

NOLLY?	Double Du	tch Pair Freestyle	- PRESENTATION	Judge: A1
NOTINE SKIPPING OF	Judge Number:		Team Number:	
	Team:		Country:	
Use this space for notes				
MUSIC ON	THE BEAT	POINTS	USING THE MUSIC	POINTS

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

FORM OF BODY AND EXECUTION	POINTS
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	

OVERALL IMPRESSION	POINTS
Totally boring, no interesting or spectacular moves	0
	1
	2
	3
Sometimes entertaining, occasional interesting or spectacular moves	4
	5
	6
Quite exciting, many interesting or spectacular moves	7
	8
	9
Exceedingly exciting, spectacular / interesting moves virtually all of the time	10
Add 0.5 points to the score above	

INTERACTION	POINTS
No Interaction	
	1
	2
	3
	4
Several interactions between jumpers and/or turners and jumpers	5
	6
	7
	8
	9
A whole lot of interactions between jumpers and/or turners and jumpers	10
Add 0.5 points to the score above	



2 45 6 1				
OLLVZ	Double Dut	ch Pair Freestyle	- PRESENTATION	Judge: A2
ROPEAN ROME SKIPPING	Judge Number:		Team Number:	
	Team:		Country:	
Use this space for notes				

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

FORM OF BODY AND EXECUTION	POINTS
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	

OVERALL IMPRESSION	POINTS
OVERALE IN RESSION	
Totally boring, no interesting or spectacular moves	0
	1
	2
	3
Sometimes entertaining, occasional interesting or spectacular moves	4
	5
	6
Quite exciting, many interesting or spectacular moves	7
	8
	9
Exceedingly exciting, spectacular / interesting moves virtually all of the time	10
Add 0.5 points to the score above	

INTERACTION	POINTS
No Interaction	0
	1
	2
	3
	4
Several interactions between jumpers and/or turners and jumpers	5
	6
	7
	8
	9
A whole lot of interactions between jumpers and/or turners and jumpers	10
Add 0.5 points to the score above	



2 45		•	•		
OLLVZ	Double Dut	tch Pair Freestyle	PRESENTATION	Judge	: <b>A3</b>
TONE SKIPPING OR SKIPPING	Judge Number:		Team Number:		
	Team:		Country:		
Use this space for notes					
MUQIO ON	THE BEAT	POINTS	LIGINO TUE MUOIO	I	DOINTS

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

FORM OF BODY AND EXECUTION	POINTS
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	

OVERALL IMPRESSION	POINTS
Totally boring, no interesting or spectacular moves	0
Totally bonning, no interesting of spectabalar moves	1
	2
	3
Sometimes entertaining, occasional interesting or spectacular moves	4
	5
	6
Quite exciting, many interesting or spectacular moves	7
	8
	9
Exceedingly exciting, spectacular / interesting moves virtually all of the time	10
Add 0.5 points to the score above	_

INTERACTION	POINTS
No Interaction	0
	1
	2
	3
	4
Several interactions between jumpers and/or turners and jumpers	5
	6
	7
	8
	9
A whole lot of interactions between jumpers and/or turners and jumpers	10
Add 0.5 points to the score above	



Judge Number:  Team:	tch Pair Freestyle	- PRESENTATION	NTATION Judge: A4		
HOPE SKIPPING OFF			Team Number:		
Wilderson 19	Team:		Country:		
Use this space for notes					
MUSIC ON	THE BEAT	POINTS	LICING THE MILEIC	POINT	

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

FORM OF BODY AND EXECUTION	POINTS
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	_

OVERALL IMPRESSION	POINTS
Totally boring, no interesting or spectacular moves	0
	1
	2
	3
Sometimes entertaining, occasional interesting or spectacular moves	4
	5
	6
Quite exciting, many interesting or spectacular moves	7
	8
	9
Exceedingly exciting, spectacular / interesting moves virtually all of the time	10
Add 0.5 points to the score above	

INTERACTION	POINTS
No Interaction	0
	1
	2
	3
	4
Several interactions between jumpers and/or turners and jumpers	5
	6
	7
	8
	9
A whole lot of interactions between jumpers and/or turners and jumpers	10
Add 0.5 points to the score above	



A 10	•		•		
OLLVZ	Double Dutch Pa	air Freestyle	- PRESENTATION	Judge:	<b>A5</b>
TONE SKIPPING OH	Judge Number:		Team Number:		
	Team:		Country:		
Use this space for notes					
		POINTS			CONTO

MUSIC ON THE BEAT	POINTS
Not on the Beat	0
	1
	2
Sometimes on the Beat	3
	4
Half of the time on the Beat	5
	6
	7
Often on the Beat	8
	9
Nearly always on the Beat	10
Add 0.5 points to the score above	

USING THE MUSIC	POINTS
Did not use the music	0
	1
Used the music 2 times	2
	3
Used the music 5 times	4
	5
Used the music 8 times	6
	7
Used the music 10 times	8
	9
Used the music more than 10 times	10
Add 0.5 points to the score above	

MOVEMENT	POINTS
No movement	0
	1
	2
	3
Occasional movement	4
	5
	6
Much movement	7
	8
	9
Movement virtually all the time	10
Add 0.5 points to the score above	

FORM OF BODY AND EXECUTION	POINTS
	0
Jumper has considerable difficulty performing, many skills with bad form	1
	2
	3
Most of the time it looks like the jumper needs to make an effort	4
	5
	6
Sometimes it looks like the jumper needs to make an effort, some bad form	7
	8
	9
It all looks very easy and in good form	10
Add 0.5 points to the score above	

OVERALL IMPRESSION	POINTS
Totally boring, no interesting or spectacular moves	0
	1
	2
	3
Sometimes entertaining, occasional interesting or spectacular moves	4
	5
	6
Quite exciting, many interesting or spectacular moves	7
	8
	9
Exceedingly exciting, spectacular / interesting moves virtually all of the time	10
Add 0.5 points to the score above	0

INTERACTION	POINTS
No Interaction	0
	1
	2
	3
	4
Several interactions between jumpers and/or turners and jumpers	5
	6
	7
	8
	9
A whole lot of interactions between jumpers and/or turners and jumpers	10
Add 0.5 points to the score above	



THOPE AN ROAS SKIPPING OFFICE AND INVESTIGATION OF THE PROPERTY OF THE PROPERT	Double Dutch Pair Freestyle - Required	Elen	nen	ts		J	ludge:	B1
AN HOME	Judge Number:	Геап	n N	um	ıbe	r:		
E SKIPPING.	Team:	Co	unt	ry:				
Use this space for notes						N	linor Mis	ses
						0	1 2 3	4 5
						Λ	/lajor Mis	ses
						0	1 2 3	4 5
Amount of Power	r Skill Series of at least 4 Pow	ers						
				0	1	2	(ma	x 2)
Amount of Gymn	astic Skills							
				0	1	2	(ma	x 2)
Amount of Speed	Changes (fancy feet or multiples)							
		0	1	2	3	4	(ma	x 4)



TO ILVZINE SKIPPING ORDER	Double Dutch Pair Freestyle - F	Required Eler	nen	ts		Jı	udge: B2
AN ROAD ORCE	Judge Number:	Tear	n N	um	be	r:	
SKIPPING	Team:	Co	unt	ry:			
Use this space for notes						Mi	nor Misses
						0	1 2 3 4 5
							aian Miana
						IVI	ajor Misses
						0	1 2 3 4 5
Amount of Power	r Skill Series of at least	4 Powers	,				
				0	1	2	(max 2)
Amount of <b>Gymn</b>	astic Skills						
·				0	1	2	(max 2)
Amount of Speed	I Changes (fancy feet or mu	ultiples)					
apado	. Crianges (lane) lost of file	0	1	2	3	4	(max 4)



OLIVE	Double Dutch Pair Freestyle - Required I	Elem	nen	ts		J	udge:	В3
ROPE AN ROAS SKIPPING OFFICE	Judge Number:	ean	n N	um	be	r:		
ESKIPPING.	Team:	Co	unt	ry:				
Use this space for notes						М	linor Mis	sses
						0	1 2 3	4 5
						М	lajor Mis	sses
						0	1 2 3	4 5
Dawa	Chill Caring of at least 4 Days							
Amount of Power	Skill Series of at least 4 Power	ers					(100.0	O\
				0	1	2	(ma	ax 2)
Amount of <b>Gymn</b>	astic Skills							
				0	1	2	(ma	ax 2)
Amount of Speed	Changes (fancy feet or multiples)							
		0	1	2	3	4	(ma	ax 4)



UROPI	Double Dutch Pair Freestyle - DIFFICULTY										D1			
TO TANK SKIPPING OF SKIPPING	Judge Number:					Те	am	Nui	mbe	er:				
SKIPPING	Team:		1			(	Cou	ntry	<b>'</b> :	<u>L</u>				
Use this space for notes														
Number of successful	Level 2 skills:			0	1	2	3	4	5	6	7	8	9	Tens
				0	1	2	3	4	5	6	7	8	9	Ones
Number of successful	Level 3 skills:			0	1	2	3	4	5	6	7	8	9	Tens
			$\sqcup$	0	1	2	3	4	5	6	7	8	9	Ones
Number of successful	Level 4 skills:			0	1	2	3	4	5	6	7	8	9	Tens
	-		╝,	0	1	2	3	4	5	6	7	8	9	Ones
Number of successful	Laval 5 ekiller		7	0	1	2	3	4	5	6	7	8	9	Tens
Namber of Successiul	LGVGI J SNIIIS.			0	1	2	3	4	5	6	7	8	9	Ones



ROPE	Double Dutch F	Pair Free	estyl	e -	DI	FF	CL	JL	ΓΥ			Juc	lge:	D2
ROPE AN RONE SKIPPING OF SKIPPING	Judge Number:					Те	am	Nui	mbe	er:				
SKIPPING	Team:					(	Cou	ntry	<b>′:</b>					
Use this space for notes														
Number of successful	Lovel O akilla			0	1	2	3	4	5	6	7	8	9	Tens
Number of successful	Level 2 Skills:			0	1	2	3	4	5	6	7	8	9	Ones
Noveles and some sector	Lacat Caldilac		╗╹	0	1	2	3	4	5	6	7	8	9	Tens
Number of successful	Level 3 SKIIIS:			0	1	2	3	4	5	6	7	8	9	Ones
			٦ '	0	1	2	3	4	5	6	7	8	9	Tens
Number of successful	Level 4 SKIIIS:			0	1	2	3	4	5	6	7	8	9	Ones
N			$\neg$	0	1	2	3	4	5	6	7	8	9	Tens
Number of successful	Level 5 skills:			0	1	2	3	4	5	6	7	8	9	Ones



ZVZ	Double Dutch Pair Freestyle -			- D	- DIFFICULTY						Judge: D3				
OPE NA WOW. SKIPPING OF SKIPPING SKIPPING OF SKIPPING	Judge Number:				Te	eam	Nui	mbe	er:						
e SKIPPING	Team:				(	Cou	ntry	<b>'</b> :	_						
Use this space for notes															
Number of successful	Level 2 skills:			0 1	1 2	3	4	5	6	7	8	9	Tens		
				0 1	2	3	4	5	6	7	8	9	Ones		
Number of successful	Level 3 skills:		] _	0 1	1 2	3	4	5	6	7	8	9	Tens		
				0 1	2	3	4	5	6	7	8	9	Ones		
Number of successful	Lovel 4 skills:		]	0 1	l 2	3	4	5	6	7	8	9	Tens		
INGHIDEL OF SUCCESSIUL	LEVEL 4 SKIIIS.			0 1	2	3	4	5	6	7	8	9	Ones		
			1	0 1	l 2	3	4	5	6	7	8	9	Tens		
Number of successful	Level 5 skills:				2			5	6			9	Ones		



ROPE	<b>Double Dutch F</b>	Pair Free	estyle	<b>-</b>	DI	FFI	CL	JL7	Y			Juc	lge:	D4
KOPE N. RODE SKIPPING OFFI	Judge Number:					Те	am	Nur	nbe	r:				
SKIPPING	Team:		•			C	oui	ntry	:	_				
Use this space for notes														
Number of successful	Loval 2 skills:			0	1	2	3	4	5	6	7	8	9	Tens
ramber of successful	Level 2 Skills.			0	1	2	3	4	5	6	7	8	9	Ones
	1		٦ '	0	1	2	3	4	5	6	7	8	9	Tens
Number of successful	Level 3 skills:			0	1	2		4	5	6		8	9	Ones
			_											
Number of successful	Level 4 skills:			0	1	2	3	4	5	6	7	8	9	Tens
			╝╻	0	1	2	3	4	5	6	7	8	9	Ones
Number of successful	Level 5 skills:			0	1	2	3	4	5	6	7	8	9	Tens
				0	1	2	3	4	5	6	7	8	9	Ones



ZAT	Double Dutch Pair Freestyle -			-	- DIFFICULTY						Judge: D				
PE N HONE SKIPPING ORGE	Judge Number:					Те	am	Nur	nbe	r:					
SKIPPING	Team:					C	Cou	ntry	:	_					
Use this space for notes															
	_														
Number of successful	Level 2 skills:			0	1	2		4			7	8	9	Tens	
				0	1	2	3	4	5	6	7	8	9	Ones	
Number of successful	Level 3 skills:			0	1	2	3	4	5	6	7	8	9	Tens	
				0	1	2	3	4	5	6	7	8	9	Ones	
Number of successful	Level 4 skills:			0	1	2	3	4	5	6	7	8	9	Tens	
				0	1	2	3	4	5	6	7	8	9	Ones	
Number of successful	Level 5 skills:			0	1	2	3	4	5	6	7	8	9	Tens	
	-			0	1	2	3	4	5	6	7	8	9	Ones	



UROPE	Double Dutch F	Pair Freestyle -	HEAD JUDGE	Judge: <b>HJ</b>
ROPE SKIPPING OFFICE SKIPPING SK	Judge Number:		Team Numbe	er:
SKIPPING	Team:		Country:	
Use this space for notes				Minor Misses
				0 1 2 3 4 5 6
				Major Misses
				0 1 2 3 4 5 6
				Space Violation
				0 1 2 3 4 5 6
				☐ Time Violation
				Less than 3 skills
				_
				0 1 2 3 4