

Team:

Double Dutch Pair Freestyle - PRESENTATION		Judge: A1	
Judge Number:		Team Number:	

Use this space for notes	Minor Misses	
	William Wileded	
	0 1 2 3 4 5 6	
	7 8 9 10 11 12	
	Major Misses	
	0 1 2 3 4 5 6	
	7 8 9 10 11 12	

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

ORIGINALITY AND DYNAMIC INTERACTION	POINTS
Very ordinary routine. No good turner involvements. No interactions.	0
	1
	2
A few original moves. A few interesting turner involvements. Some interactions between skippers as well as skippers with turners. Some good risk taking tricks.	3
	4
Some original moves. Some risk taking turner involvements. Some interactions between skippers and turners. Some new tricks and trick combinations.	
	6
	7
Good amount of original moves. A lot of risk taking turner involvements and interactions. Some exceptionally risky skills.	8
	9
Extremely original. Full of risk taking turner involvements. A number of interactions with skippers and turners. A lot of exceptionally risky skills.	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

Division:

FORM OF BODY AND EXECUTION	POINTS
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	

OVERALL IMPRESSION / ENTERTAINMENT	POINTS
Absolutely boring / No entertainment value	0
	1
Not much entertainment value in the routine. Audience and judges did not enjoy watching it so much.	2
	3
Ordinary routine. Enjoyed some parts of the routine but the entire routine.	4
	5
Good routine, entertaining. However, not spectacular. Some parts were very engaging.	6
	7
Great routine, great entertainment. Audience/ judges liked it very much.	8
	9
Spectacular and stunning routine, audience/ judges are very much engaged by the routine	10
Add 0.5 points to the score above	



Double Dutch Pair Freestyle - PRESENTATION			Judge: A2
Judge Number:		Team Number:	

Use this space for notes	Minor Misses
	0 1 2 3 4 5 6
	7 8 9 10 11 12
	Major Misses
	0 1 2 3 4 5 6
	7 8 9 10 11 12

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

ORIGINALITY AND DYNAMIC INTERACTION	POINTS
Very ordinary routine. No good turner involvements. No interactions.	0
	1
	2
A few original moves. A few interesting turner involvements. Some interactions between skippers as well as skippers with turners. Some good risk taking tricks.	3
	4
Some original moves. Some risk taking turner involvements. Some interactions between skippers and turners. Some new tricks and trick combinations.	
	6
	7
Good amount of original moves. A lot of risk taking turner involvements and interactions. Some exceptionally risky skills.	8
	9
Extremely original. Full of risk taking turner involvements. A number of interactions with skippers and turners. A lot of exceptionally risky skills.	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

FORM OF BODY AND EXECUTION	
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	

OVERALL IMPRESSION / ENTERTAINMENT	POINTS
Absolutely boring / No entertainment value	0
	1
Not much entertainment value in the routine. Audience and judges did not enjoy watching it so much.	2
	3
Ordinary routine. Enjoyed some parts of the routine but the entire routine.	4
	5
Good routine, entertaining. However, not spectacular. Some parts were very engaging.	6
	7
Great routine, great entertainment. Audience/ judges liked it very much.	8
	9
Spectacular and stunning routine, audience/ judges are very much engaged by the routine	10
Add 0.5 points to the score above	



Double Dutch Pair Freestyle - PRESENTATION Judge: A3 Judge Number: Team Number:

Use this space for notes	Minor Misses
	0 1 2 3 4 5 6
	7 8 9 10 11 12
	Major Misses
	0 1 2 3 4 5 6
	7 8 9 10 11 12

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

ORIGINALITY AND DYNAMIC INTERACTION	POINTS
Very ordinary routine. No good turner involvements. No interactions.	0
	1
	2
A few original moves. A few interesting turner involvements. Some interactions between skippers as well as skippers with turners. Some good risk taking tricks.	3
	4
Some original moves. Some risk taking turner involvements. Some interactions between skippers and turners. Some new tricks and trick combinations.	5
	6
	7
Good amount of original moves. A lot of risk taking turner involvements and interactions. Some exceptionally risky skills.	8
	9
Extremely original. Full of risk taking turner involvements. A number of interactions with skippers and turners. A lot of exceptionally risky skills.	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

FORM OF BODY AND EXECUTION	POINTS
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	

OVERALL IMPRESSION / ENTERTAINMENT	POINTS
Absolutely boring / No entertainment value	0
	1
Not much entertainment value in the routine. Audience and judges did not enjoy watching it so much.	2
	3
Ordinary routine. Enjoyed some parts of the routine but the entire routine.	4
	5
Good routine, entertaining. However, not spectacular. Some parts were very engaging.	6
	7
Great routine, great entertainment. Audience/ judges liked it very much.	8
	9
Spectacular and stunning routine, audience/ judges are very much engaged by the routine	10
Add 0.5 points to the score above	



Double Dut	tch Pair Freestyle	- PRESENTATION	Judge: A4
Judge Number:		Team Number:	

F 57	
Use this space for notes	Minor Misses
	0 1 2 3 4 5 6
	7 8 9 10 11 12
	Major Misses
	0 1 2 3 4 5 6
	7 8 9 10 11 12

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

ORIGINALITY AND DYNAMIC INTERACTION	POINTS
Very ordinary routine. No good turner involvements. No interactions.	0
	1
	2
A few original moves. A few interesting turner involvements. Some interactions between skippers as well as skippers with turners. Some good risk taking tricks.	3
	4
Some original moves. Some risk taking turner involvements. Some interactions between skippers and turners. Some new tricks and trick combinations.	
	6
	7
Good amount of original moves. A lot of risk taking turner involvements and interactions. Some exceptionally risky skills.	8
	9
Extremely original. Full of risk taking turner involvements. A number of interactions with skippers and turners. A lot of exceptionally risky skills.	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

FORM OF BODY AND EXECUTION	POINTS
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	

OVERALL IMPRESSION / ENTERTAINMENT	POINTS
Absolutely boring / No entertainment value	0
	1
Not much entertainment value in the routine. Audience and judges did not enjoy watching it so much.	2
	3
Ordinary routine. Enjoyed some parts of the routine but the entire routine.	4
	5
Good routine, entertaining. However, not spectacular. Some parts were very engaging.	6
	7
Great routine, great entertainment. Audience/ judges liked it very much.	8
	9
Spectacular and stunning routine, audience/ judges are very much engaged by the routine	10
Add 0.5 points to the score above	



Double Dut	tch Pair Freestyle	- PRESENTATION	Judge: A5
Judge Number:		Team Number:	

Use this space for notes	
Ose this space for notes	Minor Misses
	0 1 2 3 4 5 6
	7 8 9 10 11 12
	Major Misses
	0 1 2 3 4 5 6
	7 8 9 10 11 12
	7 0 3 10 11 12

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

ORIGINALITY AND DYNAMIC INTERACTION	POINTS
Very ordinary routine. No good turner involvements. No interactions.	0
	1
	2
A few original moves. A few interesting turner involvements. Some interactions between skippers as well as skippers with turners. Some good risk taking tricks.	3
	4
Some original moves. Some risk taking turner involvements. Some interactions between skippers and turners. Some new tricks and trick combinations.	
	6
	7
Good amount of original moves. A lot of risk taking turner involvements and interactions. Some exceptionally risky skills.	8
	9
Extremely original. Full of risk taking turner involvements. A number of interactions with skippers and turners. A lot of exceptionally risky skills.	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

FORM OF BODY AND EXECUTION	POINTS
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	

OVERALL IMPRESSION / ENTERTAINMENT	POINTS
Absolutely boring / No entertainment value	0
	1
Not much entertainment value in the routine. Audience and judges did not enjoy watching it so much.	2
	3
Ordinary routine. Enjoyed some parts of the routine but the entire routine.	4
	5
Good routine, entertaining. However, not spectacular. Some parts were very engaging.	6
	7
Great routine, great entertainment. Audience/ judges liked it very much.	8
	9
Spectacular and stunning routine, audience/ judges are very much engaged by the routine	10
Add 0.5 points to the score above	



Use this space for notes	2018 Double Dutch Pair Freesty	yle - Required Element	s	Γ	Ju	dge: B1
Z J J G	Judge Number:	Team Nu	mbe	er:		
AOPE SKILL	Team:	Divisio	n:	_		
Use this space for notes				ļ	Minor M	lisses
					1 1 2	3 4 5 6
						10 11 12
				<u> </u>	Major M	1isses
						3 4 5 6 10 11 12
Amount of differ	ent Turner Involver	ment Skills				
						(max 8)
				1 2	3 4	5 6 7 8
Amount of differ	ent Turner / Jumpe	r Switches				(may F)
						(max 5) 2 3 4 5
Amount of Gymr	nastics that are aer	ials				
		0	1	2 3		(min 1)
Amount of Gvmr	nastics that are NO	T aerials				
			1	2		(max 2)
Speed Dances	<u> </u>					
(2 points for: 2 Speed	Dances with 8 steps or 1 with	n 16 steps)	1	2		(max 2)
1 Release						
		0	1			(max 1)

Amount of Jumper Interactions		
	0 1 2	(max 2)



JAI 10	2018							
NOILVAPA THOUSER ATTOO	Double Dutch Pair Freesty	yle - Required	d Element	S			Judge: B	12
Use this space for notes	Judge Number:		Team Nu	ımk	er:			
POPE SKIPPI	Team:		Divisio	n:		<u> </u>		
Use this space for notes						Mi	nor Misses	
							1 2 3 4 5	
							8 9 10 11 1 ajor Misses	. 2
						IVIC	ajoi iviisses	
						0	1 2 3 4 5	6
						7	8 9 10 11 1	2
Amount of differ	ent Turner Involver	nent Skills	<u> </u>					
Amount of amou							(max 8)	
					1	2	3 4 5 6 7	8
11.66		0 11 1						
Amount of differ	ent Turner / Jumpe	r Switches					(m. m. 5)	
						0	(max 5) 1 2 3 4	5
							. 2 0 .	_
Amount of Gymr	nastics that are aeri	ials						
			0	1	2	3	(min 1)	
Amount of Gymr	nastics that are NO	T aprials						
Amount of Cyrrii	iastics that are ito	i acriais	0	1	2		(max 2)	
							(**************************************	
Speed Dances	 S							
-		16 stops)	0	1	2		(max 2)	
(2 points for, 2 speed	Dances with 8 steps or 1 with	1 10 steps)						
1 Release					_	_		
			0	1			(max 1)	
Amount of Jump	er Interactions							

0 1 2

(max 2)



TIMI TO	2018		
NOILVAND AND AND AND AND AND AND AND AND AND	Double Dutch Pair Freestyle -	Required Elements	Judge: B3
Use this space for notes	Judge Number:	Team Number:	
POPE SKIPPIT	Team:	Division:	
Use this space for notes			Minor Misses
			0 1 2 3 4 5 6
			7 8 9 10 11 12
			Major Misses
			0 1 2 3 4 5 6 7 8 9 10 11 12
Amount of differ	ent Turner Involvemen	t Skills	
Amount of differ			(max 8)
		1	2 3 4 5 6 7 8
Amount of differ	ent Turner / Jumper Sv	vitches	
			(max 5)
			0 1 2 3 4 5
Amount of Gymi	nastics that are aerials		
	nastics that are actials	0 1 2	3 (min 1)
		0 1 2	
Amount of GvmI	nastics that are NOT ae	rials	
,		0 1 2	(max 2)
0			
Speed Dance	5	0.4.0	(
(2 points for: 2 Speed	Dances with 8 steps or 1 with 16 steps	eps) 0 1 2	(max 2)
4.5.4			
1 Release		- ·	
		0 1	(max 1)
Amount of lump			
Amount of Juin	per Interactions	0 1 2	(max 2)
		0 1 2	(111dX Z)



TANOITANA TANOITANA TANOITANA TANOITANA TANOITANA	Double Dutch Pair Freestyle - DIFFICULTY											Judge:				
SZ POPE SKIPPING	Judge Number:					Те	am	Nur	nbe	r:						
PE SKIPY	Team:		•			C	ivis	sion	:	_						
Use this space for notes																
Number of successful	Level 2 skills:			0	1	2	3	4	5	6	7	8	9	Tens		
			╝,	0	1	2	3	4	5	6	7	8	9	Ones		
Number of successful	Level 3 skills:		\neg	0	1	2	3	4	5	6	7	8	9	Tens		
			╝,	0	1	2	3	4	5	6	7	8	9	Ones		
Number of successful	Level 4 skills:		\neg	0	1	2	3	4	5	6	7	8	9	Tens		
			╝╻	0	1	2	3	4	5	6	7	8	9	Ones		
Number of successful	Level 5 skills:			0	1	2	3	4	5	6	7	8	9	Tens		
				0	1	2	3	4	5	6	7	8	9	Ones		



Number of successful Level 5 skills:

This to	2018													
PEDER WITON SKIPPING	Double Dutch I	Pair Free	estyl	e -	DI	FFI	CL	JL7	ΓΥ			Juc	dge:	D2
ON A STATE OF THE	Judge Number:					Те	am	Nui	nbe	er:				
POPE SKIPP	Team:		ı			[Divis	sion) :	_				
Use this space for notes														
Number of successful	Level 2 skills:			0	1	2	3	4	5	6	7	8	9	Tens
				0	1	2	3	4	5	6	7	8	9	Ones
Number of successful	Level 3 skills:			0	1	2	3	4	5	6	7	8	9	Tens
			╝╷	0	1	2	3	4	5	6	7	8	9	Ones
Number of successful	Level 4 skills:		7	0	1	2	3	4	5	6	7	8	9	Tens
			╛╷	0	1	2	3	4	5	6	7	8	9	Ones

Tens

Ones

8

5 6



Number of successful Level 5 skills:

TIMI 10	2018												
PEDER PHONE	Double Dutch F	Pair Frees	style	- D	IFF	ICl	JL7	ΓΥ			Juc	dge:	D3
ON A SECOND	Judge Number:				Te	am	Nui	nbe	er:				
PEDER MINON TO PEDER WITHOUT STANDARD TO PED	Team:				[Divi	sion) :	L				
Use this space for notes													
Number of successful	Loval 2 skills:		7 () 1	2	3	4	5	6	7	8	9	Tens
Number of succession	Level 2 Skills.		0	1	2	3	4	5	6	7	8	9	Ones
Number of successful	Lovel 2 ckills:) 1	2	3	4	5	6	7	8	9	Tens
INGITING OF SUCCESSIUI	LEVEL 3 SKIIIS.		0	1	2	3	4	5	6	7	8	9	Ones
Number of successful	Lovel 4 skills:) 1	2	3	4	5	6	7	8	9	Tens
INGITING OF SUCCESSIUI	LGVGI 4 SNIIIS.			1	2	3	4	5	6	7	8	9	Ones
N) 1	2	3	4	5	6	7	8	9	Tens

6

8

Ones



31.4													
FEDER THE	Double Dutch	Pair Frees	tyle -	DI	FF	ICL	JL	ΓΥ			Juc	lge:	D4
ON THE CONTRACTOR	Judge Number	:			Те	am	Nui	mbe	er:				
FEDERALIS SKIPPING SK	Team:				[Divis	sior) :	<u> </u>				
Use this space for notes													
Number of successfu	l Level 2 skills:		0	1	2	3	4	5 5	6	7	8	9	Tens Ones
Number of successfu	l Level 3 skills:		0	1	2	3	4	5	6	7	8	9	Tens
			0	1	2	3	4	5	6	7	8	9	Ones
Number of successfu	l Level 4 skills:		0	1	2	3	4	5	6	7	8	9	Tens
			0	1	2	3	4	5	6	7	8	9	Ones
Number of successfu	l Level 5 skills:		0	1	2	3	4	5	6	7	8	9	Tens
		1	0	1	2	3	4	5	6	7	8	9	Ones



Number of successful Level 5 skills:

ALMI VOL	2018													
FEDER WINS 340 PEDER WILLIAM STATES	Double Dutch I	Pair Free	estyl	e -	DI	FF	CL	JLT	ΓΥ			D5		
ON THE CONTRACTOR	Judge Number:					Те	am	Nur	nbe	er:				
TOPE SKIPY	Team:					[Divis	sion) :	_				
Use this space for notes														
				0	1	2	3	4		-	7	8	0	Tens
Number of successf	ul Level 2 skills:			0	1	2	3	4	5 5	6	7 7	8	9	Ones
			<u> </u>											_
Number of successf	ul Level 3 skills:			0	1	2	3	4	5 5	6	7 7	8	9	Tens Ones
			<u> </u>											
Number of successf	ul Level 4 skills:			0	1	2	3	4	5 5	6	7 7	8	9	Tens
				J	'		J	7	J	0	,		3	01168

Tens

Ones

8

5 6



FEDER WHOLE SKIPPING FEDER WHO	2018		
	Double Dutch Pair Free	estyle - HEAD JUDGE	Judge: HJ
	Judge Number:	Team Numbe	r:
	Team:	Division:	
Use this space for notes		-	Minor Misses
			0 1 2 3 4 5 6 7 8 9 10 11 12
			Major Misses
			0 1 2 3 4 5 6 7 8 9 10 11 12
			Space Violation
			0 1 2 3 4 5 6
			☐ Time Violation
		Г	Less than 3 skills

0 1 2 3 4