

4.2 PRESENTATION

Presentation is divided into two sets of judges, Athlete Presentation (P_A) and Routine Presentation (P_R) judges. These judges make marks (+, √, -) throughout the routine.

4.2.1 Athlete Presentation – Form and Execution (Technicality)

To evaluate form and execution, a judge should watch for body posture and positioning, amplitude, and the flow and arc of the rope. Skills should be performed in the best possible way for judge and audience visibility, as well as aesthetics. Judges will make a mark for Form and Execution for every skill performed.

Form and Execution (Technicality)		
- Basic	✓ Average	+ Excellent
Hunched over position, showing lack of skill, focus is towards the floor	Bent over to help execute tricks	Upright posture – shoulders and head up, back straight
Shows obvious effort to complete skills. Legs or back are bent when not appropriate for the skill being performed	Performs moves well enough to complete the skills but with minor breaks in form	Straight legs, clean lines and proper form at all times when performing skills
Hesitation between skills, obvious effort in thought between completing skills. Long pauses or bobbles in the routine	Some moments of hesitation. Executes the routine with occasional breaks in the flow between skills	Smooth flow between skills and superior execution of the routine. The arc of the rope(s) is continuous and smooth
Struggles to complete the skills. Low and hard landings between skills	Performs some skills with athleticism but performs other skills with difficulty and/or obvious effort. Slight break in form when landing	Displays exceptional athleticism. High amplitude with soft landings. Landing skills upright or in the appropriate form for the skill being performed
Athlete's back is to the judges and audience for an extended period of time. Performing skills in a direction that makes it difficult to evaluate	Some skills are performed in less than ideal position on the floor.	Skills are staged well in relation to the judges and audience. The directionality and position on the floor is visually pleasing to the intended audience
Pairs or teams are consistently not coordinated or synchronized, and/or need to focus on each other to stay together	Pairs or teams are coordinated and synchronized some of the time, but lack these qualities at other times	Pairs or teams are perfectly coordinated and synchronized throughout the routine

4.2.2 Routine Presentation – Entertainment

To evaluate the entertainment component of a routine, judges should watch for unique skills and combinations, varied movement across the floor, and smooth transitions between skills.

Entertainment judges will also watch for repetition and repeated skills. This includes exact skills that are repeated as well as sections of the routine that begin to appear repetitive. For example, long multiple sequences, similar turner involvement during Double Dutch, etc. Judges will make a mark for entertainment at least every 2 seconds.

- Basic	Entertainment ✓ Average		+ Excellent
Displays a lack of confidence, no effort made to connect with the judges and audience, no visible eye contact made	May have moments of connecting with the judges and audience, but they are minimal and shows obvious inward concentration throughout the routine	Strong showmanship and stage presence demonstrated. Athlete performs a routine that captivates the judges and audience's attention. Effort made to make eye contact and connect with intended audience	
The routine is predictable; routine not designed from the spectator perspective	Parts of the routine are interesting, but other parts are predictable	The routine is constantly interesting and entertaining to watch	
The routine is repetitive; athlete appears to have a limited repertoire of skills; an exact skill is repeated	A variety of skills and combinations with some repetition	There is a full variety of skills and styles shown from all elements	
Routine has little movement and movements are predictable, and there are little to no rope direction changes	Athlete moves and uses the competition space, but movements are unoriginal	Directionality of the rope and movements are varied and unpredictable, and keep the routine constantly interesting to watch	
Choppy transitions and breaks in flow	Routine has transitions, although they are not interesting or well-executed	Routine has smooth transitions between sections	
Narrow variety of skills; choreography is simplistic	Thought put into choreography but not applied consistently through the routine	Many examples of original moves, sequences, and choreography	
Routine is like many others, not memorable	Routine has aspects of originality	"Wow" factor – routine captivates the audience	

4.2.3 Routine Presentation – Musicality

To evaluate the musicality of a routine, judges should watch for effective use of music, unique music selection and choreography. Judges will make a mark at least every 2 seconds.

If a routine does not have any music this category should be marked with minuses at least every 2 seconds. However, if a competition cannot run music for some reason this category is not judged at all and no marks should be made.

- Basic	Musicality ✓ Average		+ Excellent
Accents of the music do not correspond to elements of the routine; Little rhythmic connection between the beat and athlete's movements	Jumping is sometimes on-beat and on-rhythm; some alignment of accents and transitions between the music and the routine	Jumping is consistently on-beat and on-rhythm; excellent use of accents in the music to amplify the routine	
The music bears little to no relationship to or connection with the routine	The routine embraces the spirit and style of the music	The style of the routine and athlete closely matches the music; the routine tells a story with the music, creates an emotional connection with the music	
No music is used, music used is inappropriate	Music is used and appropriate, but not very original or interesting	Music is unique and interesting and adds to the entertainment value of the routine	
No effective starting and/or ending pose/sequence	Athlete uses starting and ending poses/sequences but without much impact on the quality of the routine	Starting pose/sequence creates anticipation for the routine; finishing pose marks a clear and graceful finish	

4.3 REQUIRED ELEMENTS

In order to ensure that freestyle routines are well-rounded and varied, athletes will be required to perform certain skill types or elements. For each required element not fulfilled points will be deducted from the score.

4.3.1 General

- Athlete(s) must successfully complete a skill that can be awarded a difficulty level for it to count as a required element
- Required elements may be performed in isolation or in sets
- Athletes can complete multiple required elements in the same skill
- Required elements can be performed at any difficulty level. However, athletes must jump their rope immediately after completing a required element
- In Single Rope Pairs and Team freestyle events, the required element must be performed by all athletes simultaneously
- For Double Dutch and Wheel events, a required element can be performed by any single athlete or combination of the athletes (they do not all need to participate in the skill for it to count)