

A FOER PHION OF SKIPPINGS	World Championships 2010							
	Freestyle	Judge: A						
	Judge Number:		Skipper Number:					
	Skipper:		Country:					
Use this space for notes				Minor Misses				
				0 1 2 3 4 5 6				
				Major Misses				

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	

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	

INTERACTION	POINTS		
They did not interact	0		
	1		
	2		
	3		
Some interactions	4		
	5		
	6		
	7		
Several interactions	8		
	9		
Several complicated interactions	10		
Add 0.5 points to the score above			

0 1 2 3 4 5 6

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

USE OF FIELD SPACE	
Did not move	0
	1
Moved, but did not enter each quadrant	2
	3
Moved, entered all 4 quadrants and touched 2 crosses	4
Moved, entered all 4 quadrants and touched all 4 crosses	5
Add 0.5 points to the score above	

QUALITY OF PERFORMANCE	POINTS	
Several skills performed with bad form		
	1	
	2	
Some skills performed with bad form	3	
	4	
All skills performed with good form	5	
Add 0.5 points to the score above		

FORM OF ROPE	POINTS
Ropes several times not fluent	0
	1
	2
Ropes sometimes not fluent	3
	4
Ropes always fluent	5
Add 0.5 points to the score above	

INTERESTING AND SPECIAL MOVES	
No interesting or special moves	0
	1
Occasional interesting or special moves	2
	3
Many interesting or special moves	4
Interesting or special moves virtually all of the time	5
Add 0.5 points to the score above	

SPECTACULAR MOVES		
No spectacular moves	0	
	1	
Occasional spectacular moves		
	3	
Many spectacular moves	4	
spectacular moves virtually all of the time	5	
Add 0.5 points to the score above		

BORING OR ENTERTAINING	POINTS
Totally boring	0
	1
	2
	3
Sometimes entertaining	4
	5
	6
Quite exciting	7
	8
	9
Exceedingly exciting	10
Add 0.5 points to the score above	

Please circle the number of points awarded for each criteria

Total Score: ____+___+___+___+____+____



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PEDER MILON	Freestyle Double Dutch	- TEAN	/WORI	K			Juc	gk	e: B
PEDER PHONE	Judge Number:		Skippe	er Nu	mbe	∍r:			
POPE SKIPPING	Skipper:		Co	ountr	y:	L			
Use this space for notes									
Combinations				point	s x ().15	5 =		
A transition jump from one spe special position	ecial position to the same or an other	1 point	(max 20) 0 1 2 0 1 2	3 4	5 6	6 7	8	9	(max 3) Tens Ones
Power		points x 0.15 =							
Frog, Push up, Split, Crab,		1 point	(max 20)	-				•	(max 3)
High Frog, One handed Frog,		2 points	0 1 2						Tens
Double under High Frog, Triple	Under Push up,	3 points	0 1 2	3 4	5 6	5 7	8	9	Ones
Acrobatics		points x 0.15 =							
Round Off, Cartwheel, Roll		2 points	(max 20)	-				•	(max 3)
Kip, Back flip, Front flip		4 points	0 1 2						Tens
Salto		6 points	0 1 2	3 4	5 6	5 7	8	9	Ones
Speed		points x 0.15 =			·				
Every speed change		4 points	(max 20)	-				•	(max 3)
		,	0 1 2						Tens
			0 1 2	3 4	5 6	5 7	8	9	Ones
Turning Ckillo with	out lumping			noit			15 -	_	
Turning Skills with			(max 10)	- pon	nts x	. U	TO -		(max 1.5)
For each different turning skill (e.g. Turning in cross, in TS, T		1 point	0 1	3 4	5 6	ò 7	8	9	Tens Ones
								_	
Turning Skills while	e Jumping			poir -	nts x	(0. 1	L5 =	= .	
For each different turning skill	while jumping heel, Jump through, Cross in Chinese	1 point	(max 10)						(max 1.5)
Wheel)	icer, sump unough, cross in chinese		0 1			_			Tens

0 1 2 3 4 5 6 7 8 9 Ones



World Championships 2010

FEDERA	Freestyle Double Dutch - DIFFICULTY			Judge: D
E HE	Judge Number:		Skipper Number:	
ROPE SKIPPING	Skipper:		Country:	
Use this space for notes				
Number of augeocaful	Level 1 okiller		NO DENGITY DEDUCTION	POWE
Number of successful I	Level 1 Skills:		NO DENSITY DEDUCTION	POINTS
Number of successful Level 2 skills:			No Points are deducted if jumper did not do 3 basic a row or 3 beats of the rope in a row without jumping i except after a minor or major miss.	Julips III
			0.2 Points deducted for each time3 basic jumps or 3 the rope are done.	beats of - 0.6
Number of successful Level 3 skills:			0.4 Points deducted for each time 4 or more basic jur or more beats of the rope are done.	mps or 4 - 0.8 - 1.0
Number of successful I	L evel 4 skills:		Maximum deduction: 1.0 Points	- 1.0
Number of successful I	L evel 5 skills:		Raw Difficulty Score:	
Number of successful Level 6 skills:			No Density Deductions:	
Coord Min	imum Boquiromon	to F	inal Coora	

Score /	Minimum Requirements					
Skill level	Level 2	Level 3	Level 4	Level 5	Level 6	
1.0	12					
2.0	16					
3.0	8	4				
4.0	4	8				
5.0		8	4			
6.0		8	6	2		
7.0		8	8	4		
8.0		8	8	4	2	
9.0		8	8	4	4	
10.0		8	8	4	6	

Final Score:

:	·
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	



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S space for Freestyle Double Dutch - **HEAD JUDGE** Judge: **HJ** Judge Number: **Skipper Number:** Country: Skipper: Minor Misses 0 1 2 3 4 5 6 Major Misses 0 1 2 3 4 5 6 Space Violation 0 1 2 3 4 5 6

☐ Time Violation