

Summary of Changes in the 2011 – 2012 FISAC-IRSF Rule Book

Following the conclusion of the World Rules Committee meetings and online discussions held between August and December 2010, the 2011 – 2012 FISAC-IRSF Rule Book has remained mostly the same as the previous one, with exception to a few small details that have changed which, however, do result in substantial consequences.

The following summary is intended to indicate the most important changes. However, it is strongly recommended to carefully study the three documents of which the 2011 – 2012 FISAC-IRSF Rule Book consists, to be sure to completely understand the complete set of FISAC-IRSF 2011 – 2012 rules.

World Youth Tournament and World Championships Competition Manuals:

- The criteria in Chapter 1 defining the possibility of participation in a competition, in particular concerning nationality, gender categories, age divisions and age limitations, have been revised.
- The starting order of the Triple Under events now also takes the skipper capabilities into consideration, to ensure that the best performers are in the last rounds.
- In Chapter 2, the awarding of medals in the case of a tie has been clarified.
- The start procedure for Speed events has been changed from “Ready, Set, Go” to “Ready, Set, BEEP”, to allow false starts to be clearly identified. Please be sure to carefully study the new rules that now clearly define the instance when a speed discipline starts. The corresponding Speed sound tracks are available for download on www.fisac-irsf.org under “Downloads” or www.erso.info under “Documents etc.”.

Judging Manual:

- The previous Ranking principles, that ensure that all events in a competition are equally important when calculating the overall result, have now been enhanced by including individual ranking of the difficulty and creativity results in each freestyle event. This now means that the skippers are required to perform well both in difficulty as well as in creativity, in order to perform well in a freestyle event. Please note that the deductions are halved between the difficulty and creativity scores before they are ranked.
- Difficulty: One now has to do more high level skills to get a maximum score. It is now very easy to calculate your score since every skill with difficulty level “X” will give you “Y” points (example: every level 5 gives you 3.5 raw points in masters and double dutch. 4 points are awarded for a level 5 in team sr and pair sr). The number of level 4,3,2 skills for which a skipper is given credit is limited.
- Density Deduction has been removed.
- A Crazy Criss Cross is level 2 in stead of 3, coming out of T-Toad, Inverse T-Toad, Caboose,... is level 3 instead of 4.
- Going to a power skill increases the level by 2 (example: AS to Push-up is 4 instead of 3).
- Certain other powers are rewarded much more than before (examples: Backwards Kamikaze is level 5 instead of 3, Push-up coming out backwards is 4 instead of 2, normal Kamikaze is level 4 instead of 3 ...).

- All releases will be scored one level higher than before.
- 'Variation' no longer exists. This has been succeeded by a requirement list. One now needs to show the ability to do a certain (limited) amount of crosses, multiples, wraps, powers, releases and gymnastics. There are no restrictions on which skills one has to do. This element will be judged by two types of 'requirement judges' who all count mistakes as well.
- Double Dutch Difficulty: There is no longer a level 6 skill in Double Dutch. The scale now only goes up to 5 and if a skill would have been a 6, a 5 will be given. One is thus no longer forced to do insane turner skills combined with jumping skills. The highest difficulty level (level 5) can thus be achieved by combining an easy turner (a Double) with a difficult jump (Back Tuk) or a difficult turner (jump through to crossed arms in double) and an easy transition (Push-up to Push-up).
Kip, front flip,... is level 3 instead of 2. Flips are level 4 instead of 2.
- Double Dutch 'Teamwork' has changed from 'looking at each individual' to 'looking at the team as a whole'. It is also changed into a requirement list with gymnastics, power sequence, turner involvement, difficulty powers ... There are no restrictions on which skills need to be included. They will be judged by two types of 'requirement judges' who all count mistakes as well.
- The creativity both in Single Rope and in Double Dutch freestyles, now has more emphasis put on the music and the entertainment part of the freestyle resulting in pleasing the audience. Movement is now changed from 'going to all corners' to 'moving the whole time'.
- Doing fancy feet, pop-ups and up the ladder skills can result in level 5 skills. In order to get a level 5 skill, the skills have to be performed **very** fast, with considerable movement, including turner involvement such as crossed arms and being done by all turners and jumpers at the same time. One loses one level (1) if the speed is just 'fast', two levels (2) if no considerable movement is done, three levels (3) if no turner involvement is included or four levels (4) if not all skippers and jumpers are involved. One only gets a level for groups of at least 8 beats.