

2017 USA Jump Rope
National Age Division Championship
And
Grand National Championship
Coaches and Judges Handbook



June 27 - July 1, 2017
Orlando, FL

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2017 U.S. National Jump Rope Championship Daily Schedule

(Tentative Schedule as of 6/8/17) Times are approximate & Subject to Change

Be at the venue at least 30 minutes before your event. Events may run ahead of schedule.

If you are late for your event, you may lose your opportunity to compete.

All Activities and Events located at the HP Field House at Disney's Wide World of Sports Complex

Tuesday, June 27, 2017 – National Age Division Championship	
Time	Activity
2:00-5:00pm	Mandatory Coach Check-In at Clubhouse Shop
4:00-5:30pm	Practice Facilities Open (competitors under 18 must be accompanied by an adult)
5:00-5:30pm	Optional Freestyle Breakout Sessions for Presentation & Content Judges
5:30pm	Teams Line-Up for the Disney Pep Rally and Parade of Athletes
6:00- 7:00pm	Disney Pep Rally and Opening Ceremony
7:00 – 9:00pm	Practice Facilities Open (competitors must be accompanied by an adult)
Wednesday June 28, 2017 – National Age Division Championship	
7:00am–9:00pm	Practice Facilities Open (competitors under 18 must be accompanied by an adult)
8:30 am	Mandatory Meeting for All Speed Judges and Alternates
9:00 am	Events: 30 Second Double Unders, 30 Second Speed, One Minute Speed, Pairs Freestyles, and Triple Unders
	Awards Ceremony
After Awards	Music submission for Qualified Grand National Freestyle Events
After Awards	Team Show Practice for Groups as Assigned
After Awards	Mandatory Breakout Session for Team Show Judges
Until 9:00 pm	Practice Facilities Open (competitors under 18 must be accompanied by an adult)
Thursday, June 29, 2017 – National Age Division Championship	
7:00am –9:00pm	Practice Facilities Open (competitors under 18 must be accompanied by an adult)
8:00 am	Events: Individual Freestyles, Single Rope Speed Relay, Three Minute Speed
	Awards Ceremony (All Age Groups)
After Awards	Music submission for Qualified Grand National Freestyle Events
After Awards	Team Show Practice for Groups as Assigned
Until 9:00 pm	Practice Facilities Open (competitors under 18 must be accompanied by an adult)
Friday, June 30, 2017 – National Age Division Championship	
7:00 am	Practice Facilities Open (competitors under 18 must be accompanied by an adult)
7:15 – 7:45 am	Music submission for Qualified Grand National Freestyle Events
8:00 am	Events: Double Dutch Speed and Double Dutch Freestyle Events
	Team Show Events
	Awards Ceremony (All Age Groups)
After Awards	Music submission for Qualified Grand National Freestyle Events
Until 9:00 pm	Practice Facilities Open (competitors under 18 must be accompanied by an adult)
TBA	USAJR General Meeting
Saturday, July 1, 2017 – National Age Division Championship	
7:00 am	Practice Facilities Open (competitors under 18 must be accompanied by an adult)
8:00 am	Grand National Competition
	All-Star Performance and Awards Following

2017 USAJR National Age-Division Championship

Speed Station Layout

1	5	9	13	17	
2	6	10	14	18	
3	7	11	15	19	
4	8	12	16	20	

Main Bleacher Side

Freestyle Station Layout with 4 Stations

	1	
2	3	4

Main Bleacher Side

Freestyle Station Layout with 5 Stations

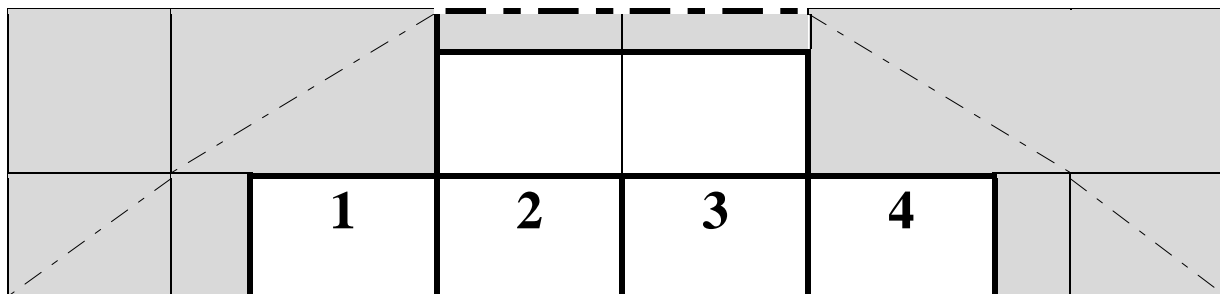
1		4
2	3	5

Main Bleacher Side

2017 USAJR Grand National Championship

Speed Station Layout

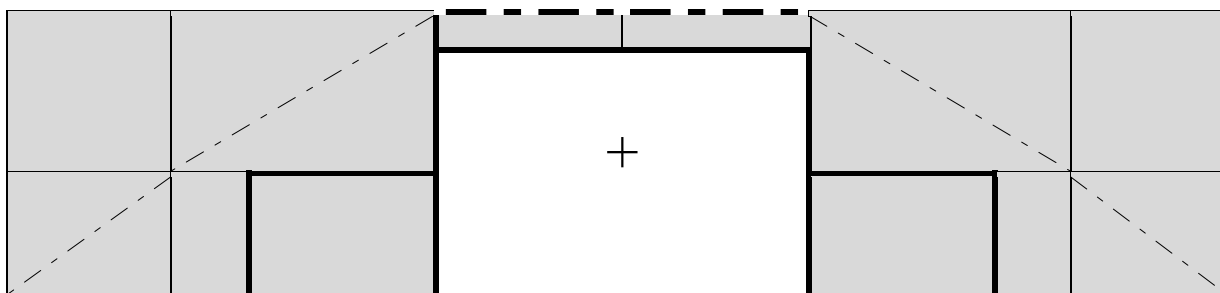
Dotted line = curtain line



Main Bleacher Side

Freestyle Station Layout

Dotted line = curtain line



Main Bleacher Side

2017 USAJR Grand National Championship Order of Competition Events

1. Male and Female 30 Second Speed
2. Male and Female 30 Second Double Unders
3. Male and Female Single Rope Speed
4. Single Rope Speed Relay
5. Double Dutch Speed Relay
6. Double Dutch Pairs Speed
7. Male and Female Single Rope Freestyle
8. Female and Open Single Rope Pairs Freestyle
9. Male and Female Three Minute Speed
10. Female and Open Double Dutch Single Freestyle
11. Female and Open Double Dutch Pairs Freestyle
12. Triple Unders

General Information for Jumpers, Coaches and Judges

USAJR TOURNAMENT GROUP:

- Cindy Bork– National Tournament Director, National Judge Coordinator
- Tim Rader– Tournament Director, Technical Director
- Kendra Lacy– Tournament Director, Competition Committee Co-Chair, Judge Training & National Judge Coordinator
- E.J. Boillot – Tournament Director
- Marian Fletcher – USAJR Executive Director
- John Fletcher – USAJR Operations Manager
- US National Jump Rope Championship Tournament Committee (*handling appeals*) – E.J. Boillot, Tim Rader, Kendra Lacy, Pam Evans, and Janice Harrington
- USAJR Board Members – Paul Feciura, Deanne Ayers, Dillon Bethell, Kara Brewer Mobly, Pam Evans, Rachel DiBenedetto, Maryanne Lee, Lee Purser, Jeff Rogers, Mike Russell, K Scott, and Karla Thompson.

IMPORTANT INFORMATION ABOUT OUR TOURNAMENT

- We have 42 teams from 21 states participating in this event. There are over 560 competitors entered in 18 events with 5-8 different age groups per event. Just over 200 judges, floor managers, runners, floor clerks and tabulators are working hard for our athletes this week.
- There will be 20 speed stations and 8 freestyle panels for this tournament. We will be running 4-5 freestyle stations simultaneously on Wednesday, Thursday, and Friday. It is important that jumpers and judges pay close attention to their station/panel assignments for each day.
- Our “Parade of Athletes” will be held as part of the Disney Pep Rally and Opening Ceremony Tuesday, June 27th. Line-up begins at 5:30pm for teams and athletes.
- The Awards Ceremony at the end of each competition day will include that day’s events. The Award Ceremonies for the Age Division Championship on Wednesday, Thursday, and Friday will award 10th – 4th place ribbons and the bronze, silver, and gold medals.
- Finalists for the Grand National Championship in speed events will be the top 12 scores across all age divisions, with the exception of three-minute speed. In the case of a tie for the 12th qualifier, all competitors tied for that position will compete at Grand Nationals.
- The top 8 three-minute speed competitors in each gender division will advance to the finals. In the case of a tie for the 8th qualifier, all competitors tied for that position will compete at Grand Nationals.
- Triple Unders will be competed at Grand Nationals for the first time this year. The top 8 triple under competitors in each gender division will advance to the finals. In a case of a tie for the 8th qualifier, all competitors tied for that position will compete at Grand Nationals.
- Finalists for the Grand National Championships in freestyle events will be as follows:
 1. The male individual freestyle gold medalists in the 10-under, 11-12, 13-14, 15-17, 18-22, and 22-29 age divisions, plus the next top 10 scores across age divisions.
 2. The female individual freestyle gold medalists in the 9, 10, 11, 12, 13, 14, 15, 16, 17, 18-22, and 23-29 age divisions, plus the next top 10 scores across age divisions.
 3. The gold medalists for the female division pairs and double dutch freestyle events in the 15-17 and 18-over age divisions, plus the next 8 top scores, regardless of age division.
 4. The gold medalists for the open division pairs and double dutch freestyle events in the 10—under, 11-12, 13-14, 15-17, and 18-over age divisions, and the next top 8 scores, regardless of age division. If the first place winners in 10-under, 11-12 and 13-14 pairs or double dutch freestyle events are all female, they will compete in the Female division during Grand Nationals.
- The top three place winners for the Grand National Championship events will be recognized.
- Group Show medalists will be given their awards after the Grand National Championship on Saturday.

- All-Around Individual Awards will be given to the top male and the top female competitors based on points earned for placements in the Age-Division Championship (does not include any team events or group show). The top three places will be awarded for the following divisions: 12 & under, 13-14, 15-17, and 18 and over.
- USAJR All-Star Team will perform following our Grand National Championship.
- Videos of the Team Show Championship and Grand National Championships will be available for purchase around August 1st. Check the www.usajumprope.org website for ordering information.

HELP MAINTAIN A PEACEFUL ENVIRONMENT FOR OUR ATHLETES

The USA Jump Rope group has always been considered one of the most positive, well-behaved groups of young people, and we consistently receive compliments about this. We are asking parents and coaches to please help maintain a peaceful sleeping environment by making sure that your jumpers are in their rooms and quiet by 10:00 pm on Tuesday, Wednesday, Thursday, and Friday evenings.

MAINTAIN A SMOOTH FLOW FOR THE TOURNAMENT

We count on coaches to have your jumpers ready to enter the floor at least 3 heats in advance. Please make sure that your jumpers know their station and heat, and they check in with the appropriate clerks on time. Make sure that all jewelry has been removed, shoes are tied, no gum is being chewed, and that hair accessories and eye glasses are secure. **This is not the job of the line-up clerks.** Your efforts ahead of time ensure that our tournament flows quickly and smoothly. It is a disruption for everyone if the judges on the floor must delay the tournament to take care of these things. Remember the Delay of Tournament Rule! Thanks for your help!

SUPPORT BOX ACCESS

A team may declare up to 4 people (or more depending on number of competitors), including the Coach and the Coach of Record for access to the support box. The support people must be at least 18 years of age and were required to be named at time of registration. Wristbands will be provided for the designated support box people. Coaches and Coach of Records will have a coach badge that will allow them access to the box.

- Please note that support people will not have any official or coach of record decision-making duties while in the box and on the floor. All coaching decisions and inquiries must go through team coach or coach of record.
- Only one person is allowed in the box at one time.
- Support people should only be in the support box for competitors from their own team. Support people may only be in a support box for a competitor from another team if they have received prior approval from the coach of the other team.

ACCESS TO COMPETITION FLOOR

Judges, Floor Managers, Tabulators, Runners, Clerks, and other volunteers are only permitted to be on the competition floor during their scheduled assignments. Coaches and designated Support Box people are only permitted to be on the competition floor and in athlete check-in/line-up areas when accompanying their athlete. The team's coach or designated Coach of Record is the only person from team permitted to contact the Tournament Directors regarding the tournament. All people on the floor must wear athletic shoes.

ACCESS TO PRACTICE AREA

Access to the practice area is limited to the athletes, coaches, coaches of record, designated support box people, and officials working their assigned shift. Parents and spectators should not be spending time with athletes in the practice area.

GRAND NATIONAL FLOOR MANAGER

2017 Competition Rulebook Section 207: G states: "Different colored tape will be used to mark the freestyle boundaries and no floor manager will be present at the Grand National Championship. The lineup clerk behind the curtain will give verbal instructions to all competitors about the freestyle boundaries."

THE TOURNAMENT COMMITTEE MAKES THE FINAL CALL

Any rule or procedure that is not explicitly explained in the rulebook is to be decided upon first by the tournament director, and then either upheld or overturned by the tournament committee. The complaint and appeal procedures are listed below and must be followed by all coaches. The argument that, "The rulebook doesn't say we CAN'T do it..." will not be acceptable to overturn a decision made by the tournament director.

COMPLAINT AND APPEAL PROCEDURE

If a problem arises during the competition, the following USAJR procedure will be used:

- 1) The coach or coach of record discusses the issue with the tournament director, Cindy Bork. The tournament director makes a decision or proposes a solution.
- 2) If the coach/coach of record disagrees with the decision of the tournament director, he/she has 30 minutes from the time of the incident to file an appeal. This involves filling out the official appeal form (on page 28) and submitting a \$25 non-refundable check or cash made out to USAJR. The appeal is made to the tournament director.
- 3) The concerning issue is then discussed by the Tournament Committee. Once the tournament director and the coach/coach of record have stated their cases, both are excused from the discussion so the committee can make their decision.
- 4) A majority opinion is necessary in order for the Tournament Committee to overturn the original decision made by the tournament director.
- 5) The outcome reached by the tournament committee is final, and the issue rests at that point.

PROCEDURES FOR THE USE OF MUSIC FOR GRAND NATIONAL CHAMPIONSHIP

The following list of procedures will be in effect for Saturday's Grand National Championship. The music must be appropriate for all audiences. It is the responsibility of the individual participant and coaches to ensure they understand and follow these procedures.

- Athletes who qualify for Grand Nationals freestyle must deliver their music on either a CD or flash drive to the Audio Technician prior to the start of the Grand National Tournament. Coaches and Athletes will also have the option to submit music to audio technician via Dropbox. Instructions for submitting to Dropbox will be included on the information sheet sent to coaches by email prior to tournament, and it will also included in coach packet at check-in.
- Music should be labeled with jumper and event name i.e., Joe Smith Single Freestyle.
- Music submission times for Grand Nationals will be at the audio table during times listed on final schedule of events.
- Athletes should make every effort to deliver their music to the Audio Technician the day or the day after they qualify – and not wait until the last minute! Potential Grand National participants should bring their music on a flash drive or CD with them to the competition venue each day of competition or be prepared to submit via Dropbox once qualified for Grand Nationals.
- Athletes/coaches need to have a backup of the music available at Grand Nationals on a portable electronic device (phone, tablet, etc...) ready to go in the event of a technical malfunction. The back-up device will need to have the headphone port accessible, be set in airplane mode, with no screen lock, queued to correct song, and volume turned up. The Music Technician must be able to simply press play at appropriate time. The person providing the device may be asked to operate it.
- Athletes may be required to complete a form indicating their music selection is in an approved music licensing catalog. Forms will be provided if necessary.
- If it is determined that a CD, flash drive, or portable electronic device failed to play due to the failure of the music operator or equipment, a re-jump will be offered to the competitor.
- If it is determined that a CD, flash drive, or portable electronic device failed due to an error by the competitor, a re-jump will not be offered. Appropriate deductions for presentation will be taken.
- Any further interpretations will be left up to the Tournament Director and/or tournament committee.
- **Music is used for Team Shows and for all freestyle events in Grand Nationals only.**
- Sound equipment will not be provided for practicing freestyle events for Grand Nationals.
- Teams are welcome to bring their own CD Player.

Judges' Code of Conduct

Objective: Conduct the tournament in the fairest possible way for all competitors following the USA JUMP ROPE Rulebook and Judging Handbook guidelines. **Judges and Officials are expected to act in a professional manner. Judges should perform their duties in accordance with the certification training that they have received.**

Dress Code: All judges and officials must wear navy blue pants/shorts (no denim), the USAJR polo shirt, or a plain white shirt (no team logos) and athletic shoes (no sandals or flip-flops). Sweaters or sweatshirts may be worn and must be plain white, or white or navy blue with the USAJR logo.

Cell-phones: Cellphones, blackberries, etc...are not to be used in any manner (talking, texting, emailing, and taking pictures) while on the competition floor, while part of a freestyle judging panel, or during any event you are judging.

Impartiality: Judges must demonstrate impartiality with a consistent attitude. All jumpers and teams should be treated equally. Panel judges should not speak to the athletes.

Interaction with athletes: The Head Judge and/or Floor Manager are the only ones that should communicate with the athlete. This communication is limited to verifying their name and event, delay of tournament infractions, and informing jumpers of their approximate speed score. Possible re-jump details may NOT be shared with the jumper. The Tournament Director will notify the coach and jumper if and when a re-jump will occur.

Interaction between Judges: There should be no discussion about athletes, performances or individual skills with the other judges unless requested to do so by the Head Judge or Tournament Director. Judges should be mindful of the comments they make to other judges. The following examples are inappropriate:

“This next jumper is going to be really fast”

“He is a world champion so this should be really good”

“That team always wins everything.”

Judging sheets: It is vital that judges check every score-sheet to be sure the correct, pre-printed sheet is being used for each competitor or team. Freestyle judges must make notes on their score sheets.

Your Assignment: Judge only those elements for which you are responsible. The totals and final score are not your responsibility.

EVENT SCHEDULE AND JUDGE/VOLUNTEER ASSIGNMENTS:

Judges and Volunteers should pay attention to the event schedule and pace of the tournament each day so they are prepared and on time for their scheduled assignments. The final copy of the Judge Assignments will include the freestyle station assignments and panel rotation schedule.

Speed Judges and Runners Report Times:

Wed. June 28: Report at 8:30 am for required Speed Judge meeting, Speed Events start at 9:00 am; *and* then again immediately following the last heat of pairs freestyle events to judge Triples

Thurs. June 29: Report for judging speed events immediately following the last heat of freestyle events

Fri. June 30: Report at 7:50 am, Speed Events start at 8:00 am

Sat. July 1: Grand National Speed Judges report at 7:50am, Speed Events start at 8:00 am

Freestyle Judge Panel Report Times will be noted in the final station assignment and rotation schedule.

Freestyle & Speed Judge Rule Reminders

TIMING CD ISSUE

If the Timing CD fails during freestyle events, the jumper(s) can choose to accept the scores already noted by the judges with the addition of a 0.2 deduction for going over/under time; or they can elect to re-jump for a new score.

UNIFORM

Athletes may wear any type of athletic clothing normally worn in sport competition or exercise activity. Team uniforms must match in color and design, and may have the team name and/or logo displayed during the competition. Differences are acceptable, regardless of gender (sleeve length, collar style, and short length). On a team, the athletes must wear the same majority color short as the other athletes on the team. Team Show competitors may coordinate their uniforms to allow for creativity. Exceptions can be made for religious preferences with the prior notification to the tournament director. Manufacturer's logos do not have to match. Competitor's underwear of any kind should not be visible when in a standing position (excluding spandex worn under shorts). Delay of tournament penalty will apply to any competitor that would have to leave the floor to change or cover up.

SUPPORT BOX IN SPEED AND FREESTYLE STATIONS

A 2' x 2' support box will be taped on the floor at each speed station and freestyle station. Coaches or support people may bring a clicker to the station. They may not bring cameras or any other recording device into the station as the taking of photos or video is not permitted in the support boxes.

Coaches are prohibited from pounding on the floor to create a cadence for their jumper, as this is disruptive for the judges and other jumpers. Coaches are not allowed to enter the station at any time or communicate with the judges. If a re-jump is being considered the flag will go up and the tournament director will come to the station and discuss it with the coach at that time. Only one person will be allowed in the support box at a time. If while in the support box, the person does not comply with the code of conduct rules, the team's floor coaching privileges will be revoked and no person from that team will be allowed on the floor for the remainder of the tournament. Issues with the use of the support box should be reported immediately to the tournament director.

Delay of Tournament Issues

Delays due to Failure to Appear

1. If a competitor fails to appear at their station before the last station has been announced, the Head Judge starts their stopwatch.
Point of Clarification: The Head Judge (or floor manager) will start their stopwatch after all competitors have been announced for each individual heat.
2. The Head Judge should make sure to delay the start of the heat until the 1 minute (individual events) or 2 minute (for multi-person events) time period has expired.
3. If the jumper or team arrives at the station before time has expired, then the Head Judge can signal that they are ready to proceed.
4. The mandatory deduction of 10 points in speed events and 0.4 in freestyle events is applied. The Head Judge will make a notation on the score sheet.
5. If the jumper or team does not appear within the time limit, then the Head Judge signals for the heat to proceed and notifies the tournament director.
6. The tournament director will then notify the coach or coach of record that the jumper or team was disqualified from that event.

Delays due to Rule Infractions

1. Head Judge notices an infraction. Examples of an infraction include wearing jewelry, eyeglasses not secured, gum, or inappropriate uniforms. If the rule infractions are corrected before the competitor's name in the last station is announced, a delay of tournament penalty will not be assessed. Infractions not corrected within this period will be assessed the delay of tournament penalty.
 - a. The Disney Magic Bands will be treated the same as a jewelry item and must be removed.
 - b. If a wristband is used as the Support Box identifier, and a support person or coach of record is also competing in the tournament, they must wear the wristband while competing and it will not be considered a jewelry or uniform infraction.
2. Head Judge notifies the jumper in a calm voice that they need to rectify their situation being specific and clear what the infraction is and what they need to do to rectify. The Head Judge will also explain that the jumper has 1 minute (or 2 minutes for teams) to rectify it.
3. **After giving the clear direction and time allowed, the Head Judge starts the stopwatch.**
4. If it is necessary for the jumper to leave the floor, the Head Judge will escort the jumper off the floor and wait for the jumper to return. The Head Judge should direct the Floor Manager or a Clicker Judge to keep the station flag raised. The jumper needs to be directed to return to the Head Judge to be escorted back on the floor.
5. If the jumper returns with the Head Judge to the station in the time limit allowed, then the flag should be lowered and the heat should proceed. The mandatory deduction is 10 points in speed events and 0.4 in freestyle events. The Head Judge will make a notation on the score sheet.
6. If the time limit expires before the Head Judge and jumper returns to the station, the Head Judge will signal the flag to be lowered, and will escort the jumper to the Tournament Director.
7. The Tournament Director will then contact the coach or coach of record and explain that the jumper has been disqualified from that event.

Delays 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 0.4. This is in addition to the 0.2 deduction penalty for going over time.

Speed Judge Reminder Sheet

ALL SPEED JUDGES:

- Count right foot jumps.
- If a miss occurs during the period of time when you were clicking the jumper, then skip the next right foot jump.
- In relay events, stop clicking when you hear “switch,” and start again when the next jumper begins.
- If a miss occurs at the end of one jumper’s turn during any relay event, and “switch” is called before you can skip their next jump, then skip the first right foot jump of the next jumper.
- If a miss occurs during a “switch” when you were not clicking, then you do not have to skip the first jump of the next jumper.
- All judges **MUST** show their clickers to each other to ensure honesty and accuracy before re-setting your clicker.
- All three judges should watch as the Head Judge records the scores to ensure accuracy.
- Remember that **only** the head judge may communicate with the jumper(s).
- Clicker judges should not take it personally if they are removed for inaccurate counting.
- Digital clicker judges must remember to allow time for the clickers to re-set before beginning the next heat.

HEAD SPEED JUDGES:

- **Have someone hold your flag up between all heats.** Lowering your flag will mean that your station is set and ready to go. All flags lowered will be the signal to start the heat.
- **Make all communications with the jumper(s) at your station.**
- **Make sure that the name(s) on the score sheet is correct for each jumper/team.** This will also confirm that your score sheets are in the correct order.
- **Be aware that there may be scratches.** If a jumper does not immediately come to your station, check to see if your next score sheet is for the next heat, not the current heat. You can also check the list of competitors in your envelope to see if a scratch has occurred. Do not lower your flag until you know exactly what the situation is.
- **If jumper(s) fail to appear when called, start the stopwatch** – Remember, they have one minute for individual events and 2 minutes for team events to appear and be ready to jump.
- **Check jumper(s) for rule infractions (i.e. gum, jewelry, eye glass strap)** – Again, they have 1 minute for individual events and 2 minutes for team events to be prepared to jump.
- If a jumper enters the station with jewelry items that can be easily removed, **and removes them before the competitor’s name in the last station is called**, then no delay of tournament penalty will be assessed. Infractions not corrected within this period will be assessed the delay of tournament penalty.
- **Triple Unders** – Jumpers must begin their attempt within 10 seconds of “GO.” Failure to do so will result in a deduction of 10 triples from the final score.
- **If there is a problem at your station, do not cause alarm or interrupt the heat once it has begun.** We will do our very best to avoid interrupting a heat once the timing CD has begun. If your station has a problem, just hold the jumper at the station until the heat is over, and we will work out the problem then.
- Make sure that the jumper(s) are aware of speed station boundaries. **Do not warn the jumpers if they are approaching the speed station boundary while they are jumping.** If a jumper

leaves their area, stop them immediately, have them move back into their station, then have them continue their event. **All judges should stop counting while a jumper is out of bounds.**

- **False start and false switch penalties** - There are two types of false starts and false switches, blatant and minor. A blatant False Start/Switch is a deduction of 20 points, and a Minor False Start/Switch is a deduction of 5 points. These are defined as:
 - **Blatant False Start/Switch:** The competitor jumps the rope before the call to “go” or to “switch” is given.
 - **Minor False Start/Switch:** There is premature movement of the rope before the call to “go” or to “switch” is given.
- **The procedure for determining false starts and false switches:** All three speed judges will now need to watch for false starts and false switches. A deduction will be made if at least **2 of the 3 judges** agree that a violation took place, and what type of violation it was (blatant or minor). If 2 of 3 judges agree that there was a violation, but there is a disagreement over what type of violation took place (blatant or minor), then the head judge will make the determination.
- Confirm that all mechanical clickers at your station are working properly.
- **Untied shoes are taken care of at the discretion of the jumper. Judges should not stop the jumper during an event for this reason.**
- During the triple under event, remind the jumper prior to the start of the event, to STAY in their competition area until all jumpers in that heat are finished. This will prevent unintentional interference with another competitor while exiting the floor.
- Record false switches, space violations and any delay of tournament by clearly writing “NO” in the proper box if there were none, or write the number (one, two, three, etc) if one or more did occur.
- Record the scores that you see on all three clickers into the appropriate boxes on the score sheets. You (head judge) write your score in box #1, the score for judge #2 in box #2, and the score for judge #3 in box #3 consistently.
- The only time that it is allowable to write down a score not actually shown on the clicker is when a miss occurs just before “time” is called, so the judges do not get the chance to skip the next right foot jump and rectify the score. In that case only, **all three judges** must agree that this situation happened and the head judge will write down a score one less than was actually clicked for each judge.
- If there is a last-minute scratch, please clearly write “**SCRATCH**” across the score sheet and turn it in as normal.

Presentation Judge Reminder Sheet

QUALITY OF PRESENTATION and CREATIVITY: Presentation judges take into consideration everything that is done on the competition floor, *including*:

- Beginning pose & ending pose
- Moves that do not involve a rope
- Behavior & appearance

USE NOTES TO DETERMINE SCORES: The notations listed for each level describe the middle of the range for that level:

- Masters: = Majority + with minimal √
- Advanced: = Equal + and √
- Intermediate: = Majority √ with minimal + or –
- Elementary: = Equal √ or -
- Basic: = Majority – with minimal √

Quality of Presentation: for each pair of + and – in your notes, cancel these notations against each other by substituting two √ marks (ex: P+ and P– equals two P √s)

- Then count the quantity of each judging notation to determine which is primary, and whether there is enough of another notation to raise or lower the score within the associated Point Scale
- **Important:** for every 2 notations that you cancel out you must replace them with 2 notations of equal value that are in the middle of the range between the 2 cancelled notations
- Write the score in the Quality of Presentation Points Given box on the score sheet

Creativity: Use the same procedure that you used when determining Quality of Presentation Points given above.




When each routine is finished, fill out your score sheet, turn it face down and set in front of you for the runner to pick up. DO NOT do the math. Tabulators will do that.

MUSIC RUBRIC: *Grand Nationals Only*

“+” Professional Pres.	“√” Average Presentation	“ – “Poor Presentation
The routine is clearly designed to match the music from beginning to end. Jumping matches the beat of the music, changes in the music are reflected with accents in the routine, the start and finish of the routine are designed to match the music.	The music enhances the routine. Jumping matches the beat of the music, but few if any specific accents are used to highlight changes in the music. The beginning and/or ending coordinate with the music.	The routine seems to have no connection to the music. The jumping does not reflect the beat of the music – the appearance of “background music” to the routine. No music is used at all.
“+” Professional Creativity	“√” Average Creativity	“ – “Poor Creativity
The music is interesting and greatly enhances the entertainment value of the routine. The routine depends on the music.	The music adds to the entertainment value of the routine, but the music is not emphasized in the choreography of the routine.	The music chosen is inappropriate or offensive, and/or the music distracts from enjoyment of the routine. No music is used at all.

Head Presentation Judge: In addition to judging content, see *Accuracy Judging* on p. 21.

Presentation Scoring

			Level	Presentation Point scale	Creativity Point Scale
MAJORITY	minimal	None	Basic	0.1 – 0.4	0.1 – 0.2
EQUAL	EQUAL	None	Elementary	0.5 – 0.8	0.3 – 0.4
minimal	MAJORITY	minimal	Intermediate	0.9 - 1.2	0.5 - 0.6
None	EQUAL	EQUAL	Advanced	1.3 – 1.6	0.7 – 0.8
None	minimal	MAJORITY	Masters	1.7 – 2.0	0.9 – 1.0

Presentation - Above	Presentation- Average	Presentation - Poor
Smiles, eye contact	Neutral, inward concentration	distracting
Grace, ease, amplitude	Obvious effort	Struggles
Strong strength, gymnastic moves, multiples	Well enough to complete skills, minor form breaks	Poor form that detracts from routine
Smooth, energetic, confident	Some thought, slight hesitation	Choppy and insecure, detracts from routine
Upright posture	Bent over to help with execution, eyes down	Hunch over, lack of confidence and skill
Pairs and teams perfectly synchronized, lots of changes in beat, directionality, movement	Synchronized, but not that complex, some changes in beat, directionality and movement	Not synchronized, focus on each other to stay together
Creativity - Above	Creativity - Average	Creativity - Poor
Poses unique, enhance routine	Poses there	No poses
Variety of skills all elements	Repetition, not a wide variety	One type of move/element dominates
Unique moves, sequences	Interesting, familiar	Not unique
Directionality and movement varied	Movement varied, but predictable	Movement not flattering or not there

Content Judge Reminder Sheet

Density & Difficulty Note Taking

Density and difficulty note taking are done simultaneously. The following are note-taking procedures for content judges:

- Count every 5 skills in an unbroken combination of 5.
- Make the appropriate Difficulty notation for the combination (with + or – if appropriate to show the high or low end of that level). The difficulty notation is the average difficulty of the 5 skills. ***Do not attempt to record the value for each skill.***
- Based on your preference, circle the Difficulty notation or make a C after it if the Combination has been maintained throughout that “snapshot” of 5 skills.
- Continue to count every 5 skills and make a Difficulty notation and a notation for a Combination unless the Combination is broken by a Density Break or the routine ends.
 - If the combination is broken, be sure to record the average score of the skills completed.
- Re-start the count of 5 skills after a density break.
- Continue in this manner throughout the routine
- Combinations must be circled or given a C notation indicating density regardless of the level of Difficulty of the skills.
- Combinations lasting longer than 5 skills will continue into the next notation period (snapshot) and will be given the appropriate difficulty and density notations based on what is seen in each notation period.
- Shorter sequences may be considered for a difficulty notation without being circled or given a C notation.
- A miss or break in density interrupts a combination
- A miss or break in density automatically re-sets to the beginning of a new combination (or the routine may re-start with isolated skills or a short sequence).

Reminders.

- Notice that combinations, movement/rotations, additions of elements such as multiples or releases and change of rope direction are keys to upgrading difficulty as you make notations for Difficulty levels.
- Give a maximum of an elementary level score for a skill when ropes are placed on the floor during dynamic interaction in Pairs Freestyle. If ropes are kept in the hand, any appropriate score up to Masters Level may be awarded.
- Credit must be given for the difficulty of skills completed before a miss in a combination. The combination would not be circled or given a C notation for Density if there is a break. After the miss/density break, resume making difficulty notations and counting skills towards the next combination.
- Only skills performed within the turning Double Dutch ropes, or single rope skills performed with the rope should be counted for difficulty and density.
- Remember to give credit for all entries, exits and turner/jumper interaction.

Density Breaks:

Any of the following minor or major misses or density breaks may be noted with a single slash (/) notation to denote a break in a sequence of skills.

Singles and Pairs Content Score								
Level	Desc.	Low			Mid	High		
Majority		Majority and Level -1			All	Majority and Level +1		
1	Basic	0.0	0.1	0.2	0.3	0.4	0.5	0.5
2	Elem	0.6	0.7	0.8	0.9	1.0	1.1	1.2
3	Interm	1.3	1.4	1.5	1.6	1.7	1.8	1.9
4	Adv	2.0	2.1	2.2	2.3	2.4	2.5	2.6
5	Mast	2.7	2.8	2.9	3.0	3.1	3.2	3.3
6	Exp	3.4	3.5	3.6	3.7	3.8	3.9	4.0

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Singles and Pairs Content Scoring

1. Sum numerical values (ignore + and -)
2. Add 0.33 for each plus (+), and subtract 0.33 for each minus (-)
3. Divide by total number of marks
4. Divide by 1.4
5. Subtract 0.5

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Double Dutch Content Score									
Level	Desc.	Low			Mid			High	
Majority		Majority and Level -1			All		Majority and Level +1		
1	Basic	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8
2	Elem	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6
3	Interm	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4
4	Adv	2.5	2.6	2.7	2.8	2.9	3.0	3.1	3.2
5	Mast	3.3	3.4	3.5	3.6	3.7	3.8	3.9	4.0

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Double Dutch Content Scoring

1. Sum numerical values (ignore + and -)
2. Add 0.33 for each plus (+), and subtract 0.33 for each minus (-)
3. Divide by total number of marks
4. Divide by 1.2
5. Subtract 0.4

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Freestyle Head Judge Reminder Sheet

JUDGING DUTIES:

- **Communication**
 - Be aware of Announcer's Calls and communicate as necessary with Floor Manager
 - If athlete has a cast or splint, check that doctor's permission is on file.
 - Verify that permission is on file for any medical or religious variance to uniform rules (i.e., medical alert bracelet.)
 - Check that ropes are legal – no attachments are allowed.
 - Check for debris or wet and sticky spots on floor.
 - Check all athletes for lateness, uniforms, jewelry, watches, eyeglass straps/wedges, and gum. Delay of Tournament rule applies. The Floor Manager will notify the Head Judge of any infractions seen before the start of the heat. Write violation and penalty on the score-sheet.
 - Be prepared to recommend a re-jump to the Tournament Director for a broken rope or interference.
 - If substitutions are not shown on the score-sheet, verify with the Tournament Director that it is approved.
-
- **Space Violations:** A space violation should be given if any rope, jumper, article of clothing, or other item leaves the defined floor space before, during, or following a routine, with the obvious exception being a jumper leaving the competition area after performing without passing through another jumper's competition area. **Remember, if a jumper(s) and/or rope(s) move outside the competition boundary, all judges should stop judging until the jumper and/or ropes re-enter the competition boundary.**
 - **Time Violations:** A routine reaching its final pose before the call for "60 seconds," or after the call for "time" is considered in violation of the time constraints.
 - **Delay of Tournament Penalty when Routine continues after time is called:** Any routine that continues after time is called for more than 5 skills, will be assessed a delay of tournament penalty of 0.4. This is in addition to the 0.2 deduction for going over time.
 - **Required Elements:** Each required element must be demonstrated a minimum of **twice** at **any level** *with the exception of spatial dynamics for Single Rope events and synchronized team footwork for Double Dutch events.* No credit is given if the element is omitted completely or attempted with no success at all.
 - Full credit (0.2) will be awarded for each required element completed successfully a minimum of **twice** during the routine, *with the exception of Spatial Dynamics for Single Rope events and synchronized team footwork in Double Dutch events.*
 - Partial credit (0.1) will be awarded for each required element completed successfully one time during the routine.
 - No Credit (0) should be awarded for each required element that is omitted or that the jumper misses while attempting to complete the required element.

- No Credit (0) should be awarded to Double Dutch required elements performed WITHOUT the ropes turning around or passing under the body.
- Be Aware that jumpers often fulfill more than one required element in a single skill or sequence (e.g. rope manipulations combined with rope direction changes performed while using space).
- **Accuracy Judging for Head Judge, Head Presentation, and Head Content Judges:** Accuracy judging refers to the number of misses in a routine. The head judge, head presentation judge, and head content judge are responsible for scoring accuracy. There are two types of misses; a minor miss, and a major miss. Circle the number of “^” marks on the chart and carry the point value over to the accuracy score box on the score sheet. This deduction will be taken from the Quality of Presentation score by the scoring program. Judges should NOT attempt to do the math on the score sheets!
 - A minor miss is an unintentional stoppage of the rope or an obvious unintentional miss of the handle during a rope release re-grasp.
 - A missed attempt to catch the rope handle after a release is counted as a miss even if the jumper keeps the rope moving and catches the rope on the next rotation. When the rope is caught down from the handle and the handle is worked into the jumper’s hand during the course of the next few turns, the move is counted as a “bobble” and would be a presentation issue, not an accuracy deduction.
 - Misses may be caused by the rope(s) hitting a jumper, the turner, the opposite rope, or any other mistake involving the rope(s) that cause the rope to stop. If a jumper or team “pulls out” of a miss and the rope does not stop, that is considered a “bobble” and does not receive a “^” notation for a miss. Instead, the presentation judges should indicate this bobble with a negative mark in their “Quality of Presentation” notes.
 - A minor miss “^” becomes a major miss “^^” after two seconds have passed.

SPECIAL NOTE: Please completely and clearly mark all boxes that appear on a score sheet. Leaving a box blank creates a problem for those entering data and for the freestyle tabulators because they will not know if the value of a box is 0 or if the judge forgot to mark the value. 0 or X is acceptable. “/” can easily be mistaken for a 1.

Head Judge

SINGLE ROPE and PAIRS

<u>Required Element</u>	<u>Scoring</u>
Multiples (M)	0.2 = 2 multiples completed 0.1 = 1 multiple completed 0 = No multiples completed
Inversion or Displacement (I/D)	0.2 = 2 inversion/displacements completed 0.1 = 1 inversion/displacement completed 0 = No inversion/displacements completed
Backward Skills (B)	0.2 = 2 changes of direction during the routine (<i>ex: begins routine in forward direction, changes to backward, and then changes forward</i>) 0.1 = 1 change of direction during the routine (<i>ex: forward to backward</i>). 0 = No change in rope direction during the routine.
SINGLE ROPE ONLY Spatial Dynamics (S)	0.2 = all 4 quadrants used 0.1 = 2 or 3 quadrants used 0 = 1 quadrant used
PAIRS ONLY Pairs Interactions (P)	0.2 = 2 pairs interaction skills completed 0.1 = 1 pairs interaction skill completed 0 = No pairs interaction skills completed
Rope Manipulation (R)	0.2 = 2 rope manipulations completed 0.1 = 1 rope manipulation completed 0 = No rope manipulations completed

Head Judge Required Elements for Single Rope and Single Rope Pairs

Multiple Unders (M)

- Skills that involve the rope rotating more than one time per jump.
- Full credit will be awarded for the successful completion of two, multiple-unders by each jumper during the routine. Consecutive multiple-unders will fulfill this requirement. Partial credit will be awarded for the successful completion of one multiple under by each jumper. No credit will be given if the jumper(s) fails to complete at least one multiple under.

Inversion or Displacement (I/D)

- Skills requiring a change in the center of gravity, displaying strength, balance, flexibility, and/or agility (including gymnastic-type skills).
- Full credit will be awarded when each jumper successfully performs inversion or displacement skills a minimum of two times. Consecutive inversion or displacement skills will fulfill this requirement. Partial credit will be awarded for the successful completion of one inversion or displacement skill by each jumper during the routine. No credit will be given if the jumper(s) fails to complete at least one inversion or displacement skill.

Directionality / Backwards Skills (B)

- Skills demonstrating an obvious change in the direction of the rope around the jumper's body.
- The direction of the rope is determined by the direction the rope approaches the jumper's feet. If the rope approaches the jumper's toes, the rope is going forward. If the rope approaches the jumper's heels, the rope is going backward. *Note that the rope must make a complete revolution around the jumper's body to satisfy this requirement.*
- Full credit will be awarded for two changes of direction during the routine by each jumper. Partial credit will be awarded for one change of rope direction by each jumper during the routine. No credit will be given if the jumper(s) fails to complete a change of direction during the routine.
- Examples:
 - Full credit example: jumper begins routine with rope moving in forward direction, then changes rope to backward direction for a period of time and then changes rope to forward direction for another period of time. (2 rope direction changes)
 - Partial credit example: jumper begins the routine with the rope moving forward. Jumper jumps the majority of the routine in the forward direction. Toward the end of the routine, the jumper changes direction of the rope to backwards and jumps the remainder of the routine in the backward direction, ending the routine in the backward direction. (1 rope direction change)
 - No credit example: jumper does entire routine in the forward direction. (No change of rope direction)
- Things to watch:
 - Watch for the direction of the rope during gymnastic skills. These will count for a direction change, as long as the rope revolves around the jumper's body.
 - Side swings, buddy bounces, stalls without jumping the rope, helicopters, horizontal body wraps, and other such skills do not count toward a direction change, as the rope does not revolve around the jumper's body.

- Skills that involve changing from forward to backward in one jump will count for a change of direction (e.g., EK full twist).

Spatial Dynamics (Single Rope events) or Dynamic Interaction (Single Rope Pairs events) (S)

- In Single Rope events, the Spatial Dynamics element is defined as movement throughout the performance area.
 - To receive full credit, the jumper must use all four quadrants of the competition area outside of a three-foot center radius. The quadrants should be seen as a + formation on the floor. If the jumper uses 2 or 3 quadrants, partial credit will be awarded. No credit will be awarded if the jumper remains in the same quadrant for the entire routine or fails to move outside the three-foot center radius.
- Dynamic Interaction is required for Single Rope Pairs Freestyle Events. This element is demonstrated when jumpers interact cooperatively and are highly dependent on one another (e.g. it is not possible to perform the skill without both jumpers' collaboration)
 - Full credit will be awarded when the jumpers successfully complete dynamic interaction at least twice during the routine (example: Scoops, Chinese Wheel). Partial credit will be awarded if dynamic interaction is successfully completed once during the routine. No credit will be given if the jumpers fail to successfully complete dynamic interaction at least once.

Rope Manipulations (R)

- Skills that cause the rope to perform motions other than the standard loop around the body (e.g. crosses, releases, swings, wraps).
- Full credit will be awarded when each jumper successfully completes at least 2 rope manipulations during the routine. Consecutive rope manipulations will fulfill this requirement. Partial credit will be awarded for 1 rope manipulation per jumper during the routine. No credit will be given if the jumpers fail to successfully complete at least one rope manipulation.

Head Judge

DOUBLE DUTCH

<u>Required Element</u>	<u>Scoring</u>
Multiples (M)	0.2 = 2 multiples completed 0.1 = 1 multiple completed 0 = No multiples completed
Inversion or Displacement (I/D)	0.2 = 2 inversion/displacements completed 0.1 = 1 inversion/displacement completed 0 = No inversion/displacements completed
Unison Skills (U)	0.2 – All members participate 0.1 – Some members participate 0 – No footwork in unison
Spatial Dynamics (S)	0.2 - All Team members both turn and jump 0.1 - Some team members turn and jump 0.0 – No turner / jumper exchange
Rope Manipulation (R)	0.2 = 2 rope manipulations completed 0.1 = 1 rope manipulation completed 0 = No rope manipulations completed

Head Judge Required Elements for Double Dutch

Multiple Unders (M)

- Skills that involve a rope or ropes passing under the jumper(s) feet more than one time per jump.
- Full credit will be awarded for successful completion of at least two multiple-unders during the routine. Consecutive multiple-unders will fulfill this requirement. Partial credit will be awarded for the successful completion of one multiple under during the routine. No credit will be given if the jumper or jumpers fail to complete at least one multiple under.

Inversion or Displacement (I/D)

- Skills requiring a change in the center of gravity, displaying strength, balance, flexibility, and/or agility (including gymnastic-type skills).
- Full credit will be awarded when the jumper(s) successfully perform inversion or displacement skills a minimum of two times. Consecutive inversion or displacement skills will fulfill this requirement. Partial credit will be awarded for the successful completion of at least one inversion or displacement skill during the routine. No credit will be given if the jumper fails to successfully complete at least one inversion or displacement skill.

Synchronization / Unison (U)

- Synchronized team footwork.
- To receive full credit, all jumpers and turners must perform synchronized team footwork in unison. (This required element does NOT need to be completed twice.) If some of the jumpers and turners participate, partial credit will be awarded. No credit will be given if synchronized team footwork is not done.

Spatial Dynamics (S)

- In Double Dutch, Spatial Dynamics is defined as any movement that results in a jumper becoming a turner and a turner becoming a jumper.
- ALL athletes must be jumpers and turners during the routine to receive full credit. Partial credit will be awarded if only some jumpers and turners participate. No credit will be given if spatial dynamics is not done.

Rope Manipulations (R)

- Skills related to turning the ropes (turner involvement).
- Full credit will be awarded when the turners successfully perform rope manipulation twice during the routine. Partial credit will be awarded for the successful completion of at least one rope manipulation. No credit will be given if the jumper(s) fail to complete at least one rope manipulation during the routine.

Floor Manager Reminder Sheet

MANAGING YOUR STATION:

- **Hold up your flag between all heats** – Keep the flag raised until everyone at your station is ready to begin.
- Meet jumper(s) in the middle of the boundary and point out the boundaries and center of the station.
- Make sure you greet all competitors in the same manner and remain consistent with explanations, indications of boundaries and center in freestyle.
- Check jumper(s) names and confirm with heat sheet.
- If jumper(s) fail to appear when called, immediately alert the Head Judge of the failure and to start stopwatch – Remember, they have one minute for individual events and 2 minutes for team events to appear and be ready to jump.
- Check jumper(s) for rule infractions (i.e. gum, jewelry, eyeglass strap) –Again, they have 1 minute for individual events and 2 minutes for team events to be prepared to jump. However, if a jumper enters the station with jewelry items that can be easily removed, and removes them before the competitor's name in the last station is called, then no delay of tournament penalty will be assessed.
- Notify the head judge **BEFORE** the heat begins of any rule infractions.
- Communicate to all judges the team name and ID number of the jumper(s).
- Be aware that there may be scratches. Communicate to all judges if there has been a scratch.
- If there is a problem at your station, do not cause alarm or interrupt the heat once it has begun. We will do our very best to avoid interrupting a heat once the timing CD has begun. If your station has a problem, just hold the jumper(s) at the station until the heat is over, and we will work out the problem then.



USAJR NATIONAL CHAMPIONSHIP APPEAL FORM

Date: _____ Time: _____

Name of Protesting Team: _____

Name of Team Leader: _____

Specific Rule Involved (State Rule Number): _____

Explanation of the issue:

Action Requested:

I declare that I represent the team named above and that the facts stated are true and complete. With this form I include a protest fee in the amount of twenty-five dollars (\$25.00), which I understand is non-refundable. I have read the protest procedures outlined in Section 400-408 of the USA Jump Rope Rules governing this protest and I (we) agree to abide by the decision of the Tournament Committee in the spirit of true sportsmanship.

Signature: _____

Printed Name: _____