



**Rope Skipping Canada**

**Saut à la Corde Canada**

## **Judging Manual – DRAFT**

*(Revised as of: January 12, 2020)*



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## **1. GENERAL**

Rope Skipping Canada (RSC) will adopt the International Jump Rope Union (IJRU) rulebook including the IJRU Competition Manual and the IJRU Judging Manual for use at all National events. Provincial Sporting Organizations (PSOs) will be required to follow the same Competition Manual and Judging Manual as RSC for all National qualifying events (ex. Provincial Championship events).

RSC will continue to update the RSC Competition Manual and RSC Judging Manual for events or age categories not listed in the IJRU competition manual. Additional events and or age categories may be offered at the discretion of RSC to promote Long Term Athlete Development (LTAD) and continued growth of the sport across the country.

RSC will follow the IJRU Competition Manual and IJRU Judging Manual for all events with the exceptions as outlined in the RSC rulebook and as described in the World Championship Qualification Policy.

## **2. JUDGE EXPECTATIONS AND CODE OF ETHICS**

All Judges should:

- Ensure that the actions of the athletes follow the rules. In fulfilling this task, the official must establish the best possible climate for fair competition with the attention on the athletes.
- Maintain Judges Certification.
- Participate in the online continuing education within the IJRU training portal.
- Watch routines on videotape or at their local team's practices and analyze them as if you were a judge.
- Practice clicking speed and identifying deductions.
- Be very familiar with and knowledgeable about all rules and procedures as described in the most current IJRU Competition Manual and where required the Rope Skipping Canada Competition Manual.
- Become confident and comfortable with the responsibilities of all judging positions for which they are assigned.
- Be very familiar and confident in following through the competition procedures set forth by the IJRU.
- Be familiar enough with the judging system and scoring collection method to be able to score routines quickly as well as accurately, to keep tournaments running smoothly.
- Always be punctual, pleasant, and polite while judging.
- Be impartial. Judges are not permitted to coach or cheer for any certain competitor or competitors.
- Be friendly with their fellow judges but refrain from any comments or discussion while judging.



- Attend all judges' meetings prior to the competition they are judging at as required by the Tournament Director.
- Look professional. In most cases, an official judging shirt will be provided.
  - If not, judges should wear a plain, white shirt free of logos.
  - Wear black pants, shorts, or skirt when judging.
  - Ensure there are no markings on any piece of clothing or on them that can identify them as being affiliated with any team or competitor.
  - Wear athletic shoes, no flip-flops, sandals or bare feet.
- Personal cell phone use is not allowed while judging. No videoing is allowed from the judging table.
- The conduct of each judge affects the public's attitude toward all judges. Therefore, every judge must uphold the honor, integrity and dignity of the role.

## 3.0 JUDGING CERTIFICATIONS AND REQUIREMENTS

### 3.1 RSC Judging Requirements

- Judges must be over 16 years of age or have 10 years of skipping experience in order to demonstrate competence to judge.
- Judges cannot be head coaches of a competing team, as this is seen as a conflict of interest.
- Judges may not leave the judging table to coach during an event and then return to the judging table.
- All judges must be at least 14 years of age to take this certification clinic and 15 years of age to judge at a regional or provincial competition. Judges must be over 16 years of age or have 10 years of skipping experience to judge at Nationals.

### 3.2 Judge Qualification Criteria

Rope Skipping Canada (RSC) will require the following judge certification levels at competitions:

#### National Championships

- Judges must be at a minimum Level 2 certified
- Level 3 certified judge certification is preferred

#### Provincial Championships (National Qualifying Events)

- Judges must be at a minimum Level 1 certified
- Level 2 certified judge certification is preferred

#### Provincial Events (Non-Qualifying Events)

- Certification requirements at these events will be at the discretion of the host province/club

### National Championship Technical Committee

- The National Championship Technical Committee will be appointed by the National Tournament Committee
- Members of the Technical Committee should:
  - Be at a minimum level 2 judge certified with preference going to level 3 certified judges
  - Have held a Technical Committee position at a Provincial Championships or previous National Championships

### **3.3 RSC Required Allotment of Judges**

RSC will require the following allotment of judges from each Provincial Sporting Organization (PSO) to be registered for the annual RSC National Championships:

- 1 speed, 1 difficulty and 2 freestyle (required elements or presentation) per 5 registered athletes
- Judges who are certified in more than one area may make up the team judge requirements
  - For example: a judge certified in speed and difficulty would fulfill both requirements
  - 2 part time or 1 full time judge may be used to meet the requirements

RSC will be required to send Level 3 certified judges to the IJRU World Championships. As such, RSC encourages clubs who intend to qualify athletes to attend the IJRU World Championships to ensure an adequate number of judges obtain and maintain the IJRU Level 3 Judge Certification.

A \$250 fine will be charged to the provincial organization for each missing judge's unit. The provincial organization may use any qualified judge to fulfill this requirement.

### **3.4 Assignment of Judges**

Each judge will be assigned by the Tournament Committee. Judge assignments will be provided to each PSO/club prior to the tournament. Changes to the judging assignments can be made right up until the start of an event.

There should never be more than 2 judges from the same province/club on a judging panel. There can only be one judge from a province/club in each judge type (i.e. Routine Presentation, Athlete Presentation, Difficulty etc.) (If an insufficient number of judges from different provinces/clubs are available to achieve this, the Tournament Director can make an exception.)

The same judge types (i.e. difficulty or presentation) should never sit next to each other on a panel.

### **3.5 Judges RSC Membership**

To judge at any RSC sanctioned competition, judges must be members In Good Standing of RSC. To become an RSC member, contact your affiliated team or the RSC website ([www.ropeskippingcanada.com](http://www.ropeskippingcanada.com)). For complete details on how to maintain an In Good Standing status with RSC, review the RSC Policy and Procedure Manual (<https://www.ropeskippingcanada.com/downloads.html>).

## **4.0 GENERAL RULES**

### **4.1 Appeals - For RSC Competitions Only:**

Appeals may be made in two circumstances:

1. If there were errors in mathematical calculations or in tabulating results.
2. If evidence is provided (video tape) that can be reviewed. The second circumstance is only applicable to speed and power events, as they are objective.

### **4.2 Protests and Appeals**

The competition committee will designate a Technical Committee that will hear and make decisions on protests and appeals within the competition. The committee should consist of the tournament director (who will chair any Tournament Committee meeting but will not have voting power) and an odd number of voting members, at least 3. No more than one person from a province/club can be a member of the Technical Committee.

The Technical Committee can hear protests on:

- A scoring error related to data entry or calculation error
- A decision by the tournament director or other tournament officials that is unfair or inconsistent with published IJRU or RSC rules.

Appeals will not be accepted on:

- The decisions or ratings of judges

At its judgement, the Technical Committee may use a video replay recorded on competition-run equipment. If competition run equipment is not available, the Technical Committee may review video recorded and submitted by a coach or athlete.

To make an appeal the following process should be used

1. Team head coaches or designated representative discusses the issue with the Tournament Director. The Tournament Director will propose a recommendation (and may consult with the full Technical, but this is not required).
2. If the coach/designated representative does not agree with this decision, she/he has one hour of the decision to appeal to the full Technical Committee.



3. On appeal, the coach/designated representative will present their case to the full Technical Committee.
4. The Technical Committee will meet in private, discuss the issue and vote on the issue. A majority is required to overturn the original decision of the Tournament Director.
5. The decision of the Technical Committee is final and will be communicated to the coach/designated representative.

If corrections are made after awards are distributed, athletes will not be required to return any incorrectly given awards, but they may choose to do so as a show of sportsmanship.

### 4.3 Chewing Gum

Athletes are not permitted to chew gum while in the competition area.

### 4.4 Music

Music should be no longer than the allowed maximum time of the event it is used for, if not the music will be cut off at the length of the event. The athlete competition time is measured from the first audible sound or the first movement made by the athlete, whichever is first.

Music should generally be submitted in advance; however, where music is not required to be submitted prior to the tournament, RSC will use the following system to record time:

- The Timer/Floor Manager direct the athlete with “You May Begin When Ready”
- The Timer/Floor Manager will start the timing device as directed above
- U11 Age Categories – All Individual and Team Events:
  - The Timer/Floor Manager will provide athletes with an “Time” call at 60s
- 12+ Age Categories – All Individual and Team Events:
  - The Timer/Floor Manager will provide athletes with a “Warning Call” at 60s
  - The Timer/Floor Manager will provide athletes with a “Time” call at 75s
- Show Freestyle
  - The Timer/Floor Manager will provide athletes with an “Time” call at 360s
- Precision Group Freestyle
  - The Timer/Floor Manager will provide athletes with an “Time” call at 240s

### 4.5 Music Failure

If the music fails during an event, the athlete(s) should continue the event without music. After the event, the music operator will be consulted to determine if the issue was caused by the equipment playing the music and if so, the athlete(s) will be given the opportunity to recomplete the event.

If the wrong music is played, compared to what the athlete(s) submitted, they should stop their routine within 5 seconds. If they can provide the correct music within 10 minutes, they



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will be given the opportunity to recompile the event. No recompetes will be given if the athlete(s) have submitted the wrong music.

#### **4.6 Contact with Competitor(s)**

Judges must act professionally once they sit at their table. Contact with competitors should be minimal. Judges may for example say “you may begin when ready”, make appropriate time call outs, ensure that the right athlete(s) are on the floor.



## **5.0 Judging Speed and Multiples**

### **5.1 RSC Only Speed and Multiples Events**

#### **Team U11 years – Single Rope Pairs Double Unders 4x30 Seconds**

Single rope double under relay is a two-minute speed trial involving four athletes. One athlete skips for 30 seconds then the second skips for 30 seconds. At each 30-second interval, a “BEEP” will signal for the next athlete to begin jumping. Both athletes must complete proper double unders where the rope passes under the feet twice in one jump.

#### **Individual Competition U11 years – Single Rope Speed Endurance 1x120 Seconds**

The athlete completes a 2-minute speed trial using an alternating step.

#### **Individual Competition – Consecutive Triple Unders (no time limit)**

Athletes in the 15-17 and 18-29 age categories compete in this event. Athletes in the 30+ age category attempting to qualify for international competitions, can also choose to compete in this event. Once an athlete has completed one triple under, judges stop counting when the athlete either stops, misses, or completes any skill other than a triple under.

If an athlete misses before completing 15 triple unders, they will have one more attempt at starting the event. If the athlete decides to continue with a second attempt, the scores will be reset (not recorded) and the athlete is committed to the score of the second attempt.

#### **Individual Competition – Consecutive Timed Power Event for Competitors 14 and Under**

Athletes in the 11 & under age category will perform non-consecutive double unders for a maximum of 1 minute. The callout will announce the time every 15 seconds for the duration of the trial.

Athletes in the 12-14 years age category and athletes in the 30+ age category not intending to qualify for international events, will perform consecutive double unders with 1 miss permitted at any time for a maximum of 2 minutes. The trial will end after the 2<sup>nd</sup> miss of the trial, or after the final BEEP to stop. The callout will announce the time every 15 seconds for the duration of the trial.

### **5.2 Space Violations at RSC Events**

For competitions where the trial boundary is wider (or anything other than) than 1”tape, a space violation will be awarded when any part of the athlete’s body, uniform or rope clearly breaks/touches the boundary in any way.

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

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

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

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

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

### **5.3 Clicking Tips**

Consider the following list to improve clicking accuracy:

- The objective is to press down on the clicker each time a successful jump is completed.
- Speed – each time the right foot lands on the ground the athlete receives one click.
- Multipld unders (doubles or triples) – each time both feet land on the ground the athlete receives one click
- An athlete may have a specific jumping rhythm that can be quite mesmerizing. Try to remain focused on the athlete's feet, as this rhythm may change at any time.
- Focus only on the athlete you are clicking. Do not allow rhythms from other athletes or cheering from teammates distract you
- During any relay event ensure you stop counting competitor 1 and begin counting competitor 2 when the audio timer signals to "SWITCH". The same applies for competitors 3 and 4.
- To appear non-partisan refrain from applauding after each trial. Instead thank everyone for performing.
- Turn the clicker back to zero once your score has been recorded.
- If the scores are consistently out by 3 or more (2 times in a row or more), the head judge **MUST** inform the organizing committee who may replace one or more judges.

Differences in scores can be attributed to four things:

1. Faulty clickers
2. Poor technique (i.e. obstructed view, becoming mesmerized)
3. Restarting improperly after a miss
4. Lack of familiarity with rules

The following can help to reduce inaccurate judging:

### **5.3.1 Rhythm Changes**

- Judges must concentrate on the athlete's feet at all times.
- Do not become mesmerized by athlete's rhythm as the athlete may change their pace several times throughout the trial.
- Every athlete has their own style of jumping. Be ready to adapt to these changes as the athletes switch.

### **5.3.2 Position of Judges**

- All judges must have a clear view of the trial participants at all times.
- If an athlete changes the direction they are facing (this happens frequently in double dutch), be aware that the right foot must still be counted.
- If judges feel more comfortable in a position other than at the judge's station they are welcome to move around the competition area.
- Be sure to ask for the athletes' permission before the trial starts. It may be helpful to ask the athlete which side they will be entering on.
- If a miss occurs and is counted prior to "switch" being called out and the competitor does not have the opportunity to jump again. Counting will resume as the new competitor completes the second right-foot jump or second power jump.

### **5.3.3 Detecting Multiple Unders**

- Height of the jump - A higher jump typically indicates a triple under over a double under.
- Sound of the rope- A triple under will typically produce a higher pitched sound than that of a double under.
- Sound of the landing – A landing will typically be louder during triple unders than in double unders.

### **5.3.4 Preparatory Jumps**

A preparatory jump is any jump taken prior to the first double under or triple under in the timed consecutive power events. Any miss that's committed during the all preparatory jumps is counted. Ask your competitors what sort of preparatory jumps they will be using. Some athletes will use double unders before moving into triple unders, others will go straight into triple unders. If you ask what their preparation is, you will be ready, however all competitor(s) may not be comfortable with this and you cannot force them to answer. As well it is important that you use your knowledge as a tool to help you, knowing that it is equally important to watch for what the athlete does in their first jump

## **5.4 Speed Judge – Day of Event Responsibilities**

Required Equipment:



- Functioning clicker
- Pen/pencil
  
- Review applicable speed and power rules
- Practice speed and power counting
- Attend any judges' meetings prior to competition

### Before an Event Begins

- Check hand clicker manually by clicking and rotating the clicker and clicking again. You want to ensure that your clicker is not getting stuck on any numbers.
- Repeat check with an athlete (15-sec trial) if possible
- Replace defective clickers
- Ensure the trial boundary is clear of any items that may cause a safety hazard for the competitors or will obstruct your view of the athlete(s)
- Be sure the areas are the correct sizes: (it's good to ask this at the judges meeting)
  - Team Speed/Power Events           5m x 5m
  - Masters Speed/Power Events       5m x 5m

### Before the Trial

- Ensure coaches/spectators are well back from the judging area
- Set the clicker to 'zero' before beginning
- For team relay events ask the athletes what order they will be jumping in (who is 1<sup>st</sup>, 2<sup>nd</sup>, etc.)
- Masters power – ask if athlete is doing doubles or triple unders and ensure that matches the score sheet
- Ask masters power competitor(s) what their preparatory jump sequence is
- Write station number on score sheet if not already done by the championship organizing committee
- Mark on score sheet how many males and how many females are jumping
- If you are missing an athlete from your station raise your station flag

### During the Trial

- Always have a clear view of the athlete
- Begin clicking the RIGHT foot after the audio timer signals to "BEGIN" and not before. For power events you click on the LANDING of each double or triple under.
- Make a mental note of any false starts, false switches or space violations, if any occur

### After the Trial

- Confer of any false starts, false switches or space violations if any occur
- If the majority of the judges detect a false start or false switch, then the head judge records it on the score sheet



- The head judge will record the scores from the clicker on the score sheet, each judge needs to clearly initial under their score
- Reset your clicker once the score has been recorded
- Judges are NOT responsible for calculating the final score
- Raise your station flag if you are in need of an athlete or team
- Raise your station flag if you have an issue at your station

## **5.5 Recompeting**

See the IJRU Judges Manual for specific details on recompeting.

If a video recount is not possible for speed, and the video recount is needed, due to a technical issue such as the camera not recording the event properly, a file accidentally being deleted, a judge obstructs the view of the camera, the camera ran out of space or power, or video recounts are not available at the competition, then the athlete(s) will be given an opportunity to recomplete the event.

## **6.0 FREESTYLE**

Freestyle events are judged on difficulty, athlete presentation, routine presentation, required elements, and deductions. The routines are a maximum of 60 seconds for U11 (in Canada), or a maximum of 75 seconds for all other age categories.

### **6.1 RSC Only Events**

#### **Team – Double Dutch Freestyle Relay**

Double Dutch Freestyle Relay is a double dutch event for 4 competitors in the U11 age category only. One athlete jumps at a time.

#### **Precision Group Freestyle**

A 2 to 4-minute long group routine is scored out of a possible 200 points. A group routine is performed by a group of 8-18 (plus 2 alternates) competitors. An athlete may only participate in one group routine. Age categories for Precision Group Freestyle are:

- U12 years                      120-240 seconds
- Open (all ages)              120-240 seconds

### **6.2 Freestyle Timer/Floor Manager (RSC Only)**

Each freestyle station will have one timer. The timer keeps track of the time for each routine that comes through the station. This position is only for RSC competitions, as IJRU does not require a timer. Until music can be submitted ahead of competitions and set to a timing track, RSC will continue to require the role of a timer.

### **Before the Event**

- Attend all judges' meetings
- Ensure your station has a stopwatch
- Familiarize yourself with the stopwatch functions
- Ensure the stopwatch is functioning properly

### **Before the Trial**

- Ensure that all judges at your table are ready before you inform the competitor(s) that they may begin
- Ensure the correct athlete is on the floor and that the judges have the correct athlete showing on their tablet
- The timer will say, "You may begin" while holding up a green card. This will indicate to the competitor that they may start their trial.

### **During the Trial**

- When the music begins, or the competitor(s) moves, or a rope moves, the timer will start the timing.
- At 60 seconds (U11 age category) or 75 seconds (12 years + age category) the timer will call "TIME" and lower the paddle. Ensure that all judges hear the call out of "TIME" so that they can stop judging the routine.
- At 60s for all age categories 12+ years the timer will provide a warning
- The timer must not be distracted by what is going on around them. Keep a close eye on the time.
- Be sure that all the judges and competitor(s) at your station can hear your call out.
- If the routine runs longer than 60 or 75 seconds, continue timing the routine until the competitor(s) complete ending pose, bows, or exits the trial boundary.

### **After the Trial**

- Show the final time (on the stopwatch) of the routine to the freestyle judges so they can record it on their scoresheet.
- Reset the stopwatch.

## **6.3 Deductions**

### **Time Violation**

When a routine is not completed within 60 seconds (U11 age category) or 75 seconds (12+ years age category).

### **Space Violation**

Review section 5.2 of the RSC Judging Manual.

## 6.4 RSC Only – Gender Categories

In the U11 age category, for teams competing in the mixed gender category, both genders must be present in at least 3 of the events in the Team All Around Competition

## 7.0 ATHLETE PRESENTION & ROUTINE PRESENTATION

Freestyle judges will judge all competitors in the most knowledgeable and objective manner possible. A judge will critically observe all aspects of the judging criteria to determine an appropriate and consistent score.

### GENERAL RULE

In single rope pairs or team freestyle, the athletes cannot “take turns” jumping. No score will be given for skills performed in this manner unless the athletes are working together to increase the difficulty of the skill(s).

### HELPFUL TIPS

- Each freestyle judge is responsible for judging the criteria that they have been assigned to. Presentation judges must NOT consider how difficult the skills are, but how well they are executed and combined.
- Each judge must be sure that they are properly judging the criteria within their category. Be sure to review the judging criteria that you will be responsible for prior to the event.
- All judges must avoid prejudicial behavior towards any athlete for any reason. If re-occurring evidence can be shown of prejudice the judge may be disqualified from judging at future RSC sanctioned events.

### PRESENTATION JUDGING

The presentation judges will score a freestyle routine in accordance with the set criteria. Remember when judging presentation, you are only responsible for looking at the creative and technical aspects of the routine and not the difficulty.

### Space Violation

Review section 5.2 of the RSC Judging Manual.

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

## 8.0 REQUIRED ELEMENTS

- Athlete(s) must successfully complete a skill that can be awarded a difficulty level for it to count as a required element
- Required elements may be performed in isolation or in sets
- Athletes can complete multiple required elements in the same skill
- Required elements can be performed at any difficulty level. However, athletes must jump their rope immediately after completing a required element



- In Single Rope Pairs and Team freestyle events, the required element must be performed by all athletes simultaneously
- For Double Dutch and Wheel events, a required element can be performed by any single athlete or combination of the athletes (they do not all need to participate in the skill for it to count)

### Space Violation

Review section 5.2 of the RSC Judging Manual.

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

### 8.1 RSC Only Event – U11 years Double Dutch Single Freestyle

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

## 9.0 DIFFICULTY

- Each freestyle judge is responsible for judging the criteria that they have been assigned to. Difficulty judges must NOT consider how creative the skills are, but only be concerned with the level of the skills.
- Each judge must be sure that they are properly judging the criteria within their category. Be sure to review the judging criteria that you will be responsible for prior to the event.
- All judges must avoid prejudicial behavior towards any athlete for any reason. If recurring evidence can be shown of prejudice the judge may be disqualified from judging at future RSC sanctioned events.
- Always be consistent. Count a skill at the same difficulty level for all competitors.

Consult the IJRU Judging Manual for specific difficulty information.





## **10.0 RSC ONLY – PRECISION GROUP FREESTYLE**

Precision Group Freestyle routines are a great addition to all competitions and are greatly enjoyed by spectators. Precision Group Freestyle routines are separated into different group categories determined by age. They are as follows:

Age 12 and under	8-18 athletes
Open (all ages)	8-18 athletes

### **GENERAL RULES**

A group routine must be 120 seconds (2 minutes) to 240 seconds (4 minutes) in length with a deduction of 0.5 points for being under or overtime. Any portion of the routine performed after the 4-minute limit will not be judged. The group routines shall be scored out of a possible maximum of 200 points in accordance with the score sheets.

A skill or formation should only be counted as complete when all the athletes execute it in unison (unless it is choreographed in such a way that it is apparent it is not to be done in unison).

The use of music is required. The use of music may enhance the impression score as long as the athletes show an impression of the music and that the routine compliments the music. A routine that does not complement the music should receive a deduction of points in impression. If there is a music malfunction in a group routine the team will be allowed to recompete as music is a requirement for this event.

### **10.1 REQUIRED JUDGES**

There must be a minimum of two judges for each of the 5 categories being evaluated.

1. Execution
2. Creativity
3. Difficulty
4. Impression
5. Formations

At least 10 judges are needed as well as a timer/head scorekeeper. If possible, only one judge per club should sit as a group routine judge.



## 10.2 Judging Precision Group Freestyle

Scores are calculated from the below categories:

### Execution (20)

1. Synchronization/10- athletes move synchronically
2. Accuracy of Execution/10-relative number of misses, formations and skills effectively performed by team members

### Creativity (20)

1. Variety of Pace/5 – speeding up, slowing down, double bounces
2. Beginning and Ending/5 - pose, all grouped together, a formation
3. Overall Creativity/10

### Difficulty (20)

1. Variety of arm actions/5
2. Variety of footwork/5
3. Overall difficulty/10 - inclusion of difficult elements (i.e. rotations, multi unders, pace, backwards skipping etc.). Credit given only when element is properly executed.

### Impression (20)

1. Interpretation of music/10 - athletes move to the beat of the music. Variety of mood, rhythm and tempo
2. Overall Presentation/10 - how the team presents itself, visible enjoyment, energy, confidence, etc.

### Formations (20)

1. Variety of formations and traveling patterns/10 - credit is given only when formation is completed with accuracy.
2. Smooth Transitions between Formations/10 - relative number of misses, formations and skills performed by all athletes

## 11.0 SHOW FREESTYLE

Variety of formations and traveling patterns/10 - credit is given only when formation is completed with accuracy.