



Asian Rope Skipping Federation (ARSF)

Asian Rope Skipping Federation (ARSF) Secretariat
 3-1-51 Hon-cho, Asaka-shi, Saitama-ken
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Amendments

Judges Maunal Page 6:

Original:

Section 2 Double Dutch

Score	Skill Level 2	Skill Level 3	Skill Level 4
1	12		
2	9		
3	6	3	
4	6	6	
5	6	9	
6		12	2
7		12	4
8		12	6
9		12	9
10		12	12

Revised:

Section 2 Double Dutch

Score	Skill Level 2	Skill Level 3	Skill Level 4
1	9		
2	12		
3	6	3	
4	6	6	
5	6	9	
6		12	2
7		12	4
8		12	6
9		12	9
10		12	12

Judges Maunal Page 13:

Original:

Releases:

Level 1 = Jumper catches 1 handle moving on the floor or around the body

Level 2 = Jumper catches 1 handle moving through the air

Level 3 = While the Jumper is in the air, he catches a handle moving in the air and brings it under the body before landing

OR Jumper catches at the same time 2 handles moving in the air

Level 4 = Even more difficult

Revised:



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Releases:

Level 1 = Jumper catches 1 handle moving on the floor or around the body or catches one handle of the rope which is moving through the air in an incomplete revolution

Level 2 = Jumper catches 1 handle moving through the air in a complete revolution or simultaneously catches the two handles of the rope but the rope does not complete a full revolution in the air.

Level 3 = While the Jumper is in the air, he catches a handle moving in the air and brings it under the body before landing or catches at the same time 2 handles moving in the air in a complete revolution.

Level 4 = Even more difficult

Judges Maunal Page 15:

Original:

If a turner continues turning the rope in a restricted position, credit will only be given for the first time the rope is jumped in that restricted position and at that speed, ie single, double, triple, quadruple.

Revised:

If a turner continues turning the rope in a restricted position, credit will only be given for the first time the rope is turned in that restricted position and at that speed, ie single, double, triple, quadruple.

Judges Maunal Page 16:

Original:

Movement (15%)

0	the skippers did not move
1-2	the skippers seldom moved
3-4	the skippers sometimes moved
5-6	the skippers moved for half of the time
7-8	most of the time the skippers moved
9-10	the skippers moved almost all of the time

Revised:

Movement (15%)

0	the skippers did not move
1-3	the skippers seldom moved
4-6	the skippers sometimes moved
7-9	the skippers moved for half of the time
10-12	most of the time the skippers moved
13-15	the skippers moved almost all of the time

Judges Maunal Page 19:

Original:

Total number of skills = 19, hence the points for Amount of skills is 3.

Total number of rows = 9, hence the points for Differentiation of skills is 3.



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Revised:

Total number of skills = 25, hence the points for Amount of skills is 4.

Total number of rows = 14, hence the points for Differentiation of skills is 4.

Official Rulebook Page 20:

Original:

Article 3 Triple Unders

Section 4 Execution Requirements

However, the first triple under must be completed within 15 seconds of the call out or there will be a deduction of 5 triple unders from the score.

Revised:

Article 3 Triple Unders

Section 4 Execution Requirements

However, the first triple under must be completed within 10 seconds of the call out or there will be a deduction of 10 triple unders from the score.



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Supplements

1. For the Interlinked skills in Single Rope Pair Freestyle and Single Rope Team Freestyle, basic interactions mean Level 1 and Level 2 skills; intermediate interactions mean Level 3 skills; awesome interactions mean Level 4 skills. The judges refer to the table on pages 20 and 21 of the Judges Manual to give out a score.
2. The Interlinked skills in Single Rope Pair Freestyle and Single Rope Team Freestyle take up an extra 5% of the total freestyle score and will be added to the difficulty score.
3. Examples of power skills or special positions are frog, push up, crab, split, one-handed frog, one-handed push up.
4. Examples of gymnastics skills are forward roll, backward roll, cartwheel, roundoff, flips, aerials.
5. In Double Dutch Freestyle, if a turner continues turning the rope in a “Restricted Position” or in “Chinese Wheel” , credit will only be given for the first time the rope is turned in that restricted position and at that speed, ie single, double, triple, quadruple. BUT it is not applicable to “Multiples” turning.
6. In Single Rope Pairs and Team Freestyle, all the skills performed by the skippers should be executed on the same side in order to have credits as the judges are looking for “real” synchronized skills.
e.g. when performing a toad on right foot, all the skippers should be doing on the right foot too; when performing a triple side open open with the side swing on the left, all skippers should be doing the side swing on the left too.