



**7th Asian Rope Skipping
Championships
2013**

**Official
Judges Manual**

**September 1st 2012
To
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CHAPTER 1

JUDGES

Article 1 Terminology

When referring to a fully freestyle judge in this rulebook, he/she must be certified in SR Difficulty + DD Difficulty + Creativity according to the Asian Rope Skipping Federation rules.

When referring to a speed judge in this rulebook, he/she must be certified according to the Asian Rope Skipping Federation rules.

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.

The minimum age for all judges is 16, judges must be born in 1997 or before.

Article 2 Registration of Judges

Section 1 Reasons for becoming a judge

Each individual person can be a judge in a competition for three reasons:

- a. As a request from ARSF.
- b. As a request of the judge himself / herself.
- c. As accompanying judge on a competing team or individual.

Section 2 Judging requirements of a country

When the final number of competitors is known ARSF will inform the countries of their judging requirements. If a country fails to fulfill their responsibility then a \$US250 fine for each missing judge per event will be imposed by ARSF on that country. Failure to pay the penalty will result in immediate disqualification of those competitors from the ARSF Championships.

ARSF will supply all countries with a list of certified judges.

Country members that are competing for the first time do not have to supply any judges.

Section 3 Illness of a Judge

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

Section 4 Assignment of Judges

Each judge will be assigned by the Rules Committee.



Section 5 Judges Meeting

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 fail to attend this meeting they may not be given permission to judge at the 2013 Asian Championships.

Article 3 Number of Officials per Event

The MINIMUM number of officials for each event is as follows:

Speed and Power:

3 Speed Judges per speed station with 1 of them being the leader

Freestyle Single Rope:

1 Head Judge, 3 Difficulty Judges, 3 Presentation Judges, 3 judges recording mistakes and judging part of the required elements, and another 3 judges recording mistakes and judging the other part of the required elements.

Freestyle Double Dutch:

1 Head Judge, 3 Difficulty Judges, 3 Presentation Judges, 3 judges recording mistakes and judging part of the required elements, and another 3 judges recording mistakes and judging the other part of the required elements.

Asian Cup

A minimum of 2 judges will judge for each of the following ten criteria: Difficulty(Skill level, Jumping Elements, Jumping Styles, Interaction, Transitions), Creativity(Technical quality, Form, Originality, Use of music, Entertainment and Presentation).

The misses are counted by 2 extra judges.

Article 4 Responsibilities of a Judge

Section 1 Replacement of a Judge

Once the competition begins, the Head Judge at a freestyle field is not to talk to or influence the judges in any way. If the Head Judge notices one of the judges not performing as expected, then that judge can be replaced but only at the conclusion of a series of freestyles from a division and gender category so that each team or skipper in that series would be judged by the same judges.

Section 2 Head Judge Responsibilities

The Head Judge is responsible for:

Checking the length of the rope(s) in the world cup only.

Announcing and recording time and space violations in freestyle events.

The recording of the 3 skills per skipper in both Double Dutch Single Freestyle and



Double Dutch Pairs freestyle.

Counting Misses.

Section 3 Misses

The Head Judge and the 6 Mistake judges are all equally responsible for recording misses in the freestyle events.

The final deduction for misses is determined by averaging the remaining misses' scores after removing the highest and lowest scores.

Misses in the World Cup are recorded by three (3) separate judges and the final deduction is the average of these three scores. Again all three judges have equal importance.

Article 5 The Uniform

The judging uniform shall consist of black shorts / jeans / pants and a collared white T-shirt which cannot have a team name or a logo other than the ARSF logo and the ARSF corporate sponsor's logo. ARSF will supply the certified judges with a white collared t-shirt.



CHAPTER 2

SCORING THE ROUTINES

Please refer to FISAC IRSF Rule book - Judging Manual 2011-2012 Page 6 to Page 11. Please note the following differences:

Article 1 Judging Procedure

Section 1 Single Rope

(A) Difficulty (50%)

Skills range from Level 1 to Level 4 only. For all level 5 skills will be counted as Level 4 skills as well.

In Masters and Teams:

For every level 2 skill one gets 1 point with a max of 20 points. For every level 3 skill one gets 1.5 points with a maximum of 30 points. For every level 4 skill one gets 2 points. An excess of level 3 skills can be converted into 1.5 level 2 skills for each level 3 skill.

Section 2 Double Dutch

(A) Difficulty Judge (50%)

Skills range from Level 1 to Level 4 only. For all level 5 skills will be counted as Level 4 skills as well.

For every level 2 skill one gets 1.5 points with a max of 20 points. For every level 3 skill one gets 2 points with a maximum of 30 points. For every level 4 skill one gets 2.5 points. An excess of level 3 skills can be converted into 1.5 level 2 skills for each level 3 skill.

Article 3 Calculation of scores

Section 2 Calculating Speed Scores

The three (3) score-sheets for Speed are collected and all scores are entered in the system.

The two closest scores will be averaged (T) - and if the three scores are equally separated, the advantage goes to the skipper so that the two highest scores are averaged. (For example 133, 135, 137 then it will be $(135 + 137) / 2 = 136$ T = 136) If the scores from a field consistently vary by more than 5 (between the highest and lowest the scores), a notification should be given by the Head judge representing the field where this occurs to the Tournament Director.

If a speed score differs by more than three (3) between each judge (for example 80, 84 and 88) the skipper can request a reskip only if no video evidence can be provided by ARSF. If the reskip option is taken, it will be the reskip score which is recorded. If the reskip option is not taken, the score which is recorded is the average of the two closest scores (in the example this would be 86). During the reskip two additional speed counters will be used to check the counting capabilities of the three original counters. In case ARSF has video evidence, the video will be judged by the same



speed counters and two additional speed counters as soon as convenient during or directly after the competition. The score from this video will be taken as the final score.

All the deductions are averaged (W) and subtracted from T.

This score will be multiplied by a factor to determine the final score Y.

This factor is 1 for every event except for 30 second speed when it is 5, Single Rope Speed and Double Under Relay when it is 3 and Double Dutch Speed relay when the number is 2.

Section 3 Calculating Freestyle Scores

The Freestyle score sheets are collected from each judge and all the scores are entered in the system.

(A) Difficulty Scores

The scores (with a maximum of 100) of the 3 difficulty judges are averaged and multiplied by 2,5 (with a maximum of 250) and called T1.

(B) Presentation Scores

The scores (with a maximum of 35.0) of the 3 presentation judges are averaged and multiplied by 5 (with a maximum of 175) and called T2.

Section 4 Calculating the World Cup Scores

Sum of rank of all the 20 judges who are judging different criteria.

Article 5 Tournament Tie

Asian Cup

Step 1 The total ranking of difficulty

Step 2 The total ranking of creativity



CHAPTER 3

JUDGING FREESTYLES IN DETAIL

Please refer to FISAC IRSF Rule book - Judging Manual 2011-2012 Page 12 to Page 19. Please note the following differences:

PART B

DOUBLE DUTCH

Article 1 Double Dutch Difficulty (50%)

Section 5 Judging the Turners

All turning skills are level one if the rope being jumped is more difficult than a normal dd / Irish dd / basic chinese wheel jumping provided that credit will only be given for the first time the rope is turned/jumped in that skill and at that speed, ie single, double, triple, quadruple.



Chapter 4

Judging the Asian Cup in detail

Please refer to FISAC IRSF Rule book - Judging Manual 2011-2012 Page 20 to Page 27. Please note the following differences:

Article 1 General Information

A team can consist of a maximum of 18 skippers and a minimum of 4 skippers.

Teams will be ranked in different criteria by 20 judges. In addition mistakes will also be ranked by 2 extra misses judges.

The score for the demonstration (4.00 - 8.00 minutes) is the sum of the rankings from different judges who look at specific criteria as well as the rankings of mistakes from the 2 extra misses judges.

The two Misses Judges must also decide if and when a rope brakes during the performance and whether that team can have a second attempt at their performance. If the judges do decide the team can have a second attempt, they should notify the coach immediately. The coach should then immediately decide whether to stop at that moment or to continue. If the option of a re-skip is taken by the coach, then the performance in the second attempt will be the final.

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.

The routine should include, but should not be limited by, the following elements of Rope Skipping - Single Rope, Double Dutch, Long Rope, Traveller 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.

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. 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.