



**Regulations Open Dutch Juggling
Championships 2018**

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Definition list

Competitions

Participation

During the Open Dutch Juggling Championships 2017 (ODJC), there will be seven distinct competitions. The following competitions will be held: balls, clubs, rings, diabolo¹, devilstick²/flowerstick³, passing⁴ and act. Every participant is only allowed to enter once per competition. The first five competitions are limited to individual participation, whereas the passing category requires two members. There are no rules regarding the amount of people for the act competition.

Nationality

Due to the fact that the championships are 'open', jugglers from all nationalities are welcome to participate. To be able to earn the title 'Dutch champion', a participant must either be of Dutch nationality, be a resident of the Netherlands (being registered in a Dutch borough), or both. Documents, in case of doubt, can be requested by the ODJC. In case of participation in the act competition, all participants of the same act have to fulfill the requirements stated above to be able to achieve the title Best Dutch Act.

Titles

For every competition, two titles will be handed out. The winner of the whole competition will be the 'Open Dutch <competition> Champion 2017'. The highest ranked Dutch participant will be 'Nederlands Kampioen' (Dutch Champion) of the competition. Thus, for a Dutch participant it is possible to obtain both titles within a competition. For each competition, the name of the competition and the associated year will be mentioned in the title. It is only possible to get a title if at least three people compete for the title. If this requirement is not met, the competition will still take place, only without awarding the winner with the corresponding title.

For participants that are younger than 16 years, it is possible to become 'youth winner' of a competition. For this case, the awarded title will be the regular competition title with the addition of the word 'youth' or 'jeugd' prior to the year. After the championships, the results and the corresponding titles will be officially placed on the website by the foundation. The participants have to correspond the below mentioned titles to the media.

The following titles can be obtained by the participants:

- Open Dutch Ball Juggling Champion 2018
- Open Dutch Club Juggling Champion 2018
- Open Dutch Ring Juggling Champion 2018
- Open Dutch Diabolo Champion 2018
- Open Dutch Devilstick/Flowerstick Champion 2018
- Open Dutch Passing Champion 2018
- Best Juggling act of the Open Dutch Juggling Championship 2018
- Public's choice award Juggling act of the Open Dutch Juggling Championship 2018

The following titles can be obtained only by Dutch participants:

- Nederlands Kampioen Ballen jongleren 2018
- Nederlands Kampioen Kegels jongleren 2018
- Nederlands Kampioen Ringen jongleren 2018
- Nederlands Kampioen Diabolo 2018
- Nederlands Kampioen Devilstick/Flowerstick 2018
- Nederlands Kampioen Passen 2018
- Beste Nederlandse Jongleeract 2018

Time

Within all competitions, the performed routine must meet a minimum duration of 2 minutes and a maximum of 5 minutes. One exception to this rule is the act competition, for which a maximum duration of 8 minutes applies. The 2 minute minimum still applies for the act competition. All tricks that will be performed after the respective time limit will not count towards final score. It is the jury's task to inform the participant in case the time limit is reached. If the minimum duration is not reached by the participant, the judges will decide whether the participant has shown enough to be able to rate the routine. If they decide that this is not the case, the participant will be disqualified.

Music

Music may be used to support the performance, depending on the preference of each individual participant. Whether music is used or not will not count towards the final score in all the competitions apart from the act competition (however, the organisation recommends the use of music as a form of guidance, making it easier to estimate how much time you have left for your routine).

If a participant prefers to use music, this needs to be provided to the ODJC in mp3 format a week before the championships, by attaching it to an e-mail to muziek@nkjongleren.nl. Concerning the quality of the file, take into account that the audio may be played at high volume. If a participant does not provide audio, the routine will be performed in silence.

Judgement

For every competition, a jury consisting of at least three persons will be responsible for assigning a score to each routine. The judges evaluate the performances on the basis of different categories. You can find these categories below. When every judge of the competition has individually rated the routine, a mean of all given scores can be determined for every (sub)category. After the results of the competition have been announced, every participant will be able to request the feedback from the jury for all subcategories. This is for the benefit of self reflection and the improvement of skills. The winner of a competition is the participant with the highest total score for the performed routine.

Score calculation

Score subcategory (SSC): The judges evaluate a routine by assigning a score to it from 0 to 10, of which 10 is highest and the scores will be given to one decimal place. The SSC will be calculated by taking the mean of all scores given by the individual judges within the concerned category.

Weighting factor (WF): Every subcategory has its own weighting factor, which represents the proportional worth of an individual SSC. The sum of weighting factors of all subcategories will be 100.

Total score (TS): The total score has a minimum of 0 and a maximum of 100. The total score will be calculated as following:

$$TS = ((SSC_1 \times WF_1) + (SSC_2 \times WF_2) + \dots + (SSC_7 \times WF_7)) / 10$$

Assessment

Only tricks in which juggling objects are used, in the way the ODJC has defined, will be evaluated by the judges. In the competitions of balls, clubs and rings, these are only the tricks in which objects are thrown in the air. There is no constraint on the use of juggling objects in the devilstick and diabolo competitions. However, the objects (diabolo, devilstick and flowerstick) are limited to the definition of the ODJC (see definition list). In the act competition, only juggling objects that are the same as those in the competitions are allowed to be used. Other object can be used in consultation with the ODJC, to make sure a fitted jury will be present.

It is allowed to use other techniques of body and object manipulation. These manipulation forms that are not defined by the ODJC will not be evaluated on their own. That is, when the trick is not performed in combination with another trick that is defined.

Categories

The categories by which the performances will be judged are described below. The diabolo, devilstick/flowerstick, passing and act competition will be judged using different weighting factors, which will be described in the following sections.

Intention routine

The weighting factors (WF) specified below are used for the ball, club and ring competition.

1. Degree of difficulty (WF = 25): Attention will be paid to the degree of difficulty of the routine
 - › Example high score: The routine is of a high level and requires a lot of training.
 - › Example low score: The routine is of a basic level and can be learned easily.
2. Connections (WF = 10): Attention will be paid to the way the different tricks are connected to each other.
 - › Example high score: Connections are made between tricks, which adds an extra factor of difficulty to the the next trick.
 - › Example low score: Between tricks, the participant stops juggling or goes back to a basic pattern (such as cascade⁵), which makes the routine easier to perform.
3. Diversity (WF = 12,5): Attention will be paid to the amount and the diversity of the routine
 - › Example high score: The participant shows a lot of different types of tricks, in which a diversity of techniques are used.
 - › Example low score: For all tricks, the same technique is used. The tricks are of the same type and require the same skills. During the routine only one or few tricks are performed.
4. Originality (WF = 15): Attention will be paid to the originality of the routine.
 - › Example high score: The performed tricks are rarely seen or created by the juggler.
 - › Example low score: The performed tricks are commonly known by jugglers and judges.

Execution routine

1. Control (WF = 15): Attention will be paid to how much control the participant has over the performed tricks. In this, the duration of the routine will be taken into account.
 - › Example high score: The tricks are performed seemingly effortless and the participant doesn't unintentionally drop objects.
 - › Example low score: The participant doesn't have complete control over the performed tricks and accidentally drops objects or stops juggling.
2. Stability (WF = 12,5): Attention will be paid to the stability of the performed patterns.
 - › Example high score: The performed patterns are consistently stable independent of the degree of difficulty.
 - › Example low score: The performed patterns are consequently unstable and inconsistent.
3. Body (WF = 10): Attention will be paid to the extent of control the participant has over his/her body.
 - › Example high score: The participant is in complete conscious control of his/her body
 - › Example low score: The participant is insufficiently conscious of his/her posture and/or movements. The posture will lead to physical problems in the future.

Diabolo and Devilstick/flowerstick

The diabolo and devil/flowerstick competition will make use of the following weighting factors:

Degree of difficulty	WF = 22,5	Control	WF = 12,5
Connections	WF = 12,5	Stability	WF = 10
Diversity	WF = 15	Body	WF = 10
Originality	WF = 17,5		

Passing

Participants of the passing competition will be evaluated using the same criteria as described in the section 'Categories'. However, for this competition one competition specific element will be added to the category 'Intention routine'. This subcategory will be described as following:

4. Passing frequency (WF = 20): Attention will be paid to the extent to which the presence of multiple participants is used in the execution of the performed tricks.
 - › Example high score: Concerning the choice of tricks, the participants make good use of of the total amount of participants on stage. A sufficient amount of interaction is made between the participants in the sense of objects that are thrown to each other.
 - › Example low score: The performed routine mainly exists of individually performed tricks. The presence of multiple participants that is performing the routine is not or not sufficiently used. The participants could have performed the routine individually as well.

In the judgement of the passing competition, the sum of of the weighting factors (WF) of all subcategories is 120. The total score (TS) still has a minimum of 0 and a maximum of 100. This total score will be calculated as following, in which SSC_1 stands for Score Subcategory 1:

$$TS = ((SSC_1 \times WF_1) + (SSC_2 \times WF_2) + \dots + (SSC_8 \times WF_8)) / 12$$

Act

Participants of the act competition will be evaluated using the same criteria as described in the section 'Categories'. However, there are two changes. First, one competition specific category will be added to the list of criteria, including subcategories. Second, a new division of weighting factors will be active. The new category will be described as following:

Presentation

1. Decoration (WF = 7,5): Attention will be paid to the stage setting of the act, e.g. the use of light, sound, clothing, stage setting and (if used) extra elements
 - › Example high score: Using light, sound, clothing choices, stage setting and extra attributes to support the act as a whole and has a professional character.
 - › Example low score: The performer makes no use of the possibilities that light, sound, clothing choices, stage setting and extra elements can add to the act as a whole.
2. Unity (WF = 10): Attention will be paid to the build-up of the act, storyline, character and transitions between different parts of the act.
 - › Example high score: The act has a logical build-up and whether the participants have made use of a character storyline or not contributes to the act as a whole.
 - › Example low score: The act is only a demonstration and a sequence of tricks, in which no build-up, storyline or character is recognisable.
3. Audience (WF = 7,5): Attention will be paid to the extent of contact that is made with the audience and (if applicable) other participants on the stage, or the way the performer creates his own universe with his own rules of which the audience is a spectator. The choice has to fit the act and be consistent throughout the act.
 - › Example high score: The performer uses the interaction with the audience and (if applicable) other performers on the stage to contribute to the act as a whole, or the audience gets sucked-into the universe created by the performer(s).
 - › Example low score: There is miscommunication between the audience and (if applicable) other performers on the stage resulting in the audience misunderstanding how to react, for example by clapping at the wrong time.

The new division of weighting factors for the remaining categories is as following:

Degree of difficulty	WF = 12,5	Control	WF = 12,5
Connections	WF = 7,5	Stability	WF = 10
Diversity	WF = 7,5	Body	WF = 7,5
Originality	WF = 17,5		

In the judgement of the act competition, the sum of of the weighting factors (WF) of all subcategories is 100. Since the amount of categories has changed, the total score (TS) will be calculated as following, in which SSC_1 stands for Score Subcategory 1:

$$TS = ((SSC_1 \times WF_1) + (SSC_2 \times WF_2) + \dots + (SSC_{10} \times WF_{10})) / 10$$

Public's choice award

The audience that is present during the act competition will vote for their favorite act. The act with the most votes wins the "public's choice award". One act can win both a title and the public award. In case of a draw for the award, the audiences is asked to vote again but only for the acts that were draw.

Film rights

At the ODJC, film recordings will be made, both by the foundation and by third parties. Prior to the start of the competitions, the participants will be able to object against publishing recordings on which the own performance is shown. In case a participant has explicitly raised objections against publication of a specific recording prior to the competitions and the foundation has agreed with this objection, both the foundation and third parties are not allowed to publish the concerned recordings or hand them over to other parties. In the absence of such objections, by participating in a competition will be agreed with publication of film recordings by the ODJC and by third parties. In addition, the foundation will be allowed to use these recordings for the purpose of promotion and other intentions related to the ODJC. Third parties are not allowed to sell recordings of the ODJC or use these for other commercial purposes without being explicitly allowed to do this by the organizers of the ODJC.

Rules for judges

Below, the rules concerning the behaviour of participants, jury members and competition leader will be described. The purpose of these rules is that the rules described above will be applied as consistent and honest as possible. Moreover, the purpose of these rules is that participants can call jury members and the competition leader to account in case of misbehaviour.

Competition leader

The competition leader keeps an eye on the competitions and makes sure everything goes smoothly. The competition leader makes sure all participants are present, ready for participating and will introduce their routines. He/she makes sure that the behaviour of the participants and jury members is appropriate and interferes in case any problems occur. The competition leader manages the schedule of the competitions, the breaks and changes concerning the schedule. He/she will be assisted in these decisions by the jury presidents. The competition leader is the main person that communicates with participants during the competitions.

Jury president

Every jury has one jury president. The jury president, just as the competition leader, makes sure the jury is objective and functions properly. The jury president is responsible for the calculation of scores for every participant in the competition. Together with the competition leader, the jury president makes sure that the behaviour of the participants corresponds with the rules. The jury president interferes when any problems occur. In case complex problems occur concerning the content of the regulations or the behaviour of the participants or jury members, e.g. in case of a formal objection of

a participant, the jury presidents will discuss a solution. They will be assisted in this by the competition leader. After the ODJC, the jury presidents will report their experience of the ODJC and advice for the next year to the organisers of the ODJC.

Jury members

The jury must evaluate the competitions consistently and objectively. In case a jury member is found partial, makes serious mistakes, judges inconsistently or is in any other way found not to be a competent judge, he/she will be replaced. In addition, participants that have possibly been judged in their (dis)advantage must redo their routine.

Jury members should be completely focused on the competitions, therefore it is not allowed to talk, eat or do other things that can possibly be a distraction to participants or judges during the competitions. Jury members must be fit for purpose and sober: the use of alcohol and/or drugs during or prior to the competitions is not allowed.

Rights and duties of participants

Every participant has the right to be judged by a competent, objective and consistent jury. Participants have the right to perform under the same circumstances. They have the right to a warm-up prior to the participation, but they must start the routine when the jury indicates this. Participants have the right to restart their routine in situations where it is interrupted or disrupted by factors that the participant is not responsible for. If a participant finds that these rules are not lived up to, he/she can formally raise an objection to the competition leader.

Participants are obligated to know the regulations and obey these rules. They must register their participation and pay for this. They must know the competition schedule and attend on time. Participants must at all times behave respectfully and honorable towards other participants, jury presidents, jury members and the organisers of the ODJC. Misbehaviour during or around the competitions can lead to disqualification or the removal of an obtained title. Participants are not allowed to make changes to the competition space, in relation to participation under the same circumstances. In case a participant does not live up to these obligations, he/she will receive a warning. In case of a second violation of the rules the participant will be disqualified.

Definition list

1. Diabolo: The diabolo has the shape of two half spheres that are united at the bottom. The diabolo is manipulated by a rope that is attached to two sticks.
2. Devilstick: The devilstick is a stick (called a 'baton') that is manipulated by one or two other sticks. The baton is lifted, stroked or stuck by the two hand sticks.
3. Flowerstick: A flowerstick is practically the same as a devilstick, but with heavier ends, which makes it move slower.
4. Passing: A juggling technique in which juggling objects are exchanged between multiple people (for example by throwing to each other or take-outs).
5. Cascade: A cascade is the simplest juggling pattern achievable with an odd number of props. A characteristic of the cascade is that the props follow a horizontal figure-eight pattern above the hands.
6. Siteswaps: Siteswap is a notation method used to describe or represent juggling patterns. The numbers used in this notation stand for the number of beats of each throw, which is related to their height, and the hand to which the throw is to be made. In siteswap notation, a 0 means 'rest' or 'empty hand'. A 1 stands for a pass between hands, a 2 for holding (not tossing) the object, a 3 for a low toss between hands, and a 4 for a fountain toss (up into the same hand). A 5 is pretty much the same as a 3, only it is higher. A 5 is thrown at the height of a 5-ball cascade pattern. All odd numbers cross hands, while all even numbers stay in one hand.
7. Body throws: A body throw is a juggling technique in which not only the hands, but also different other body parts are used to manipulate an object.