

FREESTYLE

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Rules & regulations for National & Nordic Championships 2024

By Nordic Assembly

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1. ORGANIZER CONTACT INFO

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2. DEFINITION OF FREESTYLE DISCIPLINE

In freestyle discipline athletes are showing their best elements in 4 different categories:

ACROBATIC DYNAMICS – Acrobatic moves consist of flips, rotations and other movements that include momentum. For example, 360s, giants, front flips, etc. are dynamic acrobatic moves.

STATICS – Static moves are stationary hold moves, that require the athlete to maintain a certain position for at least 2 seconds to be judged. These moves are usually levers like front lever, back lever, planche etc.

STRENGTH DYNAMICS – Unlike acrobatic dynamics, the strength dynamics require the athlete to use as little momentum as possible. Moves in this category require slow controlled movements. Examples of strength dynamics are front lever pull ups, planche push ups, hefesto, handstand push up or slow muscle up.

COMBINATIONS – 4th category is called combos and it takes into consideration the athlete's whole performance. Combination judge values the length, versatility, and flow of the combo but also the difficulty of the transition of elements. The combination judge doesn't value the athlete's technique as long as the element is completed. A combination consists minimum of 3 elements in athlete's performance.

The competition format in National Championships:

Semifinal 2 x 2 minutes (Everyone)
 Bronze battle 2 x 1 minutes (3rd & 4th)
 Final 2 x 1 minutes (1st & 2nd)

The competition format in Nordic Championships:

- 4 x 1 minutes (Everyone)

3. EQUIPMENT

Most used equipment measurements:

High bar - H: 2100-2400m, W: 1600-2000m, D: 30-33mm (Measurements can vary)

Parallel bars – H: 1200-1500mm, W: 550-650mm, D:40-48mm (Measurements can vary)

4. CLOTHING & GEAR

Clothing needs to be appropriate so that the judges are able to see the joints and the movements of the athlete clearly.

Upper body: T-shirt/top or tight technical shirt **Lower body:** Shorts and/or tight technical trousers

Feet: Closed shoes, sneakers

NOT ALLOWED Gloves
NOT ALLOWED Leather grips

ALLOWED Elbow sleeves
ALLOWED Wrist wraps
ALLOWED Kinesio tape

5. EXTERNAL COMMUNICATION

Only athletes, judges and staff are allowed in the competition area.

External devices are forbidden from being used to help the athlete to perform their routine. For example, measuring the time of the holds by the coach and communicating this to the athlete is NOT ALLOWED.

6. PERFORMANCE / JUDGING

General information

The discipline is judged by four officials appointed by the organizer each with the expertise on the designated category (Acrobatic dynamics, Statics, Strength dynamics, Combinations).

Evaluation of the routine

Each category potentially earns the athlete maximum of **10 points**. The maximum number of points in this competition each round is **40 points**. The points don't carry on to the next round.

If athletes end up with the same number of points, the points earned from the combinations category will determine the better. If the athletes still share the same number of points, the judges will together discuss on the overall performance and style of each athlete to determine the better.

The judges will document the performance of each athlete, so it can be reviewed. Each judge will document the information specific to their designated category.

Evaluation of a single element

Judges will use the common knowledge of the sport AND the knowledge of the Nordic and National standards to evaluate the performances. This means that the evaluation of the elements is based on how difficult they are to perform by the community.

Example:

If a full planche is a difficult element for all the athletes to perform and only one athlete can perform a clean full planche, the judges are required to evaluate this element with high number of points of the maximum.

If a full planche is an easy element which all the athletes can perform cleanly, the judges are required to evaluate this element with lower number of points of the maximum.

This will affect to all the elements accordingly so that the relation between them remains correlated.

Deductions

REPETITION of the same element during one round will cause the points of that certain element to be deducted. The full value of the deducted move is 60% of the full value of the move when it was previously performed.

Example: (All the elements in this example are performed the same. Points in the examples are imaginatory.)

- Full planche 1st time 100 points
- Full planche 2nd time 60 points
- Full planche 3rd time 36 points
- Full planche 4th time 22 points
- Full planche 5th time 13 points…

Deductions are not applied if the elements are performed with a different variation so that the nature of the element is different. This would be performing the element with different equipment or with different grip.

Example: (All the elements in this example are different variations. Points in the examples are imaginatory.)

- Full planche (on parallel bars)
- Full planche (on high bar, over hand grip)
- Full planche (on high bar, under hand grip)
- Full planche (on the ground)
- Full planche (iguana grip) ...

QUALITY of a single element is judged by the official designated to that certain category. The officials will evaluate the quality of the performed element and apply deductions to the points given of that single element. The maximum deduction is 50% of the number of points given from a perfect execution of said element.

Example: (Points in the examples are imaginatory.)

- Full planche (Perfect form) 100 points (100%)
- Full planche (On the edge of considered as a failure) 50 points (50%)

Example 2: (Points in the examples are imaginatory.)

- Handstand push up (Full range of motion) 50 points (100%)
- Handstand push up (Along the line of failing range of motion 25 points (50%)

STATIC HOLD DEDUCTION is dependent on the length of the hold of performed static element. To earn the maximum number of points from a single element the athlete must hold a static element for 3 seconds. The minimum number of points is earned by holding a static element for 2 seconds. The number of points will be 50% of the number of points of perfectly executed 3 second hold.

Example: (The moves in this example are performed with a perfect form. Points in the examples are imaginatory.)

- Full planche (for 3 seconds) 100 points (100%)
- Full planche (for 2,7 seconds) 85 points (85%)
- Full planche (for 2,5 seconds) 75 points (75%)
- Full planche (for 2 seconds) 50 points (50%)

Failures

The element is considered as a failed attempt if:

- The acrobatic dynamic element is not completed. The athlete misses the bar, or they hit the ground so that it clearly affects to their recovery of the move.
- The athlete fails to hold a static element completely still for minimum of 2 seconds OR if the form of the element is not sufficient.
- The strength dynamic move is not performed with a sufficient range of motion.

If the athlete catches an acrobatic dynamic move with one hand, it is not considered as a failure, but a deduction is given by the dynamic acrobatic judge. If the athlete clearly performs one handed move purposefully the deduction is not given.

If the equipment are setup so that it is difficult for taller athletes to perform their routine without hitting the ground, the judges need to take this into consideration while judging.

Failures in combination

The interruption of a combination happens if:

- Any of the elements fails (see above).
- The athlete steps down from equipment.
- Too long break between the elements happens.

If the athlete moves from equipment to another purposefully as a part of a combination (for example: bar transfer) it is not considered as a failure.

The combination judge will not take into consideration the quality of single elements performed by the athlete if they are completed successfully.

7. COMMUNICATION & MUSIC

START of the performance

Athlete arriving to the stage will have their preparation time before starting their performance. When the athlete is ready to start, they will signal to the head judge (Judge 1).

When the signal is given, the 10 second timer will start preparing for the performance. During this time what ever elements the athlete performs are not judged.

After 10 seconds, a sound can be heard, and the timer will appear. After the sound athlete can start their performance.

FINISHING the performance

The athlete's performance is finished when the timer runs out or the athlete chooses to finish the performance by indicating this to the head judge (Judge 1).

Music

The athlete can determine the music that is being played during their performance in the qualification round. The music will start either when the 10 second timer starts OR when the athlete's performance starts.

The battle bracket will have a DJ playing the music and the athletes can not affect the music played during the battles.

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