

European Wheel Contest

Rulebook 2023 - Judging & Competition manual

April 2025



Competition details

Duration

The competition lasts one day.

Number of countries

A minimum of four (4) countries must be registered. There is no maximum number of countries.

Number of teams per country

A maximum of five (5) teams per country are allowed to compete.

Number of entries

A minimum of eight (8) teams must be registered. A maximum of sixty four (64) teams are allowed to compete.

Number of athletes per team

A team consists of two (2) athletes. Athletes can participate in one (1) team only.

Categories

All teams compete in one (1) category.

Substitution of athletes

In case of unforeseen circumstances (e.g. injury, illness), athletes can be substituted. The NGB can request a substitution by contacting the ERSO via info@erso.info before the start of the competition day. The ERSO Board of Directors takes a decision within the next 48 hours, or in case of a late request, as soon as possible.

Age limit

All athletes must be at least 12 years old in the year of the competition.



Withdrawal

A team can withdraw from the competition on their own initiative at any point in time. Furthermore, if a team is not entering the competition floor within one (1) minute after their announcement, it will be considered as a withdrawal from the competition.

Equipment and venue details

Floor

The type of floor depends on the hosting venue. Its size is at least 9 x 9 metres.

Ropes

The number of ropes is limited to two (2) ropes per team.

Props

No props are allowed in the competition.

Music

Music is mandatory during the battles and cannot exceed the time limit of 30 seconds. It must be submitted in advance up until 28 days before the competition. Teams can submit multiple music tracks if they prepared multiple routines. Music is tested before the competition.

Musical failure due to technical issues, gives the team the right to rejump their routine immediately one more time for that battle.

Competition structure

The competition is organised in a double elimination system, meaning that there is an “upper” and a “lower” bracket. The first round battles (i.e. two teams competing against each other) determine in which bracket a team continues. Once a team loses a battle, they move to the lower bracket, the winners advancing further in the upper bracket. If a team loses a battle in the lower bracket, they are eliminated from the competition. Eventually, there will be one remaining team in the upper bracket and one in the lower bracket. These two teams face each other in the final battle.

A scheme of the competition structure is depicted in figure 1 for an eight (8) team competition. Before the beginning of the competition, teams are randomly assigned to a position in the first round bracket. All following battles are defined by the outcome of the first battle.

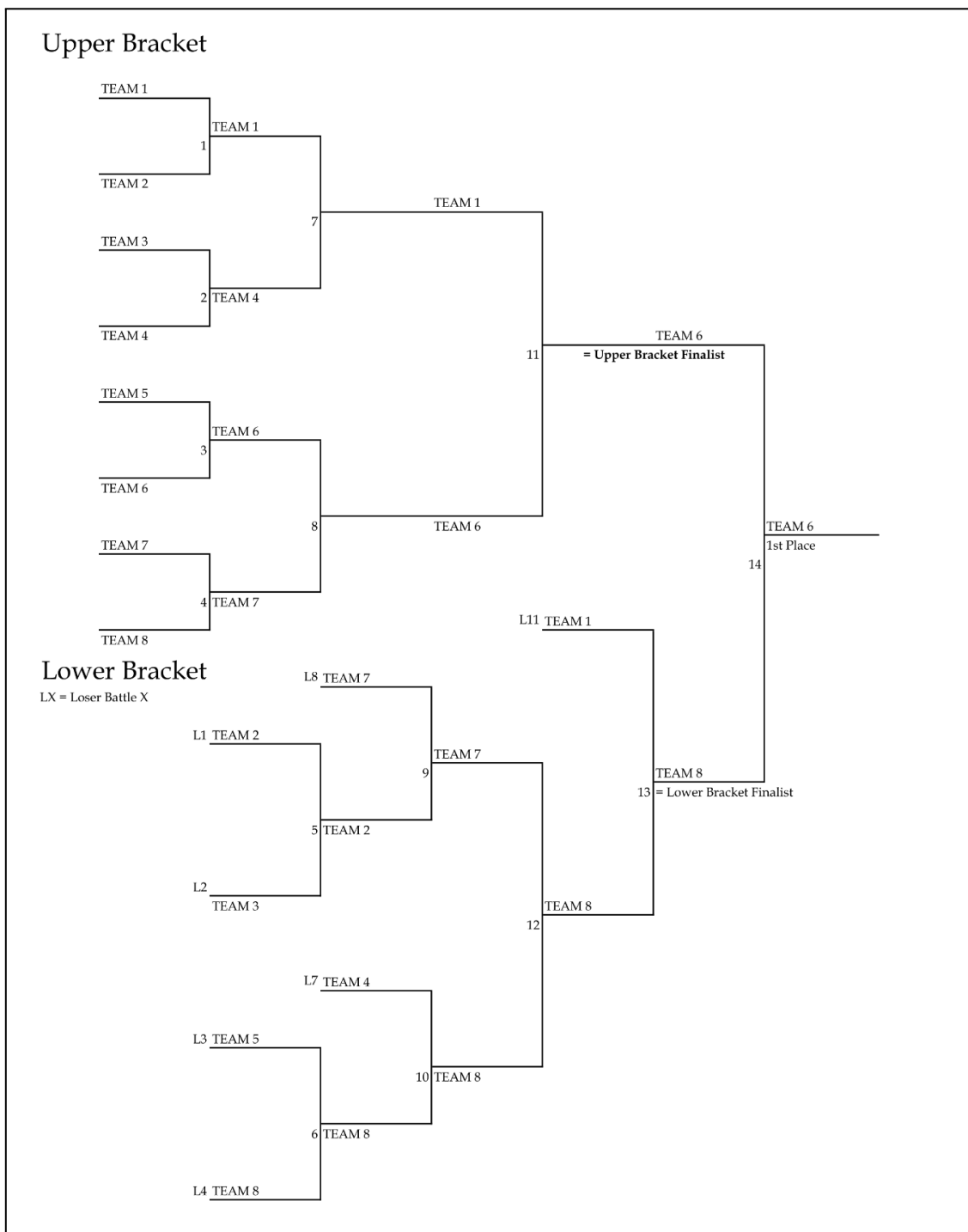


Figure 1. Example for the double elimination system using an upper and lower bracket

In case the number of entries is not equal to a power of two, some rounds are filled with “free tickets”. If a team battles a free ticket spot, they automatically advance to the next round.



The Battles

In every battle, each team shows a freestyle. A freestyle is limited to 30 seconds and must be supported with music. Teams can, but are not obligated to, prepare multiple freestyles. If so, the team must decide before the start of each battle which routine they will perform.

The wild card

Every team is in possession of one (1) wild card. After a battle, each team has the option to use their wild card. It allows a team to rejump their freestyle and potentially improve it. The procedure is as follows. After both teams perform their freestyle, they are asked to get together and stand back to back (or something similar). On a signal, teams show visually (e.g. by raising their hands) if they use their wild card for the ongoing battle.

The wild card cannot be used during the final.

Judging

Judges requirements:

A country needs to provide one (1) judge per three (3) registered teams. Judges do not need a IJRU judging licence or specific training.

Registered teams	Required judges
1 - 3	1
4 - 5	2

Battles:

The battles are judged by at least five (5) judges. There is always an odd number of judges. After each battle, judges decide subjectively which of the two teams jumped a better freestyle. Their decision can include, but is not limited to, execution, creativity, difficulty, entertainment and musicality. On a signal, all judges decide at the same time which routine they want to advance. They give visual feedback by using for example coloured flags or numbered cards.

Results

The competition winner is the winner of the final battle round. Second place is handed to the loser of the same round. Third place goes to the loser of the last lower bracket battle.

In the example of figure 1:



First place is “Team 6”

Second place is “Team 8”

Third place “Team 1”

The winner is called “winner of the European Wheel Contest”.