

Canadian Championship Judging Guidelines



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15. Competitive Efficiency

15.1 Speed Heats

- 15.1.1 Prior to the commencement of the competition all masters athletes and teams will be separated into "speed heats". The speed heat assignments will include which station they will be competing at. (07-08)
- 15.1.2 Speed heats will be posted the day before the competition starts. (07-08)
- 15.1.3 The speed heat order will remain the same for all speed and power events within a competition. (07-08)
- 15.1.4 A spare judging station will be centrally located in the competition area. (08-09)
 - 15.1.4.1 The spare station will be used if an athlete misses his or her heat or if a station becomes unsafe for whatever reason. (08-09)
 - 15.1.4.2 The spare station's judges will act as shadow judges if the spare station is empty. (08-09)
- 15.1.5 Athletes will wait "on deck" during the heat preceding their heat, while they wait for their heat to be called. (08-09)
 - 15.1.5.1 The "on deck" area will be located behind the judges. (08-09)
- 15.1.6 A large flip chart will be used to indicate a) which heat is competing, and b) which heat is on deck. (08-09)
 - 15.1.6.1 The flip chart will be located at the stereo control, or in a highly visible location in the gymnasium. (08-09)
- 15.1.7 After each event the judges will be moved to a new station. (07-08)

15.2 Freestyle Order

- 15.2.1 Prior to the commencement of the competition all masters and team freestyles will be randomly assigned an order. (07-08)
 - 15.2.1.1 The list of athletes and teams will be numbered. (08-09)
- 15.2.2 A large flip chart will be used to indicate which athlete or team is competing, which athlete or team is "on deck". (08-09)
 - 15.2.2.1 A flip chart will be located behind each judging table. (08-09)

15.3 Group Routine Order

- 15.3.1 The order of teams competing in the group routine competition will be set according to age category, in ascending order (i.e. youngest to oldest). (07-08)
- 15.3.2 Within each age category, the order of teams will be randomly selected. (07-08)



16. Judging Overview

16.1 Qualifications

- 16.1.1 Judges must be over 18 years of age, or have 10 years of skipping experience.
- 16.1.2 Judges must pass the Level 2 Judges Certification Course in all areas that they will be judging, in order to judge at the Canadian National Championship.
- 16.1.3 Judges must have a valid CRSF membership.
- 16.1.4 Judges cannot be registered as an athlete, or a coach of a competing club or team. The only exception to 16.1.4 would be athletes registered in senior and senior-plus divisions. If they are only competing in Team events, then they can judge Masters events. If they are only competing in Masters events, then they can judge Team events. (09-10)

16.2 Judge's Uniforms

- 16.2.1 Must consist of navy blue bottom such as dark jeans, slacks, warm-up pants.
- 16.2.2 Must consist of a white shirt and must be mostly plain.
- 16.2.3 Judge's must not have any club names or logos on during judging.
- 16.2.4 Judge's must wear appropriate soft soled, non-marking closed-toe shoes.

16.3 Timelines

- 16.3.1 Judges must be at their required tables 10 minutes prior the scheduled start of the first trial of their event.
- 16.3.2 Lateness will be recorded for future reference.

16.4 Supplying Judges

- 16.4.1 One speed and one freestyle judge are required for each team of 4 or 5 athletes sent by a province to the Canadian National Championship. Two part-time or one full time judge can be used to meet the requirement.
- 16.4.2 A \$250 fine (per judge) from the CRSF will be charged to provincial organizations not fulfilling this requirement. (07-08)
- 16.4.3 A provincial organization may use a qualified judge from any other province to fulfill this requirement. (07-08)
- 16.4.4 The judge must be registered prior to the commencement of the championship.



16.5 Interaction with Athletes

16.5.1 Judges must act professionally once at their stations.

16.5.2 Interaction should be limited to before, and after a trial occurs.

16.5.3 The judge may tell the athlete her/his speed score.

16.5.4 Interaction should be limited to shoelace calls and the “45-second” callout during a trial.

16.5.5 Judges will not applaud or congratulate an athlete after an event. Judges may thank the athlete(s) for the performance.



17. Judging Speed and Power

17.1 Judging Accuracy

- 17.1.1 Two or three judge's scores must have a difference of five points or less to be considered.
- 17.1.2 When one score has a difference of six points or more from the closest score that score is not considered.
- 17.1.3 When all scores have a difference of six points or more from the closest score, a reskip is offered or the athlete/team are given the option to take the closet two scores
- 17.1.4 When a judge's scores have a difference of six points or more from the closest score, in three consecutive trials the judge must:
 - 17.1.4.1 Check the counter for mechanical failure.
 - 17.1.4.2 Replace the counter.
 - 17.1.4.3 Voluntarily pull themselves from further judging.
- 17.1.5 When mechanical testing of the counter has shown it to be working properly, the head judge must inform the competition organizing committee so the faulty judge can be replaced.

17.2 Posting Scores

- 17.2.1 Speed and power scores will be posted on white boards for all athletes and spectators to see. Applicable penalties such as space violations, false starts and false switches will be excluded. (07-08)

17.3 Judging Station Requirements

- 17.3.1 Speed and power events will have no fewer than three certified level 2-B judges. One judge will be named head judge.
- 17.3.2 Freestyle events will consist of 13 judges:
 - 17.3.2.1 Five creativity judges
 - 17.3.2.2 Five difficulty judges
 - 17.3.2.3 One scorer
 - 17.3.2.4 One timer
 - 17.3.2.5 One controller per two freestyle tables. (09-10)
 - 17.3.2.6 One music coordinator per two freestyle tables. (09-10)



18. Judging Speed Events

18.1 Counting Speed

- 18.1.1 Each successful jump completed with the right-foot will receive one point.
- 18.1.2 Jumpers must use an alternating step. Jumps where the alternating step is not used are not counted.
- 18.1.3 Jumps completed before “go” and after “stop” are called out are not counted.
- 18.1.4 In relay events where a) an athlete begins jumps before s/he is eligible to jump, or b) stops jumping after s/he is eligible, jumps completed before and after “switch” is called are not counted.

18.2 Counting Misses

- 18.2.1 Speed misses and power relay misses are not counted.
- 18.2.2 Consecutive timed power event trials stop after the first miss. No point penalty will be given for misses in consecutive timed power events.

18.3 Counting After Misses

- 18.3.1 If a miss is made on the right foot:
 - 18.3.1.1 The miss is counted as a successful jump.
 - 18.3.1.2 Counting will resume the second time the right-foot comes down.
- 18.3.2 If a miss is made on the left foot:
 - 18.3.2.1 The miss is not counted as a successful jump.
 - 18.3.2.2 Counting will resume the second time the right foot comes down.
- 18.3.3 If a miss is made on the first or second jump following a miss:
 - 18.3.3.1 The miss is not counted as a successful jump.
 - 18.3.3.2 Counting will resume the second time the right foot comes down.
- 18.3.4 If a miss is made on the second time the right foot comes down:
 - 18.3.4.1 The miss is counted as a successful jump.
 - 18.3.4.2 Counting will resume the second time the right foot comes down.
- 18.3.5 If after a miss the athlete jumps on the same foot twice:
 - 18.3.5.1 The counting will resume the second time the right foot comes down after the alternating step begins.
- 18.3.6 If a miss occurs and is counted prior to “switch” being called out and the athlete does not have the opportunity to jump again:
 - 18.3.6.1 Counting will resume as the next athlete completes the second right-foot jump.

18.4 Counting During a Switch



18.4.1 When “switch” is called out, counting is stopped until the next athlete begins.

18.4.2 When the next athlete begins jumping, the first right-foot jump is counted.

18.4.3 Judges must make a mental note if a false switch is committed.



19. Judging Power Events

19.1 Counting Power

- 19.1.1 Each successful power jump completed will receive one point.
- 19.1.2 Jumps must use a two-foot landing. Jumps where a two-foot landing is not used are not counted.
- 19.1.3 Jumps completed before “go” is called out and after “stop” are called out are not counted.
- 19.1.4 In relay events where a) an athlete begins jumping before s/he is eligible to jump, or b) stops jumping after s/he is eligible, jumps completed before and after “switch” is called are not counted.

19.2 Counting Power Relay Misses

- 19.2.1 If a miss is made:
 - 19.2.1.1 The miss is counted as a successful power jump.
 - 19.2.1.2 Counting will resume after completion of the second successful power jump.
- 19.2.2 If a miss is made on the first power jump following a miss, or on a preparatory jump:
 - 19.2.2.1 The miss is not counted as a successful jump.
 - 19.2.2.2 Counting will resume after completion of the second successful power jump.
- 19.2.3 If a miss is made on the second power jump following a miss:
 - 19.2.3.1 The miss is counted as a successful jump.
 - 19.2.3.2 Counting will resume after completion of the second successful power jump.
- 19.2.4 If a miss occurs and is counted prior to “switch” being called out and the athlete does not have the opportunity to jump again:
 - 19.2.4.1 The counting will resume when the next athlete completes her/his second power jump.

19.3 Counting Consecutive Timed Power Misses

- 19.3.1 If a miss is made during a preparatory jump the miss is not counted as a preparatory jump but ends the trial. No more jumps shall be counted after this miss.
- 19.3.2 If a miss is made after a preparatory jump during the power jumping, the miss is counted but ends the trial. No more jumps shall be counted after this miss.

19.4 Counting During a Switch

- 19.4.1 When “switch” is called out, counting is stopped until the next athlete begins.
- 19.4.2 When the next athlete begins jumping, the first successful power jump is counted.
- 19.4.3 Judges must make a mental note if a false switch is committed.



20. Judging Freestyle Events

20.1 Freestyle Judges Rotation

20.1.1 Team Competition

- 20.1.1.1 The panel of judges will remain in the same group and at the same table for the judging of all team competition events, except in the instance that a judge must be substituted.
- 20.1.1.2 Age categories and divisions performing freestyles at the same table will remain in the same grouping throughout the competition.
- 20.1.1.3 Each group or combined age categories will be judged by a different table per event.

20.1.2 Masters Competition

- 20.1.2.1 All members of the same age category division will be judged at the same table.

20.2 Judge's Duties

20.2.1 Creativity

- 20.2.1.1 Consistently assess freestyles according to the requirements outlined in the creativity guidelines.
- 20.2.1.2 To present scores after each freestyle excluding applicable penalties.

20.2.2 Difficulty

- 20.2.2.1 Consistently assess freestyles according to the difficulty scale.
- 20.2.2.2 Count misses.
- 20.2.2.3 Look for double dutch jumper/turner requirement violations.
- 20.2.2.4 Present scores after each freestyle excluding applicable penalties.

20.2.3 Scorer

- 20.2.3.1 Count space violations.
- 20.2.3.2 Record space violations.
- 20.2.3.3 Record time violations.
- 20.2.3.4 Record freestyle time.
- 20.2.3.5 Record all difficulty scores.
- 20.2.3.6 Record all creativity scores.
- 20.2.3.7 Maintains a smooth flow of athletes on the floor.
- 20.2.3.8 Does not perform any calculations.
- 20.2.3.9 Report when more than one gender is on the floor.

20.2.4 Timer

- 20.2.4.1 Time the routine from the first movement of the athlete or rope(s), or start of the music.
- 20.2.4.1 Report the freestyle's total time to the head judge.

20.2.5 Controller/Music Coordinator (09-10)

- 20.2.5.1 One music coordinator will coordinate the music for both stations sharing the same freestyle space.
- 20.2.5.2 One controller will confirm athletes are organized and waiting, for both stations sharing the same freestyle space.
- 20.2.5.3 These judges can be certified Level 1 Judges.



20.3 Calculating Miss Penalties

20.3.1 Misses are counted by all difficulty judges.

20.3.2 Misses from all judges are added together and averaged.

20.3.3 A miss is counted when a rope comes to a stop because it is hung up on a body part or a handle is dropped.

20.3.4 A maximum of one miss will be charged to a team when a skill is missed, regardless of how many athletes miss the skill. (07-08)

20.3.5 A stylistic stop of the rope will not be counted as a miss.

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

20.4 Calculating the Final Freestyle Score

20.4.1 All judges score on a scale ranging from 0.5-10.0.

20.4.2 Of the five difficulty judges, the top and bottom scores before deductions are not considered. The remaining scores are averaged in the following way:
 $(B+C+D)/3 = V$

20.4.3 A and E are not considered as they are the highest and lowest raw scores.

20.4.4 Of the five creativity judges, the top and bottom scores before deductions are not considered. The remaining scores are averaged in the following way:
 $(G+H+I)/3 = W$
F and J are not considered as they are the highest and lowest raw scores

20.4.5 Misses from all five difficulty judges are added together and averaged in the following way:
 $(A1+B1+C1+D1+E1)/5 = X$

20.4.6 Additional penalties (Y) are added to difficulty deductions for the final score
 $V+W+X+Y = Z$

20.4.7 Final Score = Z



20.5 Difficulty Point Scale (07-08)

Single Rope Freestyle – Difficulty Ranges /10	
0.5 - 1.9	less than 15 level one skills
2.0 - 2.9	at least 15 level one skills
3.0 - 3.9	mostly level one skills with 3 - 7 level two skills
4.0 - 4.9	mostly level one skills with 8 - 10 level two skills
5.0 - 5.9	mostly level two skills with 3 - 7 level three skills
6.0 - 6.9	mostly level two skills with 8 - 10 level three skills
7.0 - 7.9	mostly level three skills with 3 - 7 level four skills
8.0 - 8.9	mostly level three skills with 8 - 10 level four skills
9.0 - 10.0	at least 11 level four skills

Double Dutch Freestyle – Difficulty Ranges /10	
0.5 - 1.9	less than 6 level one skills
2.0 - 2.9	at least 6 level one skills
3.0 - 3.9	mostly level one skills with 2 – 4 level two skills
4.0 - 4.9	mostly level one skills with 5 – 7 level two skills
5.0 - 5.9	mostly level two skills with 2 – 4 level three skills
6.0 - 6.9	mostly level two skills with 5 – 7 level three skills
7.0 - 7.9	mostly level three skills with 2 – 4 level four skills
8.0 - 8.9	mostly level three skills with 5 – 7 level four skills
9.0 - 10.0	at least 8 level four skills

20.6 Creativity Guide (09-10)

Masters – 10 points total	
Movement on the Floor – 1.0 point total	Rapid Footwork – 0.5 point total
Breaks – 2.5 point total	Speed and Direction Changes – 1.0 point total
Impression – 2.0 point total	Technique – 2.0 point total
Routine Opening – 0.5 point total	Routine Closing – 0.5 point total

Team – Single Rope – 10 points total	
Movement on the Floor – 1.0 point total	Rapid Footwork – 0.5 point total
Breaks – 2.5 point total	Speed and Direction Changes – 1.0 point total
Impression – 2.0 point total	Technique – 2.0 point total
Routine Opening – 0.5 point total	Routine Closing – 0.5 point total

Team – Double Dutch – 10 points total	
Movement on the Floor – 1.0 point total	Rapid Footwork – 0.5 point total
Breaks – 1.0 point total	Speed and Direction Changes – 0.5 point total
Impression – 2.0 point total	Switches/Turner Involvement – 2.0 point total
Technique – 2.0 point total	
Routine Opening – 0.5 point total	Routine Closing – 0.5 point total



21. Group Routine Judging

21.1 Group Routine Station

- 21.1.1 Twelve judges are required:
- 21.1.1.1 Two difficulty judges.
 - 21.1.1.2 Two execution judges.
 - 21.1.1.3 Two creativity judges.
 - 21.1.1.4 Two impression judges.
 - 21.1.1.5 Two formation judges.
 - 21.1.1.6 One timer.
 - 21.1.1.7 One scorer.

21.2 Group Routine Judging Guidelines

Difficulty Judging Guidelines /20	
/5	Variety of Arm Actions
/5	Variety of Footwork
/10	Overall difficulty *
* includes difficulty elements such as rotations, power jumps, pace, backward skipping etc. Only skills executed by all athletes are considered.	

Execution Judging Guidelines /20	
/10	Synchronization
/10	Accuracy of Execution*
* includes difficulty elements such as rotations, power jumps, pace, backward skipping etc. Only skills executed by all athletes are considered.	

Impression Judging Guidelines /20	
/10	Interpretation or music
/10	Overall presentation

Formations Judging Guidelines /20	
/10	Variety of formations and traveling patterns
/10	Smooth transitions between formations

Creativity Judging Guidelines /20	
/5	Variety of pace
/5	Beginning and Ending formations
/10	Overall creativity

