

SCORING the Acrobatic WRRC B Class

LEVEL OF DIFFICULTY

Each element is assessed according to the level of difficulty indicated by a letter, which corresponds to a value in points. This classification is alphabetical and starts with the letter A, finishing with letter I. Each letter denotes a one point higher value applied in ascending alphabetical order.

BOARD 1

DIFFICULTY	A	B	C	D	E	F	G	H	I
VALUE	4	5	6	7	8	9	10	11	12

STRUCTURAL GROUPS

Group 1-4 obligatory no reduction

There will be no points deducted for not danced acrobatic figure groups for all rounds leading up to and including the runners-up qualification round.




THERE ARE 4 GROUPS OF OBLIGATORY FIGURES (1-4)

Group 1	Group 2	Group 3	Group 4	Group 5	Group 6
Acrobatic element forward	Acrobatic element backward	Dives	Rotations	B-Acrobatic elements in combination	Other acrobatic elements




ACROBATIC CLASSIFICATION

- ❖ BODY POSITIONS IN THE ACROBATIC ELEMENTS
- ❖ ROTATION DIRECTION DURING ACROBATIC ELEMENTS
- ❖ DIVES
- ❖ ACROBATIC LANDINGS
- ❖ START OF ACROBATIC ELEMENTS



BODY POSITIONS DURING SOMERSAULT

Position	SYMBOLS or only for technical Judges
TUCKED	
PIKED	
STRAIGHT	


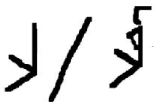


ROTATION DIRECTION DURING ACROBATIC ELEMENT

FRONT SOMERSAULT (FORWARD)	
BACK SOMERSAULT (BACKWARD)	
½ TWIST (in somersault)	


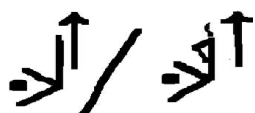



DIVES

DIVE	
HALF TURN AND DIVE	

ACROBATIC LANDINGS

landing	SYMBOLS or only for technical Judges	Value between the 1 st and 2 nd B-class elements	Value between the 2 nd and 3 rd B-class elements
BETWEEN LEGS OF PARTNER <u>without</u> touching the floor		1	0,5
ON WAIST OF PARTNER (FACE ON OR BACK TO)		1	0,5
ON THE ARMS OF PARTNER		1	0,5
ON SHOULDERS OF PARTNER		1.5	1

START OF ACROBATIC ELEMENT

STAFF/BETTARINI		Staff 2 points bonus Bettarini 2,5 points bonus ONLY THE FIRST TIME! (control not yet implemented in the acro-calculator)
START ON THE WAIST FACING /BACK		-
START SITTING ON SHOULDERS		-
START STANDING UP ON SHOULDERS		-
START SITTING IN THE ARMS (for rotations)		-

JUDGING CRITERIA SOMERSAULT

Following rules to be applied for the classification of acrobatic elements as basic horizontal rotation, forwards, backwards or laterally, with or without longitudinal rotations (twists)

- ❖ Somersault body position at start raises the score by one in this order: tucked, piked, straight.
- ❖ Each 1/2 twist scores one point extra for the somersault
- ❖ Landings on the partner score an additional value in the acrobatic value, only once for each kind of landings on partner's body and only executed between two B-class elements!
- ❖ Somersault elements are defined by the grip hand in hand (at least one) during the somersault)
- ❖ Somersault elements cannot be performed with constant grip on the girls body
- ❖ Entrance and landing doesn't define acrobatic element

ACROBATIC ELEMENTS	Tucked (f/b)	Tucked (f/b) with ½ twist	Piked (f/b)	Piked (f/b) with ½ twist	Straight(f/b)	Straight (f/b) with ½ twist
From kneeling or lying on shoulders	5	6	6	7	7	8
From stand up on shoulders or sitting on shoulders / waist / back (legs apart) / arms	6	7	7	8	8	9
From standing on the floor	7	8	8	9	9	10

ELEMENTS COMBINATIONS

A combination of ACROBATIC ELEMENTS is understood when a dancer is in contact with the partner's body on landing or contact and continues with an acrobatic element from this point. B combination is started if there is no break in the movement .If there is a pause the jury will not recognize the combination and will only attribute the score of the first successful element.

Combinations are scored according to the following criteria

- ❖ Value of first acrobatic element (Board 1)
- ❖ Value of second acrobatic element (Board 2)
- ❖ Value of third acrobatic element (Board 2)
- ❖ Each combination contains a maximum of three acrobatic elements in each case
- ❖ We have max. 2 combinations in an Acrobatic Program
- ❖ **Identical elements** within the acrobatic combination are **not allowed**. In this case, the jury will not consider the combination and attribute a score only to those elements, which have not been repeated.
- ❖ In any case, each landing must be **realized only once** to receive an extra score of one higher value. In case of repetition of same landings, the technical judges give the initial value for the acrobatic element without extra score.
- ❖ All acrobatic combination somersault elements in second or third position with or without twist starting from the waist merit an identical score All acrobatic combination elements in second or third position starting from the waist merit an extra score when the landing is on the waist, or arms (shoulder height) facing or reversed.
- ❖ The first acrobatic always receives the value in board 1. This element must be listed in the code for group 1, 2, 3. (see code of elements).
- ❖ First position acrobatic belongs to group 5 when it is in a combination. When those elements are combined, they do not receive their own individual group.
- ❖ Each combination receives a value with a maximum of 12 points

BOARD 1: value of first acrobatic element

A	B	C	D	E	F	G	H	I
4	5	6	7	8	9	10	11	12

BOARD 2 : Value of second and third acrobatic element combined

A'	B'	C'	D'	E'	F'	G'	H'	I'
1	1,5	2	2,5	3	3,5	4	4,5	5

Example of the correct combinations in the acro-calculator

5	(5) Combination 2 elements	B-2-2-5-03 Back straight from sitting on shoulders	8	On waist facing partn	1	12
	Staff	B-1-2-T-04 Front tucked from sitting on waist back	2	Standard	0	
6	(5) Combination 3 elements	B-1-3-5-07 Front straight from standing on the floor	9	On waist back I.	1	12
	Standing on the floor	B-2-2-T-04 Back tucked from sitting on waist	2	On waist facing partn	0	
		B-3-1-01 Dive starting from the waist	1	Standard	0	

DIVES

The dive is an acrobatic element specific to acrobatic rock and roll dancing.

- ❖ There are 3 subgroups of dives
 - on the back of partner
 - in the front of partner
 - rolling dive
- ❖ elements in these three subgroups are not considered to be the same acrobatic elements

NON-ACROBATIC ELEMENTS WITH ROTATION AROUND THE BODY

To assess these elements types, which are an integral part of acrobatic rock and roll, the following criteria must be applied.

- ❖ An acrobatic body move is distinguished when the dancer (female) completes at least 3 rotations around the dancer
- ❖ Each move has its own technical specificity
- ❖ Start and end of the move must be effected without pause
- ❖ 5 types of body move are recognized : Dulain, Shoulderball, Tie/Lateral Tie, Belt and Berliner
- ❖ Those moves can be combined as long as the minimum of three circles of the dancer are maintained.
- ❖ **This type of combination does not fulfill the requirement for acrobatic elements in combination of group 5.**
- ❖ **Each move can be performed just once in the whole acrobatic program (including the combinations)**

ACROBATIC moves BODY	3 ROTATIONS	4 ROTATIONS	COMBINATIONS
DULAIN	6	8	3 circles + 2 circles = 9 4 circles + 2 circles = 10 3 circles + 3 circles = 10 If the acrobatic combination is not complete the value of the one with the highest number of circles is taken (min. 3)
SHOULDERBALL	6	8	
TIE	5	7	
LATERAL TIE	6	8	
Belt	6	8	
Berliner	6	8	

Code of Points / Rules

Levels	Time of dancing and acrobatic presentation	Number of acrobatic elements	Number of specific groups
Eliminatory	1min30s – 1 min 45s	5	-
Quarter final	1min30s – 1 min 45s	5	4
Semi final	1min30s – 1 min 45s	6	4
Final	1min -1min 15s Footwork		
Final	1min30s – 1 min 45 s	6	4

- ❖ Dance time starts when the dancer and/or her partner move and stops when the couple presents itself to the jury and the public
- ❖ A combination is counted as one acrobatic
- ❖ The total of difficulties (their score) provides a points total. Errors are deducted from this points total (see boards technical and aesthetic errors)
- ❖ Each acrobatic element belongs to a group with a unique structure: couples are obliged to present these structures in order to show their technical skill and to maintain variety and originality of the presentation.
- ❖ The quality of the performance of the acrobatic elements must demonstrate mastery of the aesthetic values, technique and risk.
- ❖ The acrobatic phase must be executed without pause, the elements linked harmoniously and artistically, while the dance technique and the choreographic variety are foremost, whatever the difficulty of the acrobatic elements executed.
- ❖ Organizational matters: the acrobatic figures must be entering in the software, in advance.
- ❖ The technical jury checks whether the announced acrobatics have been carried out during the performance and correct the initial score when is necessary. The technical jury enters a fresh starting score in the computer.
- ❖ During the first part of the Final*, the couple must perform a free footwork without acrobatic element during minimum 1 min and max 1 min 15 s.

Repetitions of acrobatic elements within the program

- ❖ **Identical elements** within the complete acrobatic program are **not allowed**. In this case, the jury will not consider the repeated elements and attribute a score only to those elements, which have not been repeated.

In the following table are some examples, which elements are considered as repetitions, and which not:

	Repetition	
Standard -> Twist 180° -> Standard B-6-1	NO	Standard -> Twist 360° -> Standard B-6-1
Staff -> Twist 180° -> Standard B-6-1	YES	Bettarini -> Twist 180° -> Standard B-6-1
Back tucked from kneeling on shoulders B-2-1	NO	Back piked from kneeling on shoulders B-2-1
Fwd -> Front piked from sitting on waist -> standard B-1-2	NO	Fwd -> Front piked from sitting on waist with ½ twist -> standard B-1-2-T
Fwd -> Front piked from sitting on waist -> standard B-1-2	YES	Fwd -> Front piked from lying on shoulders -> standard B-1-1
Fwd -> Front piked from sitting on waist -> Landing on waist back l. -> Dive from ICE positions B-1-2 + B-3-2	NO	Fwd -> Front piked with ½ twist from sitting on waist -> Landing on waist facing -> Front Dive with ½ twist from ICE positions B-1-2-T + B-3-4-T
Front rolling-piked elements B-1-3 or B-1-4	NO	ROLLING DIVES from B-3-3
Front elements B-1-1 or B-1-2 or B-1-3	NO	Front rolling-piked + front t/p/s from standing on the floor B-1-4
DIVES from B-3-1	YES	DIVES from B-3-2
DIVES from B-3-1 or B-3-2	NO	ROLLING DIVES from B-3-3
DIVES from B-3-1 or B-3-2	NO	FRONT DIVES from B-3-4
ROLLING DIVES from B-3-3	NO	FRONT DIVES from B-3-4

ATTENTION: This rule and control has not yet been implemented in the acro-calculator

Classification for technical and aesthetic errors

Each acrobatic element must be presented correctly with the correct technique and aesthetic for each acrobatic element, with the respect of safety and the rules which organize this sport.

TECHNICAL ERRORS

Reductions	5%	10%	25%	50%	75%	100%
Simple Somersault with legs apart		x	x			
Lack of height or amplitude on somersaults or dives (only Main Class)		x	x			
Non distinct positions in single somersault (tucked, piked, straight) (only Main Class)		x	x			
Lack of speed during tucked, piked somersault	x					
Lack of extension during opening in preparation of landing		x	x	removed		Fall - removed
Interruption of exercise without fall (dive)		removed	X	X		
Loss of balance of the standing partner	small move	1 step	2 steps	3 steps	> 3 steps	
Loss of balance during the landing		removed	one partner	both partners	removed	
Loss of balance for the dancer during the preparation			X	x		
Adjust or correct hands or grip	1 time	> 2 times				
Interruption in an acrobatic element longer than 1 bar			x			
Landing with bend knees				< 90°		
Head in extension during acrobatic elements		x				
To touch the floor with the hands after landing (male or female)				One hand	2 hands	
To touch the floor with the feet's before landing (dive)			medium (touch)		Extreme (contact)	
Loss of balance during the acrobatic		x	x			

AESTHETIC ERRORS

Reductions	5%	10%	25%	50%	75%	100%
To bend knees during a straight somersault		x				
Legs apart on landing	x					
For lack of flexibility		x				
Landing without both feet together at time		x				
Moving during the entrance	x	x				

Rotations errors

Reductions	5%	10%	25%	50%	75%	100%
Bend knees		x				
Legs apart Shoulderball and Berliner		x				
Same mistakes during the rotation		x				
Different mistakes			2-3 small	4 + small		
Loss of balance of the standing partner	x	x				
Lack of speed during rotations	x	x				

	5%	10%	25%	50%	75%	Total Reduction
Cumulative Errors inside one acrobatic element or inside one combination	1					5%
	2					10%
	3 and <					25%
	1					10%
	2					25%
	3 and <					50%
	1					25%
	2					50%
	3 and <					75%
	1					50%
	2					75%
	3 and <					100%
	1					75%

- **A 100% CORRECT ACROBATIC ELEMENT MUST NECESSARILY FULFILL FOLLOWING CRITERIA:**

1. **Safety**
2. **Amplitude during the airborne phase**
3. **Speed of execution during the acrobatic element**
4. **Quality of technical execution and aesthetic execution**
5. **Fluidity**
6. **Control for each partner of couple**
7. **Perfect landing**

- **If those criteria are not filled, the judges will make reductions following the specific boards for each mistake or error.**

Code of Elements

GROUP 1: FORWARDS ELEMENTS

Difficulty of somersaults must be performed at least with a grip		A	B	C	D	E	F	G	H	I
Points Value		4	5	6	7	8	9	10	11	12
Front tucked from kneeling or lying on shoulders	B-1-1			with ½ twist						
Front piked from kneeling or lying on shoulders	B-1-1				with ½ twist					
Front straight from kneeling or lying on shoulders	B-1-1					with ½ twist				
Front tucked from stand up on the shoulders or sitting on waist / back (legs apart) / arms	B-1-2				with ½ twist					
Front piked from stand up on the shoulders or sitting on waist / back (legs apart) / arms	B-1-2					with ½ twist				
Front straight from stand up on the shoulders or sitting on waist / back (legs apart) / arms	B-1-2						with ½ twist			
Front tucked from standing on the floor	B-1-3					with ½ twist				
Front piked from standing on the floor	B-1-3						with ½ twist			
Front straight from standing on the floor	B-1-3							with ½ twist		
Front rolling-piked from standing on the floor	B-1-3			¾ turn	to pose					
Front rolling-piked + front t/p/s from standing on the floor	B-1-4						tucked	piked	straight	

GROUP 2 BACKWARD ELEMENTS

Difficulty of somersaults must be performed at least with a grip		A	B	C	D	E	F	G	H	I
Points Value		4	5	6	7	8	9	10	11	12
Back tucked from kneeling on shoulders	B-2-1			with ½ twist						
Back piked from kneeling on shoulders	B-2-1				with ½ twist					
Back straight from kneeling on shoulders	B-2-1					with ½ twist				
Back tucked from stand up on the shoulders or sitting on shoulders / waist (legs apart) / arms	B-2-2				with ½ twist					
Back piked from stand up on the shoulders or sitting on shoulders / waist (legs apart) / arms	B-2-2					with ½ twist				
Back straight from stand up on the shoulders or sitting on shoulders / waist (legs apart) / arms	B-2-2						with ½ twist			
Back tucked from standing on the floor	B-2-3					with ½ twist				
Back piked from standing on the floor	B-2-3						with ½ twist			
Back straight from standing on the floor	B-2-3							with ½ twist		
Back to back tucked to handstand	B-2-4						with ½ twist			
Back to back piked to handstand	B-2-4							with ½ twist		
Back to back straight to handstand	B-2-4								with ½ twist	

GROUP 3 DIVE ELEMENTS

Difficulty of dives		A	B	C	D	E	F	G	H	I
Points Value		4	5	6	7	8	9	10	11	12
DIVE Starting from the waist	B-3-1									
DIVE with ½ twist, starting from waist (shalom)	B-3-1									
DIVE from ICE positions	B-3-2									
DIVE with ½ twist from REVERSED-ICE	B-3-2									
Dive from FLAG 2 HANDS	B-3-2									
Dive from FLAG 1 HAND or DIRTY DANCING	B-3-2									
DIVE from the HANDSTAND	B-3-2									
ROLLING DIVE from the floor	B-3-3									
ROLLING DIVE from STAFF or other take off (without flight)	B-3-3									
Front (low) DIVE starting from the girl's waist	B-3-4									
Front dive starting from REV. ICE or REV. DIRTY DANCING	B-3-4									
FRONT DIVE with ½ Twist from ICE positions	B-3-4									
Front (low) DIVE starting from the girl's waist with ½ twist	B-3-4									
Front dive starting from REV. ICE with ½ twist	B-3-4									

GROUP 4 ROTATIONS ELEMENTS

Difficulty of rotations elements		A	B	C	D	E	F	G	H	I
Points Value		4	5	6	7	8	9	10	11	12
BELT	B-4-1			3 rotations		4 rotations				
BERLINER	B-4-2			3 rotations		4 rotations				
TIE	A-4-1		3 rotations		4 rotations					
LATERAL TIE	A-4-1			3 rotations		4 rotations				
DULAIN	A-4-2			3 rotations		4 rotations				
SHOULDERBALL	A-4-3			3 rotations		4 rotations				
Special combination between 2 rotations							2+3 or 3+2 rotations	3 +3 or 4+2 rotations		

GROUP 6 OTHER ACROBATIC ELEMENTS

Difficulty of twist		A	B	C	D	E	F	G	H	I
Points Value		4	5	6	7	8	9	10	11	12
Twist 180°	B-6-1									
Twist 360°	B-6-1									
Twist 540°	B-6-1									
Twist 720°	B-6-1									
Legs Apart 180° with Twist 180°	B-6-2									
Legs Apart 180° with Twist 360°	B-6-2									
Legs apart COSSAK jump	B-6-2									
Tucked somersault Sideway	B-6-3									
Piked somersault Sideway	B-6-3									
Straight somersault Sideway	B-6-3									

LANDINGS - BETWEEN TWO B-CLASS ELEMENTS!

ACROBATIC ELEMENTS	Tucked (f/b)	Tucked (f/b) with ½ twist	Piked (f/b)	Piked (f/b) with ½ twist	Straight(f/b)	Straight (f/b) with ½ twist
From kneeling or lying on shoulders LANDING ON PARTNER'S ARMS/WAIST	5+1 on shoulders 5+1,5	6+1 on shoulders 6+1,5	6+1 on shoulders 6+1,5	7+1 on shoulders 7+1,5	7+1 on shoulders 7+1,5	8+1 on shoulders 8+1,5
From stand up on shoulders or sitting on shoulders / waist / back (legs apart) / arms LANDING ON PARTNER'S ARMS/WAIST	6+1 on shoulders 6+1,5	7+1 on shoulders 7+1,5	7+1 on shoulders 7+1,5	8+1 on shoulders 8+1,5	8+1 on shoulders 8+1,5	9+1 on shoulders 9+1,5
From standing on the floor LANDING ON PARTNER'S ARMS/WAIST	7+1 on shoulders 7+1,5	8+1 on shoulders 8+1,5	8+1 on shoulders 8+1,5	9+1 on shoulders 9+1,5	9+1 on shoulders 9+1,5	10+1 on shoulders 10+1,5

Between the 2nd and 3rd B-class elements:

Landing on partner's arms/waist is 0,5 points, landing on shoulders is 1 points.

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