actually be a detriment to the Technical Presentation score.

The following notation procedure is recommended:

**+** = Impressive

**✓** = Average

**–** = Basic

The following chart helps to illustrate when certain notations might be given:

<b>“+” Professional Technical Presentation</b>	<b>“✓” Average Technical Presentation</b>	<b>“ – “Basic Technical Presentation</b>
<i>Appearance is appropriate and professional, including natural, appropriate smiles and eye contact.</i>	<i>Appearance is appropriate, but facial expression shows inward concentration, lack of eye contact.</i>	<i>Inappropriate/distracting appearance (facial expression, body language, uniform, hair).</i>
<i>Exceptional athleticism – performs moves consistently with high energy, grace, ease, and amplitude</i>	<i>Performs some skills with athleticism, but performs other skills with difficulty or obvious effort.</i>	<i>Struggles to perform the skills, barely makes the tricks attempted.</i>
<i>Strong form in strength moves, gymnastic moves, and multiple unders.</i>	<i>Performs moves well enough to complete the skills, but with minor form breaks.</i>	<i>Poor form, can barely perform the skill, form detracts from routine.</i>
<i>Smooth, energetic, and confident execution of the routine.</i>	<i>Performs with some thought and slight hesitation, but knows the routine well.</i>	<i>Execution is choppy and insecure, hesitation detracts from routine.</i>
<i>Upright posture – shoulders and head up, back straight</i>	<i>Bent over some to help execute tricks, eyes down.</i>	<i>Hunched over position, showing lack of both confidence and skill.</i>
<i>The routine is presented using professional and effective beginning and ending poses/sequences</i>	<i>Beginning and ending poses and/or sequences are used, but do little to enhance the routine</i>	<i>Beginning and ending poses and/or sequences are not used, or they detract from the quality of the routine</i>
<i>Obvious attention has been paid to presenting every trick in the most pleasing and effective way, considering directionality and position on the floor</i>	<i>Some attention has been paid to presenting tricks in pleasing and effective ways, considering directionality and position on the floor, but not consistent</i>	<i>No attention has been paid to presenting tricks in pleasing and effective ways, the directionality and/or position on the floor makes it hard to evaluate the routine</i>
<i>The routine has been designed to constantly match the music in timing and beat, and shows many highlights or accents that reflect the music</i>	<i>The routine is performed to the beat of the music, but shows only a few highlights or accents related to the music</i>	<i>No music is used, or the music used shows no relationship to the routine.</i>
<i>Pairs or teams are perfectly coordinated and synchronized throughout the routine</i>	<i>Pairs or teams are coordinated and synchronized at some times, but lack these qualities at other times.</i>	<i>Pairs or teams are consistently not coordinated or synchronized, and/or need to focus on each other to stay together.</i>
<b>“+” High Entertainment Value</b>	<b>“✓” Moderate Entertainment Value</b>	<b>“ – “Basic Entertainment Value</b>
<i>The routine is constantly interesting and entertaining to watch</i>	<i>Parts of the routine are interesting, but other parts are predictable</i>	<i>No effort has been made to make the routine interesting to watch</i>
<i>There is a full variety of skills and styles shown from all elements</i>	<i>Some variety shown, but not a wide variety. Some repetition.</i>	<i>One type of move/element dominates the routine. Repetitive.</i>
<i>Many examples of original moves, sequences, and choreography.</i>	<i>Some interesting moves and choreography used, but familiar.</i>	<i>No unique moves or choreography</i>
<i>Directionality and movement are varied and unpredictable, and keep the routine constantly interesting to watch</i>	<i>Movement and changes directionality are shown, but are familiar and/or predictable</i>	<i>Little or no effort shown to include movement or changes in directionality</i>
<i>The music selected is unique, interesting and is effectively interpreted throughout the routine</i>	<i>The music selected is appropriate and enhances the routine, but the routine does not consistently or effectively “interpret” the music.</i>	<i>No music is used, music used is inappropriate, and/or the music bears little to no relationship to or connection with the routine</i>
<i>Pairs or teams consistently interact with each other in dynamic, unique and interesting ways</i>	<i>Pairs and teams show some “dynamic interaction”, but what is shown is familiar or lacks creativity</i>	<i>Little or no “dynamic interaction” is shown between pairs or team members</i>
<i>Wheel routines performed using majority of skills using Chinese style wheel</i>	<i>Wheel routines include increasing amount of skills performed using American style wheel</i>	<i>Wheel routines are performed using mostly American style wheel</i>

## FREESTYLE CONTENT JUDGING

**General Procedure:** There will be three Content Judges on each judging panel. Difficulty and density are judged simultaneously and do not require separate evaluation. Make sure the name and competitor ID number listed on your device's "Athlete - Freestyle" screen are correct for each jumper before each heat begins. Press the "scoring" button to be taken to the "content" page. At the beginning of each routine touch the "start" button. Attentively watch the performance of each competitor or team. Be sure to capture everything that an athlete or team has completed by clicking the level of the skills on your device throughout the entire routine. If a score needs to be removed by the judge for any reason, the judge has the ability to remove only the last score entered by double tapping the "remove" button. When each routine is finished, triple tap the "done" button to be taken back to the athlete screen. Submit the score via the app by pressing the "send" button. Once the heat is over, there is no more judging left to do. Submitting the athlete's score is all that should be done by the judge once "time" (final beep) is called. The "Athlete - Freestyle" and "Content" pages are pictured below:

The image shows three screenshots of the app interface. The first screenshot, titled "Athlete - Freestyle", displays fields for Heat (1), Station (0), Event (1), Athlete's ID, Athlete's Name, Judge's ID (0), and buttons for SCORING, FIND, JUDGE, and buttons for adjusting the score (+, -). It also has sections for Levels and Scores, and buttons for SEND, PREVIOUS, and NEXT. The second and third screenshots, both titled "Content", show a 3x3 grid of skill levels. The second screenshot has a "START" button in the middle, while the third has a "REMOVE" button in the middle. Both have "DONE" and "RESET" buttons at the top.

**Evaluation of skill value:** In order to determine the points that should be awarded to each skill performed, judges must be familiar with the levels of difficulty described in the charts located in the appendix of this handbook. Judges must also feel comfortable combining the levels of difficulty for each element of a skill to award a skill its total value. The levels of difficulty charts provide judges with standard criteria by which to judge each skill. Judges and athletes should be aware that more difficult skills are weighted with higher point values. The point values awarded to each skill level are listed below:

0.5 - 0.375    1 - 0.75    2 - 1.5    3 - 2.25    4 - 3.375    5 - 4.875    6 - 6.75    7 - 9.0

It is also important for the judges and athletes to know that as more skills are performed in a routine, the point value awarded to a skill increases linearly at 15% throughout the routine. The point value for a skill performed at the end of the routine is worth 15% more than if performed as the first skill of the routine.

Once a routine is complete, the Content Judge will have the opportunity to make a minor adjustment to their score by either increasing or decreasing the score by 0.2. The judge should only use this option if they feel they may have unintentionally given skills a higher or lower score than they should be awarded.

## **FREESTYLE HEAD JUDGING**

**General Procedures:** There will be one Head Judge on each judging panel. Make sure the name and competitor ID number listed on your device's "Athlete - Freestyle" screen are correct for each athlete before each heat begins. Press the "scoring" button to be taken to the "head judge" page. Attentively watch the performance of each competitor or team. Look for the elements specific to your judging position (Required Elements, Accuracy deductions, Time and Space Violations). In addition, you will also be responsible for making communications on behalf of your station, and working with the Floor Manager to maximize the flow and efficiency of your station. If a score needs to be removed by the judge for any reason, the judge has the ability to remove only the last score entered by double tapping the "remove" button. When each routine is finished, triple tap the "done" button to be taken back to the athlete screen. Submit the score via the app by pressing the "send" button. Once the heat is over, there is no more judging left to do. Submitting the athlete's score is all that should be done by the judge once "time" (final beep) is called. The "Athlete - Freestyle" and "Head Judge" pages are pictured below:

The image displays two screenshots of a mobile application interface for freestyle head judging.

**Athlete - Freestyle Screen:**

- Heat: 1, Station: 0
- Event: 1
- Athlete's ID: [input field] **FIND**
- Athlete's Name: [input field]
- SCORING** (green button)
- Judge's ID: 0 **JUDGE** (yellow button)
- DEDUCTIONS (green button)
- REQUIRED ELEMENTS (green button)
- SEND** (blue button), **PREVIOUS** (yellow button), **NEXT** (yellow button)

**HeadJudge Screen:**

- DONE** (yellow button), **RESET** (red button)
- Required Elements 1.6
- Spatial Dynamics: **QUADRANT 1**, **QUADRANT 2**, **QUADRANT 4**, **QUADRANT 3**
- Multiples: ☐ NO DED., ☐ 0.2, ☒ 0.4
- Inversion or Displacement Skills: ☐ NO DED., ☐ 0.2, ☒ 0.4
- Rope Manipulations Skills: ☐ NO DED., ☐ 0.2, ☒ 0.4
- Deductions 0.0
- TIME 0.0** (green button), **ACCURACY 0.0** (green button)
- SPACE 0.0** (green button), **REMOVE** (yellow button)

### **General Deductions:**

#### **• Time Violations**

- False Start: The athletes begin jumping before the official signal (beep) to "go". Athletes may move into their poses before the beep, but should not begin jumping their routine until the official signal (beep) to "go" has been made.
- Under or Over Time: Make sure the competitors complete their routines within the allotted time, and make deductions if necessary. Competitors must complete their routines within the time allotted:
  - 60 – 90 seconds for the Double Dutch Triad Freestyle event
  - 45 – 75 seconds for all other single rope, 2 Wheel and double dutch freestyle events

Athletes need to have reached their ending positions at the final beep. The routine should be considered "under time" if the ending pose is reached before the minimum time is called, it should be considered "over time" if the pose is not reached when the final beep occurs. Also, if an athlete or team begins the routine before the initial beep or ends the routine after the final beep, judges should not score anything that was done outside of the legal time allotment (before initial beep or after final beep). In fact, judges should look away if this occurs so as not to allow anything performed during those times to affect the scoring of the routine.

- **Space Violations:** Make sure that routines are performed within the allotted space, and make deductions if necessary. The Floor Manager is instructed to stop the jumper/team immediately if the athlete/team leaves the competition area during the course of an event (either with a body part or the arc of a rope, or with a piece of uniform or equipment). The athlete/team should be moved back into the competition area and instructed to continue the event. They will also be given a space violation deduction from the Head Judge. If the athlete/team is out of bounds only very briefly and moves back in bounds on their own, then the athlete/team will simply receive a space violation deduction. In either case, the judges should not score what was performed while the athlete/team was out of bounds.

**Accuracy Judging:** While watching each routine, the Head Judge counts major and minor misses using their device. These judges click once for every “minor miss”, and twice for every “major miss”. When a miss occurs, the Head Judge will immediately tap the “Accuracy” button on their device, then count, “one-thousand one, one-thousand two”. If the routine is still delayed when two seconds are counted, the Head Judge will again tap the “Accuracy” button on their device. No more than two taps of the “Accuracy” button will be given for each miss. For all types of freestyle events, the routine is considered to be no longer delayed once ropes are turning and athletes are actively jumping. This deduction will be taken from the Technical Presentation score by the tabulators.

### Accuracy Definitions:

- **Minor Miss:** (0.2 points deduction): A minor miss is considered to be an unintentional stop of the rope or unintentional drop of the handle. The rope(s) may hit an athlete, turner, or the opposite rope, or any other mistake involving the rope(s) that causes the rope to stop. If an athlete or team “pulls out” of a miss and the rope does not stop, that is considered a “bobble” and does not receive a “click”. Instead, the presentation judges should indicate this mistake with a negative mark in their “Technical Presentation” notes.
- **Major Miss:** (0.4 points deduction): A major miss is considered to be any time the rope or the performance of a routine comes to a STOP unintentionally for 2 or more seconds. This might occur due to a rope catching on a competitor’s body, slapping the opposing rope, or any other mistake involving the rope(s) that causes the routine to stop.
- **Special issues:**
  - Another jump of the rope does not need to be completed after a miss before a second miss can be counted. Every missed attempt to jump the rope will be counted as a miss.
  - In Single Rope Pairs and Single Rope Team freestyle routines, two, three or four partners missing at the same time while jumping their own separate ropes are counted as separate misses. A miss that occurs during dynamic interaction sequences where only one rope is in use, or during wheel jumping, is only counted as one miss.

**Required Elements:** It is expected that routines will fulfill defined requirements for each element. The head judge will deduct points for each required element that does not reach the defined requirement.

- **Description of the Single Rope Freestyle Required Elements** *(for single rope freestyle, single rope pairs freestyle, single rope pairs wheel freestyle, and single rope team freestyle):*
  - **Rope Manipulations**
    - *Skills that cause the rope to perform motions other than the standard loop around the body (e.g. crosses, releases, swings, wraps).*
  - **Multiples**
    - *Skills that involve the rope making more than one revolution per jump.*
  - **Inversion and Displacement**
    - *Skills requiring a change in the center of gravity, displaying strength, balance, flexibility, and/or agility (including gymnastic, acrobatic, and martial-arts type tricks).*
  - **Spatial Dynamics**
    - *Movement around the performance area. To receive no deductions, athletes must use all four quadrants of the competition area outside of a three-foot radius from the center. If the athlete uses 2-3 quadrants, a partial deduction will be taken. The quadrants should be seen as a + formation on the floor.*

- **Description of the Double Dutch Freestyle Required Elements** *(for double dutch single freestyle, double dutch pairs freestyle, and double dutch triad freestyle):*
  - Rope Manipulations
    - *Skills related to turning the ropes (e.g. turner involvement)*
  - Multiples
    - *Skills that involve a rope or ropes passing under an athlete's feet more than one time per jump, or more than one rope passing under a athlete's feet during a jump.*
  - Inversion and Displacement
    - *Skills requiring a change in the center of gravity, displaying strength, balance, flexibility, and/or agility (including gymnastic, acrobatic, and martial-arts type tricks)*
  - Spatial Dynamics
    - *Any movement that results in a jumper becoming a turner and a turner becoming a jumper*
  
- **Evaluation of Required Elements**
  - To be considered "completed", required elements for multiples, rope manipulations, inversion and displacement, and double dutch spatial dynamics must be performed at "Level Three" difficulty or higher, as defined by the World Jump Rope Levels of Difficulty charts.
    - 0.4 points will be deducted from the average Difficulty score for every required element omitted or not performed due to misses.
    - 0.2 points will be deducted from the average Difficulty score for every required element performed at a difficulty level below "Level Three" (e.g., skills performed only at Level One or Level Two)
    - A maximum 1.6 points can be taken from the average Difficulty score for Required Elements deductions, or until the average Difficulty score is reduced to "0".
  - Single rope and Wheel Spatial Dynamics:
    - To fulfill the requirement and receive no deduction, the athlete or team must use all four quadrants of the competition area outside of a three-foot radius from the center. The quadrants should be seen as a + formation on the floor. In pairs and teams, it is not required that all athletes reach all quadrants, only that all quadrants are touched by at least one member of the group.
    - 0.4 will be deducted if the athlete or team uses only one quadrant of the floor.
    - 0.2 will be deducted if the athlete or team uses 2-3 quadrants of the floor.
  - Other Considerations:
    - If a miss occurs during a sequence of skills, the Head Judge must determine whether enough of the element was performed before the miss happened to fulfill (fully or partially) the requirement for that element.
    - No Credit should be given to elements performed WITHOUT the rope(s) turning around or passing under the body.
    - Be aware that athletes often fulfill more than one required element in a single skill or sequence (e.g. in single rope, a donkey kick with a double under cross fulfills the requirement for inversion/displacement, rope manipulation, and multiple unders with one trick!).

## **FLOOR MANAGER**

**General Procedures:** There will be one floor manager at each station. In addition to working with the Head Judge to maintain a steady flow at your station, you will be responsible for the following:

- Make communications with competitors and judges. The Head Judge may ask you to communicate with the Tournament Director as well.
- Hold the flag for your station. The flag should be raised at all times, except when your station has an athlete or team performing or is ready to begin the next heat.
- Confirm that the identity of the athlete(s) matches what is printed on the freestyle score sheets and the heat sheet.
- Announce to the judges the name and ID number of the competitor, so they can check their score sheets and make sure all is in order to judge the event.
- Check for gum.
- If an athlete or team leaves the bounds of the competition area during an event (either with a body part or the arc of a rope, or with any piece of clothing or equipment), stop the athlete/team immediately, and move the athlete/team back into the competition area and instruct them to continue the event. This should be done quickly and with as little disruption as possible to the athlete/team or surrounding athletes/teams.
- Make sure that the score sheets for each entry are properly collected, organized, and delivered to the tabulators by the score sheet collectors.

## GROUP SHOW JUDGING

### GENERAL GROUP SHOW JUDGING PROCEDURES

Group Show will be evaluated on Required Elements, Difficulty, Density, Technical Quality of Presentation, Accuracy (misses) and Entertainment Value. Routines will be judged on a ten-point decimal scale. A perfect score is 10. There will be seven judges, one timer and one floor manager on each panel. There will be one Head Judge, three Content Judges, and three Presentation Judges. Points will be awarded and deducted as follows:

- Three Content Judges will award points in the following areas:
  - Points will be given for each skill the athlete performs as defined by the World Jump Rope “Levels of Difficulty” charts. = 6 points
- Three Presentation Judges will award points in the following areas:
  - Technical Presentation: elements that affect the aesthetic qualities of a routine, such as movement and formations, misses, synchrony, body alignment, flow of routine, etc... = 2 points
  - Entertainment Value: efforts taken to make the routine exciting to watch, such as interesting and entertaining choreography, use of music, variety of styles and skills, unique or original skills, general innovation, etc... = 2 points
- One Head Judge will evaluate the performance of required elements and adherence to time constraints.
- One Floor Manager will assist the Head Judge in managing the flow of the station.
- One Timer will use a stopwatch to time the length of the routine.

### GROUP SHOW PRESENTATION JUDGING

**General Procedure:** There will be three Presentation Judges on each judging panel. Make sure the name and competitor ID number listed on your device’s “Athlete - Freestyle” screen are correct for each athlete before each heat begins. Press the “scoring” button to be taken to the “presentation” page. Attentively watch the performance of each competitor or team. Look for the elements specific to your judging position (Technical Presentation and Entertainment Value). Click marks on your device at a minimum of every 2 seconds, to ensure that your scores are accurate. When each routine is finished, triple tap the “done” button to be taken back to the athlete screen. Submit the score via the app by pressing the “send” button. Once the heat is over, there is no more judging left to do. Submitting the athlete’s score is all that should be done by the judge once “time” (final beep) is called. The “Athlete - Freestyle” and “Presentation” pages are pictured below:

The image displays three screenshots of a mobile application interface for group show judging.

**Athlete - Freestyle Screen:** This screen is used to enter athlete information. It includes fields for Heat (1), Station (0), Event (1), Athlete's ID, and Athlete's Name. There are buttons for "FIND" and "JUDGE". Below these are fields for Ent. Score, Tech. Score, and Total Score. At the bottom, there are buttons for "SEND", "PREVIOUS", and "NEXT".

**Presentation Screen (Left):** This screen is used for scoring. It has a "DONE" button (yellow) and a "RESET" button (red) at the top. Below are two columns: "Entertainment" and "Technical". Each column has three buttons: a green button with a plus sign (+), a green button with a checkmark (✓), and a green button with a minus sign (-). A large green button labeled "START" is positioned between the two columns.

**Presentation Screen (Right):** This screen is also used for scoring. It has a "DONE" button (yellow) and a "RESET" button (red) at the top. Below are two columns: "Entertainment" and "Technical". Each column has three buttons: a green button with a plus sign (+), a green button with a checkmark (✓), and a green button with a minus sign (-). A large yellow button labeled "REMOVE" is positioned between the two columns.



**Technical Presentation:** *Synchrony, geometry, excellence, and accuracy displayed in the performance of the routine.* This includes the design and execution of formations, timing, and rhythm. Also take into account the use of opening and ending poses, countenance, accuracy, enthusiasm, and smoothness and flow of the routine. Teams should perform with poise, confidence, and expertise. A “masters” level routine will have every member of the team showing perfect beat and rhythm. All formations will be clean and geometrical, and all lines will be straight and even. Every member of the team will remain completely synchronized. All members of the team will perform with accuracy and energy, showing enthusiasm and professionalism throughout the entire routine. Remember that you are NOT taking intricacy or difficulty into account. A routine can be simple, yet technically excellent!

**Entertainment Value:** *Originality and imagination in the choice of skills and movements used, how interesting and entertaining the routine is to watch.* The score given for this component should reflect the average level of entertainment value shown throughout the routine. A “masters” level routine will have unique and original choreography shown in EVERY aspect of the routine, including skills, combinations, formations, transitions, and poses. New and original ideas will have been used throughout the routine, and the routine will succeed in being fun and interesting to watch. Music selection will be original and will be interpreted by the choreography. Use of costumes and themes will be considered in this category (but are not required).

**Note-taking and Scoring Procedures:** From the beginning of the routine to the ending pose, watch and make notations at a minimum of every 2 seconds that reflect segments of the routine. There are few, if any, perfect “Masters” level routines being performed – so the routines that you judge are likely to be somewhere on the continuum between “Basic” and “Masters”. Even within routines, there are likely to be moments of brilliance and moments that are lacking. It is also possible for a routine to score high in one area and low in the other, such as a routine with lots of original and imaginative skills and sequences, but poor general presentation. Therefore, it is necessary for judges to document what they are seeing throughout the routine to determine not only levels of mastery achieved, but also in what areas of judging, so that the scores given can accurately reflect the routines performed. It is important to remember that you are NOT to take difficulty into account. In fact, doing a difficult sequence poorly should actually be a detriment to the Technical Presentation score.

The note-taking and scoring procedures for Group Technical Presentation and Entertainment Value will be the same as for Freestyle Technical Presentation and Entertainment Value judging procedures described on page 9 of this handbook.

The following chart helps to illustrate when certain notations might be given:

<b>“+” Professional Technical Presentation</b>	<b>“✓” Average Technical Presentation</b>	<b>“ – “ Basic Technical Presentation</b>
<i>Sequence is executed with accuracy and confidence by every member of the team.</i>	<i>Accuracy and confidence shown by some. Some misses occur, but detract very little.</i>	<i>Misses detract from sequences, little confidence shown.</i>
<i>All team members show athleticism, amplitude, and energy while performing the sequence.</i>	<i>Some members of the team perform with ease, but some struggle or show obvious effort.</i>	<i>Many members of the team struggle to perform the skills, barely making the tricks attempted.</i>
<i>Every member of the team shows good countenance, appearance and professionalism.</i>	<i>Good countenance, appearance and professionalism shown by some, or shown part of the time.</i>	<i>Poor professionalism shown (facial expression, appearance, body language)</i>
<i>Every member of the team shows perfect beat and rhythm.</i>	<i>Some members struggle to maintain beat and rhythm.</i>	<i>Execution is choppy and insecure, lack of beat and rhythm detracts from routine.</i>
<i>Formations are perfectly clean and geometrical, lines are straight.</i>	<i>Formations and lines are recognizable, though not perfect.</i>	<i>Formations and lines poorly executed, or not attempted.</i>
<i>Every member of the team is perfectly synchronized through complex choreography (many changes in beat, direction, and movement).</i>	<i>Most team members are synchronized, but choreography is not that complex (some changes in beat, directionality, movement).</i>	<i>Most team members are not synchronized, or need to focus on each other to stay together. Very simple choreography.</i>
<i>The choreography of the routine perfectly matches the music; the jumping matches the beat of the music throughout, and there are many accents in the music that are highlighted in the routine.</i>	<i>Some parts of the routine appear choreographed to the music, others not.</i>	<i>No effort made to choreograph to the music. Music is simply in the background.</i>
<b>“+” High Entertainment Value</b>	<b>“✓” Moderate Entertainment Value</b>	<b>“ – “Basic Entertainment Value</b>
<i>The routine is constantly interesting and entertaining to watch</i>	<i>Parts of the routine are interesting, but other parts are predictable</i>	<i>Boring. No effort has been made to make the routine interesting to watch</i>
<i>The music selected is unique, interesting and is effectively interpreted through theme, costume, and/or choreography throughout the routine</i>	<i>The music selected is appropriate and enhances the routine, but the choreography does not consistently or effectively “interpret” the music.</i>	<i>No music is used, music used is inappropriate, and/or the music bears little to no relationship to or connection with the routine</i>
<i>Poses are unique and enhance the choreography of the routine.</i>	<i>Poses are there, but do little to enhance the routine</i>	<i>No poses, or inappropriate poses used that detract from the routine</i>
<i>Full variety of skills shown from all elements.</i>	<i>Some variety shown, but not a wide variety. Some repetition.</i>	<i>One type of move/element dominates the routine. Repetitive.</i>
<i>Unique and original moves, formations, and choreography are used.</i>	<i>Interesting moves and choreography used, but familiar. Lacks consistent originality.</i>	<i>No effort to show unique moves or choreography</i>
<i>Directionality and movement are varied and unpredictable</i>	<i>Movement and directionality are shown, but familiar and/or predictable</i>	<i>Little or no effort to include movement or directionality, or directionality not flattering.</i>
<i>The entire group is constantly showing a high degree of dynamic interaction, being constantly physically and choreographically interconnected</i>	<i>Dynamic interaction happens well in some parts of the routine, but is inconsistently demonstrated.</i>	<i>The group does not interact well in the routine. Athletes appear to be “doing their own thing”, apart from the rest of the group.</i>

## GROUP SHOW CONTENT JUDGING

**General Procedure:** There will be three Content Judges on each judging panel. Difficulty and density are judged simultaneously and do not require separate evaluation. Make sure the name and competitor ID number listed on your device's "Athlete - Freestyle" screen are correct for each jumper before each heat begins. Press the "scoring" button to be taken to the "content" page. At the beginning of each routine touch the "start" button. Attentively watch the performance of each competitor or team. Be sure to capture everything that an athlete or team has completed by clicking the level of the skills on your device throughout the entire routine. If a score needs to be removed by the judge for any reason, the judge has the ability to remove only the last skill performed by triple tapping the "remove" button. When each routine is finished, triple tap the "done" button to be taken back to the athlete screen. Submit the score via the app by pressing the "send" button. Once the heat is over, there is no more judging left to do. Submitting the athlete's score is all that should be done by the judge once "time" (final beep) is called. The "Athlete - Freestyle" and "Content" pages are pictured below:

The image displays three screenshots of a judging application interface.

**Athlete - Freestyle Screen:** This screen is used to enter athlete information. It includes fields for Heat (1), Station (0), Event (1), Athlete's ID, and Athlete's Name. There are buttons for "FIND", "SCORING", and "JUDGE". Below these are "Adjust" (+/-) buttons and fields for "Score" and "Final Score". At the bottom are "SEND", "PREVIOUS", and "NEXT" buttons.

**Content Screen (Left):** This screen shows a 3x3 grid of skill levels: LEVEL 1, LEVEL 0.5, LEVEL 4, LEVEL 2, START, LEVEL 5, LEVEL 3, LEVEL 7, and LEVEL 6. There are "DONE" and "RESET" buttons at the top.

**Content Screen (Right):** This screen is identical to the previous one, but the "START" button is replaced by a yellow "REMOVE" button.

**Evaluation of skill value:** In order to determine the points that should be awarded to each skill performed, judges must be familiar with the levels of difficulty described in the charts located in the appendix of this handbook. Judges must also feel comfortable combining the levels of difficulty for each element of a skill to award a skill its total value. The levels of difficulty charts give judges standard criteria by which to judge each skill. Judges and jumpers should be aware that more difficult skills are weighted with higher point values. The point values awarded to each skill level are listed below:

0.5 - 0.375    1 - 0.75    2 - 1.5    3 - 2.25    4 - 3.375    5 - 4.875    6 - 6.75    7 - 9.0

It is also important for the judges and athletes to know that as more skills are performed in a routine, the point value awarded to a skill increases linearly at 15% throughout the routine. The point value for a skill performed at the end of the routine is worth 15% more than if performed as the first skill of the routine.

Once a routine is complete, the Content Judge will have the opportunity to make a minor adjustment to their score by either increasing or decreasing the score by 0.2. The judge should only use this option if they feel they may have unintentionally given skills a higher or lower score than they should be awarded.

## GROUP SHOW HEAD JUDGING

**General Procedures:** There will be one head judge at each station. In addition to overseeing all of the group show judges and maintaining a steady flow, head judge duties are as follows:

- Make any communications with competitors or tournament director.
- Make sure the name and competitor ID number listed on your device's "Athlete - Freestyle" screen are correct for each athlete before each heat begins.
- Press the "scoring" button to be taken to the "head judge" page. Attentively watch the performance of each competitor or team.
- If a score needs to be removed by the judge for any reason, the judge has the ability to remove only the last score entered by double tapping the "remove" button.
- Make sure the teams complete their routines within the allotted time, and make deductions if necessary. A person will be assigned to assist you with this task using a stopwatch.
- Evaluate the performance of the Required Elements. Deduct points for required elements not performed up to the "Level 3" difficulty standard.
- When each routine is finished, triple tap the "done" button to be taken back to the athlete screen. Submit the score via the app by pressing the "send" button. Once the heat is over, there is no more judging left to do. Submitting the athlete's score is all that should be done by the judge once "time" (final beep) is called.

The "Athlete - Freestyle" and "Head Judge" pages are pictured below:

### Time Limits

- Junior Group Show routines can be a maximum of 3 minutes long
- Senior Group Show routines can be a maximum of 5 minutes long
- There are no minimum time constraints
- Timing will be done by an official using a stopwatch, under the direction and supervision of the Head Judge. The announcer will indicate when both the judges and the athletes are ready to begin. The time on the stopwatch will begin either when the music starts, or when the athletes begin the routine, whichever happens first. Time will end when the routine reaches its ending pose, or when the stopwatch reads the maximum time limit, whichever happens first. If a routine continues past the maximum time allowed, the judges will stop judging at that point, and a 0.2 deduction will be given for a time violation.

Special Note: Maximum space will be given depending on the competition venue. No space violations will apply.

**Description of the Required Elements:** To receive full credit and avoid a deduction, ALL members of the team must perform each element in a physically or choreographically interconnected way

- **Single Rope Group Routine**
  - *Synchronized routine performed by the entire group, with each athlete using an individual rope*
- **Double Dutch**
  - *Routines involving two ropes being turned in opposite directions*
- **Wheel**
  - *Routines involving two or more athletes that have exchanged handles and are turning and/or jumping ropes at alternating beats. Both ropes are turning in the same direction. Ropes of any length can be used.*
- **Long Rope**
  - *Routines involving ropes at least 20 feet long being used in formations that are not double dutch. (Examples include, but are not limited to, one long rope, triangle, eggbeater, umbrella, etc...)*
- **Traveler**
  - *Routines involving the act of "catching" one or more athletes with a rope by another athlete or athletes. Traveler can be performed with single ropes, wheel, double dutch, and/or long ropes.*

**Evaluation of Required Elements:** To be considered "completed", required elements must be performed at "Level 3 (intermediate)" or higher, as defined by the World Jump Rope Group Show Levels of Difficulty.

- 0.4 points will be deducted from the average Difficulty score for every required element omitted or not performed due to misses.
- 0.2 will points will be deducted from the average Difficulty score for every required element performed at a difficulty level below "Level Three (intermediate)" (e.g., at Level One - Basic or Level Two - Elementary).
- A maximum 2.0 points can be taken from the average Difficulty score for Required Elements deductions, or until the average Difficulty score is reduced to "0".
- The Levels of Difficulty charts for Group Show, which will be used by Group Show Head Judges and Content Judges, are located in the appendix of the WJRF Judging Handbook.
- **Special Notes:**
  - Credit will not be given to elements performed WITHOUT the ropes turning around or passing under the body of the athlete(s).
  - If a team misses while performing an element, the Head Judge must determine whether or not Level 3 difficulty was achieved taking into account only the part of the element that was executed cleanly. A miss does not automatically mean that a deduction is warranted.
  - Be aware that the team may fulfill more than one required element in a single skill or sequence (e.g. performing the wheel using 20' ropes satisfies both long rope and wheel requirements. Also keep in mind that the traveler does not have to be done with single ropes, but can also be accomplished with double dutch, the wheel, and with long ropes).

## WORLD JUMP ROPE DOUBLE DUTCH CONTEST JUDGING

### **GENERAL INFORMATION FOR JUDGES**

The World Jump Rope Double Dutch Contest (WJR-DDC) gets its inspiration from contests that are currently being held for the National Double Dutch League and in Europe and Asia, as well as from the exciting performances being done by jump rope athletes with the “Cirque du Soleil” and “Cirque Dreams” performing groups, and on shows such as “America’s Got Talent” and “America’s Best Dance Crew”. This is an exciting new direction for the sport of Jump Rope, and we believe it is a way to provide a wider array of opportunities for our athletes as well as to increase public recognition for and appreciation of our sport.

### **Some things judges should be aware of:**

- WJRF-DDC should integrate both dance and jump rope in a “performance-style” routine, which will be performed to music. There is no minimum or maximum number of athletes required.
- Routines will be a minimum of 2 minutes and a maximum of 3 minutes.
- The left foot will be counted in DDC 1x30 Double Dutch speed
- Costume-type props can be used in order for athletes to most effectively interpret the music.
- Because this event is so early in its development, we have purposely designed the judging to be very “loose”. The more rules, guidelines and requirements we impose, the more “we” (judges and event organizers) determine the direction in which the event will develop. Instead, we want this type of event to develop “organically” over time, with the athletes having as much freedom as possible to determine that development.
- Unlike traditional team or group show events, DDC routines will not necessarily have all members of the team involved with the ropes at all times. There may be times when only one athlete (or a small part of the group) is highlighted, while the others are in the background. There may be times in the routine where some people are jumping rope and some are dancing. All of this is perfectly acceptable! It is up to the judges to evaluate how effective the routine as a whole is designed, performed and executed.
- DDC routines can incorporate any type of music and any type of dance. It is important for judges to understand, however, that traditional DDC events use primarily hip-hop music and dance, and only double dutch jumping. In the future we may be able to have separate divisions specifically for “traditional” DDC routines (hip-hop and double dutch) and for “expanded” routines (those that include other types of dance, music and jump rope). However, at these early stages of our championship all teams will be included in the same division. Because of this, it will be important for judges to not specifically reward or penalize athletes based on whether or not they used a “traditional” or “expanded” approach to the event. Specifically, we will **not** be asking judges to look for or reward “a wide variety of jump rope styles” or “a wide variety of dance styles”, because that would be prejudicial against traditional routines that use only hip-hop and only double dutch. By the same token, judges familiar with the traditional style of this event should not be biased against routines that incorporate other types of jump rope skills and dance.
- There will be one Head Judge and five Freestyle Judges at each Judging Panel. The Head Judge will time the routine and record any time violations. The Freestyle Judges will judge the routine based on the following elements: Jump Rope Choreography, Dance Choreography, and Entertainment Value.

## DDC FREESTYLE JUDGING

**General Procedure:** There will be five Freestyle Judges on each judging panel. Make sure the name and competitor ID number listed on your score sheet are correct for each athlete before each heat begins. Attentively watch the performance of each team. Look for the elements specific to your judging position (Jump Rope Choreography, Dance Choreography, and Entertainment Value). Take notes to ensure that your scores are accurate. When each routine is finished, fill out your official score sheet and make it available to be collected by the runner for your station. It is NOT necessary for you to do any math required for your score sheet. Tabulators will do that for you. The score sheet that you will fill out for each competitor or team will look similar to this:

Double Dutch Contest	Levels	Point Scale	Points Given
<b>Jump Rope Choreography</b> <ul style="list-style-type: none"> <li>• Use of challenging skills and combinations</li> <li>• Technical Presentation</li> <li>• Accuracy (misses)</li> </ul>	Basic	0.1 – 0.6	
	Elementary	0.7 – 1.2	
	Intermediate	1.3 – 1.8	
	Advanced	1.9 – 2.4	
	Masters	2.5 – 3.0	
	<b>Levels</b>	<b>Point Scale</b>	<b>+</b>
<b>Dance Choreography</b> <ul style="list-style-type: none"> <li>• Use of challenging and intricate dance moves</li> <li>• Technical Presentation</li> </ul>	Basic	0.1 – 0.6	
	Elementary	0.7 – 1.2	
	Intermediate	1.3 – 1.8	
	Advanced	1.9 – 2.4	
	Masters	2.5 – 3.0	
	<b>Levels</b>	<b>Point Scale</b>	<b>+</b>
<b>Entertainment Value</b> <ul style="list-style-type: none"> <li>• Use of unique skills and combinations</li> <li>• General Creativity</li> <li>• Overall impression</li> <li>• Musical Interpretation</li> </ul>	Basic	0.1 – 0.8	
	Elementary	0.9 – 1.6	
	Intermediate	1.7 – 2.4	
	Advanced	2.5 – 3.2	
	Masters	3.3 – 4.0	
			<b>=</b>
		Total Score:	

Judge Notes

## **Levels of Difficulty**

*Single Rope, Wheel and Double Dutch*

**For determining the level of difficulty performed in single rope, wheel and double dutch freestyle routines.**



## Levels of Difficulty for: **SINGLE ROPE**

All single rope skills completed in singles, pairs, wheel and team freestyle can be assigned a level of difficulty using the following matrix and list of modifications. The matrix provides the starting value of all base skills in each discipline of single rope. The modifications list provides all ways a skill can be modified to make it more difficult. A single skill could be comprised of multiple base skills from the matrix as well as multiple modifications. For pairs and team freestyle, if different skills are performed simultaneously, award credit for the lowest skill completed.

Starting level	0	0.5	1	2	3	4
<b>Multiples</b>	Single		Double	Triple	Quad	Quintuple
<b>Power</b>			Basic power (not pulling rope): basic frog, basic pushup	Power pulling rope: frog, pushup, crab, butt bounce, two footed entry for frog	One handed power	Backwards power: darkside, sunny D, etc
<b>Gymnastics</b>			Cartwheel and round-off	Handsprings, aerial, kip	Flips (rope pulled under)	
<b>Rope Manipulation</b>	Side swing	Crosses	One hand restricted: Toad (leg over cross), Cougar (leg over), EB (one hand behind back)	Both hands restricted: AS, CL, TS, Caboose, Elephant, Weave		
<b>Releases</b>			Basic release, snake release, floater	Mic release, 2 handled rope release	Lasso (snake release above head)	
<b>Scoops</b>			One jumper is scooped and basic wheel jumping	Both jumpers are jumped by scoop	Both ropes moving during scoop	
<b>Footwork</b>		Footwork				

If a skill consists of two “starting value” skills, add the value of the skills together.

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

- Switch crosses
- Crosses performed with power/strength skill and/or flips
- Go-gos (one hand crosses twice across body without uncrossing)
- Wraps
- Body rotation (at least 270 degrees): EK, BC, Full Twist
- Kamikaze style power (going from one power skill to another without returning to feet)
- Backwards rotation of the rope ONLY if skill is performed at Level 3 or higher
- Ending a release in a restricted position
- Catching a release with something other than a hand
- Landing in pushup position
- Landing in frog position (+2)
- Change direction of rope movement (EK- rope continues in same direction: doesn't count)
- Switching handles

## **2 Wheel Description and Definitions**

Chinese 2 Wheel: 2 ropes, 2 jumpers. Jumpers exchange middle handles and turn their arms in a swimming motion causing athletes to jump their own rope at a different time than their partner. American 2 Wheel: 2 ropes, 2 jumpers. Jumpers exchange middle handles and turn their arms together causing both ropes to be jumped at the same time.

During 2 wheel events, the skills will be evaluated the same as in individual freestyle (through the use of the matrix and modifications list on page 26). The judge is required to award a mark to each athlete whenever a skill is performed. For example if a synchronized cross were to be performed the judge would press the 0.5 button twice (once for each athlete). If a cross and toad (leg over cross) were to be performed simultaneously the judge would press the 1 button and then the 0.5 button. The more difficult skill should be counted first to avoid missing the skill and to keep consistent order of skill counting among judges.

It is encouraged, but not necessary, to use the Chinese Wheel style of jumping whenever possible in a routine. Judges should take note that the Chinese style of jumping is more difficult to perform with most skills. Skills performed in American Wheel should be scored the same as in Chinese Wheel, however the Presentation Judge will take into account the use of American Wheel.

## Levels of Difficulty for: **DOUBLE DUTCH**

All levels of difficulty for double dutch skills can be evaluated using the following skill matrix. The matrix includes all forms of jumping and turning skills. Judges must take into account all skills performed by each member of the group when awarding a total level to each skill. If a skill consists of two “starting value” skills, add the value of the skills together. For Pairs and Triad if athletes perform different skills within the ropes, award credit for the skill with the lowest score, unless the interaction of the two skills clearly makes both more difficult.

Skill level	0	0.5	1	2	3	4
<b>Multiples</b>	Single		Double	Triples and quads	Quints and sextuples	Septuples and octuples
<b>Power</b>			Power without jumping the rope (ex: up the ladder pushup), rotation of power (turn tables)	Frog, pushup, crabs, butt bounces	One handed power, hand hops, two foot frogs	
<b>Gymnastics</b>			Cartwheel, round-off, 360 degree rotation of body	Handsprings	Flips	
<b>Turner involvement (value is awarded per turner except for basic pin wheel, and basic wheel)</b>	Basic turning		Backwards, pinwheel, wheel, turner skills only involving hand movement (ex: leg over)	Turner skills involving more than one hand movement (ex: inversion displacement, restriction of both hands, power skills and gymnastics)		
<b>Releases</b>			Helicopter	Mic, two handled release		
<b>Switches</b>	Basic switch (takes more than 2 seconds to switch)		Quick switch, wheel switch, Exchange of handles during wheel, any interaction between jumper and turner			
<b>Footwork</b>		Footwork				

# **Levels of Difficulty**

*Group Team show*

For determining the level of difficulty performed in Group Team  
Show routines.

## Levels of Difficulty for: Single Rope Synchronized Routine

Single Rope Group Routine: *Routine performed by the group using individual single ropes involving at least four group members.*

LEVEL	DESCRIPTION
Level One (Basic)	Simple footwork and armwork skills performed by some members of the group, with no formation or rhythm changes.
Level Two (Elementary)	Simple footwork and armwork skills performed by all members of the group, with a few simple formation or rhythm changes. Or, more complex jumping skills performed by part of the group, including formation and rhythm changes.
Level Three (Intermediate)	Complex footwork and armwork skills, with legwork skills incorporated are performed by the entire group, with complex formation and rhythm changes.
Level Four (Advanced)	The entire group performs sequences with complex footwork, armwork, legwork, multiple unders, and inversion/displacement moves, incorporating rhythm and formation changes. During the formation changes, challenging skills are not performed.
Level Five (Masters)	The entire group performs sequences with complex footwork, armwork, legwork, multiple unders, and inversion/displacement moves, incorporating complicated rhythm and formation changes. Challenging skills are performed during the formation changes.

## Levels of Difficulty for: Chinese Wheel

*Chinese Wheel: At least two jumpers turn and jump at least two ropes at alternating beats, with the ropes turning in the same direction (as opposed to double dutch-style). This element can be performed with any number of people and any length of rope.*

LEVEL	DESCRIPTION
Level One (Basic)	Simple two-person wheel skills performed by a few members of the group. The skills are not physically nor choreographically challenging.
Level Two (Elementary)	Simple two-person wheel skills performed by all members of the group. The skills are not physically nor choreographically challenging. Or, more complicated two-person wheel skills performed by a few members of the group (crosses, turns, switches).
Level Three (Intermediate)	More complicated two-person wheel skills, basic three-person or four-person wheel, or basic giant wheel performed by the entire group.
Level Four (Advanced)	Very complex and challenging two-person wheel, more complicated three or four wheel, or giant wheel with basic switches performed by the entire group, or basic wheels including more than four people. Skills and sequences are both physically and choreographically challenging.
Level Five (Masters)	Complicated and challenging three and four wheel or giant wheel skills, performed by the entire group. Wheels including more than four people that include skills and movements.

## Levels of Difficulty for: Long Rope

**Long Rope:** *Routines involving ropes at least 20 feet long being turned and jumped in any fashion. Some examples include (but are not limited to): the triangle, the umbrella, the rainbow, and the giant wheel.*

<b>LEVEL</b>	<b>DESCRIPTION</b>
<b>Level One</b> <i>(Basic)</i>	One long rope with a turner at each end, one jumper in the middle performing basic tricks (footwork, hot-peppers, rapid fire, rope in a rope).
<b>Level Two</b> <i>(Elementary)</i>	Multiple ropes, turners, and jumpers working together physically and/or choreographically to complete a long rope sequence. The sequence only includes part of the group, and/or is not physically or choreographically challenging (basic egg beater, triangle, tic-tac-toe).
<b>Level Three</b> <i>(Intermediate)</i>	Multiple ropes, turners, and jumpers working together physically and choreographically to complete a long rope sequence. The sequence includes the entire group, and is more physically or choreographically challenging (egg beater, triangle, or tic-tac-toe performed with jumper tricks. Or, basic giant wheel, Texas star, eyeballs, rainbow).
<b>Level Four</b> <i>(Advanced)</i>	Multiple ropes, turners, and jumpers working together physically and choreographically to complete a long rope sequence. The sequence includes the entire group, and is physically and choreographically challenging (giant wheel, Texas star, eyeballs w/ jumper or turner skills, rainbow using many ropes, umbrella using many jumpers).
<b>Level Five</b> <i>(Masters)</i>	Multiple ropes, turners, and jumpers working together physically and choreographically to complete a long rope sequence that includes the entire group. The sequence is very physically and choreographically challenging and involves many different forms of movement and jumping skills.

## Levels of Difficulty for: **Traveler**

**Traveler:** *Routines involving one or more jumpers “catching” other jumpers with a rope or ropes.*

<b>LEVEL</b>	<b>DESCRIPTION</b>
<b>Level One</b> <i>(Basic)</i>	One traveler who jumps down a single line of jumpers using a double bounce, possibly stopping at each jumper to perform a trick or two, leaving the other jumpers waiting for their turn.
<b>Level Two</b> <i>(Elementary)</i>	One traveler jumps others using a double bounce, in a simple formation other than a straight line (i.e. weave, double up). Or, pairs of jumpers travel or scoop each other in simple ways.
<b>Level Three</b> <i>(Intermediate)</i>	One or more travelers catch others using a sequence that requires the traveler to manipulate his/her rope or body position (i.e. complex weave, combinations of scoops, multiple jumpers, single bounce - aka fast time traveler). All members of the group are involved.
<b>Level Four</b> <i>(Advanced)</i>	Multiple travelers catch others using physically and choreographically challenging sequences, that also include rhythm, speed, and formation changes (wheel, machine gun, fast-time combo scoops).
<b>Level Five</b> <i>(Masters)</i>	All members of the team participate as travelers and jumpers using sequences that are very physically and choreographically challenging, requiring rope manipulations, and speed, rhythm, and formation changes.



## Levels of Difficulty for: Double Dutch (Group Show Only)

Double Dutch: *Routines involving jumpers performing skills within two ropes, which are being turned in opposite directions at an alternating beat.*

LEVEL	DESCRIPTION
Level One (Basic)	Only a few members of the group are involved at one time. Simple skills are performed with no changes in speed or formation.
Level Two (Elementary)	Most team members are involved, but are not physically or choreographically interconnected. Simple skills are performed with movement or formation change, or slightly more challenging skills are performed.
Level Three (Intermediate)	Every member of the group is involved in a physically or choreographically interconnected way. Simple skills are used from more than one element of double dutch freestyle jumping. There may be simple movement or formation changes.
Level Four (Advanced)	Every member of the group is involved in a physically or choreographically interconnected way. More challenging moves are used from more than one element of double dutch freestyle jumping. There are some beat, rhythm, movement, or formation changes.
Level Five (Masters)	Every member of the group is physically and choreographically involved in every aspect of the sequence. The sequence requires dynamic interaction, speed and rhythm changes, movement and changes of formation, and challenging skills from each element of double dutch freestyle jumping (fast footwork, rope manipulation, inversion/displacement, multiples, and turner-jumper exchanges).