



OFFICIAL COMPETITION RULEBOOK

February 2010

Prepared by the USA Rulebook Committee

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Table of Contents

1	GENERAL RULES AND DEFINITIONS	4
1.1	Similarity To International Rules	4
1.2	Responsibilities Of The Host Organization	4
1.3	Racing Facilities	6
1.4	Artistic Events Facilities	7
1.5	Training Officials	7
1.6	Responsibilities Of Clubs And Groups.....	7
1.7	Responsibilities Of Individual Participants	8
1.8	Definitions	9
2	UNICYCLE RACING	10
2.1	Racing Categories	10
2.2	Points Races.....	11
2.3	Unicycles For Racing.....	11
2.4	Clothing And Safety Equipment.....	11
2.5	Starting.....	12
2.6	False Starts ☹.....	12
2.7	Finishes ☹.....	12
2.8	Lane Use	12
2.9	Lane Assignments ☹.....	13
2.10	Mixing Age Groups In Heats ☹.....	13
2.11	Passing ☹.....	13
2.12	Dismounting ☹.....	13
2.13	Assisting Racers ☹.....	13
2.14	Illegal Riding ☹.....	13
2.15	Optional Race-End Cut-Off Time.....	13
2.16	Protests ☹.....	14
2.17	Adding Up Points.....	14
2.18	Traditional Specialty Races.....	14
2.19	Nontraditional Races.....	15
2.20	Mountain Unicycling (MUni)	15
2.21	Unicycle Trials ☹.....	16
2.22	Additional Racing Events	16
3	ARTISTIC EVENTS: OVERVIEW AND SHARED RULES	19
3.1	Types Of Artistic Events.....	19
3.2	Age Groups/Categories.....	19
3.3	Individual Standard Skill Overview ☹.....	20
3.4	Individual Freestyle Overview.....	21
3.5	Street Comp Overview.....	21
3.6	Open X Overview	Error! Bookmark not defined.
3.6	Flatland Overview.....	22
3.7	Pairs Freestyle Overview	22
3.8	Group Freestyle Overview.....	22
3.9	Club Show Overview.....	22
3.10	Parade Overview	24
3.11	General Rules.....	25
4	FREESTYLE JUDGING	28

4.1	Individual Freestyle – Technical Score ☼	28
4.2	Individual Freestyle – Presentation Score ☼	30
4.3	Pairs Freestyle – Additional Judging Criteria ☼	33
4.4	Group Freestyle And Club Show – Additional Judging Criteria	35
4.5	Street Comp Judging ☼	38
4.6	Open X Judging	Error! Bookmark not defined.
4.6	Flatland Judging	39
4.7	Parade	40
4.8	Judging Panel	41
4.9	Scoring	43
4.10	North American Champions	43
5	STANDARD SKILL ☼	44
5.1	IUF Standard Skill Judging	44
5.2	IUF Standard Skills List	44
6	CONVENTION OFFICIALS	45
6.1	Racing Officials	45
6.2	Artistic Officials	46
7	UNICYCLE GAMES	47
7.1	Unicycle Basketball ☼	47
7.2	Unicycle Hockey ☼	47
7.3	Other Unicycle Games	47
8	USA ACHIEVEMENT SKILL LEVELS	48
8.1	Purpose Of The Skill Levels	48
8.2	Testing Of The Skill Levels	48
8.3	Guidelines Of The Skill Levels	49
8.4	Descriptions Of Specific Skills	50
8.5	Mount Guidelines Of The Skill Levels	52
8.6	USA Skill Levels	53
9	GOALS STATEMENT	55
9.1	Rationale of rules for unicycle competitions	55
9.2	Purposes Of Unicycle Competitions	55
10	FORMS	56

☼ Section is the same as a section in the IUF Rulebook

1 GENERAL RULES AND DEFINITIONS

This Rulebook has been prepared by the USA Rulebook Committee and is intended to govern all competition sanctioned by the USA. It is specifically oriented toward the competitions at the USA's North American Championships. This convention consists of four major activities: Unicycle racing, artistic riding, workshops, and the USA Annual Membership Meeting. This rulebook is organized into these main sections: General, Racing, Artistic, Games, and Skill Levels.

1.1 Similarity To International Rules

Our North American (USA) unicycle competition rules have much in common with the rules of the International Unicycling Federation (IUF) in world competition. To make it easier to spot the differences between USA and international rules, we have added a notation to sections that match the IUF rulebook. When a section heading is followed by this symbol "☛", this means that section is the same as a section in the IUF rulebook that was current at the time of this book's cover date. This applies to all subsections of the section with the mark, so some large areas (such as the entire Standard Skill section) are indicated by a single notation, at the beginning of the section.

1.2 Responsibilities Of The Host Organization

1.2.1 Notification

The dates of the upcoming North American Unicycling Championships and Convention (NAUCC) must be made available to *ON ONE WHEEL* (and all other interested forms of media) at the earliest possible date. A registration form should be prepared and supplied to *ON ONE WHEEL* no later than January 15 of the year of the convention. If additional (to the traditional events) points races are to be held, riders must be notified on this form (see below). Competition results should be supplied to *ON ONE WHEEL* by October 1 following the convention.

1.2.2 Events For A NAUCC

1.2.2.1 Required Events

The following events are required at the NAUCC:

Section 2 - Unicycle Racing

- Section 2.2 Points Races
- Section 2.20.5 MUni: Cross country
- Section 2.21 Unicycle Trials

Sections 3,4,5 - Artistic Unicycling

- Standard Skill, Street Comp, Individual Freestyle, Pairs Freestyle, Club Show

1.2.2.2 Highly Recommended Events

The list below are events which are highly recommended to be held at the NAUCC:

Section 2 - Unicycle Racing

- | | |
|------------------------------------|---------------------------------|
| • Section 2.18.3 10m Slow Race | • Section 2.20.4 MUni: Downhill |
| • Section 2.18.4 10m Slow Backward | • Section 2.22.5 Road Racing |
| • Section 2.19.1 Relay | • Section 2.22.7 High Jump |
| • Section 2.20.3 MUni: Uphill | • Section 2.22.9 Long Jump |

Sections 3,4,5,7 - Artistic Unicycling

- Group Freestyle

1.2.2.3 Other Recommended Events

The list below are events which are considered fun, but can be removed from the schedule if there are time constraints:

Section 2 - Unicycle Racing:

- | | |
|---------------------------------|---------------------------|
| • Section 2.19.2 700c Racing | • Section 2.19.4 Juggling |
| • Section 2.19.3 Ultimate Wheel | • Section 2.22.1 Coasting |

There are other events listed within the rulebook that could be added, or events not in the Rulebook. See section 1.2.3 (Host's Option).

1.2.3 Host's Option

The host is completely free to add events, age groups, or variations that do not appear here, as long as they don't conflict with these rules. Any additions or variations should be widely publicized so that participants can prepare. When in doubt, contact the Rules Committee at the USA Web site.

1.2.4 Publishing Rules

For each convention, an additional "amendment" to this rulebook may be needed to explain items such as specific races, additional events, additional age groups, etc. All information should be included in the publishing of registration forms.

1.2.5 Registration Forms

A properly structured registration form is essential. For example, a rider may enter Pairs as an Expert with an older rider, but may wish to compete in an individual artistic event in his or her own age group. However, all racing competition is within age group. Expert racing status is determined as a result of age group competition. It is important that riders are able to make the correct choices to compete at their chosen levels of ability for each event. Before publishing a registration form, the Host must have it approved by a representative of the USA Rules Committee.

1.2.6 Names And Terminology

The proper names and terminology for our sport and events must be used in all advertising, publicity and result postings/listings. Our terminology and event names must be kept accurate, to facilitate better understanding of what events we offer. Some common naming mistakes:

- "Slow Boards" instead of Slow Race. The board is the thing you ride on (though now it may be a rubber belt).
- "Artistic Freestyle," "Artistic Pairs," or artistic anything to name our Freestyle events. Those names are Individual, Pairs or Group Freestyle. Artistic, if used at all, is a blanket term for all "trick-riding" type events, and includes Standard Skill, Flatland and Street Freestyle.
- The use of "Expert" to refer to any race other than the 1500m Expert. We now define Expert as an elective status, which usually refers to artistic events where you choose your category. When you earn your way into a special racing event, you are a Finalist. Those final races are called the Finals.

In terms of publicizing competition events, organizers should note that "NAUCC" means nothing to the general public. If used, it is not recommended as the dominant name for your event. Don't forget to include "unicycle" or "unicycling" in the names you use!

1.2.7 Start-Up Money

After approval by the USA board, the USA board may lend a maximum of \$1500 (not to exceed 50% of the balance in the USA treasury) to the Host for expenses incurred in arranging the convention. The entire loan, with no interest charge, must be repaid in full by the Host no later than Oct. 1 of the year of the convention. If full payment is not received by Oct. 1, interest will be applied to the balance of the loan at the current prime rate.

1.2.8 Food & Lodging

The NAUCC is usually held on a college campus or other location where low-cost housing and meal plans are available. The Host should supply these, if possible, to make it easier for riders to afford the trip to the convention. Hosts should also make available a list of hotels, motels, campgrounds, and restaurants in the area for riders who wish to use them.

1.2.9 USA, Inc. Annual Membership Meeting

The NAUCC is the annual gathering of USA membership. An Annual Membership Meeting is required by law for this type of non-profit corporation. A meeting room, large enough to accommodate all expected attendance, must be supplied. This room must be protected from weather, adequately lighted, and have enough seating for all meeting participants. A time of at least 2 hours must be set aside in the NAUCC schedule to allow for this meeting to take place. No other events should be scheduled during this time. All members should be encouraged to attend. The Meeting is chaired by the USA President.

1.2.10 Workshops

Skill workshops are a traditional part of unicycle conventions. One or more places should be set aside, with times in the convention schedule for workshops to take place. Workshop areas must be protected from weather, and adequately lighted. Find out in advance what materials or supplies workshop leaders may need.

1.2.11 Skill Level Testing

The Host should provide a suitable place and equipment for level testing to be done. The Host will designate persons who are qualified to test people on the USA Achievement Skill Levels.

1.2.12 National Anthem

This is a traditional part of the opening ceremonies of most sporting events. The host country's national anthem is played, while riders dismount all unicycles, and face the flag.

1.2.13 Program Book

Should be provided to all registrants, containing full schedule of all events, maps and directions to all event locations, and as much rule and background information as possible. This type of Program Book makes excellent reading for spectators and gets them more involved in our sport. Local merchants and sponsors can advertise in the Program Book for a fee as a source for convention revenue.

1.2.14 Awards

The host shall be responsible for providing, at minimum, the awards specified below. All awards should contain, at a minimum, the name "Unicycling Society of America," or USA logo, and the year of the award (e.g., "2002"). Other aspects of the design of awards shall be left to the discretion of the host. The host should bear in mind that the physical awards should reflect the achievement of becoming a North American champion in a given event or category of events (e.g., racing champion). Hosts are free to award more trophies and medals if they wish. In the event of a tie in any event, duplicate awards shall be presented.

1.2.14.1 Racing

Trophies shall be awarded to the North American Racing Champions (male and female) as defined in section 2.2. Expert awards for all points races (section 2.2) shall be medals for 1st-3rd place, and ribbons for 4th and 5th. For age group races, medals shall be awarded to 1st place, and ribbons for 2nd-5th. For events not required under section 2.2, riders shall receive a minimum of ribbons for 1st-5th place. In team racing events (e.g., relay), ribbons shall be awarded to all participating members of teams in 1st-5th place.

1.2.14.2 Standard Skill And Individual Freestyle, Expert

Trophies for 1st, medals for 2nd and 3rd, and ribbons for 4th and 5th.

1.2.14.3 Standard Skill And Individual Freestyle, Non-Expert

Medals for 1st-3rd, and ribbons for 4th and 5th.

1.2.14.4 Expert Pairs Freestyle

Each rider shall receive an award, so each of these counts as two: Trophies for 1st, medals for 2nd and 3rd, and ribbons for 4th and 5th.

1.2.14.5 Pairs Freestyle, Non-Expert

Each rider shall receive an award, so each of these counts as two:

Medals for 1st-3rd, and ribbons for 4th and 5th.

1.2.14.6 Group Freestyle

Each rider shall receive an award, so the total number depends on the number of riders in each group. Medals for 1st place, and ribbons for 2nd-5th.

1.2.14.7 Street Comp

Medals for 1st-3rd place, and ribbons for 4th and 5th.

1.2.14.8 Club Show

A trophy goes to the 1st place club. In addition, each 1st-5th place participating rider shall receive a ribbon.

1.2.14.9 Basketball And Hockey

A trophy goes to the first place team. In addition, each 1st-5th place participating rider shall receive a ribbon.

1.3 Racing Facilities

1.3.1 Track

A track must be made available for conducting the track races. The track must be marked in meters, and should be prepared in advance with start and finish lines for the various racing events that are unique to unicycle racing (such as 50, 30, 10 and 5 meter lines). A person who is familiar with all the local track markings must be available. In addition to the track, a smooth area of sufficient size must be set aside to run the official Obstacle Course (and Slow Races, if held). A public address system must be provided to announce upcoming events and race winners. Bullhorns are usually not adequate for the track environment.

1.3.2 Weather

If the track is outdoors, plans must be made to deal with inclement weather. This problem can be eliminated by using an indoor track. The track must be available for both days in case of inclement weather.

1.3.3 Materials & Equipment

The Host must supply all necessary materials and equipment to run the racing competitions. This includes stopwatches, starting posts and cones for the Obstacle Course.

1.4 Artistic Events Facilities

1.4.1 Artistic Riding Areas

Traditionally a gymnasium is used. Artistic competitions can also be held in an auditorium if the stage is large enough. If this is done, a gym must also be available for practice, and possibly for group competition. Gymnasiums used for competition should have enough room to set up two Individual and Pairs performing areas side by side. There must also be enough room for judges and spectators. Seating must be provided for spectators, and a practice area must be provided for riders. Ideally, this practice area would be in a separate gym. The practice area cannot be outdoors. In the event of rain, riders would have no place to warm up and exchange skills. If necessary, the practice area can be behind a curtain in the competition gym, or behind the spectator seating. Neither of these solutions is as desirable, due to the distraction that is unavoidably caused by riders using these areas.

The gym or riding surface must be marked with the boundaries of all riding areas. In some facilities black tires, metal pedals, wooden hockey sticks, etc. might not be allowed. The host must make sure the participants are informed of this in advance. All performing and practice areas must be in well-lit places that are protected from the weather.

It is very important that a good quality public address system be available for announcements and to play competition music.

1.4.2 Materials & Equipment

The Host must supply all necessary materials and equipment to run the competitions. Hosts must supply good quality CD (CD-R) and cassette tape players and back-up systems in case of any equipment problems. Hosts may add other music formats if they wish and should provide this information to competitors on the registration form. The USA will provide a long set of backdrop curtains and other USA-owned materials.

1.5 Training Officials

As the rules state, competitions cannot be started until all key track and artistic officials have been trained and understand their tasks. The host must make sure there are plenty of copies of the rulebook for officials to study on the spot.

1.5.1 Training Racing Officials

For racing, the referee is in charge of making sure training happens. Testing can consist of a simple verbal quiz or anything the referee deems appropriate.

1.5.2 Training Artistic Judges

For Artistic events, the Chief Judge is in charge. A workshop is required and must be announced at least 3 weeks prior to the start of the events. For certain artistic events, a minimum level of judging experience is required. See section 4.8.3.

1.6 Responsibilities Of Clubs And Groups

1.6.1 Clubs

All clubs must be current USA Affiliates. Guidelines for becoming a USA-affiliated club are as follows:

- Clubs must apply to the USA to become affiliated, providing basic information about their club, including name, location, contact, number of members, purpose, and other information as requested by the USA. There is no fee.
- To maintain their affiliation status, clubs must submit an annual report to the USA by January 1 each year. This basic report must be prepared as described in separate affiliation guidelines.
- Clubs must submit membership data, skill level updates, and dues payments, if applicable, at least twice a year, but may send them more often, if desired, for all club members who are USA members. Updates are due January 1 and July 1. No update is required if there is no change within the club. Update requirements are described in separate affiliation guidelines.
- At least one club member must be a paid member of the USA.

The club must assume responsibility for all minors attending, whether or not they are accompanied by parents or legal guardians, and must supervise these minors. The club must send names and addresses of all people who are willing to help as racing or artistic officials. Potential officials must obtain copies of the rulebook to study. Each club must have a representative who will speak for the club as a whole, to register it for Club Show, Parade, and possibly all other events. The representative should be well versed in the competition rules, so there are no problems in understanding the club's responsibilities.

1.6.2 Groups

Any group of unicyclists that is not an official USA affiliate can enter group events as a "group." A group can enter Group Freestyle or Parade. Responsibilities are the same as those of clubs.

1.7 Responsibilities Of Individual Participants

1.7.1 Eligibility

All attendees must be current (paid up) USA members to register. Registrations must be completed, signed, and fully paid before the rider can participate in any events. Attendees must be citizens or legal residents of the United States of America or Canada to register as competitors. Persons not eligible to register as competitors are welcome to register as non-competitors.

1.7.1.1 Proof Of Eligibility

Citizenship or residence may be established with a passport or driver's license. If a rider is transitioning into the US or Canada, a current passport, visa and/or work permit must be used to establish eligibility. Riders on extended vacation, exchange students, and other temporary residents of the United States of America or Canada are not eligible to compete.

1.7.2 Racing

Riders must use unicycles that conform to the definitions and dimensions for racing unicycles (section 2.3). Riders must have kneepads, gloves and shoes that meet the definitions below, as well as helmets for certain events.

1.7.3 Artistic

Performance music must be recorded on cassette tape or CD, as described in section 3.22.

1.7.4 Personal Responsibility

All minors must be supervised by a parent, guardian or other designated person. All attendees should remember that they are guests of the convention hosts and ambassadors of our sport to all new riders, visitors from far away, and to people in the hosting town. Remember that the Host is renting the convention facilities, and you are expected to treat them well. Irresponsible behavior may lead to disqualification from all events.

1.7.5 Your Privilege

Entry in a unicycle convention is your privilege, not your right. You are a guest at the Host's event. As an attendee, you are obligated to obey all rules and decisions of convention officials and hosts.

1.8 Definitions

CLUB: Must be a current USA affiliate, registered with USA, Inc. See section 1.6.1 for details.

EXPERT: A competition category that is open to all riders regardless of age. There are male and female Expert groups for individual and pairs artistic events. For racing, riders enter in their age group. In some longer races where there is a separate Expert class, riders may choose either to ride with their age groups or as Experts.

FIGURE: ♻️ (noun) 1. A unicycle feat or skill, such as walking the wheel or riding backward, used to describe skills in the Standard Skill event. 2. A riding pattern, such as a circle or figure 8.

FOOTWEAR FOR RACING: ♻️ Shoes with full uppers are required. This means the shoe must cover the entire top of the foot. Sandals or thongs are not acceptable. Shoelaces must not dangle where they can catch in crank arms.

GLOVES: ♻️ (For racing) Any glove with thick material covering the palms (Leather is acceptable, thin nylon is not). Gloves may be fingerless, such as bicycling gloves, provided the palm of the hand is completely covered. Wrist guards, such as those used with in-line skates, are an acceptable alternative to gloves.

GROUP: In general, any group of unicyclists, whether a club or not. Specifically, any group of riders, not registered as a USA affiliate, entering a group event such as Group Freestyle or Parade. For Group Freestyle, a group consists of three or more riders, not necessarily from the same club.

HELMET: Helmets are recommended for all races, and are mandatory for some. Helmets must be of bicycle quality (or stronger), meeting ANSI, SNELL or ASTM standards for safety. No leather “hair nets” or helmets designed for low speed sports (football, hockey, etc.) are allowed.

IUF: ♻️ International Unicycling Federation. The IUF sponsors and oversees international competitions such as UNICON, creates rules for international competition, and promotes and provides information on unicycling in general.

KNEEPADS: ♻️ (For racing) Any commercially made, thick version is acceptable, such as those used for basketball and volleyball, or any with hard plastic caps. Kneepads must cover the entire knee and stay on during racing. Long pants, ace bandages, patches on knees, and band-aids are not acceptable.

NON-UNICYCLE: Applies to ‘Difficulty’ category of Freestyle judging. Anything shown in a Freestyle performance that is not a unicycling skill (see definition “unicycling skills”). See also section 4.1.1.

MUNI: Mountain Unicycling. Various forms of rough unicycling on nearly any surface.

PROFESSIONAL: A person who has, within the year previous to the convention, made 50% or more of his or her income from unicycling performances, or from performing which involved unicycling as more than a minor prop.

PROP: ♻️ Almost anything other than the unicycle(s) being ridden by competitor(s) in a Freestyle performance. A unicycle being used for a non-unicycling skill (such as a handstand on it while it’s lying down) is a prop at that moment. A hat that is dropped and picked up from the floor is a prop. A pogo stick or a tricycle (unless ridden on one wheel) is a prop.

STANDARD UNICYCLE: ♻️ Has only one wheel. Is driven by crank arms directly attached to the wheel’s axle/hub, with no gearing or additional drive system. Pedals and cranks rotate to power the wheel. Is balanced and controlled by the rider only, with no additional devices to support it. For purposes of this definition, brakes and extended handles/handlebars are permitted. For some events, standard unicycles have additional restrictions such as maximum wheel size or minimum crank arm length. For most other events there are no size limitations.

ULTIMATE WHEEL: ♻️ A special unicycle consisting of only a wheel and pedals, with no frame or seat.

UNICYCLING SKILL: ♻️ (noun) Also known as “figure.” Any skills (feats of balance) performed on a vehicle with one support point in contact with the riding surface, this being a wheel, the movement of which is controlled by the rider, thus maintaining balance. All mounts are also “unicycling skills.” See also section 4.1.1.

UNINTENTIONAL DISMOUNT: ♻️ In most cases, any part of a rider unintentionally touching the ground. For example, a fingertip on the floor while spinning is not unintentional. A pedal and foot touching the ground in a sharp turn is not a dismount as long as the foot stays on the pedal while the pedal is on the ground. Dismounts during most races disqualify the rider.

USA: Unicycling Society of America, Inc.

WHEEL WALKING: ♻️ Propelling the unicycle by pushing the top of the tire with the feet. Feet touch wheel only, not pedals or crank arms. A non-pushing foot may rest on the fork.

2 UNICYCLE RACING

2.1 Racing Categories

2.1.1 Male/Female ♂

Racing competition is held in two separate divisions: Male and Female. No heat of any race shall be composed of both male and female riders without the approval of the racing referee.

2.1.2 Age Groups

Racers compete in different age groups for the points races and for non-points races. For example, a 12-year-old may be in the 11-12 age group for points races, but 0-12 for the high jump.

2.1.2.1 Age Groups For Point Races

Racers register in one of the following age classes: 16" (only 0-6), 20" (only 0-10), or 24" (all ages). For ages 0-12, the age groups are defined as: 0-6 (16"), 0-8 (20"), 9-10 (20"), 0-12. Ages 13 and up use the list of competitors signed up for the 100m race two weeks before the start of NAUCC. The age groups are not changed for any of the point races. Male and Female are done separately. Start at age 13 and go up. If the number of competitors in the age group is less than 10 but not greater than 15, combine with the riders whose age is one year older. Repeat process until the number of competitors is between 10 and 15 for each age group. If there is no competitors for an age, that age is added to the younger age group (example: if age 23 has no signed up riders, then age 23 would be included in the younger age group, such as: 19-23). For ages from 13-16, the maximum an age group can span is four years (example: 13-16 or 16-19 would be the maximum range of an age group).

The resulting age groups need to be posted two weeks before the start of the convention and sent as an email to all competitors. If the resulting age groups for male or female ends up to be greater than 7 groups the organizers can decide to have more age groups, change the maximum number for each age group from 15 to 16 (or higher if necessary), or use the default age groups. Also, if the signing up for the 100m is not felt representative, the organizers can decide to use the default age groups. Default age groups for 13 and up: 13-14, 15-16, 17-18, 19-29, 30-39, 40-49, 50-UP.

2.1.2.2 Age Groups For Non-Point Races

Age groups for non-points races will have at a minimum: 0-10 (20"), 0-14, 15-18, 19-UP. If a 0-10 age group is not appropriate for an event, such as very long races or technical MUni, this age group is optional. Shorter and/or easier courses may also be offered. It is suggested that additions to the non-points races are based on number of pre-registered competitors in proportion to their ages, and be published three weeks prior to the start of NAUCC. Unicycle Trials age groups should be at a minimum: 0-14, 15+ with additional breakdown for ability (suggested minimum: Beginner and Expert). Age group is determined by the rider's age on the first day of the convention. Riders enter all races with their age group. No heat shall be composed of riders in more than one age group without approval of the racing referee.

2.1.3 Wheel Sizes

Except where noted otherwise, all wheel sizes are maximum 24". Separate heats will be held for riders age 0-6 who wish to compete on max. 16" wheels. Separate heats will also be held for riders age 0-8 and 9-10 who wish to compete on max. 20" wheels. However, all riders who wish to qualify for Expert racer status must compete in the 24" age groups in all racing events. See also section 2.3.

2.1.3.1 700c Racing ♂

A special introductory category for a new, larger wheel size. During the introductory period, riders may enter these races in addition to their regular track racing participation. The recommended introductory races will be 100m and 1500m. Hosts may add additional events.

- For 700c racing, unicycles must have tires larger than 24.333" (61.8cm), but no larger than 29.5" (75cm).
- No restrictions on crank length.
- Aside from this, 700c unicycles must comply with all other requirements for racing unicycles.
- Age groups for 700c events will be determined by the convention host, based on the number and age of participants.

2.1.4 Expert Racer Status

In racing, the term “Expert” refers to riders who have been fast enough in their age group heats to qualify for comparison against the fast riders in other age groups.

AGE GROUP HEATS ONLY: In the Slow Forward, Slow Backward, Obstacle Course, and possibly other events, Expert status will be awarded on the basis of finishing times in age group heats. The five riders posting the best times in each of the above events are the North American champions for those events.

FINAL HEATS: In the 800m, 400 m, 100 m, 50 m One-Foot, and 30 m Wheel Walk, Finalists will be determined by the results of age group competition. There may be as many Finalists in an event as there are good lanes on the track for final heats. After all age group competition is complete for each event, the Finalists are determined by the best finishing times regardless of age group. After this, the final or Expert heat will be run. The five best times in these heats determines Expert results for these events.

2.1.5 Final Heat Results

If a rider disqualifies or gets a worse time in the final heat of a race, his or her initial qualifying race time remains in effect for his or her age category heat. The winner of the final heat will be considered the North American champion for that event, even if a different rider posted a better time in his or her qualifying heat. National, North American, and world speed records can be set in any heat.

2.2 Points Races

The following points races must be provided at each NAUCC: 100 m, 400 m, 800 m, 50 m One-Foot, 30 m Wheel Walk (11-UP), 10 m Wheel Walk (0-10 only), and the Official Obstacle Course. Placement in these races will earn each rider points toward Racing Champion awards. In each event, riders will receive 8 points for 1st place, 6 points for 2nd, 4 for 3rd, 2 for 4th and 1 for 5th. If two or more riders tie, they each receive full points for the place in which they finished. See also section 2.17.

2.3 Unicycles For Racing

Only standard unicycles may be used. A standard unicycle has only one wheel, is driven by crank arms directly attached to the axle, and is propelled only by human force. Riders may use any number of unicycles, as long as all fit within the applicable restrictions for events in which they are entered.

2.3.1 Wheel Size

This is the maximum allowable tire diameter. Smaller sizes may be used. Some manufactured tires are marked with sizes larger than they actually are, but may be within the allowable size limit and vice versa.

- For 24" wheels, the outside diameter of the tire may not be larger than 24.333" (61.8 cm).
- For 20" wheels, the outside diameter of the tire may not be larger than 20.333" (51.6 cm).
- For 16" wheels, the outside diameter of the tire may not be larger than 16.333" (41.5 cm).

If a tire is in question, or has no size marked by its manufacturer, its outside diameter must be accurately measured.

2.3.2 Crank Arm Length

This is the minimum allowable length, measured from the center of the wheel axle to the center of the pedal axle. Longer sizes may be used.

- For 24" wheels, crank arms may be no shorter than 5" (125mm).
- For 20" and 16" wheels, crank arms may be no shorter than 4½" (114mm).
- For 16" wheels, crank arms may be no shorter than 4" (100 mm).

2.4 Clothing And Safety Equipment

Riders are required to wear the clothing and equipment below for participation in all events of track and field, plus events that may be named elsewhere. This applies to all outdoor competition events, including Slow races, with no exceptions. The referee has final say on whether a rider's safety equipment meets definitions. Starters will alert, or remove from the starting line, riders not properly equipped to compete, including riders with dangerously loose shoelaces. Riders completing events with insufficient equipment on will be disqualified. Though not mandatory in all events, helmets, elbow pads, shirts and other safety equipment are recommended.

2.4.1 Basic Set

This applies to all track events, plus any other track or field event not requiring the full set below. The basic set consists of shoes, kneepads, and wrist guards or gloves meeting the definitions in section 1.8.

2.4.2 Full Set

This applies to all MUni, Trials, downhill racing (Gliding), any event that goes backward at speed, plus events that may be named elsewhere. The full set consists of the basic set, with the additional requirement of a helmet. See definitions in section 1.28.

2.5 Starting

Riders start mounted, holding onto a starting post or other support. Because unicycle riders need to be leaning before the starting gun fires, the starter will give a four-count start; “One, two, three, BANG!” This allows riders to predict the timing of the gun, for a fair start. There should be about $\frac{3}{4}$ second between each number in the count, with the same amount of time between “One” and “Two” as there is between “Three” and BANG! Starters should practice this several times before the races begin. Riders start with the fronts of their tires behind the edge of the starting line that is farthest from the finish line. Running starts are not permitted in any race. However, a rider may start as far behind the starting line as he or she desires, provided the wheel does not move before the gun fires. Riders may lean before the gun fires, as long as their wheels do not move forward until the gun fires. Riders may place starting posts in the location most comfortable for them, as long as it doesn’t interfere with other riders.

2.6 False Starts

These occur if a rider crosses the line before the gun is fired, or if one or more riders are forced to dismount due to interference from another rider or other source. If the same rider causes two false starts in one event, the rider is disqualified for that event. The starter will fire the starting gun again to recall riders after a false start.

2.7 Finishes

These are determined by the *front* of the tire crossing over the edge of the finish line that is nearest to the starting line. Riders are timed by their wheels, not by outstretched bodies. Riders must cross the line mounted and in control of the unicycle. "Control" is defined by the rearmost part of the wheel crossing completely over the finish line with the rider having:

- both feet on the pedals in normal races; or
- one foot on a pedal in one-foot races; or
- at least one foot on the wheel in wheel walk races.

In races where dismounting is allowed (800m, Relay, MUni, road races, etc.), in the event of a dismount at the finish line the rider must back up, remount and ride across the finish line again. In races where dismounting is not allowed, the rider is disqualified.

2.7.1 Judging Finish Line Dismounts

In all races where dismounting is allowed, one or more officials are required at the finish line to judge dismounts. These officials must be appointed by the racing referee, and must fully understand their crucial job. The finish line judges are the voice of authority on whether riders must remount and cross the finish line again. Any riders affected must be clearly and immediately signaled to return to a spot before the finish line, remount without overlapping the finish line, then ride across it again. The path for backing up may involve going around any finish line timing or optical equipment to prevent data problems for other riders in the race.

2.7.2 Timing Penalty For Finish Line Dismounts

In electronically-timed races, it's possible that no time will be recorded for the rider's successful finish. Instead of recording an actual finish time, the rider's time will be recorded as .01 second faster than the next rider to cross the line after their remount and crossing. If the rider in question is the last one on the track, the time recorded should be their actual time crossing the finish line after their remount.

After the rider has successfully finished the race and there is no correct time for that rider, the rider's finishing time will be calculated based on the time of the next rider to cross the finish line after the rider in question properly finished. The rider will receive a time penalty which will make his or her time .01 second faster than the rider who came after their successful finish.

2.8 Lane Use

In most races, a rider must stay in his or her own lane. A rider who goes outside his or her lane must immediately return to it. Riders are not usually disqualified for this unless it causes interference with other riders. No physical contact between riders is allowed during racing. 200 m (if used) and 400 m races are started with a stagger start. 800 m and 1500 m races may be started in one of two ways:

WATERFALL START: This is a curved starting line that places all riders an equal distance from the first turn. If a waterfall start is used, non-lane rules apply (see below).

STAGGER START: Riders are started in separate lanes, at separate locations. They must stay in their lanes for a specified distance before they may “cut in” to the inside lanes. Lane rules apply only up to this point.

2.8.1 Non-Lane Races

This applies to 800 m, 1500 m, MUni, Marathon, and other races without lanes. No physical contact between riders is allowed. Riders must maintain a minimum of one wheel diameter (24” as judged by eye) between each other when passing, and at all other times. This is measured from wheel to wheel, so that one rider passing another may come quite close, as long as their wheels remain at least 24” apart.

2.8.2 Non-Lane Starts

For races that don't use lanes, such as the 1500m, it is not necessary to limit the number of riders to the number of lanes. Up to twice as many riders as the number of lanes may race in each heat, using a waterfall start. Example: If there are 8 available lanes, then 16 riders can be in a heat. Exceptions for more than double must be approved by the racing referee. This works fine for most of the race but is crowded at the start. Riders who volunteer may start behind the front row of riders, to ease congestion in the early part of the race. For the 1500m Expert Heat, if there are too many riders for one line, the riders with the best 1500 m times from the previous year has priority. If the first and second line splits along a tie, most likely with two people who haven't raced the previous year, a coin toss is used to determine the place.

2.9 Lane Assignments

At some conventions, lanes are preassigned at time of registration. At other conventions, riders decide among themselves. If riders disagree, the clerk makes lane assignments. In races where more than one heat is necessary per age group, every effort must be made to see that the fastest riders compete in the same heat. If the track has undesirable lanes due to potholes or other problems, this should be considered when lanes are assigned. A very bad or dangerous lane might not be used at all. The referee can override the clerk's choice of lane assignments. The general rule is that riders decide for themselves.

2.10 Mixing Age Groups In Heats

There will be no mixing of age groups, or sexes, in heats except with explicit permission from the Racing Referee.

2.11 Passing

In track races, an overtaking rider must pass on the outside, unless there is enough room to safely pass on the inside. Riders passing on the inside are responsible for any fouls that may take place as a result. The passing rider's wheel must remain at least one wheel diameter (24") from the slower rider's wheel at all times. The slower rider must maintain a reasonably straight course, and not interfere with the faster rider.

2.12 Dismounting

A dismount is any time a rider's foot or other body part touches the ground and the unicycle must be remounted. Except for the 800 m, 1500 m, Relay, MUni, Marathon and some other nontraditional events, if a rider dismounts, he or she is disqualified. In races where riders are allowed to remount and continue, riders must immediately remount at the point where the unicycle comes to rest, without running. If a dismount puts the rider past the finish line, the rider must back up and ride across the line again. If a rider is forced to dismount due to the actions of another rider, or outside interference, the referee decides if he or she can enter that race again in another heat. In non-lane races, if a rider is forced to dismount due to a fall by the rider immediately in front, it is considered part of the race and both riders must remount and continue. The referee can override this rule if intentional interference is observed.

2.13 Assisting Racers

In races where riders are allowed to remount, the riders must mount the unicycle completely unassisted. Spectators or helpers may help the rider to his or her feet and/or retrieve the dropped unicycle, but the rider (and the unicycle) may not have any physical contact with any outside object or person, including a starting block under the wheel, when mounting.

2.14 Illegal Riding

This includes intentionally interfering in any way with another rider, deliberately crossing in front of another rider to prevent him or her from moving on, deliberately blocking another rider from passing, or distracting another rider with the intention of causing a dismount. A rider who is forced to dismount due to interference by another rider may file a protest immediately at the end of the race. Riders who intentionally interfere with other riders may receive from the referee a warning, a loss of placement (given the next lower finishing place), disqualification from that race/event, or suspension from all races.

2.15 Optional Race-End Cut-Off Time

At the discretion of the Racing Director, a race cut-off time may be set. The purpose of this is to allow things to move on if most racers are done but there are one or more slow riders still on the course. Cut-offs need not be announced in advance, though a few minutes' notice would surely be appreciated. At the cut-off time, any racers who have not finished will be listed as incomplete (disqualified). Optionally, if there is no more than one person on the course per age category and awards are at stake, they can be given the following place in the finishing order. But if five people from each participating age category have already finished (no awards at stake), there is no need to wait.

2.16 Protests

The official protest form must be available to riders at all times. All protests against racing results must be submitted in writing on the proper form after a race, until 15 minutes after the results are posted. The form must be filled in completely. This time may be extended for riders who have to be in other races during that time period. All protests will be handled within 30 minutes from the time they are received. Mistakes in paperwork, inaccuracies in placing, and interference from other riders or other sources are all grounds for protests. All referee decisions are final, and cannot be protested. A protest form for copying can be found at the back of this rulebook.

2.17 Adding Up Points

Riders earn points in each of the points races. The rider with the most points in each age group gets the Racing Champion award, for his or her age group. Additionally, points will be totaled for persons who qualify as Experts. These points will be added up separately from age group points. The North American Racing Champions are the male and female who earn the most Expert points. In each event, riders will receive 8 points for 1st place, 6 points for 2nd, 4 for 3rd, 2 for 4th and 1 for 5th. If two or more riders tie in the race, they each receive full points for the place in which they finished. When totaling points to find the champions, if two riders tie, the award goes to the rider with the most first place finishes. If still tied, it goes to the rider with the most 2nd place finishes, and so on. If riders are still tied after all placings are considered, the award goes to the best placing rider in the 100 m race.

2.18 Traditional Specialty Races

2.18.1 One-Foot

Riders pedal with both feet for the first 5 meters, but must be pedaling with only one-foot after crossing the 5m line. The non-pedaling foot may be braced against the unicycle fork, or extended.

2.18.2 Wheel Walk

Riders start mounted, with their feet on the tire, and propel the unicycle only by pushing the tire with their feet. No contact with pedals or crank arms is allowed. No crank arm restrictions.

2.18.3 10 m Slow Race

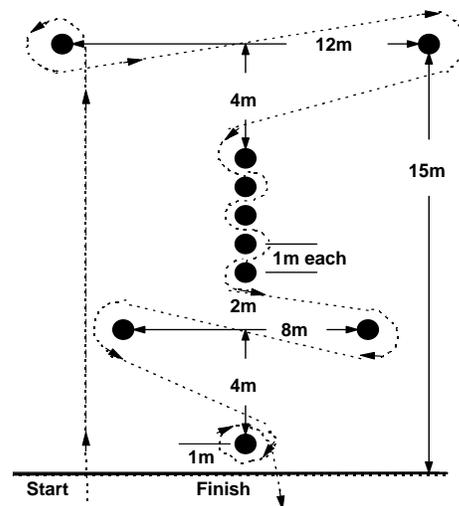
The 10 m Slow Race competition is an optional event at a NAUCC. The object is to ride in a continuously forward motion as slowly as possible without stopping, going backward, hopping, or twisting more than 45 degrees to either side. Two different board sizes are used: Age 0-10: 10 m x 30 cm. Age 11-UP: 10 m x 15 cm. The Slow Race is measured using the bottom of the unicycle wheel. Riders start with the bottom of the wheel on the starting line. On command by the starter, the rider must immediately start forward motion and let go of starting posts. The timer stops the watch when the bottom of the tire touches either the finish line, or the ground after the line on boards that end at the finish line. Riders can be disqualified for very slight stops or backward motions, twisting more than 45° to the side, riding off the sides of the board, dismounting, or not wearing safety equipment. Riders get two attempts.

2.18.4 10 m Slow Backward

This is the same as the Slow Forward race except: 0-10 ride on a 60 cm board, and 11-Up ride on a 30 cm board.

2.18.5 Obstacle Course

At right is the official Obstacle Course, in which you must ride around 10 cones in the correct pattern. The direction of the turns should be marked by arrows on the ground for riders who do not know the course. The rider starts at a four count by the starter. No flying starts. Cones may be hit, but not knocked over. The course must be followed correctly, including the direction of turns. The last cone must be completely circled before the rider's time is taken at the finish line. Riders who go the wrong way around a cone can go back and make the turn the correct way with the clock still running. The cones used are plastic traffic cones. For official competition, cones must be between 45 and 60 cm tall, with bases no more than 30 cm square. The course must be set up accurately. The proper positions of the cones should be marked on the ground for a cone to be replaced quickly after it has been knocked over. Riders get two attempts.



2.19 Nontraditional Races

These are races that may be part of a unicycle convention, but are not mandatory events. Some have been held for many years, and others are new ideas.

2.19.1 Relay 🚲

Usually 100 m x 4. The same rules as for track races apply. Mixed male/female teams may be used. Riders may remount if necessary, and must pick up the baton if it is dropped. Usually there are no age groups. If the baton is not handed over within the marked areas, the team will be disqualified.

2.19.2 700c Racing 🚲

Races of any length and type can also be conducted in a 700c wheel category.

- Maximum wheel diameter: 29.5", or 75cm.
- If these races are intended to exclude 24" wheels, also use a minimum wheel size over 24.333" (61.8cm).
- No restrictions on crank length.
- Beyond these, 700c unicycles must comply with all other requirements for racing unicycles.
- The host may choose age groups.

2.19.3 Ultimate Wheel

An ultimate wheel is a unicycle with no frame or seat. The traditional distance is 10 m for 0-10 riders, and 30 m for 11-UP riders. Usually, the maximum wheel size is 24" for all ages, with 5" minimum crank arm length (distance from wheel center to pedal center). The host sets these limitations.

2.19.4 Juggling Unicycle Race 🚲

The traditional distance is 50 m. Riders use the 5m line from the One-Foot Race, and must be juggling when they cross this line. Three or more non-bouncing objects must be used. If an object is dropped (hits the ground) or the juggling pattern is otherwise stopped, the rider is disqualified. Two balls stopping in one hand during a 3-ball cascade is defined as stopping. Riders who start by juggling four or more objects may drop one, as long as their pattern continues, unbroken, into three. The juggling pattern must be "in control" when the rider crosses the finish line. "Control" is determined by the referee.

2.20 Mountain Unicycling (MUni)

For purposes of these rules, MUni refers to off-road races over any type of terrain, usually with unrestricted unicycles. Races can vary from a single heat race with all riders starting together, to a time-trial type of arrangement with riders going singly, at intervals. Mountains are not required. Terrain can be anything from dirt to paved areas, hills, ditches, curbs, rocks, sand, mud, or grass. Courses must be clearly marked. Unless otherwise noted, non-lane passing rules apply (see Section 2.8.1). Unless otherwise noted, there are no restrictions on wheel size, crank arm length, brakes or gearing.

2.20.1 Required Dress 🚲

For all MUni events, riders must wear shoes, kneepads, gloves/wrist guards and helmets (definitions, Section 1.8). The USA allows no exceptions to this for MUni events. Additional equipment such as shin, elbow or ankle protection is optional.

2.20.2 Dismounts And Dismounted Riders 🚲

Dismounts are allowed in all MUni races unless otherwise noted. In mass-start events, dismounted riders must yield to mounted riders behind them as quickly as possible after a dismount, and until re-mounted. Riders may not impede the progress of mounted riders when trying to mount. If necessary they must move to a place where mounted riders can pass. If riders choose not to ride difficult sections of the course, they must not pass any mounted riders while walking or running through them. In time trial-type events, see below for variations based on the other event details. Violations of these non-riding rules may result in disqualification or a time penalty, to be determined and announced before the race start. Riders must also ride completely across the finish line, as described in Section 2.7.

2.20.3 Uphill Race 🚲

An Uphill MUni race challenges riders' ability to climb. Courses may be short and steep or longer, endurance-related challenges. Generally it is a timed event, but on an extremely difficult course, riders can be measured as to how far they go before dismounting. The race can be offered as a no-dismounts challenge, which either measures who gets the farthest, or disqualifies anyone who doesn't complete the distance without a dismount. Multiple tries can be allowed, or the race can be a simple timed event.

2.20.3.1 Dismounted Riders, Uphill

If the Uphill race is run as a time trial, riders are intended to ride the entire distance. In the event of a dismount, the rider must remount the unicycle either:

- At the point where the dismount occurred if the unicycle falls back down the course toward the start.

- Where the unicycle and/or rider come to a stop after dismounting. Excessive running/walking/stumbling after a dismount may be grounds for a penalty at the discretion of race of the Referee.
- Riders may also choose to back up (toward the start line) from one of those spots to remount, if they prefer the terrain there.

2.20.4 Downhill Race 🏍️

A Downhill MUni race is a test of speed and ability to handle terrain. Courses must be primarily downhill but may include flat or uphill sections. Suggested course length of at least 2.5km depending on available terrain, trails and schedule time. Mass starts are not recommended for fast or narrow courses.

2.20.4.1 Dismounted Riders, Downhill

In Downhill races, riders are not allowed to run and the unicycle must be pushed and touching the ground at all times (lifted over extreme terrain or obstacles). Walking over the terrain can be done only a maximum of 10 meters at any time unless otherwise noted. Walking is defined as having at least one foot on the ground at all times.

2.20.5 Cross Country (XC) 🏍️

A Cross Country race should be at least 5km or longer, depending on available terrain, trails and schedule time. It is basically any MUni race that is not specifically focused on downhill or uphill. The course can contain any amount of uphill or downhill riding and is to be about fitness, and ability to ride fast on rough terrain.

2.20.5.1 Dismounted Riders, XC

If the event is held as a time trial, dismounted rider restrictions must be announced before the start of the race. Depending on course length and difficulty, dismounted riders may be required to walk, or walk only limited distance, or have no restrictions at all.

2.20.6 Orienteering

Riders are given a map, and must reach a set of checkpoints and return to the starting point within a time limit. They can operate as teams or individually. Specific rules must be supplied by the event host.

2.20.7 Additional Muni Events

Other events, such as Dual Trials or Dual Slalom, can be added by the host. Rules for new events must be supplied in writing, as far in advance of the convention as possible. All MUni events will require helmets.

2.20.8 Overall Muni Champion

The North American MUni Champions are the male and female who earn the most points in the MUni events. This includes all events listed in this section: Cross Country, Uphill, Downhill. It does not include Trials, but may include other events which are MUni-related. The events that will be combined for the Overall MUni Champion must be published with the Registration Form. In each event, riders will receive 8 points for 1st place, 6 points for 2nd, 4 for 3rd, 2 for 4th and 1 for 5th. If two or more riders tie in the race, they each receive full points for the place in which they finished. When totaling points to find the champions, if two riders tie, the award goes to the rider with the most first place finishes. If still tied, it goes to the rider with the most 2nd place finishes, and so on. If riders are still tied after all placings are considered, the award goes to the best placing rider in the Cross Country race.

2.21 Unicycle Trials 🏍️

The object of Unicycle Trials (or Observed Unicycle Trials) is to ride over specific obstacles or terrain without dismounting or otherwise touching things. Competition takes place on a number of marked-off "sections," which can consist of natural terrain or man-made obstacles. Detailed rules can be found in the International Unicycling Federation rulebook.

2.22 Additional Racing Events

The above races are usually divided by age group. The events listed below are intended for participation by a smaller percentage of the competitors and are held in only a few, or a single age group, which would be called Expert, but would be open to all riders (still divided male/female).

2.22.1 Coasting Events 🏍️

An event to see who can coast the farthest distance. Riders' coasting distances are measured from a 'starting line' with a 5 meter minimum, which will be marked by a 'qualifying line.' If the rider does not cross the qualifying line it will count as a failed attempt. The farthest distance from the line wins. The distance is measured to the rearmost part of the rider that touches the ground when dismounting, or to the rear of the tire where the rider stops coasting. Remounting is not allowed. Riders must not touch any part of their tires, wheels or pedals while coasting. Riders get two attempts. If a rider crosses the coasting line (front of the tire) not in coasting position, he or she is disqualified in that attempt. The riding surface should be as smooth and clean as possible, and it may be straight or curved. Ample time must be allowed for all competitors to make some practice runs on the course before the official start. The type of event(s) to be used should be announced well in advance of the competition. Crank arm rules do not apply in any coasting or gliding events.

2.22.1.1 Road Coasting

This event is best held on a roadway with a very slight downward slope. Riders are allowed an unlimited distance to speed up and start coasting before the starting line.

2.22.1.2 Track Coasting

30 meter starting distance. This event is held only on a track, or a very level, smooth surface. Wind must be at a minimum for records to be set and broken. This event can be compared with other races at different tracks worldwide.

2.22.1.3 Downhill Coasting

This is a speed coasting event, with the same rules as section 2.22.2.2 “Downhill Glide,” except riders must be coasting instead of gliding. Dismounts before the finish line disqualify the rider in that attempt. The slope must be very gradual for this event to be safe, and helmets are mandatory.

2.22.2 Gliding Events ☹

Gliding is like coasting, but with one or both feet dragging on top of the tire to provide balance from the braking action. These events are similar to the coasting events above, with riders gliding for time or distance from a given point. The rules are the same as for the coasting events (above) with the addition that the riding surface must be dry. Coasting is allowed.

2.22.2.1 Distance Glide Or Track Glide

A distance glide can be done on a small hill. Riders start on the hill, gliding down to level ground and continuing as far as they can before stopping. This event can have a limited starting distance, or no starting distance at all, with riders gliding from a dead stop. If it is a Track Glide, it is held on a track with the same rules as Track Coasting (see section 2.22.1.2).

2.22.2.2 Downhill Glide

A downhill race for speed. Riders start from a standstill, or speed up to the starting line. Riders are timed over a measured distance to the finish line. Dismounts before the finish line disqualify the rider in that attempt. Helmets are mandatory.

2.22.3 Medley ☹

This is a race involving riding several different ways. **Example:** Forward 25m, seat in front 25m, one-foot 25m, hopping 10 m, with 5m transition areas. Rules are set by convention host. Remounting is allowed.

2.22.4 Unlimited 100 M Race (100 M Open) ☹

An unlimited race is one in which there are no unicycle size restrictions. Any size wheels, any length crank arms, giraffes or any types of unicycles (see definition) are allowed. All other track racing rules apply. Helmets are mandatory.

2.22.5 Road Racing

These are races of several kilometers, typically 10km or more. A 10k race should be labeled as 10k. “Marathon” should only be used for very long races, preferably the 42km of an actual marathon. Courses are usually on roads or bike paths. Generally all riders race together and are separated by age group afterward. Large groups of riders may be started in waves for safety. Water stations should be provided at least every 5 km. Road races are typically held both with typical racing unicycles, and with an additional category for unlimited unicycles (see Section 2.22.4). Categories for 700c wheels and/or 24" wheels with no crank restrictions can also be used.

2.22.6 Unlimited Road Race ☹

The race distance should be no less than 5 km. Helmets are mandatory. For longer distances, water stations should be provided every 5 km. This race can be held in conjunction with a Marathon.

2.22.7 High Jump

This is a competition to determine how high a rider can jump to clear a bar. Standard unicycles must be used, but there are no restrictions on wheel size or crank arm length. The bar that is to be jumped should be free standing in case the rider does not complete the desired height. Riders must ride at least 1 meter up to the bar, jump over the bar, and ride away from the bar at least one meter without dismounting, touching a hand to the ground or other stationary object, or knocking down the bar or any of the high jump apparatus. Riders get two attempts at each height. The rider starts at a low height and after each successful attempt; the height increases at set intervals until the rider fails to be successful on both attempts. Once the rider has failed both attempts, the maximum height at which the rider made a successful jump is recorded.

2.22.8 Speed Jumping

This is a rope jumping competition that determines how many times a unicyclist can successfully jump over a rope in a one-minute time period. The rope is to be turned by the rider without any outside assistance. In order for the jump to be counted, the rider must completely jump over the rope. If the wheel or the unicycle stops the rope, the jump is not counted. During the one-minute period, the rider may stop jumping or dismount as many times as needed. Standard unicycles must be used, but there are no restrictions on wheel size or crank arm length. Using devices to make jumping easier, such as bungee cords, is at the host's discretion. The host may decide to make two categories: one with using devices and one without.

2.22.9 Long Jump

The rider jumps over two boards that are 1-cm high and at least 1 cm wide. Riders must pedal at least one revolution before jumping, jump over the two boards, and ride away in control for at least three revolutions of the wheel. Riders can ride up to the boards gathering speed. Riders may jump over the boards with the wheel going forward or sideways. Jumping starts at a minimum distance and the landing board is moved farther away at set intervals until the rider can no longer make it over the boards. Riders get two attempts at each distance. If the rider fails on both attempts, the longest successful distance is recorded. For a successful jump, the tire may not touch either board.

2.22.10 Other Racing Events

Can be invented or added by hosts. Unicycle conventions in the past have had events such as “Fun” Obstacle Courses, Giraffe Races, Walk (the wheel)-a-thon, Rock-a-thon, Ride-a-thon, Bounce-a-thon, juggling Obstacle Course, Ramp Jump, Water Balloon Toss (on unicycles), Giraffe Mounting Contest, and many more.

3 ARTISTIC EVENTS: OVERVIEW AND SHARED RULES

3.1 Types Of Artistic Events

There are four types of artistic events for individual riders: Standard Skill, Individual Freestyle, Street Freestyle and Flatland. In Standard Skill, riders demonstrate pure skill and mastery on a standard unicycle, by performing up to 18 skills they have pre-selected. Standard Skill judging is based on the point value of the skills and quality of their execution, not the 'show.' In Freestyle, riders perform to music, with costumes, props and any kinds of unicycles. Riders are judged not only on skill, but also on how well they entertain and put on a show. In Flatland, riders perform with no judging of music and costume, with a higher emphasis on originality and creativity. Street Freestyle is sort of a cross between Freestyle and Flatland, with the addition of an array of Trials-type obstacles to ride on. Riders are judged on the skill and creativity of moves and combinations they do, using both the flat ground and the obstacles.

Events for multiple riders are Pairs Freestyle, Group Freestyle, Club Show, and Parade. In **Pairs Freestyle**, two riders perform together and are judged with an extra emphasis on teamwork and the qualities of a two-person performance. In **Group Freestyle**, three or more riders are judged with an additional emphasis on the qualities of a multiple person performance. In **Club Show**, five or more riders from a USA-affiliated unicycle club perform with rules similar to Group Freestyle. In **Parade**, groups are judged as in a real parade on their performance and formation riding skills.

3.2 Age Groups/Categories

Age is determined by a rider's age on the first day of the convention. Group Freestyle, Club Show, and Parade have no age groups. The age group a rider uses for racing may be different from the age groups he or she uses for artistic events.

3.2.1 Standard Skill

0-10, 11-14, 15-UP. If there are more than 9 competitors in an age group, the group may be broken down into multiple groups. The Chief Judge will make the final decision. Best overall scores determine which competitors reach the Expert ranks.

3.2.2 Individual And Pairs Freestyle

Categories are determined by both age and level of skills planned for the routine (see chart). The USA Skill Levels are used as a guide to determine level of skill. Skill level testing is not required; these numbers are just used as a point of reference. Riders must state the category in which they enter both Individual and Pairs Freestyle, because these categories might be different.

Individual and Pairs Freestyle Age/Skill Grouping

	Category Name	Age	Individual Level	Pairs Level (Combined)	Number of Minutes
1	Tikes	0-6	0-1	0-2	1.5
2	Novice B	0-17	0-2	0-4	1.5
3	Novice A	0-17	2-3	4-6	1.5
4	Intermediate B	0-17	3-5	6-10	2
5	Intermediate A	0-17	4-6	8-12	2
6	Adult Novice	18-Up	0-3	0-7	2
7	Adult Intermediate	18-Up	4-6	7-12	2
8	Advanced	Any	6-8	12-16	3
9	Expert	Any	7-10	14-20	4

3.2.2.1 Choosing Categories

Riders may enter the competition category they wish according to the approximate skill level of the skills planned for the routine and age guidelines above. Riders who wish to enter a category that falls outside the guidelines must communicate their choice and reasons to the Chief Judge before the competition. The Chief Judge will review the choices to assure that riders enter categories that match their skills and age. Riders who have not been tested for skill levels can estimate their ability based on the USA skill levels (see section 9). Before the competition begins, the Chief Judge may challenge riders who have entered a category that is clearly above or below their skill level. Those riders may be placed in another skill level category at the Chief Judge's discretion. The Chief Judge may not place a rider in the Expert category without the consent of that rider. When choosing categories, riders should bear in mind that Freestyle competition is judged 50% on difficulty (skill level), and 50% on presentation (see section 5). A high level of skill is part of the equation, but a winning Freestyle performance must contain good elements of presentation as well.

3.2.2.2 Promoting Rider(s) To A Higher Category

If a routine has more than three skills successfully performed that are higher than the allowed level for the category, the judges should make a note of this during the routine and notify the Chief Judge. Skills successfully performed is defined as performing the skill without falling for a reasonable distance given the choreography of the routine. Obviously not all skills are listed in the skill levels, so judges will need to use their knowledge of the difficulty of skills to determine approximate skill level. If the majority of the judges agree with the assessment that there are more than three skills performed that are higher than the allowed level (with the Chief Judge adding a deciding vote if there is an even number of judges), the rider(s) scoring will be removed from their current category and promoted to the next higher category.

Any disputes should be taken to the Convention Director and the highest-ranking USA officer present during the competition.

3.2.3 Professionals

Professionals (see definition) must enter Freestyle events as Experts. This applies only to Individual and Pairs Freestyle.

3.2.4 Combining Categories

Category numbers 2–7 must each have a minimum of four riders to exist. If they have fewer than four, they will be combined as follows: Novice A and B; Intermediate A and B; and Adult Intermediate and Novice. Youth Novice will not be combined with Youth Intermediate. If after combining these categories, there are still fewer than four competitors, no further combining will be done, and the category will exist with fewer than four competitors. No other categories will be combined and will exist as long as one rider enters the category. The final set of categories will be determined at the competition and will be posted as soon as the number of riders in each category can be determined. Riders may not change their category after the groups are posted, unless the category they originally registered for has been combined with another category. In that case, they must contact the Chief Judge before the competition begins to be eligible to change categories.

3.2.5 Expanding Categories

All categories will have between 1 and 9 riders. For categories with 10 or more riders, they will be broken down into multiple groups. Then a preliminary and a final competition will be held. For each group, the three riders with the highest scores will advance to the final competition. (Convention hosts may adjust this to include just the top two riders in preliminary rounds if necessary.) All competitors who reach the final competition begin the final round on an equal basis, regardless of their standing in the preliminary round. If there are four or more groups (28 or more riders), the three riders with the highest scores will advance to a secondary competition and then to a final competition. For example, for 28 riders, there will be four preliminary groups (7/7/7/7) with 12 riders advancing to the secondary round. They will be divided into two categories (6/6). The three riders with the highest scores in both groups will advance to the final round, entering the final round on an equal basis. From there, the final round will determine the ranking of the top four places in that category.

3.2.6 Creating Categories

The Chief Judge and convention hosts may agree to establish a new category rather than hold preliminary, secondary, and final rounds. For example, Intermediates could be broken down into A, B, and C categories by dividing the riders into groups of nine or less. The host may add groups as desired, but all categories are subject to preliminary, secondary, and final rounds as necessary.

3.3 Individual Standard Skill Overview

TIME LIMIT: Three minutes (all ages).

UNICYCLE: One standard unicycle only (see definition). No brakes or handlebars. There are no limitations on wheel or crank arm size.

MUSIC: Music is not judged. Background music will be provided during all routines, or competitors may provide their own. Competitors may also, at their request, have no music played.

COSTUME AND PROPS: Clothing has no influence on the score. Riders are encouraged to dress in the uniform of their national teams or clubs, or in clothing that represents their teams, groups, or countries. No props.

JUDGING METHOD: Riders are judged only on the quality of execution of the skills they have chosen to perform. Each figure has a predetermined point value. Judges deduct points for mistakes such as dismounts, poor form, performing figures out of order, etc.

SKILLS TO BE PERFORMED: Only skills found in the IUF Standard Skills List may be used. The proper methods for performing these skills are found in the Descriptions section of this list. If illustrations of figures disagree with their descriptions, the descriptions apply.

3.4 Individual Freestyle Overview

TIME LIMITS: 1 ½ minutes for Tike and Novice, 2 minutes for Intermediate, Adult Novice, and Adult Intermediate, 3 minutes for Advanced, 4 minutes for Expert. See chart above.

UNICYCLES: Any type and any number.

MUSIC, COSTUME, AND PROPS: All are judged and must be considered in the performance. Check the rules of the specific convention for prop restrictions. Fire and sharp objects (e.g. juggling knives) are prohibited.

JUDGING METHOD: Riders' scores are divided into two parts called Technical and Presentation, each receiving 50% of the score. Read the Freestyle Judging section to learn more.

3.5 Street Comp Overview

MINIMUM CATEGORIES: Advanced and Expert class, male/female separated (4 riders are the minimum requirement for each category). If there are less than 4 riders for one of the categories, those riders will be merged into the Expert category. If there are less than 4 female entries total, male and female categories will be merged.

NUMBER OF RUNS: If there are fewer than 10 riders, each rider should get two runs, with both runs considered in the final calculation of the scoring. If there are more than 10 competitors but fewer than 20, each rider will do one preliminary run to be scored by the judges. The top 6 riders will be allowed to continue on by doing a second, final run. If there are more than 20 riders — each rider shall be given one run of 1 minute and 30 seconds. The top 10 riders are to be given a final run of 2 minutes each. Both runs will be used to calculate the final placings. See Section 4.9.4 for details on the calculation of the placings.

TIME LIMITS AND WARNINGS: 2 minutes for finals, and 1.5 or 2 minutes (depending on number of competitors) if preliminary rounds are used.

Last Move: With about 10 seconds left in the run, it will be announced "Last Move", which is a warning that it is time for their last move. They should finish whatever move they are doing, then set up and perform one more move. If they fail the first attempt, the announcer should say "Try Again", and the rider should make a second attempt — even if they are now over time! If the rider does not land this move, they are not to be penalized. However, if it is landed, it should be considered in the judging.

Warnings: A rider will be warned when half of the time is left in the run, but this should not be done if the rider appears to be setting up for a big move or is in the process of doing one. In this case, wait until the rider has finished the move, and announce how much time is now left (example: 51 seconds).

UNICYCLES: Any type and any number. Trials unicycles with metal pedals and marking tires are allowed, so this competition is generally intended for outdoors.

DRESS: Riders must wear the same gear required for unicycle racing (see Section 2.3), plus helmets. Riders found not to be wearing the minimum required safety gear will be disqualified.

MUSIC: Music is not judged. Competitors may provide their own music, or background music will be played.

COSTUME AND PROPS: Clothing has no influence on the score. Riders are encouraged to dress in the uniform of their national teams or clubs, or in clothing that represents their teams, groups or countries. No props allowed, other than what is included in the performing area.

JUDGING METHOD: Riders scored in four equal categories: Height/Distance, Technical Difficulty, Originality/Variety, and Consistency/Flow.

3.6 Flatland Overview

AGE GROUP: Advanced (0-14) and Expert class (15-UP), male/female separated (3 riders are the minimum requirement for each category). If there are less than 3 riders for one of the categories, those riders will compete in the older age groups. If there are less than three females or less than three males overall, the male and female categories are merged.

TIME LIMIT: Preliminary round: Two minutes. Competitors are allowed to finish a line that was started before the limit elapsed, and as long the line is continued without interruption. If more than 20 competitors are present, the chief judge may choose to reduce the time to 1:30 if time restrictions are present.

BATTLE FINALS: Each battle will last two minutes total. No rider may ride for over 15 seconds at one time without allowing the other rider to perform. A timekeeper is responsible for keeping track of time for both riders. If a rider exceeds the 15-second limit, a beep will indicate they must dismount. Riders do not need to ride for the whole 15 seconds; they should generally perform two to three tricks then allow the other rider to go.

UNICYCLES: Standard unicycles only (see definition), though any number can be used.

MUSIC, COSTUME AND PROPS: Riders may provide their own music, but it is not judged. Costume is not judged. Props and obstacles are not allowed.

COMPETITION FORMAT: Riders perform a two-minute preliminary run and the top riders continue on to tournament- style Battle finals.

BATTLE-STYLE OVERVIEW: In a flatland battle, riders compete head-to-head in groups of two, taking turns performing lines of tricks. The winner of each battle is determined immediately following the battle by the judges. The winner continues to the next battle and the loser is eliminated.

NUMBER OF COMPETITORS ENTERING BATTLES: The final battles will consist of the top 4 or 8 riders, based on their scores in the preliminary round. If the judges consider there to be less than 8 top-level riders, the 4 with the highest scores from the Preliminary Round will advance to the Finals. If there are 4 or fewer riders competing, there will be no battles and the results from the preliminary runs will be final results.

FINAL TRICKS: Preliminaries: With 15 seconds left, the announcer will announce "œlast trick.œ At that time, the rider will attempt their final trick. If they fail, the rider will be given one more attempt. The rider is not obligated to try the same trick in every attempt. A final trick cannot last longer than 15 seconds to complete.

FINAL TRICK IN BATTLES: Once the 2-minute battle is completed, the announcer will announce that it is time for the final tricks. Each rider has three attempts to land their final trick.

3.7 Pairs Freestyle Overview

GROUPS: Same as Individual Freestyle. Each rider may enter just one Pairs competition. Riders choose a category based on their combined skill level. If a rider under 18 enters with a rider over 18, the pair will enter the appropriate Adult division category based on their combined ability level. (See chart.)

TIME LIMITS: Same as Individual Freestyle.

UNICYCLES: Any type and any number.

MUSIC, COSTUME, AND PROPS: Same as Individual Freestyle.

JUDGING METHOD: Same as Individual Freestyle, 50% for Technical, and 50% for Presentation. In Pairs, there is extra emphasis on teamwork, two person skills, etc. (see Judging Criteria).

3.8 Group Freestyle Overview

AGE GROUPS: None.

MINIMUM NUMBER OF RIDERS: Three. Each rider may enter Group Freestyle only once. A rider may appear in a second Group Freestyle performance with permission of the Chief Judge, to replace a rider due to illness, injury or other mishap

TIME LIMIT: Three minutes.

UNICYCLES: Any type and any number.

MUSIC, COSTUME AND PROPS: Same as Individual Freestyle.

JUDGING METHOD: Same as Individual Freestyle. Extra emphasis on teamwork and multiple person skills, such as formation riding. Extra consideration will be given to account for widely different group sizes, relative skill levels, and relative ages of riders.

3.9 Club Show Overview

AGE GROUPS: None.

MINIMUM NUMBER OF RIDERS: Five. They must be members of a unicycle club that is a registered USA Affiliate (see definition). No individual rider or club may enter more than once.

TIME LIMIT: Six minutes.

UNICYCLES: Any type and any number.

MUSIC, COSTUME AND PROPS: Same as Individual Freestyle.

JUDGING METHOD: Same as Individual Freestyle. Extra emphasis on teamwork and multiple person skills, such as formation riding. Extra consideration will be given to account for widely different club sizes, relative skill levels, and relative ages of riders. Judges should watch to see that all riders, regardless of skill, are used to their best potential.

3.10 Parade Overview

The Parade competition is an optional event at a NAUCC.

AGE GROUPS: None.

MINIMUM NUMBER OF RIDERS: Five. Each individual may enter only once.

UNICYCLES: Any type and any number.

MUSIC: Background music may be supplied. Groups wishing to play their own music must include it as part of their parade unit, with a sound system, live band, etc. If a music vehicle is too large or heavy for the parade route, the local PA system may be used.

JUDGING METHOD: Similar to a regular parade, with judging criteria geared toward unicycle groups. Judges will watch the parade from a reviewing area, but parade groups should perform at an equal level of quality throughout the entire parade route. The judging criteria are divided into equal categories of: Choreography; Skill, Safety, and Size of Unit; Costuming and Equipment; Crowd Connection.

3.10.1 Parade Environment

The goal is to simulate a real street parade, therefore a real parade should be used if possible. If this is not practical, a paved street is recommended so that motorized parade vehicles can be accommodated. If a track must be utilized, this should be clearly communicated to participants as far in advance as possible. If the parade is held on a street allowing motor vehicles, all parade groups must be self-contained, including music. Competing parade groups must simulate actual parade conditions, giving a presentation that would work in a real parade. Unicycles that are too tall, and vehicles that go slower than typical parade speed, are examples of things that would not work in a real parade environment.

3.10.2 Parade Setup

The parade area will be marked with start and finish lines, and one or two more lines in between to indicate the reviewing area. There must be a minimum of 100 meters between the start line and the start of the reviewing area, and 50 meters between the end of the reviewing area and the finish line. Parade groups must be up and rolling before the start line, and perform until they have crossed the finish line.

3.10.3 Parade Motion

Parade groups will follow one after the other, allowing a 5-10 meter gap between each other. Until they have to wait for units in the reviewing area, groups must have a constant forward movement, as in a real parade. Part of the group may turn backward; but while it does, another part, such as banner carriers, must continue the forward motion. When waiting to move forward, groups must continue to entertain as judging takes place outside the reviewing area as well.

3.10.4 Reviewing Area

A Parade Marshal will coordinate groups' entering and leaving of the reviewing area. Each group will be allowed up to one minute to perform its best material in the reviewing area, but must move out when indicated by the Parade Marshal. When one group starts moving out, the following group will start moving in.

3.11 General Rules

These rules apply to all artistic events, unless otherwise noted.

3.11.1 Deadline For Signing Up For Artistic Events

All artistic events have a deadline for participation, which must be specified in the registration form. If not specified in the registration form, the deadline is one month before the official convention start date. A maximum of five Individuals, five Pairs routines, and one group will be allowed to be added after this time to account for difficulties in travel planning or other valid reasons that are communicated about in advance. These will be added in the order of their request to the Chief Judge and Convention Director via email or fax. No more than one entry per skill category will be allowed. Example: one Male Advanced may be added, and one Female Intermediate A; two entries for Male Advanced will not be allowed. Additional entries in Club Show will not be allowed past the deadline. Participants who attempt to sign up less than 36 hours prior to the beginning of the specified competition will not be allowed to enter.

Changing pairs partners is allowed up to 36 hours prior to the actual competition as long as the category does not change. Adding or subtracting the members of a group routine or Club Show routine is allowed up to 36 hours prior to the start of that competition as long as the category does not change.

3.11.2 Size Of Performing Areas

Required spaces for the various events are listed below. But riders, especially large groups, will want to know the overall amount of space that will be possible to ride on. Hosts must publicize the dimensions of the available performing area as far in advance of the competition as possible, and organizers of international championships at least three months prior to the event.

3.11.2.1 Individual And Pairs Performing Area

For international competitions, the performing area must be no smaller than 14m wide x 11m deep. Skills performed outside the Technical Judging Area (TJA), which is the same size as standard skill, will not affect the Technical score. Presentation will be judged both inside and outside the TJA. Going outside the TJA does not give a reduced score in Presentation. Presentation will be judged both inside and outside the TJA. The TJA is recommended to be placed in the middle of the performing area, and the layout of the TJA is also required to be publicized by the Hosts as far in advance of the competition as possible. At smaller events, smaller sizes can be used, but no smaller than 12m wide x 9m deep.

The boundaries of the performing areas must be clearly marked on the floor, with lines at least 3cm wide. The distance between the outer edges of the performing areas and walls, poles or other stationary objects must be no less than 50cm. Individuals or pairs who go outside the full performing area may get a reduced score (see Judging Criteria).

3.11.2.2 Group Freestyle and Club Show Performing Area

The performing area must be no smaller than 26m wide x 14m deep. Groups who go outside the boundaries may get a reduced score, if the boundary is marked on the floor (see Judging Criteria).

3.11.2.3 Street Comp Performing Area

The Street Comp requires an open area for flatland skills, plus a number of obstacles to ride on. Each obstacle must have sufficient space around it for the types of riding expected. For example, a grinding rail must have run-up and run-out space, and platforms and other high objects must have landing space all around. Remember when setting up a course, flow is encouraged. Any movements intended to be judged should be done where the audience and judges can see. Obstacles should be oriented so that most rider movements are toward the audience and judges, not blocked. The flat area must be in front of the obstacles, or otherwise where it has an unobstructed view from the audience and judges. These are similar to Trials obstacles (see Section 11). Trials and Street competitions can be held in the same location if there is sufficient space. Required obstacles are:

- a two-revolution manual pad (a smooth platform of at least 3m x .5m and between 7cm and 15cm in height);
- stair set (at least 90cm high with a horizontal base extension of at least 90cm; minimum tread of 25cm and minimum riser of 17cm. Minimum of 2-revolutions of run-up space in front);
- a ledge for grinding that is at least 6 feet long and has metal coping, and wide enough to grind with the whole crank and pedal. Often this would be best down a bank, but make sure that both left and right footed riders have access to it — this can be achieved by putting it in the middle of the bank, or having an up-flat-down ramp with ledges on both banks.

Additional typical obstacles will be: skinnies, benches, spools, platforms, grinding rails (at least 1.5m long and 35cm off the ground), and anything that can be creatively used in this event. The size of the area is flexible to allow for an unknown number of obstacles plus the open area. The boundaries need not be marked, as long as riders understand what areas are off-limits.

If there will be two runs, the layout of the area may be modified by the course officials between the first and second runs. Otherwise, the course may not be modified by competitors or officials except for safety reasons. For example, to remove damaged or unsafe equipment.

3.11.2.4 Street Comp: Problems With Required Obstacles

The required obstacles must be built strong enough to endure many hours of heavy use. They need to survive the competition without changing their shape or stability. If one of the required obstacles is broken or made unusable during the competition, it must be repaired if one or more competitors say they need to use the damaged part. If no competitors have a problem with the damage, no repair is necessary except for safety reasons, such as in the event of sharp exposed parts.

3.11.3 Order Of Performance

The method of choosing performance order is up to the artistic director.

3.11.4 Performance Set-Up 🏹

Competitors are allowed a maximum of two minutes to set up their unicycles and props in the performing area. Competitors who take too long risk being disqualified. An extension of the set-up time can be given only by the Chief Judge and must be requested in advance. Competitors must show a legitimate need when requesting more time, such as numerous props or complicated special effects.

3.11.5 Start Of Performance 🏹

3.11.5.1 Freestyle Events

The judging, the stopwatch, and the “performance” all start at the same time. The timer starts the watch at the beginning of the music, or at a signal from competitors, whichever comes first. The signal can be a nod, wave, bow, verbal cue (“Start!”) or any clearly understandable means. An acoustic signal (such as a whistle) will indicate that the timing and judging have started. Any non-unicycling activities such as dancing, posing, acrobatics, etc., must be included within the time limit of the routine to be judged. In all Freestyle routines, an acoustic signal will indicate when there are 30 seconds left. In all artistic events, two acoustic signals or a different signal will indicate the end of the riding time and end of the judging.

3.11.5.2 Standard Skill

The judging begins when the timer blows a one second whistle signifying the beginning of the three minute routine or when a predetermined piece of music begins; the stopwatch will begin timing immediately following the one second acoustic signal or music. The rider must begin within the boundaries either on or off the unicycle. If the rider chooses to go out of bounds for a .5 deduction, he/she must do so after the one second acoustic signal or the start of the music. The end of each minute will be indicated by acoustic signals. This may be made optional as described in section 3.15.2. A final one second acoustic signal will signify the completion of the three minute allotment.

3.11.6 Rider’s No-Signal Option 🏹

3.11.6.1 Freestyle Events

A rider may have a well-planned routine to music that he or she knows is under the time limit, and does not wish for the acoustic signals to detract from his or her performance. When riders sign up with the Rider Liaison they can request “No Acoustic Signals.” This will eliminate the Start signal, and the 30-second warning. The timer will still keep the time, and if the rider exceeds the time limit, the timer will make the double acoustic signal to indicate the rider has run overtime.

3.11.6.2 Standard Skill

If a rider provides their own music and wants acoustic signals, they must indicate this when they sign up with the Rider Liaison. If a rider does not provide their own music, acoustic signals will automatically be used unless the rider requests “No acoustic signals” when signing up with the Rider Liaison. If no acoustic signals, there will not be a 'Start' signal or the 1-minute and 2-minute signals. In all situations, the Timer will still keep the time, and if the rider exceeds the time limit, the Timer will make the 'double acoustic signal' to indicate the rider has run overtime.

3.11.7 Interruption Of Judging 🏹

An interruption of judging can result from material damage, injury, or sudden illness of a competitor, or interference with a competitor by a person or object. If this happens, the Chief Judge determines the amount of time left and whether any damage may be the fault of the competitor. Re-admittance into competition must happen within the regulatory competition time. If a routine is continued and the competitor was not at fault for the interruption, all devaluations coming forth from the interruption will be withdrawn.

3.11.8 End Of Performance 🏹

3.11.8.1 Freestyle Events

The performance ends at a signal from the rider, such as a bow or “Thank you,” or at the end of the time limit. An acoustic signal will indicate the end of the time limit. Any figures or performing that are done after the end of the time limit will not be judged. In Freestyle events, going over the time limit will reduce the rider’s score. All time limits are maximums. Riders are free to use less time and will not lose points for doing so. A routine that is very short may suffer in points over a routine with more content. However, a routine that is boring, repetitive or “padded” may lose points for being too long. The rider must decide what’s best.

3.11.8.2 Standard Skill

In Standard Skill, if the rider is in mid-figure, only the part of that figure that was executed before the time ended will be counted (see IUF Rulebook, section 5.9.3). If the figure was less than 50% complete, a 100% devaluation will be given. If between 50% and 100% was completed, a 50% devaluation will be given. Any figures that have not been performed receive 100% devaluations.

3.11.9 Clean-Up ☹

In unicycling, a clean, dry riding surface is essential. After a performance, the riding area must be left the way it was before the performance. Riders and their helpers must clear all props, unicycles, and debris from the performing area within two minutes. The next rider may also be setting up during this time.

3.11.10 Messy Performing Area ☹

Riders who are thinking of using messy props in their performances must carefully consider the above rule. Popping balloons, dirt or powder, confetti, water, pies, etc. may take longer than two minutes to remove. Special permission must be received from the Chief Judge or artistic director before any such props are used. Competitors who make messes they are unable to remove may be disqualified from the event.

3.11.11 Music

Music is judged in Club Show and all Freestyle events. Standard Skill, Flatland and Street Comp competitors may provide their own, or background music will be played. Riders may also request no background music. Music is not judged in Standard Skill, Flatland or Street Comp. All recorded music must be on standard CDs or cassette tapes, clearly labeled with the performer's name, group, event, and other instructions if needed. Music should be recorded at the beginning of the tape. The DJ/Convention Host is not responsible for special music cues such as fade-ins, fade-outs, pauses, or stops. If special cues are necessary, the competitor must provide written directions or a coach for the DJ. Competitors are advised to have a spare copy of their performance music and/or a tape back-up for their CDs. Tapes and CDs that are not properly labeled are not the responsibility of the DJ or Convention Host.

3.11.12 Announcing Of Results ☹

Final results will be continuously announced and/or posted for public view. Results Sheets will be posted after each age category of an event. The protest period begins at this point.

3.11.13 Protests ☹

Must be filed in writing, within 15 minutes from the posting of event results. Protest against judges' scores is not permissible. Protest is only possible against calculation mistakes or other mistakes not connected to the scoring. The Chief Judge must resolve all protests within 30 minutes from receipt of the written form. A protest form for copying can be found at the back of this rulebook.

3.11.14 Objectionable Language Or Content

Competitors should remember that the convention audience includes children, families, and people from all backgrounds. Music selection, costume, and choreography should be considered with this in mind.

4 FREESTYLE JUDGING

Judging for Individual, Pairs, and Group Freestyle is divided into two components, Technical and Presentation. Each judge only looks at one component of the whole performance (Technical or Presentation). For each component, judges give four scores from 0 to 10, with 10 being the highest score. Scores such as 2.0, 2.2, or even 2.25 are encouraged to help differentiate between riders of similar ability.

The scores given should match the description of the Example Scoring. For example, if there are only two competitors in a category where the first rider has 2 major dismounts and the second rider has over 20 major dismounts, a score of 10 should not be given for “Dismounts” for the first rider even though the dismounts were significantly fewer.

Judging for Flatland and the Street Comp is described in sections 4.5 and 4.6. Parade judging is described in section 4.7. Each judge gives scores for the complete performance.

4.1 Individual Freestyle – Technical Score

The Technical part of the judging is broken into four parts. Four scores will be given by each judge, values ranging from 0 to 10.

4.1.1 Variety And Originality Of Unicycling Skills

There are two parts in this section. **Variety** is the types of skills presented. A routine with skills that are all different types will get more points than one with fewer skills, even if their overall difficulty levels are the same. A routine with mainly wheel walking skills, for example, will get fewer points than one with wheel walking and other skills of the same difficulty level. Another example: The same hard skill performed ten times will lower this score automatically because there is less time to perform other skills that are unique.

To earn a high score with **Originality of Skills**, the skills should be unique with variations that are completely new or with new approaches.

Boundary: There is a Technical Judging Area (TJA) which is 14m wide x 11m deep and a Performing Area which may be larger than the TJA if the facilities permit a larger area. Both boundaries are marked. Skills performed outside the TJA are not judged. See Section 3.11.2 for complete description of the TJA.

Unicycling Skills: All skills (feats of balance) performed with only one support point in contact with the riding surface, this being a wheel, the movement of which is controlled by the rider, thus maintaining balance.

Non-Unicycling Skills: The riding of any vehicle with two or more wheels on the ground, and any skills not performed on a unicycle. Any skill with more than one support point on the riding surface, such as standing on the unicycle with it lying on the floor, or hopping while standing on the frame (seat on floor); two contact points with the riding surface (wheel and seat), both carrying part of the rider’s weight. The term also refers to skills such as dance, mime, comedy, juggling, playing music or riding vehicles that do not meet the definitions of unicycles. See Definitions.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	Routine is filled with many new skills, variations on skills, showing wide variety in the type of skills and not focusing only on two or three types of skills.
8	Routine is filled with many new skills, variations on skills. This score is given when rider shows excellence in only one of the two areas (variety OR originality of skills).
6	Originality is still impressive but variety of skills is not as good. OR Variety is impressive, but little or no originality .
4	Some originality and variety of the skills.
2	Little originality and displays only one type of skill.
0	Nothing new—could be a beginner's standard skill routine.

4.1.2 Transitions And Mastery

There are two parts in this section. High scores are given for transitions when the rider performs a skill straight into another skill. Low scores are given if rider performs a skill, returns to stable riding position (sitting on seat with feet on pedals), then begins the next skill. Low scores are also given for transitions if several revolutions, idles, hops (or other setup-type skill) needs to be performed before performing the more difficult skill – unless it is obvious that these are used to increase the overall choreography and timing of the routine.

Mastery is the amount of control shown by the rider(s) during their execution of the skills. The body form should demonstrate good control and ‘mastery’ of the unicycle. Holding a skill for a longer amount of time also indicates a higher level of mastery for that skill. Performing a skill multiple times can increase the Mastery portion of the score, but will decrease the score as related to Variety and Level of Difficulty. If a rider is showing good style (section 4.2.2) during difficult skills, the Mastery score should be high.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	Routine is filled with inventive transitions with rider linking difficult skills together without ever returning to stable riding position; Rider is stable and confident; showing good style and performing skills an adequate length of time given the routine's choreography.
8	Rider links difficult skills together without ever returning to stable riding position, but occasionally falters or is unstable. This score is given when rider shows excellence in only one of the two areas (transitions OR mastery).
6	Transitions are still impressive but mastery is poor; or little or no transitions but with high mastery.
4	Rider links a few skills together without returning to stable riding position; mastery is also low.
2	Rider continually goes back to stable riding position between difficult skills but looks unstable and shows little control.
0	Looks like will fall constantly (and possibly does fall frequently); always returns to stable riding position or takes excessive time to setup more difficult skills.

4.1.3 Level Of Difficulty

Level of Difficulty is for successfully executed skills. High scores awarded for a routine packed with a number of skills all with high difficulty. High scores should not be given if only one or two of the skills are of a high level or with skills that are the same type but with minor variations. Only ‘unicycling skills’ will be judged; non-unicycling skills only affect Presentation scores. Dancing, juggling, and other non-unicycling skills can increase only the Presentation score, and have no influence on this score.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	All very difficult skills with no simple skills or simple riding.
8	Many skills at high difficulty but small mistakes.
6	Generally lower on average or higher with many mistakes.
4	Only one or two skills at high level.
2	O.K. and skills done reasonably long without compromising flow of routine.
0	Looks like will fall constantly; much repetition of skills; low difficulty when averaged for whole routine.

4.1.4 Interpretation

How skills, costume, music, props (if used), style all work together to present a theme to the whole routine. If one part is removed, the whole performance would suffer. The elements should be consistent and this section rates how well the whole routine is put together.

Skills: Should be chosen to work with the costume, music, and style to create an integrated theme. If the routine is flowing and smooth with graceful body style, skills that are less graceful (typically most hopping skills) should not be used.

Costume: A costume is chosen to enhance the routine and does not interfere with skills. If costume(s) are chosen that have the potential to impede riding but the competitor(s) successfully adapt the costume to add to the whole performance, they should not be penalized, but instead should be given extra points for Style.

Music: Judges are looking for music that is selected to put whole routine together. Skills are chosen carefully to match the feeling and tempo of the music. Music that is simply background or not integral to the routine is considered a poor choice. A high scoring routine is where the rider uses the sound, beat, theme, or changes in the music as integral parts of the routine. If music is chosen that is too long for the allowed time, the competitor should be penalized here.

Props: A unicycle, when used for anything but a unicycling skill (handstand on the unicycle while it is lying down, hopping standing on the frame with wheel and seat on the floor) is considered a prop. Other props can be removable parts of the costume (hats, clothing, etc), items placed to set a scene, a person. Note that it says "Use of." This score is not awarded for the props, but for the effect of such props on the performance. The judges are looking not for the props themselves, but how they are used. It is not mandatory to include props in the performance. If none are used, the score will not be lower.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	Routine is complete - cutting out one part will ruin the whole performance. Skills chosen to accentuate the overall performance.
8	If props used, four of the five elements (skills, costume, music, props, style) working together to present a theme but one obviously missing or mismatched. If props not used, only three of the four elements working together.
6	If props used, only three of the five elements working together to present a theme but one obviously missing or mismatched. If props not used, only two of the four elements working together.
2	Part of routine looks integrated, but several elements are not working (music not matching, costume choice interferes, props clumsy, or skills don't match the music).
0	Routine looks thrown together, with no thought of whole performance.

4.2 Individual Freestyle – Presentation Score 🍷

The Presentation part of the judging will be broken into four parts. Four scores will be given by each judge, values ranging from 0 to 10.

4.2.1 Mistakes: Dismounts (Minor And Major)

Low scores given for routine with more than 8 major difficult-skill dismounts that interrupt the routine. Medium scores for a routine that has approximately 3 major difficult-skill dismounts and a few minor dismounts. High scores for a routine with no major dismounts (difficult or easy skill), and few or no minor dismounts. Judges need to be able to differentiate between a planned dismount and an unplanned dismount. A planned dismount may be stepping off the pedals after seat dragging for five revolutions.

Major difficult-skill dismounts are when the unicycle falls, the body falls and the skill is completely lost during a skill that is one of the more difficult of the routine. The skill that was attempted is either redone or skipped entirely.

Major easy-skill dismounts are when the unicycle falls, the body falls and the skill is completely lost during an easy skill or after the more difficult portion of a difficult skill is performed. The skill that was attempted is partially completed before the fall. Major easy-skill dismounts are also counted when a rider is visibly upset or angry from a dismount, or whose choreography falters or is destroyed.

Minor dismounts are when the rider slightly touches down, only slightly loses control after executing a skill. The routine is barely affected by this type of dismount. A minor dismount may also be counted when a skilled performer might 'roll with the punch' of an unintentional dismount so well that the audience believes it was planned.

Boundary: There is a Technical Judging Area (TJA) which is 14m wide x 11m deep and a Performing Area which may be larger than the TJA if the facilities permit a larger area. Both boundaries are marked. Skills performed outside the TJA are not judged. No penalties are applied if the competitor crosses the boundary.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	1 minor dismount or flawless
8	2 major difficult-skill dismounts and no other problems OR 1 major difficult-skill dismount + 4 minor dismounts OR 1 major difficult-skill dismount + 1 major easy-skill dismount + 2 minor dismounts OR 4 major easy-skill dismounts and no other problems OR 2 major easy-skill dismounts + 4 minor dismounts
6	4 major difficult-skill dismounts and no other problems OR 3 major difficult-skill dismounts + 2 major easy-skill dismounts OR 3 major difficult-skill dismounts + 1 major easy-skill dismounts + 2 minor dismounts OR 3 major difficult-skill dismounts + 4 minor dismounts OR 2 major difficult-skill dismounts + 4 major easy-skill dismounts OR 2 major difficult-skill dismounts + 8 minor dismounts OR 8 major easy-skill dismounts and no other problems OR 6 major easy-skill dismounts + 4 minor dismounts
0	10 or more major difficult-skill dismounts

A full table can be generated using the following calculations:

Score = 10 – (number of major difficult-skill dismount)

– .5* (number of major easy-skill dismount)

– .25* (number of minor dismount)

4.2.2 Choreography And Style

Choreography: The routine is assembled to use the whole space effectively; line and circle skills are varied in their direction and length; the timing of the routine is considered to maximize the allotted time; the skills are ordered to provide variety; rider does not simply ride from one point to another just to start the next skill. High points given for routines that have a structure: a distinctive beginning, middle, and end.

Style: The body form is used to express the whole mood or theme of the piece by positioning and movements of the body during the routine. Routines which show deliberate body form during the whole routine, especially during more difficult skills, should score higher than one with style and poses only during stable riding positions. Judges look for deliberate movements over uncoordinated movements made to retain balance; if a graceful balletic routine, style should be graceful and flowing; if a technical/street theme, then the style should match that theme. Other non-unicycling skills such as dance, mime, comedy, juggling, acrobatics, playing music, etc. are considered with this score. These skills should add to the theme of the routine. A rider who spends half of the performance time dancing next to the unicycle does not add to his or her act, no matter how high the dancing skill.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	Routine is assembled to use the whole space effectively; the skills are ordered to provide variety; obvious structure to whole routine; the body form is used to express the whole mood or theme of the piece, rather than for balance
6	Some variation for choreography; style is only shown occasionally.
4	Either fantastic choreography and no style; or fantastic style without any choreography.
0	All lines or all circles with stationary skills done in same spot; body form does not add to performance; other non-unicycling skills.

4.2.3 Originality Of Performance And Showmanship

Originality: The judges are looking for inventiveness in all aspects of the performance. They are looking for originality in the act as a whole. High scores for a unique routine, or one that contains unique elements.

Showmanship: Judges are looking for a performer to capture the audience by emotions and/or entertainment. The rider should display his or her confidence in front of the audience with eye contact, facial expressions, and making the audience a part of the routine. Poor showmanship can be displayed with the rider's eyes down, face filled with concentration rather than a smile, curses muttered under the breath at mistakes, and lack of awareness of or connection with the audience.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	Completely original and fantastic showmanship. Audience is enthusiastic.
6	Some originality and showmanship.
4	Either fantastic originality without showmanship; or fantastic showmanship without any originality.
0	Same old routine; audience obviously bored and uninterested. The only audience reaction is from teammates.

4.2.4 Interpretation

How costume, music, props (if used), style all work together to present a theme to the whole routine. If one part is removed, the whole performance would suffer. The elements should be consistent and this section rates how well the whole routine is put together.

Costume: A costume is chosen to enhance the routine and does not interfere with skills. If costume is chosen that have the potential to impede riding but the competitor successfully adapts the costume to add to the whole performance, they should not be penalized, but instead should be given extra points for Style.

Music: Judges are looking for music that is selected to put the whole routine together. Skills are chosen carefully to match the feeling and tempo of the music. Music that is simply background or not integral to the routine is considered a poor choice. A high scoring routine is where the rider uses the sound, beat, theme, or changes in the music as integral parts of the routine. If music is chosen that is too long for the allowed time, the competitor should be penalized here.

Props: A unicycle, when used for anything but a unicycling skill (handstand on the unicycle while it is lying down, hopping standing on the frame with wheel and seat on the floor) is considered a prop. Other props can be removable parts of the costume (hats, clothing, etc), items placed to set a scene, a person. Note that it says "Use of." This score is not awarded for the props, but for the effect of such props on the performance. The judges are looking not for the props themselves, but how they are used. It is not mandatory to include props in the performance. If none are used, the score will not be lower.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	Routine is complete - cutting out one part will ruin the whole performance.
8	Looks good, but room for improvement.
6	If props used, three of the four elements (costume, music, props, style) working together to present a theme but one obviously missing or mismatched. If props not used, only two of the three elements working together.
2	Part of routine looks integrated, but several elements are not working (music not matching, costume choice interferes, props clumsy, or skills don't match the music).
0	Routine looks thrown together, with no thought of whole performance.

4.3 Pairs Freestyle – Additional Judging Criteria

Pairs judges must consider the performance of two unicyclists together. All judging criteria from Individual Freestyle are used, but the additional factors below must also be considered. Technical Scoring: Sections 4.1.1, 4.1.2, and 4.1.4 are scored the same as Individual Freestyle; section 4.1.3 has the additional considerations as outlined in 4.3.1 (below). Presentation Scoring: Sections 4.2.1, 4.2.3, and 4.2.4 are scored the same as Individual Freestyle; section 4.2.2 is replaced with 4.3.3 (below).

4.3.1 Pairs Freestyle: Level Of Difficulty

The Difficulty level of a multiple person act is determined by the overall level of difficulty displayed by the pair, not by the difficulty of feats presented by a single rider. If one rider's skill level is a great deal higher than the other, judges must keep the Difficulty score somewhere between the levels of the two riders. A skill in which the two riders obviously support each other will score lower than the same skill performed separately. Judges must be able to distinguish between 'support' and 'artistic contact.' Riders who are merely holding hands may not be supporting each other, but if their arms are locked, they probably are.

Note: Some skills are more difficult with riders holding hands, such as one foot riding.

Pairs vs. Doubles: 'Doubles' refers to two riders on one unicycle. Some Pairs performers use lots of doubles moves, with lifting, strength, and the associated difficulty. Other Pairs acts use no doubles moves at all. How to compare them? Remember that the skill level of both riders is being judged. If the 'top' rider does not display much unicycling skill when he or she rides, judges must keep that in mind, and rate their average difficulty accordingly. If the top rider never rides, one can argue that this is not a Pairs act, and give a major points reduction. Doubles moves are difficult for both persons, but must be weighed carefully against non-doubles performances.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	All very difficult skills with no simple skills or simple riding; Both riders have the same high level of difficulty.
8	Many skills at high difficulty but small mistakes.
6	Generally lower on average or high with many mistakes; OR one rider has a very high skill level while the second rider is very low.
4	Only one or two skills at high level.
2	O.K. and skills done reasonably long without compromising flow of routine.
0	Looks like will fall constantly; low difficulty when averaged for whole routine.

4.3.2 Pairs Freestyle: Mistakes: Dismounts (Minor And Major)

The same rules and chart from Individual Freestyle is to be used for Pairs Freestyle.

4.3.3 Pairs Freestyle: Choreography And Style

Choreography: The routine is assembled to use the whole space effectively; line and circle skills are varied in their direction and length; the timing of the routine is considered to maximize the allotted time; the skills are ordered to provide variety; riders do not simply ride from one point to another just to start the next skill. High points given for routines that have a structure: a distinctive beginning, middle, and end. Two riders together do not have to cover the floor space equally. If it is a dance style act, with a male and female rider together, circling to opposite sides of the performing area will not improve the score. Depending on the act's theme, the performers may stay together for the entire time. The judges must determine if this adds to the act or not. Generally, riders riding away from each other and coming back is little more than empty filler, and does not add to the performance.

Style: The body form is used to express the whole mood or theme of the piece by positioning and movements of the body during the routine. Routines which show deliberate body form during the whole routine, especially during more difficult skills, should score higher than one with style and poses only during stable riding positions. Judges look for deliberate movements over uncoordinated movements made to retain balance; if a graceful balletic routine, style should be graceful and flowing; if a technical/street theme, then the style should match that theme. Other non-unicycling skills such as dance, mime, comedy, juggling, acrobatics, playing music, etc. are considered with this score. These skills should add to the theme of the routine. Riders who spend half of the performance time dancing next to the unicycle does not add to their act, no matter how high the dancing skill. The judges are looking for riders working together, Do they look like they are a team, or are they riding separately, in their own worlds, to the same music?

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	Routine is assembled to use the whole space effectively; the skills are ordered to provide variety; obvious structure to whole routine; the body form is used to express the whole mood or theme of the piece, rather than for balance.
6	Some variation for choreography; style is only shown occasionally.
4	Either fantastic choreography and no style; or fantastic style without any choreography.
0	All lines or all circles with stationary skills done in same spot; body form does not add to performance; other non-unicycling skills.

4.4 Group Freestyle And Club Show – Additional Judging Criteria

Everything for Individual and Pairs applies, plus these additional points. A group of several riders has many more options of what to do and how it can be presented. Riders may all be of similar skill levels, or of widely different levels. Some groups will be much larger than others. These things all need to be considered when judging groups. Technical and Presentation Scoring: Sections 4.1.4, 4.2.3, and 4.2.4 will be used.

4.4.1 Group Freestyle: Variety And Originality Of Skills

There are two parts in this section. **Variety** is the number and types of skills presented. A routine with skills that are all different will get more points than one with fewer skills, even if their overall difficulty levels are the same. A routine with mainly wheel walking skills, for example, will get fewer points than one with wheel walking and other skills of the same difficulty level. Another example: The same hard skill performed ten times will lower this score automatically because there is less time to perform other skills that are unique.

To earn a high score with **Originality of Skills**, the skills should be unique with variations that are completely new or with new approaches. Group routines that have new patterns and ideas should score high points in this area. Routines that have simple patterns without any skills should score low.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	Routine is filled with many new skills, variations on skills, showing wide variety in the type of skills and not focusing only on two or three types of skills. Variety is shown by all riders in the group. AND riders link difficult skills together without ever returning to stable riding position.
8	Routine is filled with many new skills, variations on skills. This score is given when riders show excellence in only one of the two areas (variety OR originality of skills).
6	Originality is still impressive but variety of skills is not as good OR variety is impressive, but little or no originality .
4	Some originality and variety of the skills.
2	Little originality and displays only one type of skill.
0	Nothing new—could be a beginner's standard skill routine.

4.4.2 Group Freestyle: Transitions And Mastery

There are two parts in this section. High scores are given for transitions when the rider performs a skill straight into another skill. Low scores are given if rider performs a skill, returns to stable riding position (sitting on seat with feet on pedals), then begins the next skill. Low scores are also given for transitions if several revolutions, idles, hops (or other setup-type skill) needs to be performed before performing the more difficult skill – unless it is obvious that these are used to increase the overall choreography and timing of the routine.

Mastery is the amount of control shown by the riders during their execution of the skills. The body form should demonstrate good control and ‘mastery’ of the unicycle. Holding a skill for a longer amount of time also indicates a higher level of mastery for that skill. Performing a skill multiple times can increase the Mastery portion of the score, but will decrease the score as related to Variety and Level of Difficulty. If the group shows good style (section 4.2.2) during difficult skills, the Mastery score should be high.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	Routine is filled with inventive transitions with riders linking difficult skills together without ever returning to stable riding position; riders are stable and confident; showing good style and performing skills an adequate length of time given the routine's choreography.
8	Riders link difficult skills together without ever returning to stable riding position, but occasionally falters or are unstable. This score is given when riders show excellence in only one of the two areas (transitions OR mastery).
6	Transitions are still impressive but mastery is poor; or little or no transitions but with high mastery.
4	Riders link a few skills together without returning to stable riding position; mastery is also low.
2	Riders continually go back to stable riding position between difficult skills but look unstable and show little control.
0	The riders look like they will fall constantly (and possibly do fall frequently); the riders always return to stable riding position or take excessive time to setup more difficult skills.

4.4.3 Group Freestyle: Level Of Difficulty

As in Pairs, judges must seek to find the average Level of Difficulty of what may be a widely varied group of riders. Top level skills done by only one rider cannot bring the Difficulty score up to top level. High scores should not be given if only one or two of the skills are of a high level even if done by all riders or with skills that are the same type but with minor variations. All riders in the routine must be used effectively. This means that if one or more riders are at a beginner level, they can still ride around in circles, carry banners, be carried by other riders, etc. Riders should not be left standing on the side.

Small Group vs. Large Group: Some groups will be much smaller or larger than others, and judges must include this information in their decisions. Large groups may have a tendency toward formation riding and patterns, while smaller groups may focus more on difficult skills. With so many possibilities, judges must compare many different factors to get an adequate judgment. Large numbers alone should not earn a high difficulty score, and neither should a few difficult skills performed by a small number. The judges must consider the group's size as a part of the overall performance, including the advantages or limitations that size has on the types of skills being performed.

Level of difficulty is for successfully executed skills. High scores awarded for a routine packed with a number of skills that have a high variety. Only 'unicycling skills' will be judged; non-unicycling skills only affect Presentation scores. Dancing, juggling, and other non-unicycling skills can increase only the Presentation score, and have no influence on this score.

Unicycling Skills: All skills (feats of balance) performed with only one support point in contact with the riding surface, this being a wheel, the movement of which is controlled by the rider, thus maintaining balance.

Non-Unicycling Skills: The riding of any vehicle with two or more wheels on the ground, and any skills not performed on a unicycle. Any skill with more than one support point on the riding surface, such as standing on the unicycle with it lying on the floor, or hopping while standing on the frame (seat on floor); two contact points with the riding surface (wheel and seat), both carrying part of the rider's weight. The term also refers to skills such as dance, mime, comedy, juggling, playing music or riding vehicles that do not meet the definitions of unicycles. See Definitions.

Level of Difficulty is for successfully executed skills. High scores awarded for a routine packed with a number of skills all with high difficulty. High scores should not be given if only one or two of the skills are of a high level or with skills that are the same type but with minor variations. Only 'unicycling skills' will be judged; non-unicycling skills only affect Presentation scores. Dancing, juggling, and other non-unicycling skills can increase only the Presentation score, and have no influence on this score.

Scoring Guidelines – scoring should match the descriptions below

Score	Samples of observed riding
10	All very difficult skills with no simple skills or simple riding shown by all riders.
8	Many skills at high difficulty but small mistakes; not all riders show the same high level.
6	Generally lower on average or high with many mistakes.
4	Only one or two skills at high level by a few riders.
2	O.K. and skills done reasonably long without compromising flow of routine.
0	Look like will fall constantly; much repetition of skills; low difficulty when averaged for whole routine.

4.4.4 Group Freestyle: Mistakes: Dismounts (Minor And Major) And Boundary

The number of dismounts should be weighted by the number of riders in the group. High scores for a routine with no major dismounts, few or no minor dismounts, and which stays within the boundary. A group with three people cannot get a medium score if they have 5 major dismounts, while a group of 15 people can have 5 major dismounts and still earn a medium score. Judges need to be able to differentiate between a planned dismount and an unplanned dismount. A planned dismount may be stepping off the pedals after seat dragging for five revolutions.

Major difficult-skill dismounts are when the unicycle falls, the body falls and the skill is completely lost during a skill that is one of the more difficult of the routine. The skill that was attempted is either redone or skipped entirely.

Major easy-skill dismounts are when the unicycle falls, the body falls and the skill is completely lost during an easy skill or after the more difficult portion of a difficult skill is performed. The skill that was attempted is partially completed before the fall. Major easy-skill dismounts are also counted when a rider is visibly upset or angry from a dismount, or whose choreography falters or is destroyed.

Minor dismounts are when the rider slightly touches down, only slightly loses control after executing a skill. The routine is barely affected by this type of dismount. A minor dismount may also be counted when a skilled performer might 'roll with the punch' of an unintentional dismount so well that the audience believes it was planned.

Boundary: Riders should attempt to stay within the marked boundary. If there are no marked boundaries, the full space may be used without penalties. If competitors have a small, obviously unintentional boundary crossing, they should not be penalized heavily. If the group completely ignores the boundary and obviously goes outside the lines, they cannot get a high score in this section, even if the routine has no dismounts. A major mistake with the boundary is equal to a major difficult-skill dismount. A minor mistake with the boundary is equal to a minor dismount.

Scoring Guidelines for groups of 10-15 people – scoring should match the descriptions below

Score	Samples of observed riding
10	2 minor dismount or flawless
8	4 major difficult-skill dismounts and no other problems OR 2 major difficult-skill dismounts + 8 minor dismounts OR 2 major difficult-skill dismounts + 2 major easy-skill dismount + 4 minor dismounts OR 8 major easy-skill dismounts and no other problems OR 4 major easy-skill dismounts + 8 minor dismounts
6	8 major difficult-skill dismounts and no other problems OR 6 major difficult-skill dismounts + 4 major easy skill dismounts OR 6 major difficult-skill dismounts + 2 major easy skill dismounts + 2 minor dismounts OR 6 major difficult-skill dismounts + 8 minor dismounts OR 4 major difficult-skill dismounts + 8 major easy-skill dismounts OR 4 major difficult-skill dismounts + 16 minor dismounts OR 16 major easy-skill dismounts and no other problems OR 10 major easy-skill dismounts + 12 minor dismounts
0	10 or more major difficult-skill dismounts

A full table can be generated using the following calculations:

Score = 10 – .5* (number of major difficult-skill dismount)

– .25* (number of major easy-skill dismount)

– .125* (number of minor dismount)

4.4.5 Group Freestyle: Choreography And Style

In addition to the description for Individual Freestyle (section 4.2.2), judges are looking for teamwork and cooperation. Do all the riders know where they are supposed to be? Do they look as if they're pulling each other around, rather than riding together? If one rider falls, do the others help him or her up? Etc.

The judges look for movements that cover the performing area uniformly, and use all riders effectively.

4.5 Street Comp Judging 🏆

Some flatland, flips, grinds, and some obstacle riding must be displayed with good consistency and flow for an optimum score. Judges are looking for clever use of the space to set up moves and combinations of various types, done with flow and personality.

4.5.1 General

Four equal categories named Height/Distance, Technical Difficulty, Originality/Variety, Consistency/Flow, each to be scored from 0 to 10 (a score of 10 is perfect).

4.5.2 Street Comp Performing Area

The Street Comp requires an open area for flatland skills, plus a number of obstacles to ride on. Each obstacle must have sufficient space around it for the types of riding expected. For example, a grinding rail must have run-up and run-out space, and platforms and other high objects must have landing space all around. Remember when setting up a course, flow is encouraged. Any movements intended to be judged should be done where the audience and judges can see. Obstacles should be oriented so that most rider movements are toward the audience and judges, not blocked. The flat area must be in front of the obstacles, or otherwise where it has an unobstructed view from the audience and judges. These are similar to Trials obstacles (see Section 10). Trials and Street competitions can be held in the same location if there is sufficient space. Required obstacles are:

- a two-revolution manual pad (a smooth platform of at least 3m x .5m and between 7cm and 15cm in height);
- stair set (at least 90cm high with a horizontal base extension of at least 90cm; minimum tread of 25cm and minimum riser of 17cm. Minimum of 2-revolutions of run-up space in front);
- a ledge for grinding that is at least 6 feet long and has metal coping, and wide enough to grind with the whole crank and pedal. Often this would be best down a bank, but make sure that both left and right footed riders have access to it — this can be achieved by putting it in the middle of the bank, or having an up-flat-down ramp with ledges on both banks.

Additional typical obstacles will be: skinnies, benches, spools, platforms, grinding rails (at least 1.5m long and 35cm off the ground), and anything that can be creatively used in this event. The size of the area is flexible to allow for an unknown number of obstacles plus the open area. The boundaries need not be marked, as long as riders understand what areas are off-limits.

If there will be two runs, the layout of the area may be modified by the course officials between the first and second runs. Otherwise, the course may not be modified by competitors or officials except for safety reasons. For example, to remove damaged or unsafe equipment.

4.5.2.1 Street Comp: Problems With Required Obstacles

The required obstacles must be built strong enough to endure many hours of heavy use. They need to survive the competition without changing their shape or stability. If one of the required obstacles is broken or made unusable during the competition, it must be repaired if one or more competitors say they need to use the damaged part. If no competitors have a problem with the damage, no repair is necessary except for safety reasons, such as in the event of sharp exposed parts.

4.5.3 Height / Distance

This category looks for runs that are "Big Street". Higher scores are given by skills performed off of bigger obstacles, skills onto bigger obstacles, or longer grinds. In this category the skills being performed are not considered, only the obstacle(s) involved with them. These skills are judged in the next category: Technical Difficulty.

4.5.4 Technical Difficulty

This category is to cater to a "Technical Street" or "Flatland" style. This is where the difficulty of all skills is scored, whether on, off or between obstacles. Points are scored for any skills successfully executed. Partial scores may be given for skills with partial completion but no points should be given skills with no success. In general, all skills should be judged as if they were performed on flat ground (example: a combination flip down 5 stairs will score the same amount of points in this category as if it was on flat ground, but the former will score higher overall because of the previous category: Height / Distance). The exception is for skills that are easier if done using an obstacle, or skills that are significantly more difficult when done using an obstacle.

4.5.5 Originality / Variety

This category is to encourage a well thought out, creative run, with a wide spectrum of skills. This category is also used to discourage "copying" or "one-upping" another rider. Each rider should try to use some obstacles in a creative way, but may not move them around to do this. Newer/unseen skills, and lots of variety in skills and obstacles ridden will score high. A routine that is only one style of riding (flatland, or only grinds, or only flips), should score very low in this category.

4.5.6 Consistency / Flow

This category is to encourage high consistency of skills with minimal prehops and set-up time. Riding directly from one skill into another will score high, while lots of extra riding or hopping between skills will score low. Getting off the unicycle between skills is acceptable when an obstacle or position is difficult to get into, and the rider wants the judges to focus on the skill and not getting there. More points should be scored for a skill that is done with fewer setup hops and no finishing hops, or for skills that are connected sequentially without excessive setup time between them.

4.6 Flatland Judging

There are official rules from the International Unicycling Federation for the judging of the Flatland competition. Rather than take up space here, we offer resources where you can find out more. Section 4.5.1 to 4.5.3 of the IUF 2010 Rulebook, or whatever is the most current IUF Rulebook.

4.7 Parade

Performances are given four scores from 0-10, each weighted equally. The parade performance should be consistent along the route, with all spectators getting an equally fine show. Judges will watch as much of the entire parade performance as possible from their location(s), to see that this is done.

4.7.1 Choreography

High scores awarded for groups that present a unified, forward-moving performance that uses the space effectively. Low scores awarded for groups that have little or no patterns, spend too much time in one spot, or create gaps with the unit ahead of them.

The team as a whole should include riding in a unified way to produce a sequence of motions with recognizable patterns that combine skill and aesthetic appeal. Examples of this type of movement: marching bands at half-time, drill teams, chorus lines, ballroom dance teams, ice shows. Some parade groups may have a presentation that is not strictly a drill formation, such as extra riders on unusual cycles (big wheel, tiny wheel, etc.), clowns or other non-formation types of entertainment. Judges are looking for a clear, easy to see, parade-appropriate performance. Performances that look as if they are intended to be performed in one place, groups that do not maintain forward motion, and do not use the entire street effectively will score lower. Judges will also notice how the group flows with the motion of the parade. Overlapping into the leading group or creating a large gap in front will lower the score. Groups with quick reactions to crowding or gaps should get a higher score. Lastly, groups that go overtime in the reviewing area should be penalized.

4.7.2 Skill, Safety, And Size Of Unit

High scores awarded for groups that use the entire street area that have higher skill and perform without putting the riders and audience at risk. Lower scores awarded for groups that do not use the entire street area or show lower skill or perform potentially dangerous moves without regard to the safety of anybody.

Skill: The skill level of the group as a whole is judged. This includes skills performed on a unicycle only. The skills of beginner level riders can be balanced by moves performed by highly skilled riders. Judges look for difficult patterns vs. easy ones, as well as difficult unicycles (tall giraffe is more difficult than standard unicycle). Judges also look for good coordination of the group. If riders are bunching up or spreading out too much or look like they're not sure where to go, then the group should get a lower score.

Size: The larger the unit, the more difficult it is to coordinate and train, and the more impressive it is as part of a parade. Smaller groups can increase their scores in this area by using the entire street effectively, spreading out their riders to appear larger. Groups who ride too close together, stay in the center of the street, leave large gaps, etc., will score lower.

Safety: Tall unicyclists riding close to an audience, as well as each other, can lead to safety issues. Parade competitors should demonstrate a style of riding that does not put the spectators, or themselves, at risk. A safe parade group exhibits safe riding which is a combination of rider skill and experience, taking into account road conditions, space issues, and crowd reactions. Some parade groups also have spotters walking along with them in case of emergency, which raises the safety level. Safety issues that arise because of a poor choice of costume will result in a lower score in "Costuming" and not affect this score.

4.7.3 Costuming And Equipment

High scores awarded to groups whose costume and equipment give a favorable first impression. Low scores awarded for groups that give the impression that the costumes are last-minute or ignored, with all standard unicycles and props that seem under-maintained.

Costuming: Since parades are fleeting, the appearance of the riders and the unicycles get a greater weight than in a stationary performance. Judges look for aesthetically pleasing costumes that match the theme or style of the group or event. Matching, well-coordinated outfits that are easy to see from a distance will score better than dull costumes with small details that can't be seen from the curb. Matching nice shirts/vests/jackets with coordinated hats should score higher than mis-matched T-shirts and jeans. Costumes must also be functional. Wide flopping pant legs or dangling tails are not safe for giraffe riding. Long pants, jackets, and gloves are not safe for groups who typically perform in extremely warm temperatures. Judges are not necessarily looking for expensive or elaborate costumes.

Equipment: This is judged on the impression it leaves on the spectators. The crowd is pleased by variety, such as low and high unicycles, or unusual cycles; by flash, such as chrome or matching paint jobs, rather than chipped paint; and by anything additional, such as decorations to the cycles. Props are also judged in this category, such as juggling equipment, cones, or non-unicycle vehicles. Equipment should be clean and well maintained.

4.7.4 Crowd Connection

High scores given to groups that are able to generate a positive reaction from the crowd, from general applause to personal interaction on each side of the street. Low scores given to groups that do not seem to affect the crowd.

Crowd Connection: The biggest indicator of a successful parade performance is the crowd itself. The historical purpose of a parade was to excite a crowd into following the parade to the circus grounds, where they would pay to see the big show, while currently parades are typically an entertaining community celebration. Marchers in the parade had to "connect" with onlookers and convince them that this is something they should be excited about. Make eye contact, put a smile on someone's face, get them to wave and call out to you.

4.8 Judging Panel

There are three (or more) judges each of Technical and Presentation for Age Group competitions; five (or more) judges each of Technical and Presentation for Advanced and Expert competitions (including Group and Club Show). All judges must attend a workshop provided as part of the convention schedule before the start of the Freestyle competitions. Exceptions to workshop attendance are granted by the Chief Judge if judging rules have not changed since the previous judging experience and the judge has high Accuracy Scores.

Judges' names must be provided to the Chief Judge (via email, FAX, or postal mail) by at least one month prior to the start of the unicycle convention and include the number of freestyle conventions where they have been a competitor, judge, or simply in the audience. See section 4.8.7 and 4.8.8 for description of which clubs are required to provide judges. Judges must be at least 14 years of age at the start of NAUCC. Judges are recommended to be a current freestyle competitor, a former freestyle competitor, an active coach of freestyle routines, a proven judge at prior competitions, or an avid spectator who has observed many freestyle routines. Judges should not take pictures or videotape while judging an event. Judges should not be distracted from their task of judging until they are completely finished scoring all the competitors. Details about the Standard Skill judging panel are covered in the IUF Rulebook section 5.7.

4.8.1 Selecting Judges ☞

A person should not judge an event if he or she is:

- Parent, child or sibling of a rider competing in the event.
- Individual or team coach, manager, trainer, etc. of a rider competing in the event.
- More than one judge from the same family judging the same event at the same time.

If the judging pool is too limited by the above criteria, restrictions can be eliminated starting from the bottom of the list and working upward as necessary only until enough judges are available. The eliminations must be agreed upon by the Chief Judge and Artistic Director, or next highest ranking artistic official if the Chief Judge and Artistic Director are the same person.

4.8.2 Assignment of Judges For Most Events ☞

Judges will be chosen from the list of judges as provided in section 4.8.8. Judges who are competing in the event just before or just after the current category are eliminated from the list. Judges will also be eliminated from the list for the current category as described in section 4.8.1. The final selection of judges will be chosen based on their accuracy scores from the remaining list. If chosen from a large pool of judges, categories with six or fewer entries will have a minimum of three Technical judges and three Presentation judges; categories with seven to twelve entries will have a minimum of four Technical judges and four Presentation judges; categories with over 12 entries will have at least five Technical judges and five Presentation judges.

4.8.3 Expert, Advanced, Flatland And Street Comp Judges

Assignments for Expert and Advanced judges will be made by the Chief Judge using the most qualified of all judges available. Qualifications are determined in the following order of importance:

- Highest judging accuracy scores obtained while judging age group (age groups judges must have a minimum of five entrants) or other Advanced and Expert events.
- Greatest amount of Advanced and Expert judging experience.
- Greatest amount of judging experience.
- Greatest number of Freestyle competition experienced (viewed, judged, or as a competitor).

Judges who are competing in the event just before or just after the current category are eliminated from the list. Judges will also be eliminated from the list for the current category as described in section 4.8.1. Judges will also be eliminated from the list if they exhibit Judging weaknesses during their Age Group judging as described in section 4.8.6. If more than five judges each of Technical and Presentation remain, judges who have not judged at a previous NAUCC will be removed from the list. If there are still more than five each then the final list of judges for the category will be chosen by accuracy scores as defined in 4.8.6.

4.8.4 Standard Skill Vs. Freestyle Judging ☞

With two entirely different sets of rules, qualified judges for Standard Skill are not necessarily qualified to judge Freestyle and vice versa. Judges' qualifications must list the types of events they are qualified to judge.

4.8.5 Judging Panel May Not Change ☞

The individual members of the judging panel must remain the same for entire groups or categories; i.e. one judge may not be replaced by another except between groups. In the event of a medical or other emergency, this rule can be waived by the Chief Judge.

4.8.6 Rating Judge Performance ☞

Judges are rated by comparing their scores to those of other judges at previous competitions.

Characteristics of Judging Weaknesses

- **Excessive Ties:** A judge should be able to differentiate between competitors. Though tying is most definitely acceptable, excessive use of tying defeats the purpose of judging.

- **Group Bias:** A judge places members of a certain group significantly different from the other judges. This includes a judge placing members significantly higher or significantly lower (a judge may be harsher on his or her own group members) than the average of the other judges.
- **Inconsistent Placing:** If a judge places a large number of riders significantly different from the average of the other judges.

4.8.7 Re-Instating Judges 🌀

If a judge has been labeled as having a Judging Weakness, they may have a chance to be re-instated on the list by:

- Discuss with the Chief Judge the scores that were Tied, Biased, or Inconsistent.
- Practice judge at least two categories with at least 4 competitors. If the practice judging shows no further examples of Judging Weakness, they may be reinstated on approval by the Chief Judge and Artistic Director. If the Chief Judge and Artistic Director are the same person, then the next highest ranking official must agree to the reinstatement.

4.8.8 Calculating Accuracy Scores 🌀

The score for each judge will be calculated using a pre-defined calculation that is shared with all judges and other interested people. The calculation takes into account all types of mistakes and sums each mistake. A judging score of 0 would be perfect; anything between 10 and 15 shows signs of Judging Weakness; scores of over 15 indicate a Judge with Weaknesses who should be removed from the list of available judges.

4.8.9 Group Freestyle And Club Show Judges

Clubs and groups must provide a minimum of one judge (either Technical or Presentation) for each group entered in Group Freestyle and one judge if they have Club Show routine. Each club is allowed to provide two more judges than the number of groups competing in the event. For example: Club-A has three groups competing in Group Freestyle. Club-A is required to provide at least three judges (one from each group), but no more than five judges. If a club is having difficulty finding qualified judges, they may ask a known judge from another club to represent them. Clubs without a competing group may also enter a maximum of two judges. Independent unicyclists may also volunteer to be a judge. The names of the judges will be provided by the team leaders of each club. If too many names are provided by the team leaders, the club's judges will be chosen based on the criteria outlined in 4.8.3.

Judges who have shown a tendency to be a Judge with Weaknesses (defined in section 4.8.6) will have their name removed from the pool of available judges. If more than ten judges are provided, the final judging panel of ten will be selected by their accuracy scores as defined in 4.8.8.

4.8.10 Individual And Pairs Judges

Clubs must provide a minimum of one judge for every five entries they have for Individual and Pairs Freestyle. Unicyclists who are not part of an affiliated USA club are not required to provide judges. Number of entries will be rounded up to the next nearest multiple of 5. For example: If a club has 1 entry, they must supply at least one judge. If a club has 11 entries, they must supply at least three judges. If a club is having difficulty finding qualified judges, they may ask a known judge from another club or an independent rider to represent them. Clubs may also apply to the Chief Judge for help in finding judges to represent them. The names of the judges will be provided by either the team leaders from the individual and pairs competitors. Clubs are not required to supply more than a maximum of ten judges for the Individual and Pairs Freestyle competition. If a club submits more than ten judges, after elimination of known Judges with Weaknesses (defined in section 4.8.6), the judges for that club will be chosen based on their accuracy scores.

4.8.11 Not Providing Judges

Clubs that are unable to provide their required number of judges (Club Show, Group, or Individual/Pairs) may have their competitors removed from that competition. Exceptions will be granted on a special basis with a letter to the Chief Judge, Artistic Director, and NAUCC Director.

4.8.12 Judges Workshop 🌀

A judges workshop must be provided for by the hosts of the convention at least 24 hours prior to the start of the Freestyle competition. A minimum of 3 hours must be set aside, in a classroom or similar environment. If possible, it is strongly recommended to have more than one workshop to accommodate schedules. Variations on this can be approved by the Chief Judge. Workshop schedule(s) must be announced to all judges at least three weeks prior to the start of the competition.

Judges should have read the rules prior to the start of the workshop. The workshop will include a practice judging session. Each judge will be required to sign a statement indicating they have read the rules, attended the workshop, agree to follow the rules, and will accept being removed from the list of available judges if their judging accuracy scores show Judging Weaknesses.

4.9 Scoring

In all events except Standard Skill, the scores of each judge are transferred into placing points, which represent the ranking of each competitor by that judge. The highest scoring competitor gets 1 placing point, the next one gets 2, and so on.

NOTE: The top number of placing points available for a competitor depends of the number of entries in that category. If two or more competitors have the same score, they are awarded equal portions of the total number of placing points available for the places they occupy in the ranking.

EXAMPLE: Seven competitors. Four of them tie for 2nd place. 7th place gets 7 points, 6th place gets 6 points, and 1st place gets 1 point. For the other four competitors, add up the other placing points numbers: 2+3+4+5=14. Divide this by the number of competitors (4) to get 3.5 placing points each.

4.9.1 Removing The High And Low 🏆

After determining placing points as above, discard the highest and lowest placing score for each rider. If Rider A has scores of 1,2,1,3,2, take out one of the ones, and the three. Then Rider A has 1,2,2, for a total of 5. If Rider B has scores of 2,2,2,2,2, he will end up with 2,2,2, a total of 6. The winner is the competitor with the lowest total placing points score after the high and low have been removed.

4.9.2 Ties 🏆

If more than one competitor has the same placing score after the above process, those riders will be ranked based on their placing scores for Difficulty. The process above must be repeated using the Difficulty scores for the tied riders to determine their rank. High and low placing scores are again removed in the process. If competitors' Difficulty ranking comes out equal, all competitors with the same score are awarded the same place.

4.9.3 Ties In Parade

If more than one parade group has the same placing score after the above process, those groups will be ranked based on their placing scores for Choreography. The process above must be repeated using the Choreography scores for the tied groups to determine their rank. High and low placing scores are again removed in the process. If groups' Choreography ranking comes out equal, all groups with the same score are awarded the same place.

4.9.4 Scoring For The Street Competition 🏆

If there is a preliminary elimination round, all scores are calculated as above with placing points and removing the high/low placing score. If riders are eliminated, the scores from the first run are recalculated using only the scores from the riders who have not been eliminated. After the second run, scores are again calculated as above with placing points and removing the high/low placing score. To determine the overall winner, the placing points from the first run are divided by two and added to the placing points from the second run. The winner is the competitor with the lowest total placing points score. Ties are broken by the placing of the second run. If there is still a tie, then the rider with the higher Consistency/Flow should win. If the riders remain in a tie, then they should both be awarded the same place.

4.10 North American Champions

GROUP, CLUB: First place winners are North American champions.

PARADE: Optional event. If held, first place winners are North American champions.

STANDARD SKILL, INDIVIDUAL AND PAIRS FREESTYLE: Male and female winners in the Expert category of each event are the North American champions.

5 STANDARD SKILL

There are official rules from the International Unicycling Federation for the Standard Skill competition. Rather than take up space here, we offer resources where you can find out more.

5.1 IUF Standard Skill Judging

Section 5 of the IUF 2010 Rulebook.

5.2 IUF Standard Skills List

Section 6 of the IUF 2010 Rulebook.

6 CONVENTION OFFICIALS

These people make the competition events work. Two or more of the jobs described below may be combined into a single person, eliminating some of these titles from any given convention, but all of these tasks must be covered for the events to work. Names must be assigned for all the jobs listed below, to create a hierarchy of authority for the convention. All officials are expected to work objectively and impartially.

6.1 Racing Officials

RACE DIRECTOR: The Race Director is in charge of seeing that all equipment, forms, people, sound systems, and other requirements are taken care of before the convention. Additional directors can be added but they must be assigned prior to the start of the competition they are directing. Ideally, the race director should be a member of the host organization, or live near the convention area.

RACE REFEREE: The Head racing official. The Race Referee makes all final decisions, handles protests, and makes sure event areas and officials are trained and ready. The Race Referee works within the system set up by the Race Director for running the events. Additional referees can be added but they must be assigned prior to the start of the competition they are refereeing. Normally, the Race Referee is an expert from out of town. This aids in objectivity.

CLERK: Sets up riders in lanes before races. Checks riders for correct unicycles and safety equipment.

STARTER: Starts races; explains race rules; calls riders back in the event of false starts. Also checks riders for correct unicycles and safety equipment.

PICKER: Assists timers by observing riders' finishing order. Watches for finish line dismounts.

TIMER: Takes the time of riders at the finish line. Also watches for finish line dismounts. Two timers may be used for 1st place, the average time being official.

RECORDER: Writes down place and time of each rider after each event. Riders must not leave the finish area until the Recorder has gotten their numbers and information.

RUNNER: A general helper who brings racing forms from start to finish line, to tabulators, and to announcer.

TABULATOR: Processes all race results; totals points; prepares awards for presentation.

RESULTS POSTER: Puts up Race Recording and Results Sheets for all to see, and marks the time.

ANNOUNCER: Operates public address system, announces race results, and calls riders for upcoming races.

OBSTACLE COURSE and SLOW RACE OPERATORS: Run and administrate these two events in an area separate from the track, doing most of the above jobs for each.

6.2 Artistic Officials

ARTISTIC DIRECTOR: The head organizer and administrator of artistic events. The artistic director's job starts well before the convention, arranging equipment for the gyms (or performing areas) and recruiting the other artistic officials. With the Convention Host, the artistic director determines the operating systems, paperwork and methods to be used to run the events. With the Chief Judge, the artistic director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The artistic director is the highest authority on everything to do with the artistic events, except for decisions on rules and results.

CHIEF JUDGE: The Chief Judge and the artistic director can be the same person, provided that person is able to set up the events, and is also an expert on artistic rules and judging. Ideally, the Chief Judge should be an experienced, neutral person from another geographic area, who is more able to be objective. The Chief Judge must be thoroughly familiar with all of the artistic officials' jobs and all aspects of artistic rules. The Chief Judge oversees everything, deals with protests, and answers all rules and judging questions. The Chief Judge is responsible for seeing that all artistic officials are trained and ready, and that the artistic riding areas are correctly measured and marked on the floor. The Chief Judge is also responsible for the accuracy of all judging point tabulations and calculations.

PARADE MARSHAL: Controls movement in Parade competition. The Marshal indicates the start of the parade, and ushers groups in and out of the reviewing area.

TIMER: Keeps the time for all performances, and makes acoustic signals at key points in performances.

JUDGE: Rates the performances. The various artistic categories require different judging qualities, and may use different judges. All judges must be completely impartial, and must understand the rules and judging criteria.

TABULATOR: Processes all judging sheets and fills out final results sheets and other forms.

RUNNER: A general helper who transfers forms and other information from one place to another.

ANNOUNCER: Operates sound system with DJ, and announces all upcoming riders and results of competitions. May also provide color commentary between performances.

DJ: Operates sound system, plays all performance music, and keeps track of riders' cassettes and CDs.

RIDER LIAISON: Checks in riders before they compete. Determines performing order. Makes sure riders' music tapes are properly marked and rewound, and are otherwise prepared.

STAGE CREW: Helps riders set up, tear down, and clean up after themselves.

RESULTS POSTER: Puts up artistic results sheets for all to see, and marks the time.

7 UNICYCLE GAMES

There are official rules for many popular games on unicycles. Rather than take up space here, we offer some information on games with rules, along with resources where you can find out more.

7.1 Unicycle Basketball

Basketball has been a frequent part of USA competitions. The basic rules are very similar to foot basketball. In general, steps on the floor become half turns of the wheel. For further basketball rules information go to the International Unicycling Federation Web site: www.unicycling.org/iuf/

7.2 Unicycle Hockey

The International Unicycling Federation has detailed rules for unicycle hockey as it's played around the world. Generally, tennis balls or street hockey balls are used with small goals and 20" wheels. For further information about unicycle hockey rules, teams, and championships go to the International Unicycling Federation Web site: www.unicycling.org/iuf/

7.3 Other Unicycle Games

There are many other games popular among unicyclists, such as Orienteering, Sumo, Gladiators, and more. Here are some other resources for rules or information about other unicycle games:

- The Unicyclist.com Community Page: www.unicyclist.com
- The Unicycling Society of America: www.unicycling.org/usa/
- The International Unicycling Federation: www.unicycling.org/iuf/
- Or contact the USA by mail (see front cover for address)

8 USA ACHIEVEMENT SKILL LEVELS

8.1 Purpose Of The Skill Levels

To provide objective standards by which a unicyclist can measure achievement as he/she increases in proficiency at unicycling riding. The levels set progressive goals for riders to aspire to and thus challenge riders to improve their skills.

8.2 Testing Of The Skill Levels

8.2.1 Official USA Skill Level Testers

The USA Executive Board authorizes official level testers each year at the North American Unicycling Championships and Convention. Any member of the USA has the potential of being an official tester through the annual USA Official Skill Level Clinic, administered by a USA Executive Board member or by a representative appointed by the board. Any member of the Unicycling Society of America may test Level 1 through 3 without going through certification.

8.2.2 Becoming An Official Tester

To become an official skill level tester, a USA member needs to:

- Attend the Annual Skill Level Clinic, offered one to three times during NAUCC each year
- Fill out the Skill Level Tester Confirmation Form, available at the clinic
- Be a current member of the USA
- Agree to follow all rules and guidelines presented in the clinic (Section 9 of the USA Rulebook).

8.2.3 USA Annual Skill Level Clinic

The USA Annual Skill Level Clinic is an annual thorough explanation and demonstration of the 10 Official Skill Levels and corresponding rules for potential USA Official Skill Level Testers. This clinic will assist in creating a uniform standard of level testing in North America. The purpose for future USA Skill Level Testers to attend the Annual Skill Level Clinic is to:

- Qualify to become an Official USA Skill Level Tester
- Be able to recognize and understand all skills in the skill levels
- Be able to test at a very accurate, consistent, and professional level
- View demonstrations of all skills in levels 1 through 10
- Have unanswered questions presented, discussed, and resolved
- Be able to understand all rules stated on the skill level card as well as in the USA Official Rulebook, section 9

Other Clinic Information:

- Length of each Level Clinic will vary, with an approximate time allotment of one hour
- Leader of each clinic will be available following each clinic to answer any unanswered questions.

8.2.4 Skill Level Tester Confirmation Form

In addition to attending the Annual Skill Level Clinic, potential testers are also required to sign the Skill Level Tester Confirmation Form, which are available upon completion of the clinic. By signing this document, the potential tester agrees to all rules and responsibilities presented in section 9 of the USA Rulebook. Signing also confirms their decision to become certified as a USA Official Level Tester. Each potential tester will also be asked to state the level he/she desires to be able to test to. All completed forms will be examined and considered by the USA Executive Board and within 30 days of signing, an email certification will be sent to all potential testers. From the day the certification is sent, potential testers have up to 15 days to appeal to the USA Executive Board for a reevaluation (i.e. more levels desired to test than actually granted).

8.2.5 Responsibilities Of An Official Skill Level Tester

Once a USA member is confirmed as an Official Skill Level Tester, he/she is required to:

8.2.5.1 Submit all passed skill levels to the USA by sending them to the USA mailing address. Submit the name of the person tested, the level(s) passed, the date each level was passed, and the name(s) and USA number(s) of the level tester. All levels passed by members are stored in the USA database. The level tester must be certified to test the level of the submitted passed skill level. For Level 8 and above, two certified Level 8 and above testers and one additional tester (certified, but not necessarily to Level 8 and above) must be submitted for verification. Exceptions may be made by the USA Executive Board on a case by case basis, prior to testing.

8.2.5.2 Attend the Annual Skill Level Clinic each year for testing renewal. This allows for each tester to refresh his/her knowledge as well as get updated on newly passed guidelines. If a tester is unable to attend the clinic on a given year, he/she must contact the USA prior to that year's NAUCC to arrange for a possible alternative solution for re-certification. Certified skill level testers may also be granted permission to teach mini skill level clinics within their clubs or others not within a club, as determined by the USA board.

8.2.5.3 Follow completely and accurately all rules and guidelines presented in section 9 of the USA Rulebook. Any questions or concerns must be directed towards the USA Executive Board immediately. Failure to do so will result in restrictions and/or loss of ability to test.

8.2.6 Restrictions For Official Level Testers

Questionable knowledge will be confirmed by the USA Executive Board through personal discussions, practice test situations, and/or outside connections to the potential tester prior to level testing confirmation.

8.2.6.1 Testers are unable to test their own family members.

8.2.6.2 Testers must be at least 14 years old to qualify.

8.2.6.3 Riders and non-riders can test to the level in which he/she has the greatest proven knowledge (as decided by the USA Executive Board).

8.3 Guidelines Of The Skill Levels

8.3.1 General

8.3.1.1 Rider must perform all skills in the level at the first attempt except for three skills maximum which must be performed at the second attempt. This means only one mistake for each skill and maximum of three mistakes per level.

8.3.1.2 All preceding levels must be passed prior to testing for a higher skill level.

8.3.1.3 All skills (except mounts) must begin and end with the rider sitting on the seat, feet on the pedals, and riding in control for at least three revolutions before and after each skill (complete cycles of the wheel).

8.3.1.4 Skills in each level can be performed in any order

8.3.1.5 Rider cannot use any external aids during any part of the test for any level. These include walls, other people, etc.

8.3.1.6 Within a specific level test, the rider must use the same unicycle to pass all skills within that level.

8.3.1.7 All skills within a level must be performed within one hour of the beginning of the test.

8.3.1.8 During the test, the rider may not practice any skills for that level. (They should not be allowed on their unicycle unless they are positively testing!)

8.3.1.9 Riders may only test once per day. Exceptions will be given by consent of the USA's Executive Board.

8.3.1.10 Interference (i.e. another rider obstructing the rider's path) to a testing rider is up to the discretion of the tester(s). If the tester rules interference, the rider has another opportunity to complete the interfered skill. Interference will be based upon visual evidence, outside witnesses, and the integrity of the rider.

8.3.2 Levels 8 And Above

8.3.2.1 Two official testers are required for Levels 8, 9, and 10. It is recommended to have two testers for all levels past Level 5.

8.3.2.2 When testing levels 8 and above, it is highly recommended that the rider perform up to three easier skills before testing more difficult skills in the level. For example, if a rider is struggling with hand wheel walk, he/she may choose to do three consistent skills before having to attempt hand wheel walk. This allows for the rider to ease into the testing, but also allows the testers to be relieved of any significant time burdens.

8.3.3 Circles And Figure Eights

All circle figures must be greater than 1-meter and less than 8-meters in diameter. The same applies for each half of the figure eights, between 1 and 8 meters for each circle (unless stated otherwise, as in Levels 2 & 3).

8.3.4 Foot Placement For One-Foot Skills

For all riding (forward and backward) and idling one-foot skills (Levels 4-10), the non-driving foot can be put anywhere the rider desires as long as it is completely out of contact with the pedal and wheel.

8.3.5 Seat Out Skills

In seat out figures, the seat may touch the rider's body but no weight may rest upon it. The seat may be held, taken out, and returned back to sitting with 1 or 2 hands. However, for seat in front one-foot in Level 9, the seat may NOT come in contact with any part of the body.

8.3.6 Hopping And Hop-Twist Skills

For any hopping or hop-twist skills, the seat may be held with one, two, or no hands.

8.3.7 Idling Skills

One idle is a complete back and forth motion of the wheel.

8.4 Descriptions Of Specific Skills

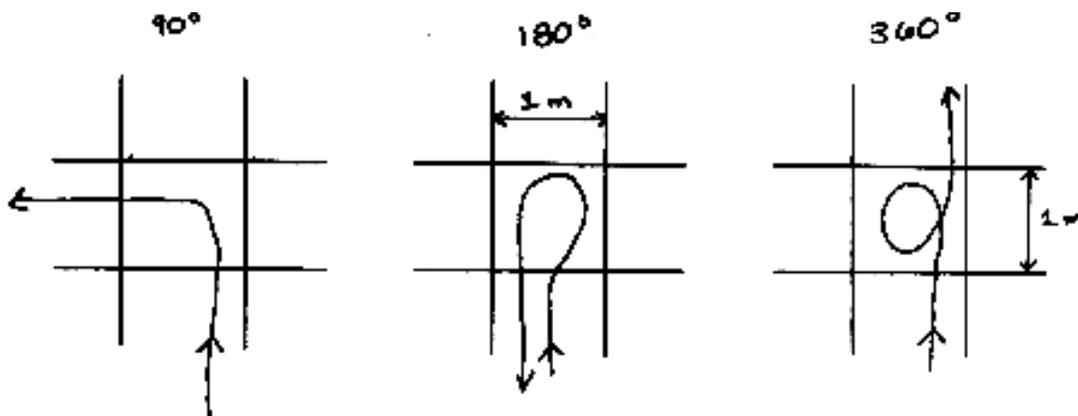
For any skill description and clarification not listed here, refer to the IUF Standard Skill rules (section 5.0 in IUF Rulebook) and the Standard Skills List (section 6.0 in IUF Rulebook). To pass levels, all skills must be performed as described.

8.4.1 Level 1: Ride 50 Meters

In Level 1, the rider must ride 50 meters (36 revolutions on a typical 20" unicycle). Do not just assume that the length around the gym is 50 meters; the closer to 50m, the better!

8.4.2 Level 2/3/4: Sharp 90/180/360 Degree Turns

Turns must be made within a 1 x 1 meter square. Rider must be riding in a straight line prior to entering the square (for example no riding in a spiral and finally doing a 360 degree turn at the end of the spiral) and must be riding in a straight line after coming out of the square. Riding must be done as diagrammed below. Riders may turn in excess of the angle required, but not less.



8.4.3 Level 3: 10 X 10 Cm Obstacle

A standard 4" x 4", or two attached 2" x 4" pieces of lumber are acceptable to use, though smaller than 10 cm. The obstacle should be a rigid solid object. The rider can ride or jump (forward or sideways) over the obstacle, using no external aids, as long as rider begins and ends the skill on the unicycle.

8.4.4 Level 3: Hop 5 Times

No external aids (bungee cords, toe clips, etc.), may be used for hopping. The rider cannot travel more than 1 meter sideways while performing the skill. The rider cannot rotate more than 180 degrees during the skill.

8.4.5 Level 4/5: Idle 25 Times

A rider cannot travel more than 1 meter sideways during the skill. The rider cannot rotate more than 180 degrees during the skill.

8.4.6 Level 5: Hop-Twist 90 Degrees

Rider can be hopping prior to the execution of the skill. 90 degree Hop-twist must be a minimum of 90 degrees and a maximum of 135 degrees.

8.4.7 Level 5/6: Seat On Side

Seat and/or arm and hand can touch the body during this skill. Seat on side to the right and left may be performed with the seat remaining on the same side for both.

8.4.8 Level 6: Backspin/Frontspin

An adequate backspin/frontspin is a continuous, linear flow of motion by the body while the wheel changes direction. The proper path looks like a cusp. Frontspins and backspins must be performed within two lines 30 cm apart. This picture is a backspin. For a frontspin reverse the riding direction.

**8.4.9 Level 6/7/8: Spins**

Spins must be performed within a 1-meter circle around a fixed point – no wandering spins. Rider must perform 5 full rotations, but may need more than 5 full pedal rotations to complete these five spin rotations; no pirouettes are allowed.

8.4.10 Level 7/8/9/10: Wheel Walk One-Footed

This skill must be executed the full distance with the same foot always in control. This skill may be performed with the non-pushing foot on the frame or extended. A rider may not glide more than ½ revolution of the wheel during walk the wheel one-footed skills.

8.4.11 Level 7: 180 Degree Hop-Twists

Rider may be hopping prior to the execution of the skill. 180 degree hop-twist must be a minimum of 180 degrees and a maximum of 225 degrees.

8.4.12 Level 8: Gliding

Gliding must be done on a level surface (not a slope). The rider may not push the wheel during a glide (except for before and after the 10 meters of gliding for transitions). During a glide there must be no contact with the pedals (except for before and after the 10 meters of gliding for transitions). Gliding may be performed with the second foot on or off the frame. During gliding, the rider is not allowed to coast (except for before and after the 10 meters of gliding for transitions).

8.4.13 Level 8: Hand Wheel Walk

Rider may be sitting on the seat OR with the stomach on the seat. However, the rider's feet may not touch the wheel, pedals, or the ground.

8.4.14 Level 8/9: Pirouettes

Pirouettes are three full 360-degree rotations and they must be performed with rider and unicycle rotating on a vertical axis. There should be no pedal movement (forwards or backwards) during the pirouette. When testing for pirouettes in Level 8 and 9, three testers MUST watch the pirouettes and come to a mutual agreement. A rider must ride at least one revolution forwards before performing the forwards pirouette. A rider must ride at least one revolution backwards before performing the backwards pirouette.

8.4.15 Level 9: Drag Seat In Front/Back

When picking up drag seat in front/back, a rider may use either his/her hands or feet.

8.4.16 Level 9: Seat In Front One-Footed

The rider shall have no contact with the seat other than the hand or hands holding the seat. The hand(s) holding the seat as well as the corresponding arm(s) shall be extended away from the rider's body and shall not touch any part of the rider's body.

8.4.17 Level 10: 180 Uni Spin

The unicycle or the body of the rider must turn 180 degrees in a 180-unispin. This skill may begin with hopping (seat out in front, or otherwise). The rider must land the jump with both feet on pedals and the skill may end with the seat in front or sitting on the seat.

8.4.18 Level 10: Sideways Wheel Walk

Sideways wheel walk may be done with one or both feet. Rider may not glide more than ½ revolution during the skill.

8.4.19 Level 10: Coasting

During coasting you are not allowed to glide (except for before and after the 10 meters of coasting for transitions). During coasting the rider may not come in contact with the wheel or pedals (except for before and after the 10 meters of coasting for transitions). Must be performed on a level surface. Coasting may be performed with either or both feet on the frame or extended.

8.4.20 Level 10: Side Ride

During side ride the rider may touch the seat with hands and body. The rider's body from the waist down must be on one side of the unicycle. The rider may choose how to hold the seat with either hands or forearms. The controlling foot must be on the non-corresponding pedal (i.e. left foot on right pedal) and the other leg must be extended.

8.5 Mount Guidelines Of The Skill Levels

8.5.1 General

- 8.5.1.1** For Level 3 and above, riders may not count their left and right foot mounts as different mounts.
- 8.5.1.2** Each mount the rider uses for a level must be different. Different can be defined as a totally different mount, or a considerably harder variation on the same mount.
- 8.5.1.3** The rider must declare his or her mount before being able to perform to the tester.
- 8.5.1.4** If a rider falls during the first attempt of the mount and/or ending, the rider must use that mount (and ending) for the second attempt.
- 8.5.1.5** The rider **MUST** end the mount by sitting on the seat with both feet on the pedals and riding a minimum of 3 revolutions. For mounts that end in skills besides riding, the rider must do at least three revolutions, idles, or hops in the mounted position, and then end by sitting on the seat with both feet on the pedals and riding a minimum of three revolutions.
- 8.5.1.6** For Level 3 and above, riders must use the mounts clearly defined in section 8.5.2 of the USA Rulebook. No other mounts will be permitted by the USA for reason of accurate and consistent level testing. In addition, a rider may use a more difficult mount than the level he/she is testing for (i.e. mount to hop on wheel may be used for Level 4).
- 8.5.1.7** For Level 7 and above, riders must mount to a skill defined in section 8.5.2 of the USA Rulebook. No other mounts or skills will be accepted.

8.5.2 Mounts For Level 3 And Above

A testing rider is required to choose his/her mounts for Level 3 and above from the list below. No other mount variations will be accepted by the USA. All selected mounts may be used once per test, but for Level 7 and above the ending skill may be repeated (i.e. wheel walk, 1 foot, seat in front, etc.). Definitions for these mounts can be found in the Standard Skill portion, section 6, of the IUF Rulebook.

Level 3:

- Standard mount
- Back mount
- Rolling mount
- Side mount
- Reverse side mount
- Jump mount

Level 4 - Same as above, plus:

- Side jump mount
- Floor mount
- Spin mount 180 degrees

Level 5 - Same as above, plus:

- Kick up mount
- Swing up mount to seat in front [See IUF Standard Skill description for 312a]

Level 6 - Same as above, plus:

- Mount to wheel walk
- Mount to hop on wheel

Level 7 through 10 - All mounts must end in a skill as defined below:

- Standard mount to one foot / seat in front
- Back mount to wheel walk / one foot idling
- Side mount to seat on side / wheel walk
- Rolling mount to one foot / gliding
- Jump mount to seat in front / wheel walk / stand up wheel walk
- Floor mount to wheel walk
- Kick up mount to wheel walk
- Swing up mount to seat in front [See IUF Standard Skill description for 312a]
- Mount to hop on wheel
- Mount to stand up wheel walk
- Mount to drag seat in front
- Mount to hand wheel walk
- Mount to side hopping
- Side jump mount to wheel walk / seat in back / 1ft idling
- Mount to sideways wheel walk
- Mount to side ride
- Spin mount 360 degrees
- 360 degree uni spin jump mount
- Seat in front pick up mount [See IUF Standard Skill description for 311a]
- Mount to stand-up wheel walk seat on side
- Mount to crank idle

8.6 USA Skill Levels

LEVEL 1

- mount unicycle unassisted
- ride 50 meters
- dismount gracefully with unicycle in front

LEVEL 2

- mount with left foot
- mount with right foot
- ride 10 meters between two parallel lines 30 cm apart
- ride a figure eight with circle diameters smaller than 3 meters
- ride down a 15 cm vertical drop
- make a 90 degree turn to the left inside a 1 meter circle
- make a 90 degree turn to the right inside a 1 meter circle

LEVEL 3

- demonstrate 3 types of mounts
- ride a figure eight with circle diameters smaller than 1.5 meters
- come to a stop, pedal half a revolution backward and continue forward
- ride with the stomach on the seat for 10 meters
- make a 180 degree turn to the left within a 1 meter circle
- make a 180 degree turn to the right within a 1 meter circle
- hop 5 times
- ride or hop over a 10 x 10 cm. obstacle

LEVEL 4

- demonstrate 4 types of mounts
- ride backward for 10 meters
- ride one footed for 10 meters
- idle with left foot down 25 times
- idle with right foot down 25 times
- ride with seat out in front for 10 meters
- ride with the seat out in back for 10 meters
- make a 360 degree turn to the left inside a 1 meter circle
- make a 360 degree turn to the right inside a 1 meter circle

LEVEL 5

- demonstrate 5 types of mounts
- ride backward in a circle
- ride one footed in a figure eight
- idle one footed with the left foot 25 times
- idle one footed with the right foot 25 times
- ride with seat out in front in a circle
- ride with the seat out in back in a circle
- ride with the seat on the side in a circle
- hop-twist 90 degrees to the left
- hop-twist 90 degrees to the right
- walk the wheel for 10 meters

LEVEL 6

- demonstrate 6 types of mounts
- ride backward in a figure eight
- ride with the seat out in front in a figure eight
- ride with the seat out in back in a figure eight
- ride backward with the seat out in front for 10 meters
- hop standing on wheel 5 times
- ride with the seat on the side in a circle to the left
- ride with the seat on the side in a circle to the right
- ride one footed with the left foot for 10 meters
- ride one footed with the right foot for 10 meters
- backspin
- frontspin
- spin

LEVEL 7

- demonstrate 7 types of mounts
- ride backward with the seat out in front in a circle
- ride one footed with the left foot in a circle
- ride one footed with the right foot in a circle
- walk the wheel in a circle
- walk the wheel one footed for 10 meters
- hop-twist 180 degrees to the left
- hop-twist 180 degrees to the right
- ride backward with the seat out in back for 10 meters
- spin to the left
- spin to the right

LEVEL 8

- demonstrate 8 types of mounts
- ride one footed with the left foot in a figure eight
- ride one footed with the right foot in a figure eight
- walk the wheel in a figure eight
- walk the wheel one footed in a circle
- ride backward one footed for 10 meters
- glide for 10 meters
- hand wheel walk for 10 meters
- pirouette
- backward spin

LEVEL 9

- demonstrate 9 types of mounts
- walk the wheel one footed in a figure eight
- ride backward one footed in a circle
- ride backward with the seat out in front in a figure eight
- ride backward with the seat out in back in a circle
- walk the wheel one footed with the left foot for 10 meters
- walk the wheel one footed with the right foot for 10 meters

- walk the wheel backward for 10 meters
- drag seat in front for 10 meters
- drag seat in back for 10 meters
- ride backward one footed with the left foot for 10 meters
- ride backward one footed with the right foot for 10 meters
- one footed with the seat out in front for 10 meters
- backward pirouette

LEVEL 10

- demonstrate 10 types of mounts
- ride backward with the seat out in back in a figure eight
- ride backward one footed in a figure eight
- walk the wheel one footed with the left foot in a circle
- walk the wheel one footed with the right foot in a circle
- walk the wheel backward in a circle
- 180° uni spin
- sideways wheel walk for 10 meters
- coast for 10 meters
- side ride for 10 meters
- walk the wheel one footed backward for 10 meters

9 GOALS STATEMENT

9.1 Rationale of rules for unicycle competitions

The Unicycling Society of America, Inc. was founded in 1973. It's corporate statement of purpose:

- To foster social and athletic interest in and promote the healthy, wholesome sport of unicycling among youth and adults of the country by establishing voluntary standards of performance and sponsoring and overseeing local and national meets.
- To disseminate knowledge and information on all phases of the sport to all interested parties throughout the country via a newsletter and information service.

When we hold our competitions, we hope to further those aims. The part that applies to our competitive events can be shortened to:

“To foster and promote—social and athletic interest in—unicycling”

We would like to see our unicycle conventions grow and become more recognized by the general public. The first unicycle convention on a national scale was held in 1971 with about 70 participants. In 1981, there were 139 registered riders; in 1999, over 250.

As we determine the rules of our sport for the future, we owe it to ourselves, and to the riders of the future, to have rules that will help our sport grow. In the decisions we make concerning our competition rules, we have the goal of leading unicycling toward national attention, sponsorship, and larger participation. We need to achieve a balance between our quest for high-level, world-class competition, and our need to encourage an infant sport that is still trying to gain recognition.

Our major competition goals are to determine who are the best riders, to be both accurate and fair in that determination, and to have fun in the process. But there are many other goals or objectives that our competition rules can promote.

9.2 Purposes Of Unicycle Competitions

1. To find the best riders, and to encourage all riders to be the best they possibly can.
2. To teach the value of sportsmanship and goal setting.
3. To challenge existing records and establish new ones.
4. To make unicycling more popular as a sport and recreational activity.
5. To elevate unicycling to an Olympic sport.
6. To attract unicyclists from near and far.
7. To be accessible to beginners and riders from unicycling-starved areas.
8. To focus public attention on unicycling.
9. To let the public see what unicycling really is, or can be, contrary to what they thought.

Competitive events are not the only purpose of a unicycle convention, but they take up most of the time. These are some of the purposes, apart from the competitive events, of a unicycle gathering like the NAUCC:

1. To bring people of like interests together.
2. To permit unicycling friends see each other once again.
3. To be a forum in which people can learn and share unicycling knowledge and skills.
4. To assemble USA members for the Annual Membership Meeting.
5. To be a focus of unicycling activity for the media.
6. To let the public see a variety of amazing unicycles, and unicycling skills.

At the same time, we must remember that the competitive events may be the main reason most of our unicyclists make the trip to the convention in the first place. Let us use this information to help us establish rules and standards to make our sport nationally known.

Standard Skill Judging Sheet**Competitor Copy****259 - Rulebook Forms, USA**

Team:

Base Score: 10.3

U11, Male

State:

Tuesday, February 12, 2008

Country: USA

#	Skill Description	Score	Skill Definition
1	1a riding	1.0	Riding (sitting on seat, facing forward).
2	101a riding to seat in front - ride seat out at least one rev ***riding*** ***seat in front - riding, touching***	1.3	From riding, pulling out the seat to seat in front.
3	4a seat in front, seat against body ***seat in front - riding, touching***	2.0	Riding with seat held in front of the rider. The seat or hand holding the seat may rest against the rider.
4	102a seat in front to riding - ride at least one rev ***riding***	1.5	From seat in front, getting back on the seat into riding.
5	202a riding hoptwist 90 - not less ***riding***	2.5	Riding forward and jumping around a vertical axis over 90 degrees in one jump and continue riding.
6	258b hopping freehand - 5 hops	2.0	Bouncing with the unicycle with both hands are free.
Total:		10.3	

Standard Skill Judging Sheet**Writing Judge**

259 - Rulebook Forms, USA
U11, Male

Team:
 State:
 Country: USA

Base Score: 10.3
 Tuesday, February 12, 2008

No	Skill	Description	Score	Difficulty		Execution			
				50%	100%	~	/	+	0
1	1a	riding	1.0						
2	101a	riding to seat in front	1.3						
3	4a	seat in front, seat against body	2.0						
4	102a	seat in front to riding	1.5						
5	202a	riding hoptwist 90	2.5						
6	258b	hopping freehand	2.0						
Totals:			10.3						

Difficulty Judge	Execution Judge	Writing Judge	Chief Judge
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Standard Skill Judging Sheet**Difficulty Judge****259 - Rulebook Forms, USA**

Team:

Base Score: 10.3

U11, Male

State:

Country: USA

uesday, February 12, 2008

Order	Skill	Description	Difficulty		Skill Definition
			50%	100%	
1	1a	riding - 1.0			Riding (sitting on seat, facing forward).
2	101a	riding to seat in front - ride seat out at least one rev - 1.3			From riding, pulling out the seat to seat in front.
3	4a	seat in front, seat against body - 2.0			Riding with seat held in front of the rider. The seat or hand holding the seat may rest against the rider.
4	102a	seat in front to riding - ride at least one rev - 1.5			From seat in front, getting back on the seat into riding.
5	202a	riding hoptwist 90 - not less - 2.5			Riding forward and jumping around a vertical axis over 90 degrees in one jump and continue riding.
6	258b	hopping freehand - 5 hops - 2.0			Bouncing with the unicycle with both hands are free.

Standard Skill Judging Sheet**Execution Judge****259 - Rulebook Forms, USA**

Team:

Base Score: 10.3

U11, Male

State:

uesday, February 12, 2008

Country: USA

No	Skill	Description	Execution			
			~	/	+	0
1	1a	riding				
2	101a	riding to seat in front - ride seat out at least one rev				
3	4a	seat in front, seat against body				
4	102a	seat in front to riding - ride at least one rev				
5	202a	riding hoptwist 90 - not less				
6	258b	hopping freehand - 5 hops				
Totals:						

