



ERSO Show Contest 2016

Rules

1. General information

1.1. Number of Countries

There must be a minimum of four (4) countries for this competition to take place.

1.2. Competition Day

The competition will be held on one day.

1.3. Number of Teams

There will be a maximum of 5 teams per country.

1.4. Age Limit

All skippers competing in the Show Competition must be born in 2004 or before.

1.5. Number of Skippers

One team consists of 4-6 skippers

1.6. Time limit

The time of the performance is limited by 4 minutes 0 seconds.

1.7. Starting Order

The starting order of the teams is determined on a random basis.

1.8. The Judging

Two sets of judges will judge the performances independently.

Judges set 1: A set of at least 10 judges (at least 1 judge per country) will judge the performances according to the Rules under point 2.4.

Judges set 2: A set of at least 8 judges (chosen by ERSO on an invitational basis) will judge the performances according to the Rules under point 2.5.

1.9. The winner

As there are two sets of judges, there will be 2 rankings in the end, with the possibility of having 2 different winners.

The winning teams are both called winner of the ERSO Rope Skipping Show Contest.



2. Rules

2.1. Timing

Timing begins at the first sound of the music or the first rope movement, whichever is first. Timing stops when all skippers stop skipping and clearly show that the routine has ended.

2.2. Floor

The floor surface should be of a high quality, wooden sprung / cushion sports floor.

The floor must be marked in a rectangular shape with lines

- a) of a contrasting colour to the floor surface and any other markings on the floor.
- b) at 90 degrees to each other.

Minimum of 8m x 8m, but the available floor space will be communicated well before the competition.

2.3. Ropes

The number of used ropes is free. Also the length of the ropes is free, except the length of a Long Rope, that has to have a minimum of 5 metres.

2.4. Judging Type 1

2.4.1. Goal

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.

Teams should strive to complete a polished, energetic and innovative performance that highlights an endless variety of entertaining and 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.

2.4.2. Music

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.



2.4.3. Points

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.

(A) Entertainment Judge (30%)

Entertainment value (7,5%)

Fluency (7,5%)

Attention to detail (7,5%)

Audience Interaction (7,5%)

(B) Creativity Judge (30%)

Technical quality (5%)

Form (5%)

Use of music (10%)

Originality (10%)

(C) Difficulty Judge (40%)

Skill level (8%)

Jumping Elements (8%)

Jumping Styles (8%)

Interaction (8%)

Transitions (8%)

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

0-2 is Basic

3-4 is Elementary

5-6 is Intermediate

7-8 is Advanced

9-10 is Outstanding.

5 judges each judge both A and B, while at 5 others judge C

2.4.4. Misses

A major mistake is a mistake in which at least half of the active team is involved OR ANY mistake which would last longer than 4 seconds if you would want to continue. All other mistakes are considered minor.

2.4.5. Calculating of the results

The highest and lowest scores of the 5 Difficulty Judges are dropped leaving three (3) scores, each with a maximum of 40 points. These scores are averaged and called X.

The highest and lowest scores of the 5 Creativity and Entertainment Judges are dropped leaving three (3) scores, each with a maximum of 60 points. These scores are averaged and called Y.



The misses are counted by the 5 difficulty (C) judges. Each major miss results in a 1.0 deduction and each minor miss results in a deduction of 0.5 point from the total score of 100. The highest and lowest score will be dropped. The other 3 scores are averaged and called Z.

The Head Judge's score sheet is taken with extra deductions such as time violations noted and this is called B.

The final score $A = X + Y - Z - B$.

The winner is the team with the highest score A. The team with the second highest score is awarded second place.

2.4.6. Tie

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|--------|-------------------------|
| Step 1 | Total score |
| Step 2 | The entertainment score |
| Step 3 | The creativity score |
| Step 4 | The difficulty score |

2.5. Judging Type 2

The set of judges consist of at least 8 people. They do not have to be FISAC-qualified Rope Skipping judges. But they have to be from at least 4 different nations.

The judges can be:

- Professional Dancers
- Professional Rope Skippers
- Ordinary persons that have nothing to do with Rope Skipping
- Musicians

The teams will be judged with criteria determined by the judges themselves and scores each team out of 100.

The points of each judge will be added. The highest and the lowest score for each team will be dropped.