

Group Synchronized Routine Age Divisions:

- *13 & under
- *14 – 22

JUMP ROPE TEAM COMPOSITION

- Individual Single Rope athlete is one (1) jumper with a rope.
- Individual Rope Pairs athletes are two (2) jumpers, each with a rope.
- Double Dutch Singles teams have three (3) participants with a set of Double Dutch ropes.
- Double Dutch Pairs teams have four (4) participants with a set of Double Dutch ropes.
- Group Routine entries must have a minimum of six (6) and a maximum of twenty four (24) participants, each with their own rope.

COMPETITION EVENTS

- **TRIPLE CROWN EVENTS SINGLES AND PAIRS**

The Triple Crown is a combined Individual Rope Event designed to reward the overall jump rope athlete. Component events of the Triple Crown include Individual Rope Freestyle, Individual Rope Speed and Individual Rope Power. The results of each component event are weighted and ranked using a ten point descending scoring system. The ten point descending scores of each component event are added to gether along with the actual Freestyle score to determine the overall Triple Crown Champion in each age group. Triple Crown medals of gold, silver and bronze are awarded to the top three overall place finishers in individual and pairs jump rope competition. In all AAU Jump Rope competitions, athletes must have competed in all component events to be eligible to receive a medal, with the exception of an approved substitution for an injured athlete – see page 12. Place ribbons are not awarded in Triple Crown results, only in the component events.

Individual Rope Freestyle: is a creative form of Jump Rope where the Jump Rope Athlete assembles a combination of finesse, power, strength, dance, and intricate arm rope skills both forwards and backwards into a routine which is choreographed to music. This routine must be between 60 and 75 seconds in length.

Individual Rope Speed: is a 60 second timed event where the Jump Rope Athlete attempts to complete as many alternating foot step jumps with a rope as possible within the time period. Three judges count the right foot jumps while the athlete is jumping and the two closest counts are added to determine the total score. There must be one completed revolution of the rope for each jump. Only such jumps will be counted.

Individual Rope Power: is a 60 second timed event where the Jump Rope Athlete attempts to complete as many double under jumps with a rope as possible within the time period. A double under is performed by completing 2 rope revolutions for each two-foot jump. Only such jumps will be counted. The event is decided by 3 judges counting completed double unders and adding the two closest counts to determine the total score. In the 15-17 and 18-22 age-groups, the athletes will compete with Triple Unders (3 completed revolutions for each two-foot jump).

Individual Rope Pairs Freestyle: is a creative form of Jump Rope that is performed by 2 athletes. The athletes must assemble a combination of finesse, power, strength, dance and intricate arm rope skills both forwards and backwards into a routine, which is choreographed to music. Precision, synchrony and dynamic interaction between the 2 jumpers are judged in this routine. The routine must be between 60 and 75 seconds in length.

Individual Rope Pairs Speed: is a 60 second timed event where 2 athletes attempt to complete as many alternating foot jumps as possible for 30 seconds each consecutively. Jumper 1 will begin the event and jump for 30 seconds. At the command "switch" the first jumper will stop and the second jumper will begin jumping until the command "stop". The event is decided by 3 judges counting completed alternating foot jumps and adding the two closest counts to determine the total score. There must be one completed rope revolution for each alternating foot jump. Only such jumps will be counted.

Individual Rope Pairs Power: is a 60 second timed event where 2 athletes attempt to complete as many double under jumps as possible (in all age-groups) for 30 seconds each consecutively. Jumper 1 will begin the event and jump for 30 seconds. At the command "switch" the first jumper will stop and the second jumper will begin jumping until the command "stop". A double under is performed by completing 2 rope revolutions for each two-foot jump. Only such jumps will be counted. The event is decided by 3 judges counting completed double under jumps and adding the two closest counts to determine the total score.

NOTE: At the AAU Junior Olympic Games, Tournament Directors may elect to assign eligible jumpers with proper documentation to designated speed and power stations staffed with experienced judges. Alternatively, the Tournament Director may use a 4th clicker judge in speed and power events to count for competitors who have a documented high speed score at a sanctioned USAJR or AAU event. The closest 3 scores will be recorded. Submitted scores must be in the vicinity of the record for that event for a jumper/team to be considered by the Tournament Director for adding a 4th clicker judge or for going to a designated station. Documented speed scores should be detailed on the athlete's registration form by the tournament deadline.

EXAMPLES:

1 minute Speed or Power	160
2x30 Pairs Speed or Power	170
1 minute DD Single Speed	180
4x30 DD Pairs Speed Relay	340
1 minute DD Power	210

SPECIAL CONSIDERATION TO ATHLETES ACHIEVING THESE STANDARDS WILL BE BASED ON AVAILABILITY OF JUDGES.

Ten Point Descending Scoring System: rewards the top 10 places for US athletes in each of the three component events with a descending 10 point score. The first place athlete in each component event will receive 10 points, the second place athlete 9 points. This process continues through 10th place. Athletes finishing in 11th place, or lower, will not receive weighted score points. Non-US athletes will also receive duplicate place-points

when their performance equals or exceeds the performance of US competitors in that place.

Component Event Champion: in the AAU Junior Olympic Games only, the component winners in each age group will receive a gold, silver or bronze medal recognizing the first three places for each age group. Commemorative ribbons will be awarded to the fourth through tenth (4th-10th) place component finishers in each age group. At qualifying tournaments, a minimum of first through sixth (1st - 6th) place ribbons will be awarded in component events.

- **PENTATHLON EVENT DOUBLE DUTCH**

The Pentathlon Event is a combined Double Dutch event designed to reward the overall Double Dutch Champions. The Pentathlon Double Dutch team consists of 4 athletes. The athletes must compete within their age group. The component events of the Pentathlon include Double Dutch Single Speed, Single Freestyle, Single Power, Double Dutch Team Speed Relay and Pairs Freestyle. The result of each component event is weighted and ranked using a ten point descending scoring system. The ten point descending scores of each component event are added together along with the actual Freestyle scores to determine the overall Pentathlon Champions in each age group. Pentathlon event medals of gold, silver and bronze are awarded to the top three place finishers in each Double Dutch age group. All 4 team members will receive awards. All Double Dutch team members must remain within their station. The 4th team member may sit in the speed station area for Double Dutch Single Speed and Power, but not for the Double Dutch Single Freestyle. At all levels of AAU Jump Rope competition, athletes must compete in all component events to be eligible to receive a medal, with the exception of an approved substitution for an injured athlete – see page 12. Place ribbons are not awarded in the Pentathlon events, only in the components.

Double Dutch Single Speed: requires 3 athletes, (2 turners and 1 jumper). It is a 60 second timed event where one jumper attempts to complete as many alternating foot jumps as possible within the time period. The event is decided by 3 judges counting the right foot while the athlete is jumping and adding the 2 closest counts to determine the total score.

Double Dutch Power (Pop-ups): requires 3 athletes, (2 turners and 1 jumper). It is a 60 second timed event where the jumper attempts to complete as many double under jumps as possible within the time period. A double under is completed when both ropes pass under the feet for each jump. The event is decided by 3 judges who count double under jumps. The two closest counts are added together to determine the total score.

Double Dutch Single Freestyle: is a creative form of Double Dutch that is performed by 3 athletes (2 turners and 1 jumper). The athletes must assemble a combination of turner exchanges, finesse, power, strength, dance and intricate arm rope skills into a routine that is choreographed to music. This routine must be between 60 and 75 seconds in length. Each Double Dutch team member must both turn and jump during the routine; not doing so will be grounds for a zero score in that component event. The Head Judge may consult with the judging panel in making this determination.

Double Dutch Team Speed Relay: requires 4 athletes. It is a 120 second timed event where each jumper must jump and turn for 30 seconds. Each jumper in turn will attempt

to complete as many alternating foot jumps as possible within the 30 second time period. Jumper 1 will begin the event and jump for 30 seconds, at the command "switch" the first jumper will exit the ropes, or switch with the second jumper, who will enter the ropes and jump for the next 30 seconds. The jumpers will switch every 30 seconds until the command "stop" is given. The event is decided by 3 judges counting the right foot while the athletes are jumping. The two closest counts are added together to determine the total score. Each Double Dutch team member must turn for 30 seconds and jump for 30 seconds during the event, not doing so will be grounds for a zero score in that component event. The Head Judge may consult with the judging panel in making this determination.

Double Dutch Pairs Freestyle: is a creative form of Double Dutch which is performed by 4 athletes (2 turners and 2 jumpers) The athletes must assemble a combination of turner exchanges, finesse, power, strength, dance and intricate arm rope skills into a routine that is choreographed to music. Precision and synchrony between all 4 jumpers are judged in this routine. This routine must be between 60 and 75 seconds in length. Each Double Dutch team member must turn and jump during the routine, not doing so will be grounds for a zero score in that component event. The Head Judge may consult with the judging panel in making this determination.

NOTE: Tournament Directors may elect to use specially designated stations or a 4th clicker judge in speed and power events to count for competitors who have a documented high speed score at a sanctioned USAJR or AAU event.(See note on page 17)

Ten Point Descending Scoring System: rewards the top 10 places for US athletes in each of the five component events with a descending 10 point score. The first place Double Dutch team in each component event will receive 10 points, the second place team 9 points. This process continues through 10th place. Teams finishing in 11th place or lower will not receive weighted score points. Non-US athletes will also receive place-points when their performance equals, or exceeds the performance of US competitors in that place.

Component Event Champion: in the AAU Junior Olympic Games, the component winning Double Dutch teams in each age group will receive a full set of medals recognizing the first three places for each age group. Commemorative ribbons will be awarded to the fourth through tenth place component finishers in each age group. At qualifying tournaments, a minimum of first through sixth (1st – 6th) place ribbons will be awarded in component events.

- **GROUP ROUTINE**

Group Routine is a synchronized group routine that is performed by at least 6 athletes, but not more than 24, each using his/her own individual jump rope. Routines must include a combination of formation and pattern changes, finesse, power, strength, dance and intricate arm rope skills in a routine performed to music. Precision and synchrony between all jumpers on the team are judged in this routine. This routine must be choreographed to music and be between 2 and 4 minutes in length. At the AAU Junior Olympic Games, plaques will be awarded for first through third place, with medals to the individual team members. At qualifying tournaments, awards are at the discretion of the tournament director.

EVENT JUDGING PROCEDURES

SPEED EVENTS:

- Speed events will utilize a standardized CD (available from the AAU Jump Rope Committee).
- Completed right foot jumps will be counted in all speed events.
- The rope must be positioned behind the jumper at the start of individual events.
- Jumpers must enter from outside the ropes in Double Dutch events at the start of the event.
- Three (3) counters must be assigned to each jumper or team. One counter is assigned as the Head Judge. (See page 17 regarding the addition of a 4th clicker judge or designated stations under specific circumstances). The Head Judge is responsible for communicating with the athlete(s), checking for appropriate uniforms and equipment, checking for the proper execution of the event, recording false starts, illegal switches and entering the scores on to the score-sheet. The other judges at the station should be assigned duties per USAJR judging guidelines, but the Head Judge is ultimately responsible.
- Five (5) speed judges will be assigned in the case of a re-jump due to a judge scoring discrepancy.
- The two (2) closest scores or the two that are the same will be added together by the computer for the total score. In case of three (3) equally spaced scores, the two (2) highest scores will be added together.
- Deductions will not be taken for misses. Misses will not be counted.
- If the score is tied, the jumpers will remain tied.
- False Starts: any movement of the rope before the command "go" constitutes a False Start. Judges will not stop the jumper when a false start is detected. Twenty (20) points will be deducted from the total score for a blatant false start (jumping the rope before the word "Go"). A minor False Start will be assessed 5 points. Jumpers will not be allowed to jump their speed event again. Two of the 3 speed judges at a station must agree that there was a false start. The Head Judge will make the final decision as to whether it was a major or minor false start if the other 2 judges disagree with each other.
- The above rule will also apply to False Switches, where the rope is jumped before "Switch" is called.
- Illegal Switch: Individual Rope Pairs Speed team members may not move their rope until the command "switch" is given. Double Dutch Team Relay members may not enter the ropes until the previous jumper has exited the ropes. Judges will not stop the jumper when an illegal switch is detected. Five (5) points will be deducted from the total score for an illegal switch. Jumpers will not be allowed to re-jump their speed event again for false starts or switches.
- Each space violation will result in a five (5) point deduction from the total score. The Head Judge will stop the jumper's rope and move him/her back into the correct speed station, in the case of a space violation in which the jumper strays into an adjacent competition area. The Head Judge will not call "Stop" for a space violation.
- If all four Double Dutch Team members do not jump and turn this will be cause for a zero score in that component. The Head Judge may request assistance from the other judges in keeping track of this requirement.

POWER EVENTS:

- Power events will utilize a standardized CD (available from the AAU Jump Rope Committee).

- Only completed double under jumps will be counted, or completed triple unders in 15-17 and 18-22 singles. Clicker scores should reflect the actual number of completed double under jumps.
- Three (3) counters must be assigned to each jumper or team. See page 17 regarding designated speed stations or the addition of a 4th clicker judge. One counter is assigned as the Head Judge. The Head Judge is responsible for communicating with the athlete(s), checking for proper uniforms and equipment, checking for the proper execution of the event, recording false starts, illegal switches and entering the scores on to the sheet. The other judges at the stations should be assigned duties per USAJR judging guidelines, but the Head Judge is ultimately responsible.
- Rope must be positioned behind the jumper at the start of individual events. Jumpers must enter from outside the ropes in Double Dutch events at the start of the event.
- The two (2) closest scores or the two that are the same will be added together for the total score. In case of three (3) equally spaced scores, the two (2) highest scores will be added together.
- Deductions will not be taken for misses. Misses will not be counted.
- If the score is tied, the jumpers will remain tied.
- False Starts: any movement of the rope before the command "go" constitutes a False Start. Judges will not stop the jumper when a false start is detected. Twenty (20) points will be deducted from the total score for a blatant false start (jumping the rope before the word "Go") or 5 points for a minor False Start. Jumpers will not be allowed to jump their power event again. Two of the 3 speed judges at a station must agree that there was a false start. The Head Judge will make the final decision as to whether it was a major or minor false start if the other 2 judges disagree with each other.
- The above rule will also apply to False Switches, where the rope is jumped before "Switch" is called.
- Illegal Switch: Individual Rope Pairs Power team members may not move their rope until the command "switch" is given. Judges will not stop the jumper when an illegal switch is detected. Twenty (20) points will be assessed for a blatant Illegal Switch or Five (5) points will be deducted from the total score for a minor illegal switch. Jumpers will not be allowed to jump their power event again for false starts or switches..
- Space violations will result in a five (5) point deduction from the total score. The Head Judge will stop the jumper's rope and move him/her back into the correct speed station, in the case of a space violation in which the jumper strays into an adjacent competition area. The Head Judge will not call "Stop" for a space violation.

Re-Jumps in Speed and Power: are either recommended to the Tournament Director by the Head Judge or Head Scorer for technical reasons or may be requested by the designated Coach of the team for any other unfair situation that prevented the athlete(s) from a fair performance.

Acceptable Examples: Broken rope; error by the sound technician; interference by another competitor, coach, judge or spectator; Discrepancy by the two closest judges in excess of 5 counts.

Unacceptable Examples: Shoe laces coming untied, late arrival, illness or injury of athlete

In the case of a Re-Jump being offered, the athlete (s) will be given the option of keeping the score they were originally given (unless there has been a gross error by the judges), or of re-jumping. If a Re-Jump is chosen, the score for the Re-Jump will be applied.

Only one re-jump will be permitted for a broken rope in speed or power. Athletes may bring one additional rope to the re-jump station to be used if the rope breaks in the re-jump.

- Five (5) speed judges will be assigned in the case of a re-jump due to a judge scoring discrepancy.

The normal wait period before a Re-Jump is a minimum of 5 minutes.

FREESTYLE EVENTS:

Choreographic Balance: Difficulty, Density, Presentation, Creativity and Accuracy are judged using the established criteria of USA Jump Rope. The way that the routine is choreographed to music is also considered in AAU competition.

Freestyle Scoring Summary in Individual Rope and Double Dutch : Freestyle scoring will be judged on a Ten Point Decimal Scale. A perfect score is ten (10) points. Freestyle routines are scored in four areas: Content, Presentation, Required Elements and Deductions (variable). Judges may have separate responsibilities.

Required Elements: Required variation and choreographic balance. To receive full credit, Freestyle Routines must include a minimum of one example of each of the following elements at the Intermediate Level: **Strength Movement. *Intricate Arm Rope Skills. *Use of Floor Space *Speed Footwork / Change of Pace. *Musical / Rhythmic Interpretation.* Double Dutch routines must include each of the following elements: **Intricate Turner Skills. *Turner / Jumper Exchange. *Team Speed / Footwork *Strength Skills Inversion/Displacement/Power Turning) * Musical/Rhythmic Interpretation*

Spatial Dynamics in Single Rope Pairs Freestyle: Dynamic interaction will replace spatial dynamics in pair's single rope freestyle. Refer to the Levels of Difficulty in the USA Jump Rope Judging Handbook for clarification on what constitutes the Intermediate level for full credit.

Difficulty: The use of skills and combinations that are challenging to execute. Judges will consider coordination, strength, flexibility and timing when evaluating the skills. Backwards turning increases the level of difficulty (Points should only be given for the skills successfully completed).

Added to the Level of Difficulty for Pairs Interaction: If the rope is set on the floor during interaction, the level of difficulty can only go as high as elementary for that skill. If the rope remains in the jumper's hands during interaction the skills performed can range from basic to masters.

Density: The new USAJR **Density Scoring System will apply** for recording Density combinations and breaks. Details of this system can be found under Density in the content judging section of the USA Jump Rope Judging Handbook.

The judging rule as written in the USAJR Judging Handbook for breaks in the routine for tumbling runs will apply.

Creativity: The use of unique skills, combinations, associated movement or other choreographic elements.

Quality of Presentation: Elements that affect the aesthetic qualities of a routine, including the appearance and conduct of the athlete(s). The routine contains an opening stance and ending stance or bow. Overall facial expression during a routine. Body alignment and extension, good posture maintained and kicks fully extended, correct form for gymnastics and strength moves. The smoothness and flow of the skills to music is also judged in this area. Judges evaluate athletes' conduct and appearance from entry to exit from the station.

Accuracy: a two tenths (.2) deduction will be subtracted for each minor miss and a (.4) for each major miss from a total possible score of 2.0. The maximum deduction for Accuracy is 2.0 points. A "Minor Miss" is defined as when the rope or competitor comes to an unintentional complete stop. A "Major Miss" is defined as when the competitor does not re-start within 2 seconds. If no time is lost during a bobble, or if the rope brushes the body without causing a miss, no penalty will be assessed.

Accuracy Scoring Notations in Freestyle: Accuracy scoring in freestyle will now be noted with a "∧" on the head judge, head content and head presentation judges score sheets. These judges will no longer use a clicker for keeping track of accuracy deductions.

Re-start after a freestyle miss: In a single rope event the routine is considered re-started after a miss when the jumper attempts the next jump or performs a rope manipulation. A Double Dutch routine is considered resumed after a miss when the jumper attempts to re-enter the turning ropes or the turners perform a rope manipulation. A miss on a re-start attempt will result in an additional miss being recorded.

Deductions: a two-tenths (.2) deduction will be subtracted for a time violation and a one tenth (.1) deduction for each space violation. Other deductions are described on page 27. A back line judge will be used when possible to determine space violations on the back line. The line judge will raise a red flag and report to the Head Judge at the end of the performance how many space violations occurred. The lines are considered in.

Freestyle:

· All Freestyle routines must be performed within a 40' x 40' space. One tenth of a point will be deducted for each space violation. If the Freestyle space is smaller because of space limitations, the tournament director may elect not to deduct points for space violations. A line judge may be appointed to assist the Head Judge in determining space violations.

Warm-up: Athletes may warm up in their freestyle station after the floor managers have completed their duties. No extended sequences or tumbling runs are permitted. The floor managers will intervene if necessary.

· **No props** other than ropes may be used. Ropes that are dropped creating an unsafe environment for any competitor will cause the athlete(s) to be stopped at that moment. The performance will be judged up to that point. A space violation will be assessed for ropes discarded out of bounds.

· All Freestyle events (Single rope and Double Dutch) are to be performed within a 60 - 75 second time frame. The time-clock begins after the words "Go." A 45 second call will be added to the timing CD to warn athletes and judges of the routine's progress.

There is a two-tenths (.2) deduction for any time violation, over or under time. Portions of the routine after 75 seconds will not be judged.

MUSIC is mandatory for all Freestyle events. Music must be provided on track 1 of a CD. It is the responsibility of the Coach to be sure that all provided CD's are playable on a standard audio system. A back-up individual or team CD must also be readily available. Routines with no music will not be scored.

· There should be 5 Content, 5 Presentation and 1 Head Judge at each freestyle station. An additional Floor Manager will assist the Head Judge at the AAU Junior Olympic Games and at Qualifiers when available. A back line judge will be provided whenever possible.

· The Content Judges will judge the Difficulty and Density, based on USA Jump Rope criteria. Extra credit will be assessed for skills performed backwards or in combination. The Presentation Judges will judge the Creativity and Quality of Presentation. The Head Judge will score Choreographic Balance, Misses and deduct for time, space, uniform and delay of competition violations. An appointed Head Content Judge and an appointed Head Presentation Judge will also record Misses. The two closest Accuracy scores will be averaged.

· The high and low scores in Content and in Presentation will be dropped.

· The three remaining Content scores will be averaged and the three remaining Presentation scores will be averaged. Both will be added to the Head Judge score and deductions taken.

· The Head Judge controls the flow of the Freestyle events, with the assistance of the Back Line Judge and Floor Manager when available.

· The Freestyle events will utilize a recorded standardized audio time tape. The commands are: "Judges ready" - "Jumpers ready" "You May Begin" – "45 seconds" - "One Minute" - "Time" is called at 75 seconds.

· Judges may give partial credit for skills not completely executed, as in a miss at the end of a sequence or combination.

Notations must be made on the score-sheets. Judges will use these in determining scores.

· No Judging of the performance may take place after time is called.

-Delay of Tournament Penalty when routines continue after time is called: Any routine that continues for more than 5 skills after time is called, will be assessed a delay of tournament penalty by the head judge of .4. This is in addition to the .2 deduction penalty for going over time.

· The Judges Score Sheet will be totaled and verified at the Score Keepers Table.

ILLEGAL MOVES· The following are illegal and prohibited moves: Jumping on the knees, head, or elbows. An athlete may only use his/her hands, or another athlete's hands, to launch him/herself into an assisted inversion

- When an illegal or prohibited move occurs, the Head Judge or Tournament Director will stop the routine, thereby giving a zero score to the individual or team in that component. The Head Judge may also consult with the judging panel before ruling on an illegal move.

Tie Breaker rule:

- First tie-breaker is the averaged number of misses for the performance.
- Second tie-breaker is the Content score after averaging.
- Third tie-breaker is the Presentation score after averaging.

Re-Jumps in Freestyle Events: are either recommended to the Tournament Director for technical reasons, or may be requested by the designated Coach of the team for any other unfair situation that prevented the athlete(s) from a fair performance

Acceptable Examples: Broken rope, error by the sound technician, interference by another competitor, coach or a judge

Unacceptable Examples: Wrong music CD presented by athlete(s), shoe laces coming untied, late arrival of athlete(s)

In the case of a Re-Jump, the athlete (s) will be given the option of keeping the score they were originally given (unless there has been a gross error), or of re-jumping. If a Re-Jump is chosen, the score for the Re-Jump will be applied.

Only one re-jump is permitted for a broken rope in freestyle events. Athletes may bring a second rope to just inside the boundary of the freestyle station for the re-jump to be used if the rope used breaks.

The normal wait period before a Re-Jump is a minimum of 5 minutes.

Application of Music in Freestyle: Music should be an integral part of the Choreography of a Freestyle routine. While every step will not necessarily be tied to the music, the overall effect needs to be that the routine has been designed with that particular piece of music in mind. The types of steps and skills included should reflect the phrasing, cadence and style of the piece.

Head Judges will give full credit under musical, rhythmic interpretation for skillful application of skills to the music, partial credit where the application is only intermittent and zero credit when the music is a mere background to the routine

Presentation Judges will give credit or note flaws ongoing throughout the freestyle routine, when the skills reflect, or do not reflect, application to the music. They may also note appearance and conduct issues before and after the timed event while the competitor(s) are at their freestyle station.

GROUP ROUTINE EVENTS:

Group Routine Summary: Group Routine scoring will be judged on a Ten Point Decimal Scale. A perfect score is ten (10) points. Group Routines are scored in three areas: Content, Presentation and Choreographic Balance.

· **Choreographic Balance:** Required variation and choreographic balance. To receive full credit, Group Routines must include each of the following elements: **Intricate Footwork, *Music Interpretation, *Formations and Patterns, * Synchronization in order to obtain the maximum score.*

· **Intricacy:** The use of skills combinations and formations that are challenging to execute. Judges will consider coordination, strength, flexibility, teamwork and timing when evaluating the skills. (Points should only be given for the skills and formations successfully completed). The Content Judges will assess the impact of the number of athletes who complete the skills in the Group Routine

· **Density:** Judges will consider the number and different types of moves and formations used in the routine versus the pauses or breaks.

- **Precision:** The degree to which the team executes the routine in synchrony. *Misses will be considered in this area.*

· **Creativity:** The use of unique formations, skill combinations, associated movement or other choreographed elements.

· **Quality of Presentation:** How well the skills and formations are completed and the degree of excellence and style. The routine contains an opening formation and ending formation. Overall facial expression during a routine. Body alignment and extension, good posture maintained and kicks fully extended. The smoothness and flow of the routine to the music is also judged in this area.

· **Deductions:** a four-tenths (.4) deduction will be subtracted for a time violation and a two-tenths (.2) deduction for "each" space violation.

Group Routine:

· Group Routines will be performed with all competitors using individual single ropes only.

· No Props other than ropes may be used. Additional ropes, if used, must be secured to the athlete's person when not in use or must be retrieved from or taken to the boundary of the competition area. For safety reasons, discarded ropes must be safely put at the boundary of the performing area. A penalty of .4 points will be assessed if ropes are discarded in the competition area more than 3 feet away from the boundary. Ropes that are dropped creating an unsafe environment for any competitor will cause the athlete(s) to be stopped at that point. The performance will be judged up to that moment. A space violation will be assessed for ropes discarded out of bounds.

· All Group Routines must be performed within a 94' x 50' space (standard US Basketball court. Two tenths (.2) of a point will be deducted for each space violation. If the Team Routine space is smaller because of space limitations, the tournament director may elect not to have points deducted for space violations.

· Group Routine events are to be performed within a 2 to 4 minute time frame. There is a four-tenths (.4) deduction for any time violation, over or under time.

- Music is mandatory for Group Synchronized Routine events. Routines with no music will not be scored. A back-up CD should be readily available.
- There are ten (10) Panel Judges, plus a Head Judge and an Assistant Head Judge for each Group Routine event. The five (5) Content Judges will judge Intricacy, Density and Precision. The five (5) Presentation Judges will judge Creativity and Quality of Presentation. The 2 Head Judges will score Choreographic Balance and deduct for time and space violations.
- The high and low scores in Content and Presentation will be dropped.
- The three (3) closest Content scores will be averaged and the three (3) closest Presentation scores will be averaged. Both will be added to the averaged Head Judge scores and deductions taken.
- The Head Judge controls the flow of the events assigns points for Choreographic Balance and makes deductions for Time and space violations. The Assistant Head Judge will notify the Head Judge if the routine finishes before 2 minutes or when time is up. He will also award points for Choreographic Balance and check for space violations.
- **Time begins when the music starts in Group Routine.**
- Judges may give partial credit for skills not completely executed
- Judging of the routine may not take place after time is called.
- The Judges Score Sheet will be totaled and verified by the Score Keeper's table.

ILLEGAL MOVES· The following are illegal and prohibited moves: Jumping on the knees, head, or elbows. An athlete may only use his/her hands, or another athlete's hands, to launch him/herself into an assisted inversion

When an illegal or prohibited move occurs, the Head Judge or Tournament Director will stop the routine, thereby giving a zero score to the individual or team in that component. The Head Judge may also consult with the judging panel before ruling on an illegal move.

Tie-Breaker rule:

- First tie-breaker is the Content score after averaging.
- Second tie-breaker is the Presentation score after averaging.

6. **RULES AND RESTRICTIONS** (*press rule, pitching, ejections, event disciplinary rule*)

Violations of the Rules in this Handbook will be cause for point reductions, zero score or disqualification, or to fair interpretation by the Tournament Committee.

Violations of the Code of Conduct will be referred to the Tournament Director. Minor violations will be cause for a warning by the Head Judge or Tournament Director. Repeat violations will be the cause for a point penalty of .4 in Freestyle or 10 points in Speed and Power events. Major violations will be the cause for a score of zero for an athlete in that component or overall event, or for removal of a judge from his/her assignment. In extreme cases an athlete, coach or official will be asked to leave the competition area.

Violations of the uniform rules above will be the cause for a point deduction by the Head Judge or Tournament Committee of .4 in freestyle or 10 points in speed or power events.

Violations that affect the safety or decency of the athlete will be considered under the Delay of Tournament rule below.

DELAY OF TOURNAMENT: Violations of the uniform, equipment, or general rules will be the cause for a point deduction or zero score. The Head Judge or Floor Manager will check the athletes during the announcement of competitors to verify if a competitor, or team, is late to report or enters the competition station with gum, jewelry, mismatched or inappropriate uniforms, unsecured eye-glasses, or other infraction as noted in this Handbook. If infractions are found, the Head Judge will explain what is wrong to the athlete(s), and will impose a penalty of 10 points in speed and power, or .4 in freestyle. The Head Judge(s) will indicate lack of readiness to proceed by holding up a red flag. The Central Timer will start the stop-watch if any red flags are shown after all the competitors are announced. Athletes will then be given a maximum of one minute (two minutes in multi-person events) to rectify the situation before a zero score is imposed. Athletes may leave their station to remedy the problem, but must report to the clerk before re-entering the competition area.

NOTE: Athletes will incur only the point penalty for uniform mismatches. They do not need to leave the competition area to remedy the situation unless decency or safety issues are involved e.g. put on shoes, eye-glasses safety strap, or decent coverage for inappropriate garment.

Delay of Tournament for Jewelry: All jewelry must still be removed when a competitor is competing however, if the competitor enters the station with jewelry items that can be easily removed, and removes them before the competitor's name in the last station is announced, then no delay of tournament will be assessed. Eye-glasses must still have a secure strap or wedges to hold them in place.

Delay of Tournament Penalty when routines continue after time is called: Any freestyle routine that continues after time is called for more than 5 skills, will be assessed a delay of tournament penalty by the head judge of .4. This is in addition to the .2 deduction penalty for going over time.

Time and Space Violations: are indicated for each discipline above.

. The Head Judge will make an explanatory notation, with deductions if appropriate, on the Head Judge score-sheet.

No time allowance will be given for shoelaces being untied, nor will penalties be assessed.

MERCHANDISE

- Host team approval is required at qualifying tournaments for permitting the buying or selling of merchandise. Local Organizing Committee (LOC) approval is required at the AAU Junior Olympic Games for permitting the buying or selling of merchandise. This includes all sales and purchases of all merchandise by any team or team member. Unauthorized selling will result in ejection from the event.

MEDIA

- Permits are required for members of the media to enter the competition area in defined locations.