



# JUMP ROPE FEDERATION OF INDIA

## SR & DD SPRINT & MULTIPLE'S SCORE SHEET

<b>JUDGE / REFEREE NO.</b>				<b>COURT NO.</b>		
<b>JUMPER NAME</b>				<b>STATE</b>		
<b>AGE CATEGORY</b>	BELOW 20 YRS	ABOVE 20 YRS		<b>GENDER</b>	B	G
<b>EVENT</b>	S	E	DU	TU	S&DUR	DDSR

SPACE VIOLATION (5 PTS PER OCCURANCE)		SCORE	
BLATANT FALSE START/SWITCH (20 PTS PER OCCURANCE)			
FALSE START/SWITCH (5 PTS PER OCCURANCE)			
DELAY OF TOURNAMENT (10 PTS PER OCCURANCE)			
TOTAL DEDUCTION			

Referee Sign

Judge Sign

Technical Dir. Sign





# JUMP ROPE FEDERATION OF INDIA

## FREESTYLE PRESENTATION SCORE SHEET

<b>JUDGE / REFEREE NO.</b>		<b>STATE</b>	
<b>JUMPER NAME/S</b>			
<b>AGE CATEGORY</b>		<b>GENDER</b>	B G

PRESENTATION	LEVELS	POINT SCALE	TECHNICAL PRESENTATION SCORE
<b>TECHNICAL PRESENTATION</b> The aesthetic qualities of the design & the performance of the routine	BASIC	0.1 – 0.4	
	ELEMENTRY	0.5 – 0.8	
	INTERMEDIATE	0.9 – 1.2	
	ADVANCED	1.3 – 1.6	
	MASTERS	1.7 – 2.0	
<b>ENTERTAINMENT VALUE</b> Elements that make the routine interesting and exciting to watch	LEVELS	POINT SCALE	ENTERTAINMENT VALUE SCORE
	BASIC	0.1 – 0.4	
	ELEMENTRY	0.5 – 0.8	
	INTERMEDIATE	0.9 – 1.2	
	ADVANCED	1.3 – 1.6	
MASTERS	1.7 – 2.0		

Referee Sign

Judge Sign

Technical Dir. Sign



# JUMP ROPE FEDERATION OF INDIA

## FREESTYLE PRESENTATION SCORE SHEET

<b>JUDGE / REFEREE NO.</b>		<b>STATE</b>	
<b>JUMPER NAME/S</b>			
<b>AGE CATEGORY</b>		<b>GENDER</b>	B G

PRESENTATION	LEVELS	POINT SCALE	TECHNICAL PRESENTATION SCORE
<b>TECHNICAL PRESENTATION</b> The aesthetic qualities of the design & the performance of the routine	BASIC	0.1 – 0.4	
	ELEMENTRY	0.5 – 0.8	
	INTERMEDIATE	0.9 – 1.2	
	ADVANCED	1.3 – 1.6	
	MASTERS	1.7 – 2.0	
<b>ENTERTAINMENT VALUE</b> Elements that make the routine interesting and exciting to watch	LEVELS	POINT SCALE	ENTERTAINMENT VALUE SCORE
	BASIC	0.1 – 0.4	
	ELEMENTRY	0.5 – 0.8	
	INTERMEDIATE	0.9 – 1.2	
	ADVANCED	1.3 – 1.6	
MASTERS	1.7 – 2.0		

Referee Sign

Judge Sign

Technical Dir. Sign





# JUMP ROPE FEDERATION OF INDIA

## FREESTYLE CONTENT SCORE SHEET

<b>JUDGE/ REFEREE NO.</b>		<b>STATE</b>			
<b>JUMPER NAME/S</b>					
<b>AGE CATEGORY</b>		<b>GENDER</b>	B	G	

CONTENT	LEVELS	POINT SCALE	DIFFICULTY SCORE
<b>DIFFICULTY</b> Average level of difficulty shown in the skills and combinations performed throughout the routine	BASIC	0.1 – 0.8	
	ELEMENTRY	0.9 – 1.6	
	INTERMEDIATE	1.7 – 2.4	
	ADVANCED	2.5 – 3.2	
	MASTERS	3.3 – 4.0	
<b>DENSITY</b> Use of sequences & combinations versus isolated skills. Number & length of breaks or transitions used in routine	<b>LEVELS</b>	<b>POINT SCALE</b>	<b>DENSITY SCORE</b>
	BASIC	0.1 – 0.4	
	ELEMENTRY	0.5 – 0.8	
	INTERMEDIATE	0.9 – 1.2	
	ADVANCED	1.3 – 1.6	
MASTERS	1.7 – 2.0		

Referee Sign

Judge Sign

Technical Dir. Sign



# JUMP ROPE FEDERATION OF INDIA

## FREESTYLE CONTENT SCORE SHEET

<b>JUDGE/ REFEREE NO.</b>		<b>STATE</b>			
<b>JUMPER NAME/S</b>					
<b>AGE CATEGORY</b>		<b>GENDER</b>	B	G	

CONTENT	LEVELS	POINT SCALE	DIFFICULTY SCORE
<b>DIFFICULTY</b> Average level of difficulty shown in the skills and combinations performed throughout the routine	BASIC	0.1 – 0.8	
	ELEMENTRY	0.9 – 1.6	
	INTERMEDIATE	1.7 – 2.4	
	ADVANCED	2.5 – 3.2	
	MASTERS	3.3 – 4.0	
<b>DENSITY</b> Use of sequences & combinations versus isolated skills. Number & length of breaks or transitions used in routine	<b>LEVELS</b>	<b>POINT SCALE</b>	<b>DENSITY SCORE</b>
	BASIC	0.1 – 0.4	
	ELEMENTRY	0.5 – 0.8	
	INTERMEDIATE	0.9 – 1.2	
	ADVANCED	1.3 – 1.6	
MASTERS	1.7 – 2.0		

Referee Sign

Judge Sign

Technical Dir. Sign





# JUMP ROPE FEDERATION OF INDIA

## FREESTYLE DEDUCTION SCORE SHEET

<b>JUDGE / REFEREE NO.</b>		<b>STATE</b>			
<b>JUMPER NAME/S</b>					
<b>AGE CATEGORY</b>		<b>GENDER</b>	B	G	

REQUIRED ELEMENT DEDUCTIONS	DEDUCTION SCALE		DEDUCTION GIVEN
<b>Multiples</b>	No	- 0.2	-0.4
	Deduction		
<b>Inversion or Displacement Skills (handsprings or somersault, Push-ups, Frog)</b>	No	- 0.2	-0.4
	Deduction		
<b>Spatial Dynamics Use of 4 quadrants</b>	No	- 0.2	-0.4
	Deduction		
<b>Rope Manipulation Skills Whirls, toss, wraps, exchange</b>	No	- 0.2	-0.4
	Deduction		
<b>Total Deduction (MAX. 1.6)</b>			=

GENERAL DEDUCTION		
Time Violation (MINUS 0.2 PTS EACH)	Delay of Tournament (MINUS 0.4 PTS EACH)	# of Space Violations (MINUS 0.1 PT EACH)
A) BELOW 60 SEC		
B) ABOVE 75 SEC		

<b>PROP USED</b>	<b>YES</b>	<b>NO</b>
------------------	------------	-----------

ACCURACY DEDUCTION		
1 CLICK FOR MINOR MISS	# OF CLICKS = POINTS DEDUCTED	POINTS DEDUCTED
	1 = 0.2	6 = 1.2
	2 = 0.4	7 = 1.4
<b>2 CLICKS FOR MAJOR MISS (MORE THAN 2 SEC)</b>	3 = 0.6	8 = 1.6
	4 = 0.8	9 = 1.8
	5 = 1.0	10 = 2.0

Referee Sign

Judge Sign

Technical Dir. Sign





# JUMP ROPE FEDERATION OF INDIA

## DEMO CUP SCORE SHEET

<b>JUDGE / REFEREE NO.</b>		<b>STATE</b>	
<b>JUMPER NAME/S</b>			

<b>PROP USED</b>	<b>YES</b>	<b>NO</b>
------------------	------------	-----------

<b>CHINESE WHEEL</b>		<b>LONG ROPE</b>		<b>TRAVELERS</b>	
<b>Simple wheel of two jumpers</b>	1 2	One long Rope with basic steps	1 2	One traveler in a simple formation	1 2
<b>Wheel of 3 jumpers with complex steps like crossing</b>	3 4	Multiple ropes with basic step	3 4	One or more travelers catch other using physically challenging sequence	3 4
	5 6	Multiple ropes, turners & jumpers working together physically	5 6		5 6
<b>Giant Wheel</b>	7 8			7 8	All members participate as traveler & jumper
	9 10	9 10		9 10	

<b>DOUBLE DUTCH</b>		<b>SINGLE ROPE SYNCHRONIZED ROUTINE</b>	
Basic Skills performed with no formation	1 2	No Matching	1 2
Most of the members involved but not interconnected	3 4	Coordination occurs at some points	3 4
Physically challenging skills performed with turning skills involvement	5 6	Coordination loses at some points	5 6
Every member of the group involved	7 8		7 8
	9 10	Acting as Mirror image	9 10

Referee Sign

Judge Sign

Technical Dir. Sign





# JUMP ROPE FEDERATION OF INDIA

## DEMO CUP DEDUCTION SCORE SHEET

<b>JUDGE / REFEREE NO.</b>		<b>STATE</b>	
<b>JUMPER NAME/S</b>			

Music on the beat	Points	Boring or Entertaining		PARTICIPATION	
Not on the beat	10 9	<b>Boring performance</b>	10 9	<b>Most of the jumpers are inactive</b>	10 9
A few times on the beat	8 7	<b>Sometime entertaining</b>	8 7	<b>Some are inactive</b>	8 7
	6 5	<b>Quite exciting</b>	6 5		6 5
Almost always on the beat	4 3		4 3	<b>All jumpers are active All the time</b>	4 3
	2 1		2 1		2 1

QUALITY	Points	Special moves	
Many skills with bad forms	10 9	No particular Special moves	10 9
Several skills with bad forms	8 7	Often Special move	8 7
	6 5	All the time special move	6 5
All skills with good forms	4 3		4 3
	2 1	2 1	

GENERAL DEDUCTION			
# of Time Violation	Total Time Violation Given	# of Space Violations & Props	Total Space Violations Given

ACCURACY DEDUCTION		
1 CLICK FOR MINOR MISS	# OF CLICKS = POINTS DEDUCTED	POINTS DEDUCTED
2 CLICKS FOR MAJOR MISS (MORE THAN 2 SEC)	1 = 0.2	6 = 1.2
	2 = 0.4	7 = 1.4
	3 = 0.6	8 = 1.6
	4 = 0.8	9 = 1.8
	5 = 1.0	10 = 2.0

Referee Sign

Judge Sign

Technical Dir. Sign

