



Technical Rules

# SCORING THE ACROBATICS IN RR MAIN CLASS CONTACT STYLE

Version : 1.2

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Visa :

on behalf of WRRC Presidium  
Mr. Patrice DE LA TORRE  
WRRC VP Legal Affairs

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Version	Description of modifications
1.0	<p>Original version &amp;</p> <ul style="list-style-type: none"> <li>• § 3 : <i>Description of recognized forward and backward acrobatic elements</i></li> <li>• § 5 : <i>Dive's can be performed only once</i></li> <li>• § 5 : <i>Modification of Double somersaults values</i></li> <li>• § 7 : <i>"Front rolling-pike from standing on the floor to pose" restrictions</i></li> <li>• § 9 : <i>Fall description</i></li> </ul>
1.1	<p>§ 5: the sentence " Dive's group can be performed only once." Is removed</p>
1.2	<p>§ 2.3: STRUCTURAL GROUPS The groups 1, 2, 3 and 4 are <u>obligatory</u> during the performance <u>in the semifinal and final round</u> (program with 6 acrobatic elements)</p> <p>§3 JUDGING CRITERIA FOR SINGLE SOMERSAULT WITH GRIP Forward and backward acrobatic elements <b>will be fully recognized by the judges</b> only if they are performed with less than 30 degrees deviation from median plane (see drawings)</p> <p>§8 CODE OF POINTS / RULES Table modified according to the modification of §2.3 &amp; ACROBATIC – RESTRICTIONS: - <b>From 1/2 final</b>, the Obligatory groups (1, 2, 3 ,4) must be performed</p> <p>§9 9 CLASSIFICATION FOR TECHNICAL AND AESTHETIC ERROR</p> <ul style="list-style-type: none"> <li>• 75% of reduction added for Deviation from median plane</li> <li>• 75% of reduction added for Moment of rotation during twist within</li> <li>• Examples of mistakes added</li> </ul>

## SUMMARY

<b>1</b>	<b>INTRODUCTION</b> .....	<b>4</b>
<b>2</b>	<b>LEVEL OF DIFFICULTY</b> .....	<b>4</b>
2.1	BOARD 1 .....	4
2.2	BOARD 2 (VALUES IN COMBINATIONS).....	4
2.3	STRUCTURAL GROUPS.....	4
<b>3</b>	<b>JUDGING CRITERIA FOR SINGLE SOMERSAULT WITH GRIP (GROUP 1 &amp; 2 &amp; 6*)</b> .....	<b>6</b>
<b>4</b>	<b>JUDGING CRITERIA FOR DOUBLE SOMERSAULT FORWARD WITH CONSTANT GRIP (GROUP 1)</b> .....	<b>8</b>
<b>5</b>	<b>JUDGING CRITERIA FOR DIVE WITH CONSTANT GRIP (GROUP 3)</b> .....	<b>8</b>
<b>6</b>	<b>JUDGING CRITERIA FOR ROTATIONS (GROUP 4)</b> .....	<b>9</b>
<b>7</b>	<b>JUDGING CRITERIA FOR COMBINATION OF ACROBATIC ELEMENTS (GROUP 5)</b> .....	<b>9</b>
<b>8</b>	<b>CODE OF POINTS / RULES</b> .....	<b>10</b>
<b>9</b>	<b>CLASSIFICATION FOR TECHNICAL AND AESTHETIC ERROR</b> .....	<b>11</b>

# 1 INTRODUCTION

## Judges and Observers

- First group is constituted of acrobatic judges which evaluate the performance of acrobatics, according to the acrobatic mistake table
- Second group is constituted of dance judges which evaluate dance part: basic step, dance figures, choreography and dance performance.
- There are two observers. WRRRC-Observers must supervise participants while they dance and ensure that all WRRRC-Regulations are being met, and that announced acrobatic elements were performed.

# 2 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 starting with the letter A, finishing with letter I. Each letter denotes a one-point higher value applied in ascending alphabetical order.

## 2.1 BOARD 1

	First/hope round/second round/Quarter final							<b>RED CARD</b>	
	<b>Semifinal, Final (acrobatic)</b>								
DIFFICULTY	A	B	C	D	E	F	G	H	I
VALUE	4	5	6	7	8	9	10	11	12

## 2.2 BOARD 2 (VALUES IN COMBINATIONS)

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

## 2.3 STRUCTURAL GROUPS

There are 4 groups of obligatory figures (1-4)

The groups **1, 2, 3 and 4** are obligatory during the performance in the semifinal and final round (program with 6 acrobatic elements)

Group 1	Group 2	Group 3	Group 4	Group 5	Group 6
Acrobatic element forward	Acrobatic element backward	Dive with flight only	Rotations	Acrobatic elements in combination	Other acrobatic elements

**ACROBATIC CLASSIFICATION**

- BODY POSITIONS IN THE ACROBATIC ELEMENTS
- ROTATION DIRECTION DURING ACROBATIC ELEMENTS
- DIVES WITH CONSTANT GRIP
- ACROBATIC LANDINGS\*
- START OF ACROBATIC WITH EXTRA VALUE\*

THRUST TECHNIQUE TO PUSH OFF	Bonus
Staff	2 points
Bettarini	2.5 points
From standing on the arms	1.5 points

LANDINGS	Value in first position	Value in second position
Standard	0	0
Between legs of partner	0	0
On waist facing partner	1	0.5
On waist back to partner I (Shalom position)	1	0.5
On waist back to partner II (Tessarini position)	1	0.5
On partner's arms legs apart	1	0.5
In partner's arms sideways	1	0.5
On shoulders of partner	1	0.5
Other	0	0

**\*The bonus is available only once for each kind of thrust or acrobatic landings**

### 3 JUDGING CRITERIA FOR SINGLE SOMERSAULT WITH GRIP (GROUP 1 & 2 & 6\*)

Following rules to be applied for the classification of acrobatic elements as basic transverse rotation, forward or backward, laterally, with or without longitudinal rotations (twist) with a constant grip.

Somersault's body position at start raises the score by one value in this order: tucked, piked, straight.

Each performed **somersault laterally\*** with constant grip receives two (2) additional values compared to the same performed somersault transversely.

Each 1/2 twist within single somersault increases one (1) value higher the initial value of the performed single somersault.

Beyond 1/2 twist within single somersault, whatever performed single somersault with constant grip, each additional ½ twist within single somersault increases by two (2) values higher the initial value, until a maximum of 1/1 twist within somersault with constant grip.

The Performed somersaults with more than 1/1 twist within are not allowed.

Except special case, the starting position gets a different score according to this order:

1. **From the shoulder's height:** initial value for somersault with a constant grip
2. **From the waist height:** one (1) value higher compared to the initial value
3. **From the floor:** three (3) values higher compared to the initial value

Landings: on waist facing the partner, on waist back to the partner, on arms of the dancer (shoulder's height) and sitting laterally (waist height). These landings score an additional value for the acrobatic value, only once for each allowed kind of landings on partner's body.

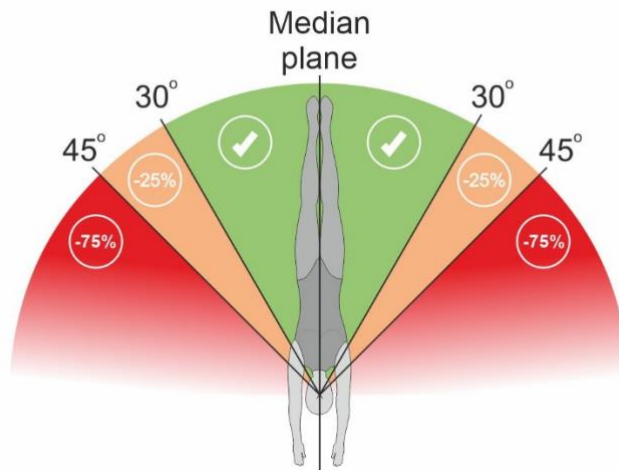
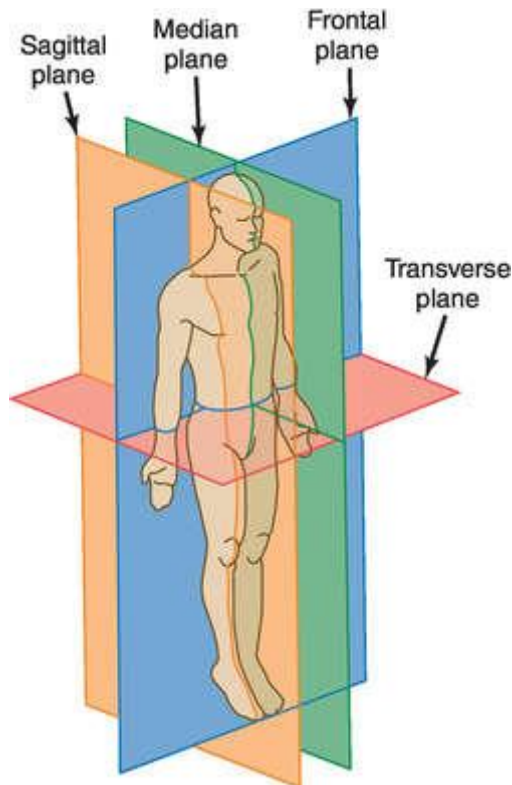
**CAUTION !** Those partner's body landings should receive a bonus only if they are connected within an allowed combination of acrobatic elements.

**Reverse** somersault with a constant grip (forward rotation) increases 1 (one) value higher the initial score. The reverse somersault starts only from the partner's waist to be recognized by the technical observer.

**Auerbach** somersault with a constant grip scores the same value than the initial value. The Auerbach somersault starts only from sitting on the floor or without contact with the floor, between partner's legs, to be recognized by the technical observer. **The Auerbach must be performed at least above the partner's waist height. If the Auerbach is performed below the partner's waist height, the value of acrobatics will be zero.**

Only valid elements are allowed (see scoring table)

- ❖ Forward and backward acrobatic elements will be fully recognized by the judges only if they are performed with less than 30 degrees deviation from median plane (see drawings)



- ❖ Forward and backward acrobatic elements will be recognized only if they are performed with aerial distinct phase whatever the constant grip.

## 4 JUDGING CRITERIA FOR DOUBLE SOMERSAULT FORWARD WITH CONSTANT GRIP (GROUP 1)

### Rules for Double Somersault forward with constant grip

Double somersault forward with constant grip is allowed. At start of acrobatics, the body position during the initial phase is a pike body position, starting from the floor (Front rolling pike)

Each ½twist within double forward somersault increases one (1) value higher the initial value for the performed double somersault

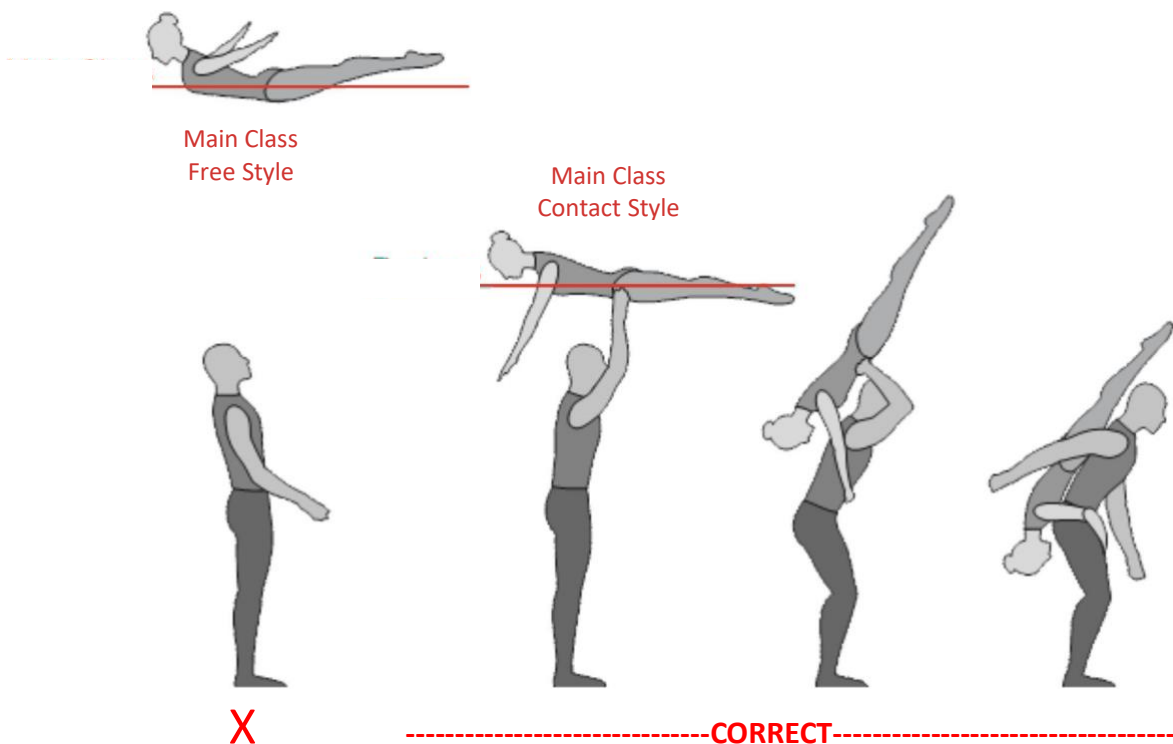
Beyond 1/2 twist within double somersault forward, whatever performed double somersault with constant grip, each additional 1/2 twist within double somersault forward increases by one (1) value higher the initial value, until a **maximum of 1/1 twist** within double somersault forward with constant grip.

## 5 JUDGING CRITERIA FOR DIVE WITH CONSTANT GRIP (GROUP 3)

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

The dive must be performed with a constant grip.

The landing phase of dive (landing on the partner's back, exit between legs) must begin with feet and hips of the female dancer higher than her head, with grip of the male partner until sliding phase on the back of the male dancer.



**(X: In any case, a dive cannot be performed in B Class from Staff, Bettarini, or from standing on the arms)**

There must be no break between this phase and the end of the acrobatic element. The dive is considered finished when the dancer (female) stands on her feet (except in combination).



## 6 JUDGING CRITERIA FOR ROTATIONS (GROUP 4)

### Non-flying acrobatic elements with rotation around the body

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

A non-flying acrobatic body's move is evaluated when the dancer (female) completes at least three (3) rotations around the body of the dancer.

Each move has its own technical specificity.

Start and end of the move must be performed without pause.

Six (6) types of non-flying acrobatic body's moves are recognized in B Class: Dulaine, Shoulder ball, Tie and Lateral Tie (performed rotation around arm), Berliner and Belt

Those moves can be combined as long as three (3) circles of the female dancer are maintained.

This kind of combination doesn't fulfil the requirement for acrobatic elements in combination of group 5, and it can be performed only once in the program (valid for all rounds).

**For all rounds, the couple may not submit more than two (2) acrobatic elements of group 4 during their acrobatic performance.**

**An allowed combination with non-flying acrobatic element is recorded as a single acrobatic of group 4.**

**Following those rules, each non-flying acrobatic element can be performed only once.**

**When the acrobatic combination is not complete, the value of that which is completely performed will be recorded (min. 3 circles).**

## 7 JUDGING CRITERIA FOR COMBINATION OF ACROBATIC ELEMENTS (GROUP 5)

A combination of acrobatics 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. MAIN CLASS CONTACT STYLE combination is started if there is no break during the movement (except for allowed acrobatics with pose).

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 of acrobatics contains a maximum of three (3) acrobatic elements in each case
- ❖ Maximum 2 combinations of acrobatics in an Acrobatic Program **are allowed**
- ❖ **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 performed only once to receive an extra score of one higher value. In case of repetition of same landings, the initial value for the performed acrobatic element is retained for the final value of acrobatics.
- ❖ The first acrobatic always receives the value in board 1. This element must be listed in the catalog group 1, 2, 3, 6
- ❖ **B-1-3-P Front rolling-pike from standing on the floor to pose cannot** be combined with acrobatic elements from group 3 (Dive)
- ❖ 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 10 points for First rounds until the 1/4 finals**
- ❖ **Each combination receives a value with a maximum of 12 points for Semi finals and Finals**

## 8 CODE OF POINTS / RULES

Levels	Number of acrobatic elements / maximum score	Number of specific obligatory Acrobatic Groups (AG)	Level of difficulty maximum
Eliminatory*	5 /50	-	From A to G
Quarter final*	5 /50	-	From A to G
Semi final	6 /65	4	From A to I
Final	6 /65	4	From A to I

### \*ACROBATIC – RESTRICTIONS:

- From 1/2 final, the Obligatory groups (1, 2, 3 ,4) must be performed
- The level of difficulty is limited to G (10 points) until 1/4 final, included combinations of acrobatic elements
- From the Semifinal until the final, there is no limitation for the level of performed difficulty

- ❖ 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, regardless if it is combined of two (2) or three (3) elements.
- ❖ **Each acrobatic element can be performed only once**, following the rules for each kind of Main Class Contact Style Acrobatics.
- ❖ **All acrobatic elements must be announced through the WRRC Registration software in advance, in the order in which they will be performed. If the acrobatic elements will be performed in a different order, the technical observer will reduce those elements to 0 (zero) points.**  
**ATTENTION: Repeating the badly performed acrobatic element automatically leads to change of**

**order of all following announced elements, thus reducing their value to 0 (zero) points.**

- ❖ The technical observer checks whether the announced acrobatics have been carried out during the performance and corrects the initial score in following cases:
  - body position (tucked, piked, straight)
  - quantity of rotations (longitudinal axis, transversal axis)
  - body rotations (quantity of full turns)
  - combinations (in all parts)

**IN ALL OTHER CASES, THE TECHNICAL OBSERVER REDUCES THE STARTING MARK TO VALUE OF 0 (ZERO) POINTS.**

- ❖ The total of difficulties (their score) provides a total of points of the acrobatic program of couple.
- ❖ **Anyway, the total of points cannot exceed the maximum allowed points for each round (50/65).** Errors are deducted from this total of points (see board of technical and aesthetic errors).
- ❖ Elements with “twist within” are allowed only two (2) times in acrobatic programs with five (5) elements.
- ❖ Elements with “twist within are allowed only three (3) times in acrobatic programs with six (6) elements.
- ❖ Each acrobatic element belongs to a group (named AG) with a unique structure: Mis pairs are obligated to present those structures in order to show their technical skill and also to maintain variety and originality of the presentation.
- ❖ **Not performing the obligatory AGs will be sanctioned by appropriate card (yellow/red)**
- ❖ 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 must be linked fluently, harmoniously and artistically, while the dance technique and the choreographic variety are foremost, whatever the difficulty of the acrobatic elements performed.

## 9 CLASSIFICATION FOR TECHNICAL AND AESTHETIC ERROR

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

The following deductions will apply for each and every discernible aesthetic or technical deviation from the expected perfect performance. These deductions must be taken regardless of the difficulty of the acrobatic elements.

- Small error	from -5% to -15%
- Medium error	from -25% to -35%
- Large error	from -50% to -75%
- Fall	-100%

Fall: Loss of balance and definitive loss of body control during landing, with contact of the floor with lower body, knees, buttocks, and any other part of the upper body. The observer will reduce the overall acrobatic score with -30 points for each occurrence during the performance of the couple

A 100% correct acrobatic element must necessarily fulfil following criteria:

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

Reductions	5%	10%	15%	25%	35%	50%	75%	100%
Loss of balance or moving	Slight imbalance	1 step	2 steps	3 steps		> 3 steps or both partners		
To touch the floor with the hands after landing						One hand	2 hands	
To touch the floor with the feet's before landing (dive)				medium (touch)			Extreme (contact)	fall
Landing with bend knees						Extreme bending		
Head or chest contact with partner's body during the landing (except dive)		Slight touch with chest		Touch with chest		Contact		
Lack of height or amplitude		minor		medium		extreme		
Interruption of exercise (dive)				Without grip		With grip		fall
Moment of opening for forward or backward somersault		small		medium		no opening		
Deviation from median plane				X			X	
Incomplete twists		Slight deviation		up to 45°				
Moment of rotation during twist within	see picture			see picture			See picture	
Non distinct positions in somersault (tucked, pike, straight)		X		X				
Somersault with legs apart		< Shoulders width		> Shoulders width				
Lack of speed during tucked, pike somersault or non-flying acrobatics (rotations)		X		X				
Adjust or correct hands or grip	1 time	2 times		> 2 times				
Interruption in an acrobatic element longer than 1 bar				x				

Reductions	5%	10%	15%	25%	35%	50%	75%	100%
Bend knees during pike or straight body positions and non-flying acrobatics (rotations)	Slight bending	Medium bending		Strong bending				
Head in extension during acrobatic elements		X						
Legs apart on landing	X	X						
Landing without both feet together at time	X	X						
Lack of flexibility	X	X						
Lack of dynamics during acrobatics	X							

### Examples of mistakes

- Body positions during acrobatic element – MAIN CLASS CONTACT STYLE

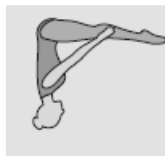
Reductions	5%	10%	15%	25%	35%	50%	75%	100%
Non distinct positions in somersault (tucked, pike, straight)		X		X				

### CORRECT POSITION FOR MAIN CLASS CONTACT STYLE (NO REDUCITON):

TUCKED



PIKED

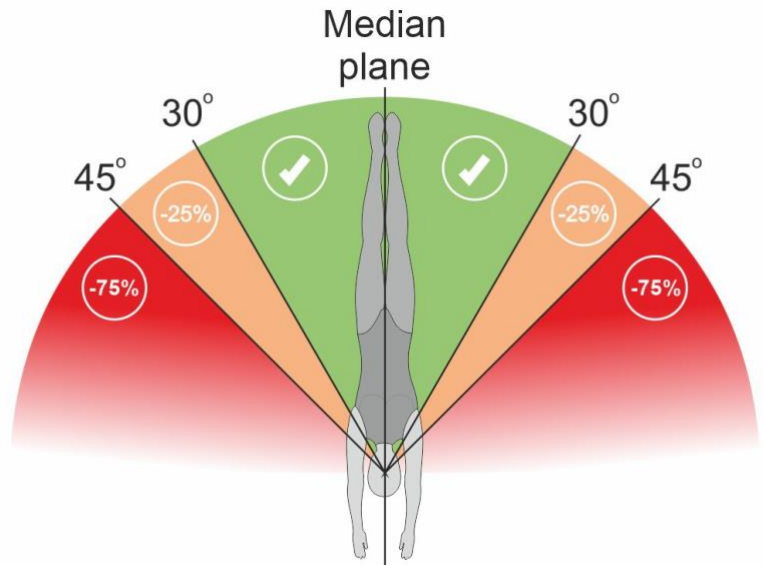
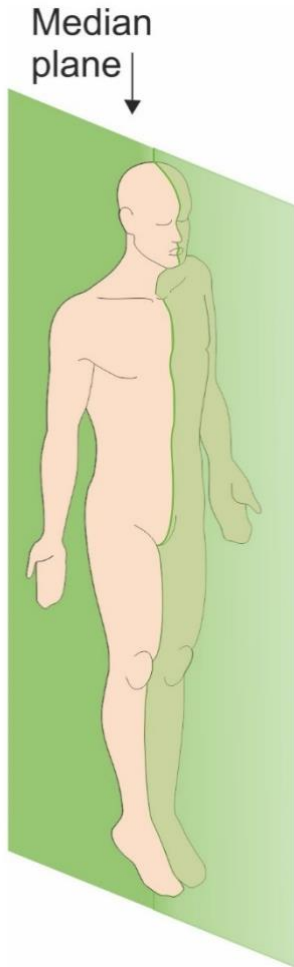


STRAIGHT



• **Deviation from median plane:**

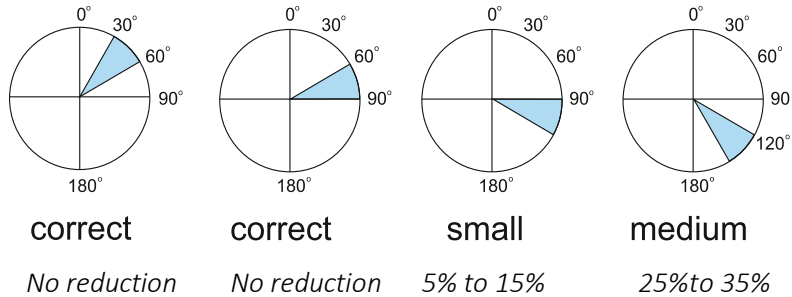
Reductions	5%	10%	15%	25%	35%	50%	75%	100%
Deviation from median plane				medium			Extreme > 45° see picture	



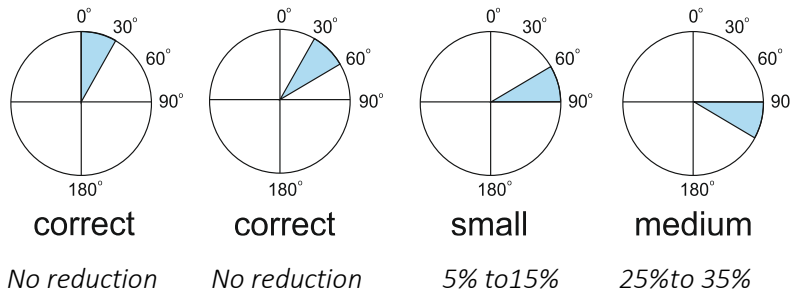
- Opening:

Reductions	5%	10%	15%	25%	35%	50%	75%	100%
Moment of opening for forward or backward somersault		small		medium		no opening		

**Forward somersault:**



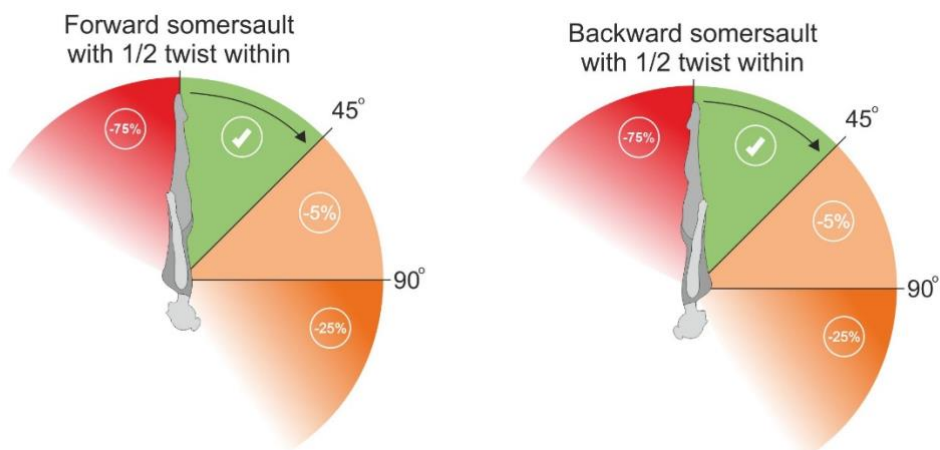
**Backward somersault:**



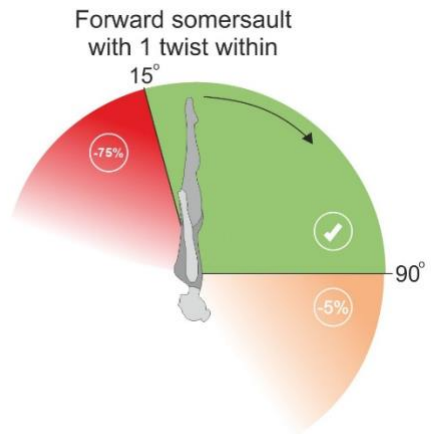
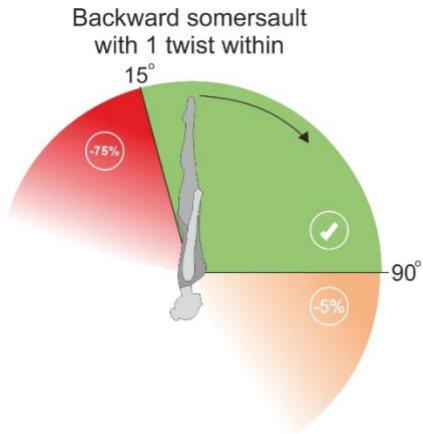
- Moment of rotation during twist within

Reductions	5%	10%	15%	25%	35%	50%	75%	100%
Moment of rotation during twist within	see picture			see picture			see picture	

- ALLOWED ANGLES before Starting of 1/2 TWIST**



- **ALLOWED ANGLES before Starting of 1/1 TWIST**







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