

FORWARD

CHAPTER I - GENERAL

Article 1. IMPORTANT INSTRUCTIONS

Article 2. GENERAL INFORMATION

Article 3. DRUGS - ANTIDOPING

Article 4. DIVISION

Article 5. QUALIFICATIONS

Article 6. UNIFORMS

Article 7. WORKFLOW

Article 8. CODE OF CONDUCT

Article 9. ROPES

Article 10. EVENT: ORDER and TIME

Article 11. SOUNDS, SIGNALS and USE OF MUSIC

Article 12. ROUTINE REQUIREMENTS, MISSES and DEDUCTIONS

Article 13. SCORES TO THE SYSTEM

Article 14. RESULTS

Article 15. APPEALS

Article 16. AWARDS

CHAPTER II - JUDGING

Article 1. JUDGES

CHAPTER III - MASTERS

Article 1. A. SRS SPEED 30 seconds

Article 2. B. SRSE SPEED Endurance - 3 minutes

Article 3. C. SRTU POWER Triple Under

Article 4. D. FREE FREESTYLE

CHAPTER IV - TEAM

Article 1. A. SRS&DU SINGLE ROPE Speed and Double Under Relay

Article 2. B. DDS DOUBLE DUTCH Speed

Article 3. C. SRFP SINGLE ROPE Freestyle Pairs

Article 4. D. SRFT SINGLE ROPE Freestyle Team

Article 5. E. DDFS DOUBLE DUTCH Freestyle-Single

Article 6. F. DDFP DOUBLE DUTCH Freestyle Pairs

CHAPTER V – DEMO CUP

Article 1. NATIONAL CUP (DEMO CUP)

CHAPTER VI - APPENDIX

Article 1 DEFINITION OF TERMS

Article 2 FLOORPLAN

Article 3 ADDITIONAL CREATIVITY AND DIFFICULTY JUDGING INFORMATION
TO THE REQUIREMENTS OF A ROUTINE (CHAPTER 1
ARTICLE 12

Article 4 ***** REMOVED *****

Article 5 CODE OF ETHICS

CHAPTER VII - UPDATES
WILL BE ADDED LATER, IF REQUIRED.

CHAPTER I – GENERAL – Article 1

Section 1. COPY ONLY

A Printout / photocopy from this Manual never gives anyone any right for whatever cause.

B We all know how easy it is to alter parts of texts in whatever software you use.

C Only the official hand-autographed versions of official papers (not the photocopy) have the legal identity in case of a disagreement.

Section 2

The rules in this document are generally stated once only.

Clarification of all the important rope skipping technical vocabulary will be found in CHAPTER VI - APPENDIX Article 1. DEFINITION OF TERMS.

Section 3

Number of Teams

B In order to have an age division or a division between all male, all female or all mixed, there must be a minimum of 3 skipper teams of which at least two must be from different states to enable the event to occur.

C If there is not, the teams may be combined to compete in the next appropriate division until these conditions are met, as stipulated in (B) above.

D This is to be determined by the Championship organizers in consultation with the Rules Committee. Any team in that position must be notified that they are in this situation well in advance of the competition. It is the responsibility of the Championship Director to inform participating teams of any changes to the divisions.

CHAPTER I – GENERAL – Article 2.

GENERAL INFORMATION

Section 1 - Information

The day prior to every competition a Judges, Coaches and Team Managers meeting will be held.

During this meeting all relevant information and recent changes to the rules will be communicated and explained. It is mandatory for all judges to attend this meeting. Coaches and Team Managers are strongly advised to attend.

During the Judge's meeting all judges will be given the same directions and information to make the Judging Panel as balanced as possible.

If any judges are not at this meeting they may not be given permission to judge at the National Championships.

CHAPTER I – GENERAL – Article 3.

DRUGS - ANTIDOPING

Section 1. Introduction

Doping involves Prohibited Substances or Prohibited Methods that enhance sporting performance, risk health and/or are contrary to the spirit of sport. [redacted] implements the mandatory and other portions of the World Anti-Doping Program, including the World Anti-Doping Code, the mandatory International Standards and the Models of Best Practice. [redacted] World Anti-Doping Agency (WADA) in setting global standards and coordinating anti-doping worldwide.

In particular, [redacted] adopts and applies the anti-doping rule violations set forth in the Code.

Section 2. International recognition and respect

Subject to any right of appeal, the anti-doping rule violation and consequences decisions, Therapeutic Use Exemptions (TUEs), hearing results or other final adjudications of any Signatory to the Code which are consistent with the Code shall be recognized and respected by all [redacted] members or subject to the WADA.

An Adverse Analytical Finding reported to, or an anti-doping rule violation determined by, any authority that is recognized may be deemed to be an Adverse Analytical Finding or anti-doping rule violation under the WORLD ANTI-DOPING PROGRAM, which may apply to such cases.

Section 3. Interpretation

World Anti-Doping Code: The Code and International Standards, including Commentary.

CHAPTER I – GENERAL – Article 4.

DIVISION

Section 1.

National Masters Championship Rope Skipping ©	RSFI National Junior Team Championships Rope Skipping ©	National Team Championships Rope Skipping ©	Demo Cup Championships Rope Skipping ©
This is an event open to the top three (3) male and top three (3) female skippers from each participating state.	In each division a state can enter a maximum of One teams per gender category in the overall competition.		One team per state is allowed to compete. Teams may seek to give a performance without their demonstration being judged. These items will be placed between the competitive performances to allow calculation time for judges and for audience entertainment Cup. This invitation is in addition to the official team that has been selected to represent the state in this event.
There are separate MALE and FEMALE categories	In each age division, there will be FEMALE, MALE and OPEN teams. A team may consist of a minimum of four skippers and a maximum of five skippers.		There is one division. The maximum number of participants will be determined by the _____ in consideration of the available floor space, safety and awards

CHAPTER I – GENERAL – Article 5.

QUALIFICATIONS

Section 1.

The State Organization of each member state will set their own qualifying standards with the consultation of

The residence of the competitor is the State of which he/she has permanent residence status, with valid documentary proof, dated and stamped by Gazetted Officer or 1st Class Magistrate,

The : needs to verify the ages of the competitors. There is a two year disqualification period for all athletes / coaches for submitting false information.

A competitor can be a member of and compete in only one team and can compete in only one age division.

CHAPTER I – GENERAL – Article 6.

UNIFORMS

Section 1. Uniforms

Each State must decide on their team uniform, which must be corresponded to ~~RSEI~~

A State team uniforms may have the team name, sponsor and / or logo displayed during the competition.

B Supportive athletic shoes must be worn to protect the skipper's feet.

C No items of jewellery may be worn. The exceptions are ear studs.

D The judging uniform shall consist of **Navy Blue Jeans** / pants and a collared **White T-shirt**

Section 2.

Competitors and coaches must not distract another competitor whilst he/she is competing by creating additional distracting sounds or visible or physical movements.

Section 3.

In the Team Championship only the skippers competing in an event will be permitted on the competition floor. However, there will be a designated area for the coach and the extra team member not competing on the edge of the competition area.

Section 4.

All spectators must remain in the specially marked areas designated for them during the competition. Coaching and supporting is allowed from these areas.

Section 5.

If possible we should congratulate others, whether they are team-mates or not, for any effort well done and we should rejoice in the successes of others whether big or small.

Section 6.

We should be pleased and proud to share skills and techniques with others to see others improve because that helps our sport improve.

Section 7.

We should always treat everyone else with the same respect, courtesy and kindness, as we would like them to show us.

Section 8.

We should ask permission of the originator of a complete routine or an unusual presentation move before we use it ourselves. Permission to video routines should also be sought from the team coach or individual skipper concerned. We should remember that it is unethical not to do this.

CHAPTER I – GENERAL – Article 9.

ROPES

Section 1. Rope

Any rope may be used as long as it is powered by the athlete.

CHAPTER I – GENERAL – Article 7.

WORK FLOOR

Section 1. Surface should be of a high quality sports floor.

Section 2. The floor should be of a high quality e.g. a wooden sprung / cushion floor.

Section 3. Dimensions

The floor must be marked with a rectangle with lines in a contrasting colour with the floor surface that are in 90 degrees angle of each other.

MASTERS	TEAM		DEMO CUP
Freestyle	9 x 9 meters	12 x 12 meters	Minimum of 12 x 12 meters. It will be permissible, with prior consultation with the Tournament Director, for the host State to determine the maximum area in consideration of the available floor space and safety factors.
Speed	4 x 4 meters		5 x 5 meters
Power	4 x 4 meters		
Coaches area	1 x 1 meters		

Section 4.

The area reserved for judges is three meters surrounding the competition floor.

Section 5.

The spectators should be positioned at least 1 meter from the Judges' areas.

Section 6.

Coaches may be on the competition floor at the same time as his / her team but must remain in the designated area.

CHAPTER I – GENERAL – Article 8.

CODE OF CONDUCT

Section 1.

Sportsmanship and discipline are of the utmost importance and expected of all participants, coaches and spectators.

Section 2. Type and number

Masters		Team		Demo Cup	
Event	Length, number	Event	Length, number	Type	Length, number
SRS & SRSE	Free, 1 maximum	SRS&D	Free, 4 maximum	SR	Free, free
		DDS	Free, 1 set maximum	DD	Free, free
SRTU	Free, 1 maximum	SRFP & SRFT	Free, 4 maximum	Long Rope	Minimum of 7 meters. free
FREE	Free, 1 maximum	DDFS & DDFP	Free, 1 set maximum		

Section 3. Checking

Before entering the competition-floor, the correct length of the rope will be checked at the designated area where the length of the rope is marked on the floor, which is in front of the Head Judge.

CHAPTER I – GENERAL – Article 10.

EVENT: ORDER and TIME

Section 1. Masters

Event		Time
A	Speed - 30 seconds	30sec
B	Speed - Endurance - 3 minutes	180 sec.
C	Power – Triple Unders	No Limit
D	Freestyle	45-75 sec.

Event-order: A B C D

Section 2. Teams

Single Rope				Double Dutch		
Event		Jumper	Time	Event	Jumper	Time
A	Speed and Double Under Relay	4	4x 30 sec.	B	Speed	4 4x 45 sec.
C	Pairs Freestyle	2	45 - 75 sec.	D	Single Freestyle	3 45 - 75 sec.
E	Team Freestyle	4	45 - 75 sec.	F	Pairs Freestyle	4 45 - 75 sec.

Event / discipline-order: A, B, C, D, E, F.

Section 3. Demo Cup

4 to 8 minutes.

Section 4. Presentation

Skippers may only come before the judges after his / her name or number has been called out.

Section 5. Withdrawal

In the event the competitor fails to appear on the competition floor within 1 minute after being called, it will be considered a "Withdrawal" and that particular skipper or team will be deleted from the Championship List.

Section 6. Injury

In case of an injury, the skipper or (State) coach will decide whether to continue the event or not. There will be no re-skip and the event will be scored according what was shown.

CHAPTER I – GENERAL – Article 11.

SOUNDS, SIGNALS and USE OF MUSIC

Section 1. Signals and call outs:

The signals that will be used during competition are available on CD.

	MASTERS		TEAM			DEMO CUP	
	Begin	End	Begin	Switch	End	Begin	End
S P E E D	“Judges ready? Skippers ready? Set. Go.”	“STOP.”	“Judges ready? Skippers ready? Set. Go.”	SRS&D DDS	“STOP”		
P O W E R	“You may begin.” After this the skipper has only 10 seconds to begin his/her first attempt	The skipper stops when he/she make some mistake. If, the skipper misses before finishing the 3 rd Triple, he /she is entitled to a second attempt. When a skipper decides to use the option of a second					

		attempt, he /she must begin the second attempt with in 10 seconds, after the completion of the first attempt.				
F R R R S T Y L E	<p>“You may begin.”</p> <p>After this the skipper has only 10 seconds to begin his/her first performance</p> <p>When there is more than one floor being used at the same time during the competition, the speed events will be called out.</p>	<p>The Skipper makes a bow or ends his her routine in a recognizable “END” – position to that the routine has ended.</p> <p>However at the 75 seconds a call “TIME” will be made.</p>	<p>“You may begin.”</p> <p>After this the skipper has only 10 seconds to begin his/her first performance</p>	<p>The Skipper makes a bow or ends his her routine in a recognizable “END” – position to that the routine has ended.</p> <p>However at the 75 seconds a call “TIME” will be made.</p>	<p>“You may begin.”</p> <p>After this the skipper has only 10 seconds to begin his/her first performance</p>	<p>The Skipper makes a bow or ends his her routine in a recognizable “END” – position to that the routine has ended.</p> <p>However, at 7 minutes a paddle is held up until the end of the routine or until “TIME” is called.</p>

Section 2.

The body must be still with no arm or rope motion until the word(s) "Go." or "You may begin." have been called out.

Section 3.

No False Starts are permitted for any event.

Section 4. Power - Triple Under

If a skipper misses on a preparatory jump, it is considered an attempt. If the skipper misses before the 3rd triple, he/she is entitled to a second attempt. If the option to use the second attempt is taken, the skipper must begin the second attempt within 10 seconds after completing the first attempt.

Section 5. Freestyle

A Timing begins with whichever is first - an arm or rope movement or as soon as the first note of the music starts.

B Signal during the routine:

a) Masters and Teams: If music is being used, no warning signals will be given / heard at 45 or 75 seconds.

b) Demo Cup: At 7 minutes a paddle is held up until the end of the routine or until "TIME" is called.

C The routine will be judged 'finished' when both the music and the skippers have finished in a recognizable 'End'-position.

Section 6. Music

A Use of music:

a. Masters and Team: The use of music is optional.

b. Demo Cup: The use of music is compulsory.

B If music is being used for competition, the original competition CD or cassette must be handed in one hour before competition starts. This must be handed in at the sound table / to the Sound Technician. There will be no violation if the music isn't handed in on time, but the team will have to compete without music.

C The CD or cassette must have:

a. The competition number (taken from the program).

b. The event (taken from the program).

c. Only the one track being used for that event.

D If music will be used, there will be manual timing.

ROUTINE REQUIREMENTS, MISSES and DEDUCTIONS

Section 1. Difficulty

MASTERS					Team Single Rope					Team Double Dutch									
Skill Level					Skill Level					Skill Level									
Score	Total	Level - I Grades			Level II	Score	Total	Level - I Grades			Level II	Score	Total	Level - I Grades			Level II	Level III	Level IV
		1	2	3			1	2	3				1	2	3				
1.0 - 1.9	10 >		5 >			1.0 - 1.9	10 >		5 >			1.0 - 1.9	5 >	5 >					
2.0 - 2.9	15 >		15 >			2.0 - 2.9	15 >		12 >			2.0 - 2.9	12 >	10 >	2 >				
3.0 - 3.9	20 >		15 >	5 >		3.0 - 3.9	20 >		15 >	4 >		3.0 - 3.9	14 >		8 >	2 >			
4.0 - 4.9	25 >		15 >	7 >	3 >	4.0 - 4.9	25 >		15 >	5 >	2 >	4.0 - 4.9	16 >		8 >	8 >			
5.0 - 5.9	30 >		15 >	9 >	6 >	5.0 - 5.9	30 >		15 >	7 >	4 >	5.0 - 5.9	18 >		8 >	4 >			
6.0 - 6.9	35 >		15 >	11 >	9 >	6.0 - 6.9	35 >		15 >	9 >	6 >	6.0 - 6.9	20 >		8 >	6 >	2 >		
7.0 - 7.9	40 >		15 >	13 >	12 >	7.0 - 7.9	40 >		15 >	11 >	8 >	7.0 - 7.9	22 >		8 >	8 >	4 >		
8.0 - 8.9	45 >		15 >	15 >	15 >	8.0 - 8.9	45 >		15 >	13 >	10 >	8.0 - 8.9	24 >		8 >	8 >	4 >	2 >	
9.0 - 10	50 >		15 >	17 >	18 >	9.0 - 10.0	50 >		15 >	15 >	12 >	9.0 - 10.0	25 >		8 >	8 >	4 >	4 >	

It is possible for a skill of level - IV to be converted into 2 skills of level - II.

It is possible for two skills of level - III to be converted into 3 skills of level - II and so on.....

Demo Cup:

Skill level	10 points possible
Jumping Elements	10 points possible
Jumping Styles	10 points possible
Interaction	10 points possible
Transitions	10 points possible
(Sub)Total:	50 points possible

Section 2. Creativity

Masters and Team Single Rope:

Use of Music	20 points possible
Original Moves and Impression	15 points (Team) 20 pts (Masters) possible
Using Space	10 points possible
Form and Enjoyment	5 points (Team) 10 pts (Masters) possible
Interlinked	10 points (Team) 0 pts (Masters) possible
Variety	40 points possible

(Sub)Total:	100 points possible
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Double Dutch

Use of Music	20 points possible
Original Moves and Impression	10 points possible
Using Space	10 points possible
Form and Enjoyment	10 points possible
Form of Ropes	10 points possible
Proficiency of all team members	40 points possible
(Sub)Total:	100 points possible

Demo Cup:

TECHNICAL QUALITY	10 points possible
FORM	10 points possible
ORIGINALITY	10 points possible
USE OF MUSIC	10 points possible
PRESENTATION	10 points possible
(Sub)Total:	50 points possible

Section 3. Uniforms

If the uniform doesn't fulfill the qualifications stated under Article 6, then the skipper or team isn't allowed to compete.

Section 4. Rope

If the rope doesn't fulfill the qualifications stated under Article 9, then the skipper or team is not allowed to compete.

Section 5. Props

No props or special equipment may be used to add to the creativity and / or the degree of difficulty of the routine e.g. Skip, stick, mini trampoline, boards, mats, hats, glasses, jeans, shirts etc.

Medic-Alert bracelets are accepted.

Violation of this rule will be punished as a major miss.

Section 6. Miss

A Major miss.

B Minor miss.

C After a miss, the rope must be jumped at least one time successfully before another miss can be counted.

D No limit in number of misses (as described in this section) to be given by the judges.

Section 7. Violations

Space violation is punished as a minor miss each time a skipper steps outside the border(s) of the competition area.

Additionally:

a) Speed: The judge will stop the skipper and correct the position. The counting will be continued as of the moment the skipper has re-entered the rectangle of the Speed-floor. Timing will not be stopped.

b) Freestyle: Skills performed outside the 9 x 9 meters-area will not be judged until the skipper has re-entered the square of the Freestyle-floor.

c) Demo Cup: If the facility is too small the Tournament Committee may decide to waive the penalty for space violations.

Time violation:

a) No judging is permitted after "TIME" is called at 75sec.

b) Triple Under: If a skipper does not start within 10 seconds of "You may begin." being called out then 10 triple unders will be deducted from the raw score.

c) If the skipper does not start within 10 seconds of "You may begin." being called out for the first attempt then they will not be permitted to have the second attempt even though it may be an option.

d) Masters / Team: A time violation is punished as a major miss and is given to a routine lasting less than 45 seconds and more than 75 seconds.

e) Demo Cup: A penalty of 20 points will be deducted.

Freestyle Double Dutch only:

*All turners must become jumpers and do a minimum of three (3) skills IN the ropes for the routine to be valid. Violation of this rule will be punished as a major miss for each skipper who does not fulfill this requirement.

Section 8. Music

Demo Cup:

The use of music is compulsory and must be used to fit the routine in all aspects.

In other words the skipping should enhance the effects of the music and the music should enhance the effects of the rope skipping.

Section 9.

If a rope or a handle breaks a repeat attempt is permitted after a suitable rest period of at least 10 minutes. However a team or skipper may only have two (2) attempts at this.

CHAPTER I – GENERAL – Article 13.

SCORES TO THE SYSTEM

Section 1.

All scores registered by the judges will be entered WITHOUT calculation to the prepared score sheet.

Section 2.

All score sheets are handed in to the scoring table without any additional calculations.

Section 3.

All score sheets will be checked manually by two additional officials.

Section 4.

All scores will be entered in the computer system on two separate systems by two different officials.

Section 5.

The entry of the scores in the computer system is checked by a third system, by subtracting entry on system one from entry on system two. If the difference is 0, then the entries must be correct.

CHAPTER I – GENERAL – Article 14.

RESULTS

Section 1. Calculations

A All will be done by the system / computer.

B All calculations will be made as far as four digits after the point. This means that the calculations will be accurate to one-ten-thousand-of-a-point (= 0.0001).

C All calculated scores presented will shown as far as two digits after the point. This means it will be accurate to one-hundred-of-a-point (= 0.01).

Section 2. Masters

The points will be awarded for each event using the following formula:

Event	1. Speed 30 seconds	2. Speed 3 minutes	3. Triple Under	4. Freestyle
Step 1	The score-sheet for Speed or Power is taken per judge (1 in total) and all scores are entered in the system.			Score-sheet for Freestyle is taken per Judge (12 in total) and all scores are entered in the system.
Step 2	<p>The two closest scores will be averaged - and if the three scores are equally separated, (for example 133, 135, 137 139- the middle two scores are averaged - 135, 137: $(135 + 137) / 2 = 136$ $T = 136$</p> <p>If the scores from a field consistently vary by more than 5, a notification should be given to the Head judge representing the field where this occurs.</p>			<p>Degree of Difficulty: 5 judges: A, B, C, D, E.</p> <p>The highest and lowest scores are dropped which leaves 3 scores - a, b and c.</p>
Step 3	<p>Add the three remaining Difficulty scores and divide the total by 3 for the average: $(a + b + c) / 3 = U$</p>			
Step 4	Creativity and Technical Merit: 7 judges, including the Assistant Judge.			
Step 5	Total the scores, maximum 100 points, then divide by 10 to get the final score out of 10 for creativity = V			
Step 6	Average all the misses scores and add all deductions (W)			
Step 7	<p>Take the score and subtract all deductions: $(T - W) = X$</p>			<p>Add the two scores and subtract all deductions: $(U + V - W) = X$</p>

Step 8	This score will be multiplied by 5 to give the final score: $X \times 5 = Y1$ $Y1 = \text{Final score.}$	This score will be multiplied by 1 to give the final score: $X \times 1 = Y2$ $Y2 = \text{Final score.}$	This score will be multiplied by 2 to give the final score: $X \times 2 = Y3$ $Y3 = \text{Final score to a maximum of 500 points.}$	This score will be multiplied by 25 to give the final score: $X \times 25 = Y4$ $Y4 = \text{Final score out of a possible maximum 500.}$
Step 9	The final score for the Masters Championship is calculated by using the ranking of each individual event score for each skipper. The skipper finishing in first place will receive 1 (ranking) point. The skipper finishing in second place will receive 2 points: Z1, Z2, Z3 and Z4.			
Step 10	After the competition, the skipper ending with the lowest total of (ranking) points is the winner. The total ranking is calculated as follows: $Z1 + Z2 + Z3 + Z4 + Z4$			

The minor and major misses are counted by the Creativity Judges, the Head Judge and the Assistant Judge. Each judge has equal importance.

Section 3. Teams

The points will be awarded for each event using the following formula:

Event	SRS&D	DDSP	SRFP	SRFT	DDFS	DDFP
Step 1	Score-sheet for Speed is taken (1 in total) and all scores are entered in the system.		Score-sheets for Freestyle are taken from all judges and all scores are entered in the system.			
Step 2	The two closest scores will be averaged - and if the four scores are equally separated, (for example 133, 135, 137- 139 The highest and lowest scores are dropped which leaves the middle two scores are averaged - 135, 137: $133 - 135 - 137 - 139 \square (135 + 137) / 2 = 136$ $T = 136$ If the scores from a field consistently vary by more than 5, a notification should be given to the Head judge representing the field where this occurs.		Degree of Difficulty: 5 judges: A, B, C, D, E. The highest and lowest scores are dropped which leaves 3 scores - a, b and c.			

Step 3	Add the three remaining Difficulty scores and divide the total by 3 for the average: $(a + b + c) / 3 = U$	
Step 4	Creativity and Technical Merit: 7 judges, 6 in case of DDSF, including the Assistant Judge.	
Step 5	Total the scores, maximum 100 points, then divide by 10 to get the final score out of 10 for creativity	
Step 6	Average the misses scores and add all deductions (W)	
Step 7	Take the score and subtract all deductions: $T - W = Y1$	Add the two scores and subtract all deductions: $(U + V - W) = X$
Step 8	Y1 = Final score.	This score will be multiplied by 25 to give the final score: $X \times 25 = Y2$ Y2 = Final score out of a possible maximum 500.
Step 9	The final or Over All score is calculated by totaling each individual event score: the three Single Rope-events and the three Double Dutch-events. $Y1 (SRS\&D) + Y1 (DDSP) + Y2 (SRFP) + Y2 (SRFT) + Y2 (DDFS) + Y2 (DDFP) = Z$	
Step 10	After the competition, the team ending with the highest total of points is the winner.	

The minor and major misses are counted by the Creativity Judges, the Head Judge and the Assistant Judge. Each judge has equal importance.

Section 4. Demo Cup

Step 1	Score-sheet for Difficulty is taken per judges (5 in total) and all 5 scores are entered in the system.
Step 2	Degree of Difficulty: 5 judges: A, B, C, D, E. The highest and lowest scores are dropped which leaves 3 scores - a, b and c.
Step 3	Add the three remaining Difficulty scores and divide the total by 3 for the average: $(a + b + c) / 3 = U$
Step 4	Score-sheet for Creativity is taken per judges (7 in total) and all 7 scores are entered in the system.
Step 5	Creativity and Technical Merit: 5 judges: F, G, H, I, J. The highest and lowest scores are dropped which leaves 3 scores - d, e and f.
Step 6	Add the three remaining Creative / Technical Scores and divide the total by 3 to obtain the average $(d + e + f) / 3 = V$
Step 7	Score-sheet of the Head Judge is taken and all scores are entered in the system.
Step 8	Add all deductions = W
Step 9	Add the two scores and subtract all deductions: $(U + V - W) = Z$
Step 10	Z = Final score.
Step 11	After the competition, the team ending with the highest total of points is the winner.

Section 5. Tournament tie

In case of a tournament tie, the tie will be broken according to the following table, looking for the highest score of the named event:

MASTERS		TEAM	DEMO CUP	
Step 1	OVER-ALL	Double Dutch	Freestyle Pairs (event H)	Total ranking score from Difficulty / Presentation Creativity.
Step 2	Freestyle (Event D)		Freestyle Single (event G)	Difficulty score.
Step 3	Triple Under (Event C)	Single Rope	Freestyle Team (event F)	Presentation Creativity score.
Step 4	Speed – Endurance (Event B)		Freestyle Pairs (event E)	Total ranking from Difficulty.
Step 5	Speed - 30-second (Event A)	Double Dutch	Speed Double Dutch	Total ranking score from Creativity and Presentation.
Step 6	Number of Triple Unders (Event C)			
Step 7		Single Rope	Single Rope Speed and Doubles	
Step 8	If the score is still equal, a tie will be called.			

Section 6. Official results

The Championship Director will release the official results of _____ Championship after all verifications and authorizations are complete.

CHAPTER I – GENERAL – Article 15.

APPEALS

Section 1.

A five person Appeals Committee will be appointed by the , for the Championships. This Committee will have jurisdiction over all rule interpretations and disagreements that may occur.

Section 2.

This Committee will be chaired by the President of the Rules Committee who as the Chairperson will not vote and will consist of the Championship Director or one member of the Championship Organizing Committee delegated to this position, two members of the Rules Committee and two senior skippers.

Section 3.

There should not be more than one person from the same state on the Appeals Committee.

Section 4.

Appeals may only be made by the one designated team official, who is declared by, each state prior to the Championships.

Section 5.

In the first instance the designated official, nominated representative from a state will make an informal, verbal request for clarification or ruling from the Tournament Director.

Section 7.

No appeals will be heard regarding the decisions of the judges. Appeals may only be on matters concerning mathematical errors in calculating scores and in tabulating results. However a skipper may appeal their speed or power result providing they are able to provide clear, video evidence of the event to the Appeals Committee. This will only be required if no evidence can be presented by

Section 8.

The Appeals Committee will hear an appeal at the first opportunity, at the Championships and render a decision before the official presentation of the medals.

Section 9.

Errors corrected after results have been announced shall cause the results to be announced in the corrected form.

Duplicate awards will be given out. NO requests will be made to return any awards given out in error.

However, if an athlete decides to return his / her award by his / her own free will, then this shows great sportsmanship and will be appreciated and communicated as such.

CHAPTER I – GENERAL – Article 16.

AWARDS

Section 1.

The Awards for the Championships are:

	Masters	Team	DEMOCUP
Overall	GOLD, SILVER and BRONZE medals for the first three places in each gender category.	GOLD, SILVER and BRONZE medals for the first three places overall per division in each gender category.	1) An overall trophy presented to the winning state and Certificate of Merit to each participant team member).
Per combination of 4 events		<p><u>Single Rope:</u> GOLD, SILVER and BRONZE medals for the first three places of the competition (combined total points) and this in each gender category.</p> <p><u>Double Dutch:</u> GOLD, SILVER and BRONZE medals for the first three places of the competition (combined total points) and this in each gender category.</p>	
Per event	There can be presentations of medals for the 30s speed, 3 minutes endurance speed, triple unders and the freestyle. But this is an initiative from	There will be no separated medals for each event.	

	<p>the organiser, with prior permission of and encouragement from</p>		
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Section 2. Tie

In case of a tie, both the skippers and or teams with the tied ranking will receive the honour for that rank. However the skipper or team with the next ranking in the order will be ranked two positions lower. (Examples: If two skippers are tied for first, then there will be no medal for 2nd place. The next medal to be presented will be for 3rd place. If two skippers are tied for 2nd place, then there will be no medal presented for 3rd place.)

Section 3.

The awards will be presented during the Competition Awards Ceremony at the completion of the Championships.

Section 4.

These results will be entered at the _____-site under the Results section.

CHAPTER II – JUDGE – Article 1.

JUDGES

Section 1.

When referring to a judge in this rule book, it is referring to a fully qualified Judge. It is also permissible to have two or more judges, each with Level 4 qualifications to judge in different areas, combine to equal one fully qualified judge. After passing the exam, each individual judge is expected to train himself / herself regularly and to be familiar with the updates on rules, competitions and the skills list.

Section 2. Registration

- A Each individual judge can be a judge in a competition for three reasons:
- a. As a request from _____.
 - b. As a request of the judge him- / herself.
 - c. As accompanying judge on a competing team or individual.

- B** For the Masters competition, each registration form must be accompanied by a fully qualified ~~RSF~~ certified judge. This means, when registering with male as well as female skippers two judges are required.
- C** For the Teams competition, each team registered must be accompanied by a fully qualified ~~RSF~~ certified judge to judge at the competition.
- D** For the DEMO Cup competition, each team registered must be accompanied by a fully qualified ~~RSF~~ certified judge to judge at the competition. This means, when registering with one team only one judge is required.
- E** However, the maximum number of accompanying judges per State is 10.

In the case of illness of a judge, it is the responsibility of the State Organization to arrange a substitute judge. Failure to try to do so will mean that the National Championship Organising Committee will arrange the substitute judge and the costs will be paid by the State Rope Skipping Organization to ~~the~~ for failing to fulfil their responsibility. Failure to pay the penalty will result in immediate disqualification of those competitors from the National Championships.

Section 3. Qualification

Each judge will be assigned by the

Section 4. Number of officials per event

The numbers given per official are a MINIMUM number.

Speed and Power: 1 Head Judge and 2 Judges

Freestyle: 1 Head Judge, 1 Assistant Judge, 5 Difficulty, 6 Creativity, 1 Time keeper,
2 Line Keepers

Section 5. Responsibilities

Various:

A The length of the rope(s) is checked by the Head Judge.

B Time and space violation are the responsibility of the Head Judge.

C Time violation will be recorded by the Assistant Judge

D Space violation during Speed will be recorded by the Head Judge.

E Space violation during Freestyle is announced by one of the two line-keepers.

F Difficulty of the skills and / or routines by the Difficulty Judge.

G Creativity of the routine by the Creativity Judge.

H 3-skills per skipper in DDFS & DDFP are recorded by the Head Judge.

I The Assistant Judge counts pairs interaction and misses.

J The Head Judge counts misses.

Misses:

A Masters and Team: will be recorded as minor or major by the Creativity / Technical Merit Judges, the Assistant Judge and the Head Judge. The final deduction of the misses is determined by averaging the 8 scores.

B Demo Cup: will be recorded as minor or major misses by the Head judge.

Function	Masters	Team	Demo Cup
Head	- Uniform - Time and space violation - misses	- Uniform - Rope-length - Time and space violation - DDFS & DDFP: 3-skills-requirement - misses	- Uniform - Rope-length - Time and space violation - Misses
Difficulty	- Difficulty	- Difficulty	- Difficulty
Creativity	- Creativity - Misses	- Creativity - Misses	- Creativity
Assistant (Freestyle only)	- Time violation - misses	- Time violation - misses - counting turner involvement	- Time violation
Line-keeper (Freestyle only)	- Space violation	- Space violation	- Space violation

CHAPTER III – MASTERS – Article 1

A. SRS SPEED 30 seconds

Section 1. Time limit

30 seconds

Section 2. Call out

"Judges Ready? Skippers Ready? Set. Go. 10. 20. Stop."

Section 3. Goal

To complete as many jumps as possible within the time limit.

Section 4. Execution Requirements

A The Speed Step must be used.

B The skipper will skip in their designated area.

C The Head Judge will reposition any skipper who moves out of their designated area while the clock is still running.

CHAPTER III – MASTERS – Article 2.

B. SRSE SPEED Endurance - 3 minutes

Section 1. Time limit

3 minutes / 180 seconds

Section 2. Call out

"Judges ready? Skippers ready? Set. Go. 30. 1 minute. 30. 2 minutes. 15. 30. 45. Stop."

Section 3. Goal

To complete as many jumps as possible within the time limit.

Section 4. Execution Requirements

A The Speed Step must be used.

B The skipper will skip in their designated area.

C The Head Judge will reposition any skipper who moves out of their designated area while the clock is still running.

CHAPTER III – MASTERS – Article 3.

C. SRTU POWER Triple Under

Section 1. Time limit

There is no time limit.

Section 2. The Call out

"Judges ready? Skipper ready? You may begin."

Section 3. Goal

To complete as many consecutive triples under jumps as possible. Although skippers are scored at a maximum of 500 points, to determine first place a skipper can do as many as possible not just stop at 250 Triple Unders.

Section 4. Execution Requirements

- A** The Triple Under must be used.
- B** The skipper must perform a consecutive series of Triple Unders. It does not matter what skills are done before or after the triple under series.
- C** Each skipper is allowed only one attempt. A skipper may only come before the judges after his / her name or number has been called out.
- D** If a skipper misses on a preparatory jump, it is considered an attempt.
- E** The skipper stops when he / she makes a mistake.
- F** However, if the skipper misses before finishing the 3rd triple, he/she is entitled to a second attempt.
- G** When a skipper decides to use the option of a second attempt he /she must begin the second attempt within 10 seconds after the completion of the first attempt. If he/she does not begin within 10 seconds of the miss in the first attempt, the second attempt will not be allowed.
- H** If a skipper misses before the 3rd triple under and takes the option of the second attempt, the best score of the two will be the final score. (The scores will NOT be averaged or added)

CHAPTER III – MASTERS – Article 4.

D. FREE FREESTYLE

Section 1. Time limit

Time limit - 45 - 75 seconds.

Section 2. The Call out

"Judges ready? Skipper ready? You may begin."

Section 3. Goal

To complete a creative routine with as many correctly executed skills at the skipper's highest ability level within the time limit.

Section 4. Execution Requirements

Freestyle is any combination of skills put together into a routine limited only by the imagination of the skipper.

No props or special equipment may be used to add to the creativity and / or the degree of difficulty of the routine.

Section 5. Music

Music for freestyle is still optional.

CHAPTER IV – TEAM – Article 1.

A. SRS&D SINGLE ROPE Speed and Double Under Relay

Section 1. Time limit

A 4 x 30 seconds.

B The 120 seconds (two minutes) time limit runs continuously with no stops or breaks between the skippers.

Section 2. The Call out "Judges ready? Skippers ready? Set. Go. 10. 20. Switch. 10. 20. Switch. 10. 20. Switch. 10. 20. Stop."

Section 3. Goal

To complete as many jumps as possible within the time limit.

Section 4. Execution Requirements for the first 60 seconds

A The Speed Step must be used.

B Changing Skippers / The Switch:

The first skipper completes as many jumps as possible in the first 30 seconds. At the 30 second mark, the command "Switch" is called out by the timer.

The first skipper stops skipping and the second skipper begins and goes for the next 30 seconds.

There is no break in timing for the switch to be made.

When "Switch" is called the counting is stopped until the next skipper begins with their right foot hitting the floor and the rope passing under the right foot cleanly.

Section 5. Execution Requirements for the last 60 seconds

A The Double Under jump must be used.

B Changing Skippers / The Switch:

The third skipper completes as many jumps as possible in the third 30 seconds. At the 90 second mark, the command "Switch" is called out by the timer.

The third skipper stops skipping and the fourth skipper begins and goes for the next 30 seconds.

There is no break in timing for the switch to be made.

When "Switch" is called the counting is stopped until the next skipper begins skipping and counting resumes when the rope passes under both feet cleanly.

Section 6.

C The first, second, third and fourth skipper must be different skippers.

D This speed score is multiplied by 3

CHAPTER IV – TEAM – Article 2.

C. DDS DOUBLE DUTCH Speed

Section 1. Time limit

A 4 x 45 seconds.

B The 180 seconds (three minutes) time limit runs continuously with no stops or breaks between the skippers.

Section 2. The Call out

"Judges ready? Skippers, Ready? Set. Go. 15. 30. Switch. 15. 30. Switch. 15. 30. Switch. 15. 30. Stop."

Section 3. Goal

To complete as many jumps as possible within the time limit.

Section 4. Execution Requirements

A The Speed Step must be used.

B Procedure

- * A and B turn for C, who is facing B.
- * A and C turn for D, who is facing A.
- * D and C turn for B, who is facing C.
- * D and B turn for A, who is facing D.

C Changing Skippers / The Switch:

The first skipper completes as many jumps as possible in the first 45 seconds. At the 45 second mark, the command "Switch" is called out by the timer.

The first skipper exits the ropes and the second skipper only enters the ropes when the replacement turner has independent and complete control of the ropes

The same procedure is followed for each call of "Switch".

There will be a deduction of 5 points for each False Switch. In this case a False Switch is entering the ropes before the call of "Switch" is made or entering the ropes before the new turner has complete and independent control of the ropes

There is no break in timing for the switch to be made.

When "Switch" is called the counting is stopped until the next skipper begins with their right foot hitting the floor and the rope passing under the right foot cleanly.

D This speed score will be multiplied by 2.

CHAPTER IV – TEAM – Article 3.

E. SRFP SINGLE ROPE Freestyle Pairs

Section 1. Time limit

A 45 - 75 seconds

B The timing of the routine begins as soon as an arm or rope moves or as soon as the first note of the music starts, whichever comes first.

Section 2: The Call out

The Call out for the above events will be "Judges ready? Skippers ready? You may begin."

Section 3. Goal

To complete a creative routine with as many correctly executed skills at the skipper's highest ability within the time limit.

Section 4. Execution Requirements

- A Freestyle is any combination of skills put together into a routine limited only by the imagination of the skipper.
- B No props or special equipment may be used to add to the creativity and / or the degree of difficulty of the routine.
- C Only the synchronized skills will be judged for difficulty except where the choreography specifically dictates otherwise. The more synchronized skills performed in the routine, the higher the score.

Section 5. Music

Music for freestyle is still optional.

CHAPTER IV – TEAM – Article 4.

F. SRFT SINGLE ROPE Freestyle Team

Section 1. Time limit

A 45 - 75 seconds

B The timing of the routine begins as soon as an arm or rope moves or as soon as the first note of the music starts, whichever comes first.

Section 2: The Call out.

The Call out for the above events will be "Judges ready? Skippers ready? You may begin."

Section 3. Goal

To complete a creative routine with as many correctly executed skills at the skipper's highest ability within the time limit.

Section 4.

Execution Requirements

- A Freestyle is any combination of skills put together into a routine limited only by the imagination of the skipper.
- B No props or special equipment may be used to add to the creativity and / or the degree of difficulty of the routine.
- C Only the synchronized skills will be judged for difficulty except where the choreography specifically dictates otherwise. The more synchronized skills performed in the routine, the higher the score.

Section 5. Music

Music for freestyle is still optional.

CHAPTER IV – TEAM – Article 5.

G. DDFS DOUBLE DUTCH Freestyle Single

Section 1. Time limit

45 - 75 seconds

The timing of the routine begins as soon as an arm or rope moves or as soon as the first note of the music starts, whichever comes first.

Section 2. The Call out.

The Call out for the above events will be "Judges ready? Skippers ready? You may begin."

Section 3. Goal

To complete a creative routine with as many correctly executed skills at the skipper's highest ability within the time limit.

Section 4. Execution Requirements

All turners must become jumpers and do a minimum of three (3) skills commensurate with the ability level of the team IN the ropes for the routine to be valid.

All skippers must be involved in the turner involvement.

Freestyle is any combination of skills put together into a routine limited only by the imagination of the skipper.

Section 5. Props

No props or special equipment may be used.

Section 6. Music

Music for freestyle is still optional.

CHAPTER IV – TEAM – Article 6.

H. DDFP DOUBLE DUTCH Freestyle Pairs

Section 1. Time limit

A 45 - 75 seconds

B The timing of the routine begins as soon as an arm or rope moves or as soon as the first note of the music starts, whichever comes first.

Section 2. The Call out

The Call out for the above events will be "Judges ready? Skippers ready? You may begin."

Section 3. Goal To complete a creative routine with as many correctly executed skills at the skipper's highest ability within the time limit.

Section 4. Execution Requirements

A All turners must become jumpers and do a minimum of three (3) skills commensurate with the ability level of the team IN the ropes for the routine to be valid.

B All skippers must be involved in the turner involvement.

C Freestyle is any combination of skills put together into a routine limited only by the imagination of the skipper.

Section 5. Props

No props or special equipment may be used.

Section 6. Music

Music for freestyle is still optional

CHAPTER V – DEMO CUP – Article 1.

NATIONAL CUP

Section 1. Time limit

A 4 - 8 minutes

B At 7 minutes a paddle is held up until the end of the routine or until "TIME" is called.

Section 2. The Call out

The Call out for the above events will be "Judges ready? Skippers ready? You may begin."

Section 3. Goal

A Each team is to complete a routine to music demonstrating a variety of smoothly linked rope skipping elements. Each element should be choreographed with the music in mind and should be performed by as many team members as possible, with as few misses as possible. Teams should strive to complete a polished, energetic and innovative performance that highlights an endless variety of difficult rope skipping elements and skills.

B The routine should include, but should not be limited by, the following elements of Rope Skipping - Single Rope, Double Dutch, Long Rope, Traveler and Chinese Wheel with maximum involvement by all team members with any length of rope, except where specified. New forms of rope skipping are also encouraged but not essential.

Section 4. Execution Requirements

Points are awarded for the overall difficulty and complexity of rope skipping skills, inclusion of multiple jumping elements, the scope of jumping styles, & complexity of jumper interactions and transitions.

Section 5. Props

No props or special equipment may be used.

Section 6. Music

Music is obligatory.

APPENDIX - Article 1.

DEFINITION OF TERMS

Accent

A highlight, an emphasis or a rhythmical stress or accent done to the music in a freestyle routine

Alternating Step

A.k.a. Speed Step, Running Step.

See [Speed Step].

Chinese Wheel

Two or more persons jumping together with interlinked, alternating ropes. Each person holds one end of their own rope and one end held at the other end by another person, such that the ropes alternate while both, or all jumpers jump for each beat of the ropes and perform different skills and exchanges.

Consecutive Series

Continuously repeating a particular jump or skill (not even a 'basic jump' or 'stop') without any other jumps or without stopping in the series of jumps.

Creativity

The way the skills fit together, the flow of the skills and the inclusion of new skills and combinations, the movement in the competition area, rope speed changes combined with fancy feet steps, rope direction changes, height changes of the skills and the starting and ending of the routine. All elements must be included in the routine.

Creativity-judge

Someone who passed the exam for the Category

The administrative organisation for the sport of rope skipping within the geographical regions of India and which is recognised by _____ as the controlling body of the sport in that State.

Difficulty

A Skill: The level of a Skill performed; Level 1 to 4.

B Freestyle: The more skills of greater difficulty completed and executed correctly within the time limit will mean the higher the score.

Difficulty-judge

Someone who passed the _____ exam for the Category..

Double Dutch

Two turners hold each end of two ropes between them. The ropes are turned mirror image to each other while a jumper, or jumpers, jump the ropes and perform different skills and exchanges.

Double Under

In one jump the rope passes under the feet of the skipper twice (two times) before the skipper's feet touch the ground for the next jump.

It is one double revolution of the rope each jump.

False Start

When the skipper starts to turn or move the rope(s) before the word "Go". If a skipper commits a false start there will be a 5 point deduction from the skipper's score.

If a false start is detected the judges do not stop the skipper(s), they will be allowed to complete the event.

False Switch

A A False Switch is when a skipper enters the ropes and starts skipping before the call of "Switch".

a) Single Rope Speed and Double Under Relay: The second, third as well as the fourth skippers must not start before the call of "Switch".

b) In Double Dutch Speed: The second, third or fourth skipper must not enter the ropes until after the call of "Switch" and until the replacement turner has independent and complete control of the ropes

B If a skipper commits a false switch there will be a 5 point deduction from the skipper's score.

C If a false switch is detected the judges do not stop the skipper(s), they will be allowed to complete the event.

sanctioned championship

A competition organized by the state and approved by _____

Head Judge

Someone who passed the _____ -exam for the Category.

Level 4 Judge

Someone who has passed the exam on ALL four events.

Limited skill

Limited refers to the restriction in the amount of movement or the range of motion a joint can make. When the range of motion is limited or restricted then controlling the ropes is much harder. When doing a skill, if one of the joints out of the wrist, the elbow or shoulder has a restricted or limited range of motion then that is a "limited" skill. A "severely limited" skill is when at least one of the joints can not move at all or two or more of the joints have a restricted or a smaller range of movement.

Long Rope

Minimum length is 7 meters.

Long ropes being turned and jumped in any fashion.

Some examples are (but not limited to) Triangle, Rainbow and Giant Wheel.

Meter (dimension)

1 meter = 3.2808 feet = 39.3696 inch

(on-line calculation and more explanation:

cminch.htm)

Miss - Major

A major miss will be recorded for more than 2 seconds break, or when the rope is completely stopped. Some examples would be dropping one or both handles of the rope, not catching the rope-release in the first attempt, even if this takes less than 2 seconds, wrapping the rope so it becomes completely tangled around an ankle, or around the competitor's neck.

A major miss will result in a 1.0 deduction.

Miss - Minor

A minor miss will be recorded for up to 2 seconds break. Some examples would be catching a rope momentarily on a foot, arm, or perhaps the person's hair or catching the rope and not the handle when doing a rope-release.

A save with no time lost will result in no penalty.

A minor miss will result in a 0.5 deduction.

The administrative organisation for the sport of rope skipping within India geographical boundary recognised by ~~RSEI~~ as the controlling body of the sport in that country.

Prop

Any piece of (special) equipment other than defined under [General - Article 9. ROPES] e.g. skip stick, mini trampoline, boards, mats, hats, glasses, jeans, shirts etc.

Medic-Alert bracelets are accepted.

Running Step

A.k.a. Speed Step, Alternating Step.

See [Speed Step].

Single Rope

An individual skipper using one (single) rope.

Skill

A skill is a jump performed by one (or more) skipper(s) when the rope(s) pass(es) under both feet in at least one rotation.

A skill is judged as Difficulty.

Space violation

A Each time a skipper steps or places a foot outside the border(s) of the competition area at any time during the performance of the routine.

B Each time a rope crosses the boundary of the competition area whilst a skipper is performing a skill at any time during the performance of the routine.

Each space violation is minor miss.

Speed-judge

Someone who passed the exam for Category B.

Speed Step (a.k.a. Running Step, Alternating Step) Single Rope:

The official speed-skipping step is a running step or alternating feet in single bounces.

With every turn of the rope it passes under the right foot or left foot cleanly.

In a Speed-event: Every time the right foot touches the ground one jump is counted.

Jumps will not be counted while improper skipping is performed.

Switch

A term used to indicate to one skipper that their time is up and they must stop skipping and the next skipper has to begin skipping according to the proper requirements.

Technical Execution

The skipper exhibits the correct technique for the skills chosen in the routine, power, strength, acrobatic movements, body inversions and the smooth flow of the routine.

Time Violation

A Triple Under: If a skipper doesn't start within 10 seconds after "You may begin." has been called out, 5 points will be deducted from the raw score.

B Freestyle: A routine lasting less than 45 seconds and more than 75 seconds will be penalized by deducting a major miss.

Tournament Director

The Tournament Director is the competition supervisor. The person appointed by RSFI whose responsibility is to manage the Championships.

Traveller

One or more skippers "catching" other skippers with either a Single Rope, Double Dutch or Chinese Wheel.

Trick

A trick is a rope-manipulation. The rope does not pass under the skipper's feet.

A trick is judged as Creativity.

Triple Under

In one jump the rope passes under the feet of the skipper three times before the skipper's feet touch the ground for the next jump.

It is one triple revolution of the rope each jump.

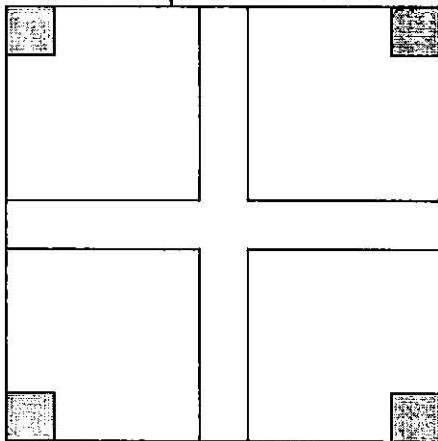
APPENDIX - Article 2.

FLOORPLAN

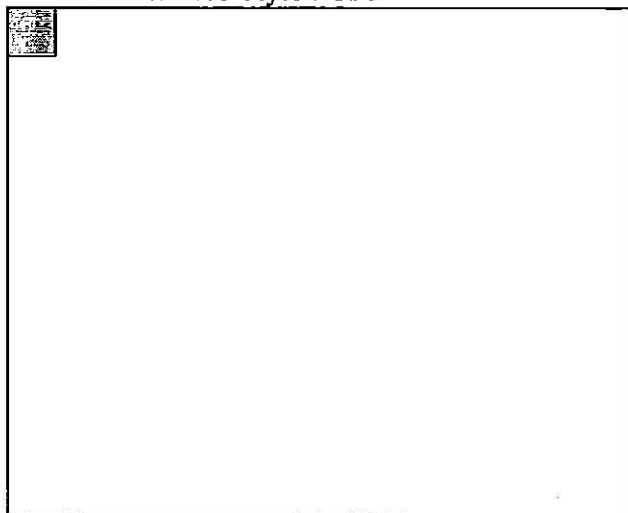


← Coaches Area

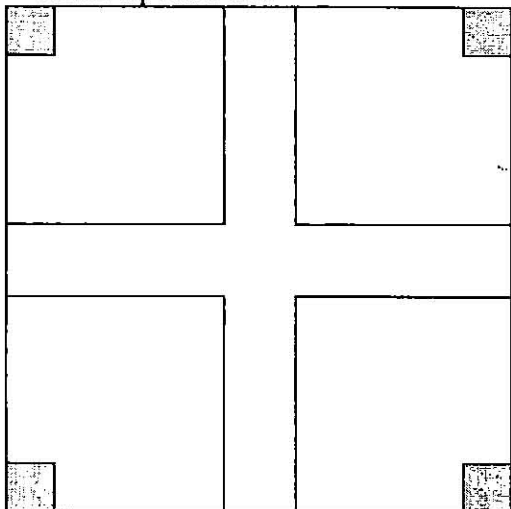
Masters: Speed & Power 4 X 4



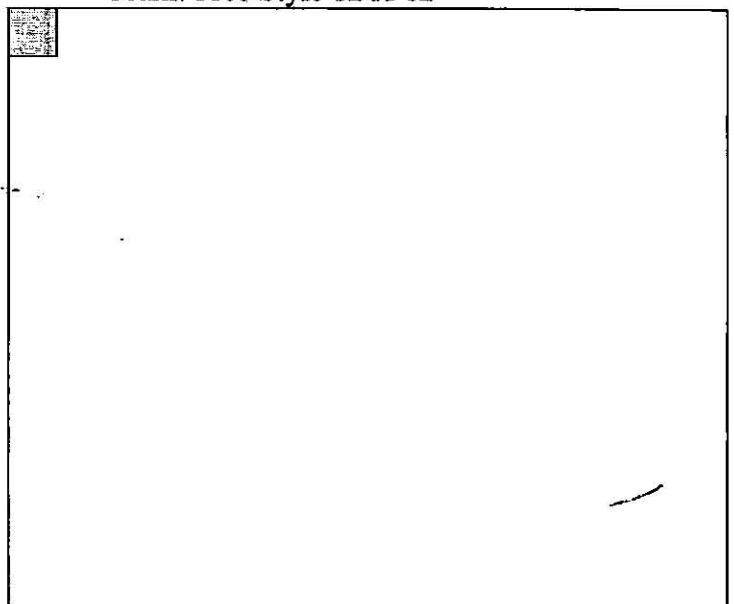
Masters: Free Style 9 X 9



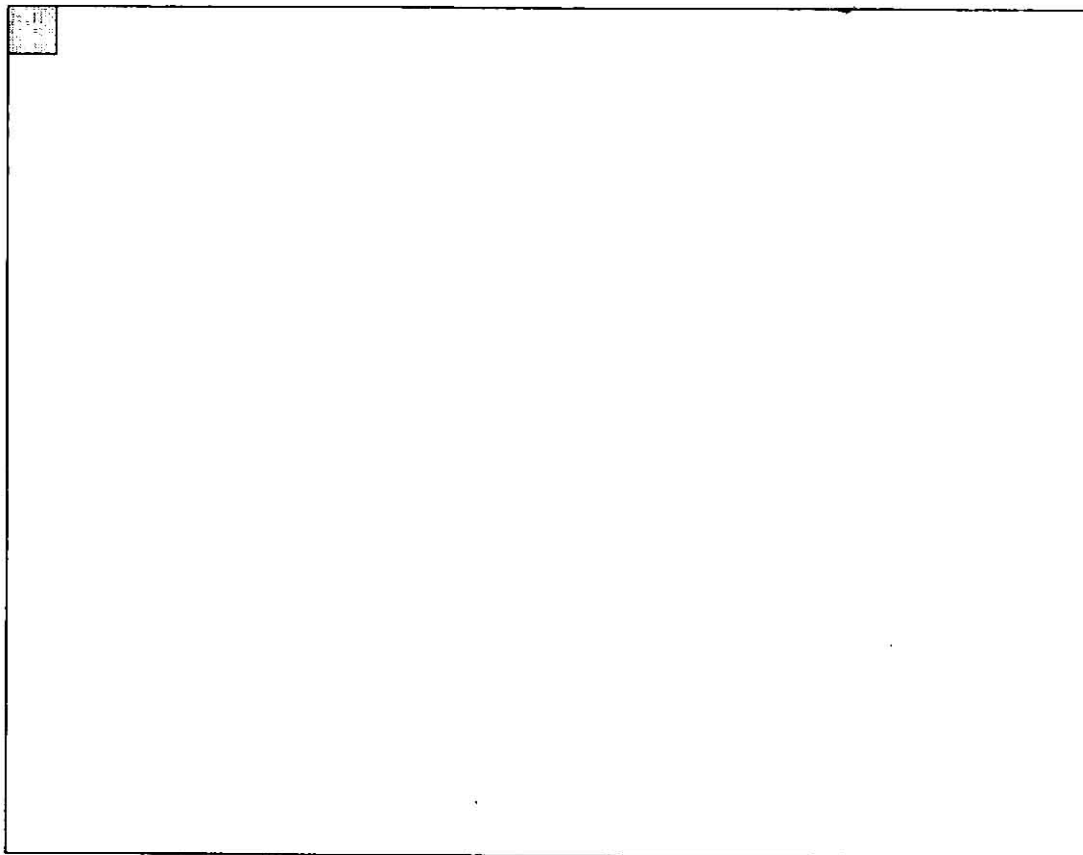
Team: Speed 5 X 5



Team: Free Style 12 X 12



Demo Cup: 20 X 20



APPENDIX - Article 3.

Additional Creativity, Difficulty and judging information to the Requirements of a routine

(CHAPTER I, Article 12)

Section 1. Difficulty

Demo Cup:

Skill level	10 points possible
Jumping Elements	10 points possible
Jumping Styles	10 points possible
Interaction	10 points possible
Transitions	10 points possible
(Sub)Total:	50 points possible

Skill level

{10 points possible}

Skills do not have to be performed at the same time by all participants to receive credit, although the overall effect must be obviously choreographed and planned. If different skills or elements are completed simultaneously, each aspect should complement the other. The more participants completing a skill or routine, means a more credit it gets for difficulty. The more participants that complete the difficult skills, the higher the score.

Category	BASIC (0-2)	ELEMENTARY (3-4)	INTERMEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDING (9-10)
Skill Level How difficult are the skills performed and how many jumpers are demonstrating this level of difficulty?	Mostly basic skills are performed by the group.	Mixtures of basic and intermediate skills are performed by most of the group.	The majority of the routine is composed of intermediate skills.	Some skippers perform advanced skills and the majority of the group demonstrates mastery of intermediate skills.	Advanced skills are performed consistently by the majority of the group (not necessarily at the same time).

Jumping Elements
 {10 points possible}

Teams may decide to spend more time on one element than another, may perform different elements simultaneously, or, may include entirely new elements. Elements (such as single rope, Chinese Wheel, Double Dutch, etc) do not have to be completed in isolation. Difficulty increases as elements are integrated (for example: Single Rope inside of Double Dutch or Chinese Wheel inside of Long ropes). Though there is no deduction for not including a particular element, teams score higher when they show an ability to use many elements at an advanced level. The purpose is that audiences are introduced to the wide spectrum of the possibilities in rope skipping.

Category	BASIC (0-2)	ELEMENTARY (3-4)	INTERMEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDING (9-10)
Jumping Elements Has the audience been exposed to a wide spectrum of high level elements? such as; single rope, double dutch, long rope, Chinese wheel, traveller, etc.	The performance highlights only a few elements in rope skipping. -or- Most elements are demonstrated, but only at a basic level.		Most traditional elements are demonstrated (single rope, double dutch, long rope, Chinese wheel, traveller, etc). Most elements are demonstrated at an intermediate level.		Innovative elements are integrated with the traditional elements. Most elements are demonstrated at an advanced level.

Jumping Styles
 {10 points possible}

The purpose is that the audience sees many styles of jumping and that athletes are versatile in the styles they can jump. Teams that demonstrate a variety of difficult skill styles (cross combinations, multiple-unders, power, switches, timing and directional changes, etc.) will be scored higher than teams that show proficiency in only a few styles.

Category	BASIC (0-2)	ELEMENTAR Y (3-4)	INTERMEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDIN G (9-10)
<p>Variety of Jumping Styles</p> <p>Has the audience been exposed to a wide spectrum of high level jumping styles? (such as; cross combo's, power, rope manipulations, rope releases, switches, turner involvement, multiple unders, power, etc.)</p>	<p>Few jumping styles are demonstrated.</p> <p>The skill level across the jumping styles is mostly basic and intermediate.</p> <p>Individual athletes do not demonstrate versatility in jumping styles.</p>		<p>Several jumping styles are demonstrated.</p> <p>The skill level across the jumping styles is mostly intermediate.</p> <p>Athletes show versatility (they are able to both turn and jump various styles).</p>		<p>Most jumping styles are demonstrated, even new styles may be introduced.</p> <p>The skill level across the jumping styles is mostly advanced.</p> <p>All jumpers show advanced skill levels across various jumping and turning styles.</p>

Interaction
 {10 points possible}

The more interconnected the jumpers are (for example, holding each others ropes, turning for others, maintaining various timing, switching positions, etc.) the more difficult the routine is.

Category	BASIC (0-2)	ELEMENTARY (3-4)	INTERMEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDING (9-10)
Interaction How interconnected are the athletes during the performance?	<p>Infrequent and basic interaction between jumpers.</p> <p>During most of the routine, a miss by one jumper would not impact other jumpers.</p>	<p>More frequent, basic interaction between jumpers.</p>	<p>Frequent intermediate level interactions between jumpers.</p> <p>During some parts of the routine, a miss by one jumper would impact many jumpers.</p>	<p>Frequent interaction between jumpers that includes some advanced skills.</p>	<p>Jumpers are constantly interacting with others during complicated sequences involving advanced skills.</p> <p>During most of the routine, a miss by one jumper would impact many jumpers.</p>

Transitions

{10 points possible}

Transitions from one element to another should not interrupt the flow of the routine. Transitions can be very simple and unimpressive, or very complicated, risky, and impressive.

Category	BASIC (0-2)	ELEMENTARY (3-4)	INTERMEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDING (9-10)
Transitions How smoothly do the athletes change from one element to another? How difficult are the transitions?	Transitions between different elements are either easy, or, the ropes stop between elements.	Only a few easy transitions between elements are performed while the ropes are moving.	Transitions between elements are intermediate in level.	A mixture of intermediate and advanced transitions is present.	Seamless and complicated transitions are displayed throughout the performance.

Section 2. Creativity: 50 points maximum

Demo Cup:

TECHNICAL QUALITY	10 points possible
FORM	10 points possible
ORIGINALITY	10 points possible
USE OF MUSIC	10 points possible
PRESENTATION	10 points possible
(Sub)Total:	50 points possible

Points are awarded out of 10 for each creativity sub-section based on the level of mastery or performance displayed, where:

1. 0-2 is Basic 2. 3-4 is Elementary 3. 5-6 is Intermediate

4. 7-8 is Advanced 5. 9-10 is Outstanding.

1. TECHNICAL QUALITY - 10 POINTS

2. The overall effect of misses and the synchronicity of jumpers is judged in the technical quality section. However, misses can have a negative impact on any judged criteria in difficulty or creativity. For example, if there are many misses during a long rope sequence, there could also be reduced scores in choreography because the routine no longer matched the music. It could also show through reduced scores in the difficulty sub-section on elements, because only a beginning level of long ropes was demonstrated.

Skills do not have to be performed at the same time by all participants to receive credit, although, the overall effect must be obviously choreographed and planned. If different skills or elements are completed simultaneously, each aspect should complement the other. Otherwise, judges may interpret the skills as misses.

Category	BASIC (0-2)	ELEMENTARY (3-4)	INTER-MEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDING (9-10)
Misses How many mistakes are present? What impact do the mistakes have on the performance?	The mistakes greatly impact most of the performance.	The mistakes detract from many parts of the performance.	The mistakes interrupt a few parts of the performance.	Mistakes are present but infrequent. The mistakes are only slightly noticed throughout the routine.	Few mistakes are made. The mistakes do not detract from the overall performance.
Synchronicity Is the group synchronized (or together) throughout the performance?	Most team members are out of sync most of the time.	Some team members are out of sync.	Some team members are out of sync some of the time.	Occasional lack of synchronicity does not detract from the performance. Differing synchronization of skippers is view as planned.	Every team member is completely synchronized the majority of the performance, except where choreography dictates otherwise.

2. FORM - 10 POINTS

Points are given for the form in which skills and formations are completed.

Category	BASIC (0-2)	ELEMENTARY (3-4)	INTER- MEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDING (9-10)
Jumping Form Do the jumpers perform skills in a visually pleasing way? (Pointed toes, straight posture, etc.)	Most skills are performed in a sloppy manor.	A few skills are performed nicely, but most are sloppy.	Some skills are performed using good form, but other skills are performed using bad form.	Most skills are performed using good form, with only a few breaks of imperfect form.	All skills are performed using excellent form. Even difficult skills look aesthetically pleasing and smooth.
Precision of Formations & Movements What is the frequency, precision, and overall effect of the formations and movement?	Little attempt is made to execute straight lines or precise geometric formations.	The routine has some formations. The formations are untidy.	Formations and lines are recognizable though not perfect.	Many formations are present during the routine. Minor breaks in formation do not detract from the performance.	The routine constantly flows from one geometric formation to the other. Formations are recognizable, precise, and aesthetically pleasing.

3. ORIGINALITY

{10 POINTS}

The use of imaginative or unique skills, elements, formations, transitions, and combinations.

Category	BASIC (0-2)	ELEMENTARY (3-4)	INTER- MEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDING (9-10)
Originality How creative, original, and innovative is the routine?	Much of the routine was boring or repetitious.	The routine highlighted a few innovative skills, elements, formations, transitions, or combinations.	Many unique skills, elements, formations, or transitions were presented or combined in an original way.	The entire routine was innovative. It contained many surprising and new skills, elements, formations, transitions, and combinations.	Entire performance is innovative, displaying many creative and original skills, formations, transitions, and elements that complement each other.

4. USE OF MUSIC - 10 POINTS

Music selection should enhance the rope skipping choreography and the rope skipping should enhance the music.

Category	BASIC (0-2)	ELEMENTARY (3-4)	INTER- MEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDING (9-10)
<p>Music</p> <p>Does the music and jumping match?</p> <p>How powerful is the choreography?</p>	<p>No effort has been made to choreograph the routine to the music.</p> <p>The music is simply in the background.</p>	<p>The routine mostly fits with the music.</p> <p>The result of the choreography is not very particularly impressive (it is bland).</p>	<p>Most of the routine fits with the music.</p> <p>The choreography highlights a few aspects of the performance.</p>	<p>All of the routine is obviously choreographed to the music.</p> <p>Some moments are particularly moving.</p>	<p>The choreography of the routine perfectly matches the music.</p> <p>The choreography is particularly moving.</p> <p>The resulting effect is that both the music and the skipping are enhanced.</p>
<p>Pace/Style changes</p> <p>Does the music and rope skipping have a variety of paces and styles?</p>	<p>The performance has a variety of rope skipping pace and style changes, but they don't match the music.</p>	<p>Rope skipping pace and style changes are only loosely tied to music.</p>	<p>Some of the pace and style changes match the music.</p>	<p>Most of the rope skipping pace and style match the music.</p>	<p>There are many changes in pace and style. The rope skipping pace and style changes enhance the impact of the music, and visa versa.</p>

5. PRESENTATION - 10 POINTS

The overall presentation or impression of the performance including the opening, the finale, entering and exiting the performance area, the ease of the execution of the skills. The routine should be entertaining to watch.

Category	BASIC (0-2)	ELEMENTARY (3-4)	INTER-MEDIATE (5-6)	ADVANCED (7-8)	OUTSTANDING (9-10)
How impressive, original, and innovative is the presentation of the performance?	The entire performance from start to end left a poor impression.	The routine had some elements of good presentation but mostly left a poor impression.	The routine was well presented overall and the entire performance from start to end left a fair impression.	The entire routine was well presented with minor exceptions. Thought had been given to the entertainment factor.	Excellent performance in all respects. The overall presentation from start to end left a very good impression. Care had been taken to present the routine in the best possible way to entertain the audience.

APPENDIX - Article 5.

Code of ethics

Ethics in Sport

When it comes to sport, all participants have the right to be treated ethically and with respect, and it is sport's collective obligation to do so. But beyond this, there is also the need to respect the institution of sport—to protect the values that make sport a special part of our culture. If we all ensure that our individual conduct is ethical, we can uphold this respect for sport.

The ¹ has the mandate of promoting, protecting and explaining ethics in sport. Our mission is "to promote ethical conduct in all aspects of our sport in the Rope Skipping Community." This includes advancing the cause of, the public interest in, the understanding of, and the practice of ethics at all levels in our sport.

Sport and physical activity have a tremendous impact on the lives of individuals and communities. For individuals, sport can be a source of pleasure, enjoyment and

discipline, a means of enhancing health, a method of interacting with the environment, a social event, a source of friendship, an opportunity to excel, and in a more intangible way, fulfilling our human potential. For communities, sport can be a source of pride; a manifestation of shared values, an aspect of local or national culture and a means to promoting health and well being.

Sport plays an extremely important role in today's society. In many ways, young people may not look to religion, education or their families for moral development or guidance. Consequently, sport, by design or by default, is playing an increasingly powerful role in the physical and moral development of our members' athletes.

Sport always and inevitably teaches and exhibits values. Sport generates opportunities for moral choice and cannot be practiced without an underlying commitment to values. Young people learn values and ethics through sport; they learn attitudes about and towards others, themselves, competition and trying one's best. They learn about winning, courage, loyalty and striving for excellence. They learn about joy, adversity, friendship and humanity. Moral reasoning—learned through sport—influences every aspect of a person's life. For communities, how we play at sports, how we compete, how we value those who strive for excellence and the pride we take in athletic success all reflect and symbolize our communal values and contribute to our shared story.

Additionally, sport contributes to the forming of our social structures—the "shared story" of what we all care about and value. Sport plays a part in forming our community, our culture and our society.

Because of the crucial role that sport plays in the moral development of the members of our communities, it must, as a whole be ethical—not just fair—for the participants. The conduct of individuals within sport, and the way in which the sport system operates must be consistent with our notions of morality, justice, respect for persons and human excellence

What is ethics in sport?

An important aspect of ethics in sport is dealing with ethical dilemmas; situations where the course of action is unclear, or where reasonable people cannot agree on what ought to be done or not done. However, if we take ethics to mean "trying to do the right thing, and trying not to do the wrong thing" and "a morally acceptable mode of conduct", together we can generally agree that ethical sport entails:

- A Respect for persons.
- B Protection from harm.
- C Development of ethical conduct towards others.
- D Notions of justice, fairness, equity.
- E Ethic of care—the ethics of relationships (not just ethics of individual conduct).
- F Freedom to enjoy, to flourish.
- G Respect for the institution of sport.

The mandate is to ensure that the values and ethics taught and exhibited in sport and through sport are those that are acceptable to our members. We must therefore be active in two different, but related areas. First, we want to ensure that participants, coaches and spectators engage in sport in a manner that is fair, that promotes enjoyment of sport for its own sake, and that values the existence of sport itself. Secondly, we want a sport system that is just, fair, open, equitable and respectful of persons.

By Fair and Ethical Means

The promotes the practice of sport pursued through fair and ethical means. However, being fair and ethical is not just about congratulatory cheers but rather an ongoing process of knowledge, culture, morals and values combined with monitoring, analysis, debate, agreement, refinement and judgment. Therefore, a number of elements contribute to "fair and ethical means". For example:

- A The presence and acceptance of codes of ethics for athletes, coaches and officials.
- B Basic human rights, like the absence of exploitation, respect for dignity and worth of human beings, self-determination and privacy.
- C Principles of due process, including such things as informed consent, rights of appeal, and absence of bias and conflicts of interest.
- D Responsibility of care for self and others.
- E Business practices.
- F Quality control systems.
- G Other policies and practices on such things as gender equity, disabled integration, harassment, multiculturalism, access, safety, discrimination, racism, drug-free sport, violence, privacy and consent.

Preamble

Consequently, within the organization of the National Rope Skipping Championships, all parties undertake to respect, and ensure respect of the following Rules:

Dignity

- A Safeguarding the dignity of the individual is a fundamental requirement of Sportsmanship.
- B There shall be no discrimination between participants on the basis of race, sex, ethnic origin, religion, philosophical, political opinion, marital status or other grounds.
- C No practice constituting any form of physical or mental injury to the Participants will be tolerated. All doping practices at all levels are strictly prohibited. The provisions against doping in the Movement Anti-Doping Code shall be scrupulously observed.

- D All forms of harassment against participants be it physical, mental, professional or sexual, are prohibited.
- E parties shall guarantee the athletes' conditions of safety, well-being and medical care favourable to their physical and mental equilibrium.

Integrity

- A parties or their representatives shall not, directly or indirectly, solicit, accept or offer any concealed remuneration, commission, benefit or service of any nature connected with the organization of the National Rope Skipping Championships.
- B Only gifts of nominal value, in accordance with prevailing local customs, may be given or accepted by the parties, as a mark of respect or friendship. Any other gift must be passed on to the organization of which the beneficiary is a member.
- C The hospitality shown to the members and staff of the parties, and the persons accompanying them, shall not exceed the standards prevailing in the host country.
- D The parties shall avoid any conflict of interest between the organization to which they belong and any other organization within the Movement. If a conflict of interest arises, or if there is a danger of this happening, the parties concerned must inform the Executive Board, which will take appropriate measures.
- E parties shall use due care and diligence in fulfilling their mission. They must not act in a manner likely to tarnish the reputation of the Movement.
- F parties must not be involved with firms or persons whose activity is inconsistent with the Principles set out in the Charter and the present Code.
- G parties shall neither give nor accept instructions to vote or intervene in a given manner within the organs of the