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2019 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 2019 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.
- Complete the WJR online judges certification course and attend a WJR certified judges training within the 2018/2019 year prior to judging at an event.
- 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** or Valerie Summerlot at **valerie@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 WJRF-approved 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 WJRF-approved 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 WJRF-approved clicker. The Head Judge will utilize SkipTraQ and the other two judges in the station will use WJRF-approved clickers.
- Boundaries: Make athletes aware of the boundaries of the competition area and the placement of the video camera, if used, for recounts 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/re-count situations (broken rope, technical problem, inaccurate clicking-*see below for details*). If there is cause for a re-jump/re-count, 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/Re-count due to inaccurate speed counting: If 2/3 judges are not within 3 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 of the following procedure:

If video replay is being used at a tournament, the event in question will be automatically recounted. An extra panel of 3 judges will recount the video. This recount will occur off the competition floor, while the tournament continues. Initially, the 3 judges will count the video file once at full speed independently. If the 2 closest judges' scores are not within 3 clicks, they will recount the event in slow motion until 2 judges have a score within 3 clicks. Once the panel

has obtained a recount within 3 clicks, the average of the 2 closest judges' scores will be recorded as the final score and reported to the coach or other representative for the team. If the athlete(s) obstruct the view of the camera, so that the video cannot be counted, the athlete(s) will not be eligible for a recount or re-jump and will receive the score from their initial attempt.

If video replay is not being used at a tournament or if there is a technical problem where the video cannot be recounted, 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(s) 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.)

Broken Rope: If an athlete(s) should experience an unintentional broken rope or personal equipment malfunction during the event, the athlete(s) will be allowed one re-jump of that event. Should another broken rope or personal equipment malfunction occur during the re-jump, the athlete will be given the score of the re-jump and not be given a second re-jump.

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, Go”*
- *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. There will be a minimum of seven judges and one floor manager for every freestyle station. There will be one Head Judge, three Content Judges, and three Presentation Judges. If the number of certified judges allows, the number of judges will increase across all panels for all events of the tournament. If the number of judges increases, the three closest Content scores will be averaged and the three closest Presentation scores will be averaged.

- 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.
- 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...
 - 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...
- 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.
- **Broken Rope:** If an athlete(s) should experience an unintentional broken rope or personal equipment malfunction during the event, the athlete(s) will be allowed one re-jump of that event. Should another broken rope or personal equipment malfunction occur during the re-jump, the athlete will be given the score of the re-jump and not be given a second re-jump.

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, 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 a minimum of three Presentation Judges on each judging panel. If the number of certified judges allows, the number of judges will increase across all panels for all events of the tournament. If the number of judges increases, the three closest Content scores will be averaged and the three closest Presentation scores will be averaged. 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 used for freestyle presentation judging.

- Athlete - Freestyle Screen:** This screen is used to input athlete and judge information. It includes fields for Heat (1), Station (0), Event (1), Athlete's ID, Athlete's Name, and Judge's ID (0). There are buttons for "FIND", "SCORING", and "JUDGE". At the bottom, there are buttons for "SEND", "PREVIOUS", and "NEXT".
- Presentation Screen (Left):** This screen is used to enter scores. It has columns for "Entertainment" and "Technical". Each column has three rows of buttons: a green button with a "+" sign, a green button with a checkmark, and a green button with a "-" sign. A large green "START" button is positioned between the two columns. At the top, there are yellow "DONE" and red "RESET" buttons.
- Presentation Screen (Right):** This screen is similar to the left one but includes a yellow "REMOVE" button between the "Entertainment" and "Technical" columns.

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. 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. A miss of a catch during a release is considered a miss.*
- *Mistakes are handled poorly and detract from the performance*

Instructions for Evaluating Entertainment Value: This category is 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 are repeated and 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:

“+” Professional Technical Presentation	“ ✓ ” Average Technical Presentation	“ – ” Basic Technical Presentation
<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 sometimes 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>
“+” High Entertainment Value	“ ✓ ” Moderate Entertainment Value	“ – ” Basic Entertainment Value
<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 a minimum of three Content Judges on each judging panel. If the number of certified judges allows, the number of judges will increase across all panels for all events of the tournament. If the number of judges increases, the three closest Content scores will be averaged and the three closest Presentation scores will be averaged. 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 displays three screenshots of a mobile application interface for freestyle content judging.

The first screenshot, titled "Athlete - Freestyle", shows a form for entering athlete information. It includes fields for "Heat: 1", "Station: 0", "Event: 1", and "Athlete's ID:". A "FIND" button is next to the ID field. Below this is a "SCORING" button and a "JUDGE" button. There are also "+" and "-" buttons for adjusting the score. At the bottom, there are "SEND", "PREVIOUS", and "NEXT" buttons.

The second and third screenshots, both titled "Content", show a grid of buttons for selecting skill levels. The grid is organized into three rows and three columns. The first row contains "LEVEL 1", "LEVEL 0.5", and "LEVEL 4". The second row contains "LEVEL 2", "START", and "LEVEL 5". The third row contains "LEVEL 3", "LEVEL 7", and "LEVEL 6". Above the grid are "DONE" and "RESET" buttons. In the third screenshot, the "REMOVE" button is highlighted in yellow.

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. The threshold for difficulty has been set at 175 total difficulty points. An athlete that surpasses this total number would receive a difficulty score of higher than 6.

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 used 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**
- Judge's ID: 0 **JUDGE**
- Deductions, Required Elements
- SEND**, **PREVIOUS**, **NEXT**

HeadJudge Screen:

- DONE**, **RESET**
- 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**, **ACCURACY 0.0**
- SPACE 0.0**, **REMOVE**

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:** (0.1 points deduction): A minor miss is considered to be an unintentional stop of the rope, a missed catch during a release, 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 or break the form of the rope.
- **Major Miss:** (0.2 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 athletes to be:
 - jumping off their hands or forearms or from a starting position where their hands or forearms are touching the ground
 - seated
 - on their back (supine)
 - lying facing the ground (prone)
 - in a crab or split position
 - and/or having their head pass below their waist level
 - 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 athletes to be:
 - jumping off their hands or forearms or from a starting position where their hands or forearms are touching the ground
 - seated
 - on their back (supine)
 - lying facing the ground (prone)
 - in a crab or split position
 - and/or having their head pass below their waist level
 - 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 Content score for every required element omitted or not performed due to misses.
 - 0.2 points will be deducted from the Content 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 of deduction 50% of the Content score for Required Elements deductions can be taken.
 - 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 skill).

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. There will be a minimum of seven judges, one timer, and one floor manager on each panel. There will be one Head Judge, three Content Judges, and three Presentation Judges. If the number of certified judges allows, the number of judges will increase across all panels for all events of the tournament. If the number of judges increases, the three closest Content scores will be averaged and the three closest Presentation scores will be averaged.

- 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.
- 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...
 - 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...
- 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 a minimum of 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 an accurate reflection of the routine. 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:

Athlete - Freestyle

Heat: 1 Station: 0

Event: 1

Athlete's ID:

FIND

Athlete's Name:

SCORING

 Judge's ID: 0

JUDGE

Ent. Score: Tech. Score: Total Score

Ent. Scores:

Tech. Scores:

SEND

PREVIOUS

NEXT

Presentation

DONE

RESET

Entertainment Technical

+

+

✓

✓

—

—

START

Presentation

DONE

RESET

Entertainment Technical

+

+

✓

✓

—

—

REMOVE

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:

“+” Professional Technical Presentation	“✓” Average Technical Presentation	“—” Basic Technical Presentation
<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>
“+” High Entertainment Value	“✓” Moderate Entertainment Value	“—” Basic Entertainment Value
<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 a minimum of 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 mobile application interface for judging.

The first screenshot, titled "Athlete - Freestyle", shows fields for Heat (1), Station (0), Event (1), and Athlete's ID. It includes a "FIND" button, a "SCORING" button, and a "JUDGE" button. Below these are buttons for "+" and "-" to adjust the score, and a "SEND" button. At the bottom are "PREVIOUS" and "NEXT" buttons.

The second and third screenshots, both titled "Content", show a grid of skill levels. The second screen has a "DONE" button and a "RESET" button. The third screen has a "REMOVE" button. The grid contains buttons for LEVEL 1, LEVEL 0.5, LEVEL 4, LEVEL 2, START, LEVEL 5, LEVEL 3, LEVEL 7, and LEVEL 6.

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. The threshold for difficulty has been set at 175 total difficulty points. An athlete that surpasses this total number would receive a difficulty score of higher than 6.

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:

Judge - Freestyle

Session: 1 Station: 0

Device ID: 34e07eb693fda780

Judge's ID: 0 JUDGE INFO

Judge's Name: _____

☐ Content
 ☒ HeadJudge
 ☐ Presentation

☐ All Except Group Show
 ☒ Group Show

Server: 192.168.1.1660

ATHLETE

HeadJudge

DONE
RESET

Required Elements 2.0

Single Rope

☐ NO DED.
 ☐ 0.2
 ☒ 0.4

Chinese Wheel

☐ NO DED.
 ☐ 0.2
 ☒ 0.4

Double Dutch

☐ NO DED.
 ☐ 0.2
 ☒ 0.4

Long Rope

☐ NO DED.
 ☐ 0.2
 ☒ 0.4

Traveler

☐ NO DED.
 ☐ 0.2
 ☒ 0.4

Deductions 0.0

TIME
0.0
REMOVE

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 Content score for every required element omitted or not performed due to misses.
- 0.2 will points will be deducted from the Content 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 deduction of 50% of the Content score can be taken for Required Elements deductions.
- 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
Jump Rope Choreography <ul style="list-style-type: none"> • Use of challenging skills and combinations • Technical Presentation • Accuracy (misses) 	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	
	Levels	Point Scale	+
Dance Choreography <ul style="list-style-type: none"> • Use of challenging and intricate dance moves • Technical Presentation 	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	
	Levels	Point Scale	+
Entertainment Value <ul style="list-style-type: none"> • Use of unique skills and combinations • General Creativity • Overall impression • Musical Interpretation 	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	
			=
		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**

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 the base skills in each discipline of single rope. The modifications list provides 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	5
Multiples	Single		Double	Triple	Quad	Quintuple	Sextuple
Power		Bubble (regardless of the number of wraps)	Basic power (not pulling rope): basic frog, basic pushup, basic butt bounce, basic back jump	Power pulling rope: frog, pushup, crab, butt bounce, two footed entry for frog, leap frog (pairs), back jump	One handed power		Backwards power: dark side, sunny D, etc.
Gymnastics			Cartwheel and round-off	Handsprings, kip, suicide (without pulling the rope under)	Flips (rope pulled under)		
Rope Manipulation	Side swing	Crosses, 180 on the ground, switching places in wheel	One hand restricted: Toad (leg over cross), Cougar (leg over), EB (one hand behind back)	Both hands restricted: AS, CL, TS, Caboose, Elephant, Weave			
Releases			Basic release, snake release, floater	Mic release, 2 handled rope release	Lasso (snake release above head, catching it out of the air)		
Scoops			One jumper is scooped and basic wheel jumping	Both jumpers are jumped by scoop	Both ropes moving during scoop		
Footwork		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
- 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 in the air (EK- rope continues in same direction: doesn't count)
- Switching handles
- Inversing a release
- Assisted flips interaction (+1 unless one athlete is supporting an athlete all the way around in the flip, in which case, reduce the level by 1)
- +1 level for every 90 degree turn in power when the rope is pulled
- +1 level for every 180 degree turned in the air beyond a 360 when jumped (ex. 540, 720, 900, etc.)
- Transition jump (jumping a one hand restricted cross and in one jump, jumping the opposite side one hand restricted cross)

Exceptions

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

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

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

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**

The levels of difficulty for double dutch skills can be evaluated using the following skill matrix. 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
Multiples	Single		Double	Triples and quads	Quints and sextuples	Septuples and octuples
Power			Mountain climber, power without jumping the rope (ex: up the ladder pushup)	Frog, pushup, crabs, butt bounces, back jump, splits, leap frog	One handed power, hand hops, two foot frogs, v kick, backbends/bridges	
Gymnastics			Cartwheel, round-off, 360 degree rotation of body	Handsprings, suicide	Flips	
Turner involvement (value is awarded per turner except for basic pin wheel, and basic wheel)	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)		
Releases			Helicopter	Mic, two handled release		
Switches		Basic switch (athlete does not enter with next turned rope)	Quick switch, wheel switch, Exchange of handles during wheel, any interaction between jumper and turner			
Footwork		Footwork				

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

- +1 level for every 90 degree turn in power when the rope is pulled
- +1 level for subways
- +1 level for each additional layer in a subway
- +1 level for each 360 degree rotation of the body in a power or gymnastics skill
- +1 level for every 180 degree turned in the air beyond a 360 in a power or gymnastics skill (ex. 540, 720, 900, etc.)
- +1 level for stacks and switching places (lemons and switch frogs)
- +2 levels for flips over another athlete
- Assisted flips interaction (+1 unless one athlete is supporting an athlete all the way around in the flip, in which case, reduce the level by 1)

Levels of Difficulty

Group Team show

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

Levels of difficulty for the elements of single rope, wheel, and double dutch stay the same as those for individual events. Subtract one level of difficulty if there are jumpers on the floor that are not moving nor jumping.

- As seen below, combining elements adds 1 level of difficulty for each additional element combined (ex. a wheel traveler= +1 level; a long rope scooping a double dutch with a single rope jumper jumping inside all 3 ropes= +2 levels, and so on)
- a long rope inside another long rope would not count as combining an additional element since it is the same element

Note: not all jumpers need to be performing the same skill at the same time.

(In the example above of a long rope scooping a double dutch with a single rope jumper inside: if the long rope was scooping the double dutch and the single rope jumper was outside the double dutch but still inside the long rope, the average would be to add just 1 level of difficulty instead of +2 because it's single rope combined with long rope and long rope combined with double dutch, but not all three inside one another, which would have added the 2nd level of difficulty) (Another example would be groups of double dutch performing skills at the same time as single rope jumpers outside of the double dutch ropes= no additional level of difficulty but needs to be averaged potentially)

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.*

(see the single rope matrix on page 25 for scoring difficulty)

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.*

(see the wheel difficulty scoring instructions on page 27)

Levels of Difficulty for: **Double Dutch**

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

(see the wheel difficulty scoring instructions on page 28)

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.*

Starting level of 0 (not scored)

2 turners not scooping themselves that are double-bounce scooping 1 jumper with 1 rope

Add 1 full level of difficulty for each of the following (multiple may apply):

Turner Skills

- **Having multiple of any or all long ropes crossed/turning in a different direction**
 - ex. simple eggbeaters and simple umbrellas would both be level 1
- **Turners scooping another turner**
 - ex. rainbow; also Thai long rope or variants thereof like the Matrix
- **+1 for each additional rope turned by every turner on the floor**
 - ex. one basic triangle (3 turners with 1 or more jumpers)= level 1 since all turners are turning 2 ropes
 - additional example: a simple umbrella would still be level 1 since each turner is turning 1 rope so that would not add level (having the ropes crossed adds a level)
- **Single-bounce scooping, plus 1 additional level for each multiple under**
 - ex. +2 for double under scoops, +3 for triple under scoops, etc.
- **Turners scooping themselves**
 - +1 for one turner and +2 for both turners on the same rope
- **Consecutive scooping** (shotgun scoops/not taking a jump in between jumpers)
- **All turners moving and/or rotating while scooping**
- **Turner performing skill while scooping**
 - use applicable wheel or double dutch level of difficulty to add to the overall level of difficulty of a skill

Jumper Skills

- **Having more than 1 person jumping inside any or all long rope(s)**
 - maximum of 1 added level regardless of adding more jumpers
 - ex. simple rainbow with single rope jumper inside both long ropes= level 3 (+1 for scooping turners inside long rope, +1 for having more than 1 person jumping inside the long rope, and +1 for combining elements of single rope inside long rope)
- **Jumper(s) performing skills while being scooped**
 - use levels of difficulty from single rope pairs, wheel and double dutch to add to the overall level of difficulty of a skill
- **Jumper(s) moving and/or rotating to be scooped while the turners are moving**
- **Jumpers changing the formation while the turners are moving**
 - ex. rotating the line, moving from one shape to another, switching places, etc.

Combining Elements

- **+1 for each additional element combined**

Subtract one level of difficulty if there are jumpers on the floor that are not moving nor jumping

Levels of Difficulty for: Traveler

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

Starting level of 0

1 traveler/jumper using double-bounce jumping with one or more jumps between scoops

Add 1 full level of difficulty for each of the following (multiple may apply):

Traveler skills

- **Single-bounce scooping, plus 1 additional level for each multiple under**
 - single-bounce scooping aligns with the single rope matrix scoops (level 1 if one jumper is scooped by traveler; level 2 if both the jumper and the traveler are jumped by the scoop)
 - i.e. +2 for double under scoops, +3 for triple under scoops, etc.
- **Consecutive scooping** (shotgun scoops/not taking a jump in between jumpers)
- **Backwards scooping** (traveler jumps backwards while scooping the jumper)
- **Blind scooping** (traveler is facing away from the jumpers when scooping; i.e. forwards jumping while scooping in front of the jumper= +1 or backwards jumping scooping behind the jumper= +2 [+1 for backwards scooping and +1 for blind scooping])
- **Rotating while scooping**
 - +1 for each 180 degree turn: 180= +1, 360= +2, 540=+3, etc.
- **Traveler(s) performing skill while scooping**
 - use single rope levels of difficulty to add to the overall level of difficulty of a skill
- **Multiple travelers**
 - +1 if there is a space or jump in between them, +2 if both scooping consecutively (+1 for multiple travelers and +1 for consecutive scooping)
- **Scooping 8 or more jumpers**

Jumper Skills

- **Jumpers performing skills while being scooped**
 - use levels of difficulty from single rope and double dutch to add to the overall level of difficulty of a skill
- **Jumpers moving and/or rotating to be scooped while the traveler(s) is/are moving**
- **Jumpers changing the formation while the traveler(s) is/are moving**
 - ex. rotating the line, moving from one shape to another, switching places, etc.

Combining Elements

- **+1 for each additional element combined**
 - ex. wheel traveler= +1, wheel traveler scooped by a long rope= +2, and so on

Subtract one level of difficulty if there are jumpers on the floor that are not moving nor jumping