
Speed Total Score Sheet

Speed Total Score Sheet

Event:

Age:

EntryID:

Team:

Heat:

Station:

Competitors:

Deductions		Score	
	Space Violation (5 pts per occurrence) (競技エリア違反)	Judge #1	
	False Start (5 pts per occurrence) (フライングスタート)		
	False Switch (5 pts per occurrence) (フライングジャンパーチェンジ)	Judge #2	
=			
	Total Deductions (減点合計) (sum of all deductions above)	Judge #3	



WORLD JUMP ROPE EXAMPLE CONTENT JUDGING SCORESHEET

Event ID: _____ Heat: _____ Station: _____ Judge #: _____

Team Name: _____ Competitor(s) _____

CONTENT (内容)	LEVELS	POINT SCALE	DIFFICULTY SCORE
Difficulty (難度) - Average level of difficulty shown in the skills and combinations performed throughout the routine	Level 1	0.1 – 0.8	
	Level 2	0.9 – 1.6	
	Level 3	1.7 – 2.4	
	Level 4	2.5 – 3.2	
	Level 5	3.3 – 4.0	
Density (密度) - Use of sequences and combinations versus isolated skills - Number and length of breaks and/or transitions used in the routine	LEVELS	POINT SCALE	DENSITY SCORE
	Basic	0.1 – 0.4	
	Elementary	0.5 – 0.8	
	Intermediate	0.9 – 1.2	
	Advanced	1.3 – 1.6	
Masters	1.7 – 2.0		

Judging Notes:

Use this chart to interpret your density notations

LEVELS	DESCRIPTION
Basic	<i>mostly single skills performed in isolation with long pauses between each skill (mostly //)</i>
Elementary	<i>some skills are performed in combination and some single skills are performed in isolation with pauses between skills and combinations (some //, some /)</i>
Intermediate	<i>skills are performed in combination with only short pauses between combinations (most /).</i>
Advanced	<i>all skills are performed in combination with transitional skills used to connect combinations. Only a few short breaks. (/ and T)</i>
Masters	<i>the routine is one continuous combination with no non-choreographic pauses or breaks (no / or //, a few T).</i>

WORLD JUMP ROPE EXAMPLE PRESENTATION JUDGING SCORESHEET

Event ID: _____ Heat: _____ Station: _____ Judge #: _____

Team Name: _____ Competitor(s) _____

PRESENTATION (プレゼンテーション)	LEVELS	POINT SCALE	TECHNICAL PRESENTATION SCORE
Technical Presentation (技術的プレゼンテーション) - The aesthetic qualities of the design and the performance of the routine	Basic	0.1 – 0.4	
	Elementary	0.5 – 0.8	
	Intermediate	0.9 – 1.2	
	Advanced	1.3 – 1.6	
	Masters	1.7 – 2.0	
	LEVELS	POINT SCALE	ENTERTAINMENT VALUE SCORE
Entertainment Value (エンターテインメント) - Elements that make the routine interesting and exciting to watch	Basic	0.1 – 0.4	
	Elementary	0.5 – 0.8	
	Intermediate	0.9 – 1.2	
	Advanced	1.3 – 1.6	
	Masters	1.7 – 2.0	

Judging Notes:

Optional note-taking charts:

Technical Presentation	+, ✓, -	Entertainment Value	+, ✓, -
Athleticism, Amplitude, Energy		Musical Interpretation	
Posture, Form, Alignment		Variety of Skills and Styles	
Smoothness, Flow, Confident Execution, Synchronicity in pairs/teams		Use of Original Skills and Combinations	
Technical use of Music		Changes in Directionality and Movement	
Appearance, Countenance, Body Language		Creativity, Interesting Choreography	
Beginnings and Endings, Directionality		Dynamic Interaction in Pairs and Teams	

Use this chart to interpret your notes (either in the charts above or in the space below)

LEVELS	DESCRIPTION
Basic	All “-“ marks should result in a score in the “Basic” range
Elementary	A mixture of “-“ and “✓” marks should result in a score in the “Elementary” range
Intermediate	All “✓” marks should result in a score in the “Intermediate” range
Advanced	A mixture of “” and “+” marks should result in a score in the “Advanced” range
Masters	All “+” marks should result in a score in the “Masters” range



WORLD JUMP ROPE EXAMPLE HEAD JUDGING SCORESHEET

Event ID: _____ Heat: _____ Station: _____ Judge #: _____

Team Name: _____ Competitor(s) _____

REQUIRED ELEMENT DEDUCTIONS (必須項目減点)	DEDUCTION SCALE (circle one for each element)			DEDUCTION GIVEN
Multiples (ロープの2重以上回し)	No Deduction	-0.2	-0.4	
Inversion or Displacement Skills (体の反転及び転位) --e.g., handspring or somersault --e.g., lowering center of gravity as in push-up or donkey kick	No Deduction	-0.2	-0.4	
Spatial Dynamics (空間的な動き) -Single Rope: use of all four (4) quadrants of floor space --Double Dutch: Exchange of turner/jumper	No Deduction	-0.2	-0.4	
Rope Manipulation Skill (ロープトリック) -Single Rope: arm action skills, rope toss, crosses, wraps, etc. --Double Dutch: Turner skills, excluding exchanges	No Deduction	-0.2	-0.4	
TOTAL POINTS DEDUCTED FOR REQUIRED ELEMENTS (減点合計) (Maximum deduction = 1.6)				=

GENERAL DEDUCTIONS (一般減点)			
Time Violations (時間違反) To indicate time violations, please circle whichever apply:		Space Violations (競技エリア違反) Every time a jumper or a rope (or any other piece of clothing or equipment) leaves the competition area, a space violation is given.	
a) False Start (フライング)	b) Under Time (45秒未満)		
c) Over Time (75秒以上)			
# of Time Violations (minus 0.2 points each)	Total Time Violation Deduction Given	# of Space Violations (minus 0.2 points each)	Total Space Violation Deduction Given:

ACCURACY DEDUCTIONS (正確さ減点【ミス】)			
Accuracy Deductions - 1 Click for a minor miss (rope stops unintentionally) - 2 Clicks for a major miss (2 or more seconds delay) NOTE: Circle the number of clicks and the accuracy deduction on the chart:	# of clicks = Points deducted		- points deducted
	1 = .2	6 = 1.2	
	2 = .4	7 = 1.4	
	3 = .6	8 = 1.6	
	4 = .8	9 = 1.8	
	5 = 1.0	10 = 2.0	

Judging Notes: