



# OFFICIAL COMPETITION RULEBOOK

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Prepared by the  
USA Rulebook Committee

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## 1.0 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 National Unicycle Convention. 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.

### SIMILARITY TO INTERNATIONAL RULES:

Our national (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 national and international rules, we have added a notation to sections that match the IUF rulebook. When a section heading is followed by a "\*", this means that section is the same as the corresponding 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.

### RESPONSIBILITIES OF THE HOST ORGANIZATION:

**1.1 NOTIFICATION:** The dates of the upcoming National Unicycle Convention 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 HOST'S OPTION:** You are completely free to add events, age groups, or variations that do not appear here, as long as they don't conflict with these rules. When in doubt, contact the Rules Committee through the USA P.O. Box.

**1.3 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.

**1.4 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.

**1.5 NAMES AND TERMINOLOGY:** The proper names and terminology for our sport and events must be used in all advertising and publicizing. “NUC” is an acronym that unicyclists can use, but it is not a good word to use for the general public. The terminology and event names must be kept accurate, to facilitate better understanding of what events are offered. The specific artistic event names are Standard Skill, Individual Freestyle, Pairs Freestyle, Group Freestyle, Club Show and Parade. Variations of these names should not be used.

**1.6 LIABILITY INSURANCE:** USA carries a liability insurance policy that can cover any unicycling event sanctioned by USA Inc. If an insurance rider is required for the NUC, USA will pay the premium.

**1.7 START-UP MONEY:** USA will 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.

**1.8 FOOD & LODGING:** The NUC 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.

**1.9 SUNRISE SERVICE:** Traditionally, a nondenominational religious service is held on Sunday morning.

**1.10 USA, INC. ANNUAL MEMBERSHIP MEETING:** The NUC 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 NUC 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.

**1.11 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.

**1.12 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 IUF Achievement Skill Levels.

**1.13 NATIONAL ANTHEM:** Is a traditional part of the opening ceremonies of most sporting events. When the National Anthem is played, riders should dismount all unicycles, and face the flag.

**1.14 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.

## **RACING FACILITIES:**

**1.15 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. A public address system must be provided to announce upcoming events and race winners. Bullhorns are usually not adequate for the track environment.

**1.16 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.

**1.17 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.

## **ARTISTIC EVENTS FACILITIES:**

**1.17 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. 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.

**1.18 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.

**1.19 TRAINING OFFICIALS\*:** As the rules state, competitions cannot be started until all key track and artistic officials have been trained and understand their tasks. For racing, the referee is in charge of making sure this happens. For Artistic events, the chief judge is in charge. Make sure there are plenty of copies of the rulebook for officials to study on the spot. Testing can consist of a simple verbal quiz or anything the referee or chief judge deem appropriate. For certain artistic events, a minimum level of judging experience is required. See section 5.6.

## **RESPONSIBILITIES OF CLUBS AND GROUPS:**

**1.20 CLUBS:** All clubs must be current (paid up) USA Affiliates. Affiliate membership can be obtained from USA, Inc. for a fee. 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.

**1.21 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.

## **RESPONSIBILITIES OF INDIVIDUAL PARTICIPANTS:**

**1.22 USA MEMBERSHIP:** All riders must be current (paid up) USA members to compete. Registrations must be completed, signed, and fully paid before the rider can participate in any events.

**1.23 RACING:** Riders must use unicycles that conform to the definitions and dimensions for racing unicycles (section 2.1). Riders must have kneepads, gloves and shoes that meet the definitions below, and helmets for certain events.

**1.24 ARTISTIC:** Performance music must be recorded on cassette tape or CD, as described in section 3.18.

**1.25 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.

**1.26 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.

## **1.27 DEFINITIONS\*:**

**CLUB:** Must be a current (paid up) USA affiliate, registered with USA, Inc.

**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, except in the 1500 m, and possibly other long races. For these events, 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 mandatory for Fast Backward and certain nontraditional races. They are recommended for all races. 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.) can be used.

**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 5.1.2.

**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 axle, and has no additional devices to support it. For racing, standard unicycles have limitations on maximum wheel size and minimum crank arm length. For Standard Skill, 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 5.1.1.

**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.

## 2.0 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 register in one of the following age groups: 0-6 (16"), 0-8 (20"), 9-10 (20"), 0-12, 13-14, 15-16, 17-18, 19-29, 30-39, 40-49, 50-UP. 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.

**2.1.4 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 800 m, 50 m Fast Backward, 10 m Slow Forward, 10 m Slow Backward, and Obstacle Course, 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 National Champions for those events.

**FINAL HEATS:** In the 400 m, 200 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.

**EXPERT 1500 M RACE\*:** The 1500 m race allows a special heat for the faster riders. This allows the faster riders to compete against each other directly, without having to race it twice. Riders must choose to enter the 1500 m Expert race in advance, instead of their age group heat. Riders may not enter both. The number of entries allowed is up to the host. Times and racing points from the expert 1500 m heat are brought back to the rider's age group. All riders regardless of where they raced are eligible for placing in the 1500 m expert category.

**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 National Champion for that event, even if a different rider posted a better time in his or her qualifying heat. National and world speed records can be set in any heat.

**2.2 POINTS RACES:** The following points races must be provided at each NUC: 100 m, 400 m, 800 m (0-10 only), 1500 m (11-UP), 50 m One-Foot, 50 m Fast Backward, 30 m Wheel Walk (11-UP), 10 m Wheel Walk (0-10 only), 10 m Slow Forward, 10 m Slow Backward, 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 2.16.

**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 100 mm (4").

**2.4 DRESS\*:** Riders must wear shoes, kneepads and gloves (definitions in sec. 1.27). In some events, a helmet is required. The referee has final say on whether a rider's safety equipment is sufficient. Helmets and elbow pads are also good considerations for safe unicycle racing. The starter will remove from the starting line-up any riders not properly equipped to race, including riders with dangerously loose shoelaces.

**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 before any part of the rider touches the ground in a dismount. In races where dismounting is allowed (800 m, 1500 m, Relay, MUni, Marathon, 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.

**2.8 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 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.

**2.9 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 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.

**2.16 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 *National 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.

## **TRADITIONAL SPECIALTY RACES:**

**2.17 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.

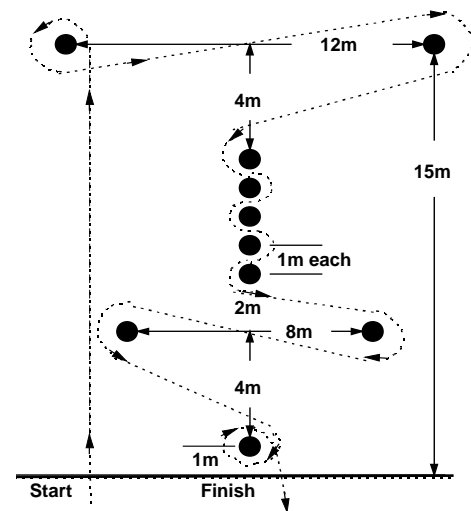
**2.18 50 m FAST BACKWARD\*:** Riders must face and pedal backward. The starter lines up the *rear* of the tire above the start line. Helmets are mandatory. Timing is stopped when the rear of the tire crosses the finish line.

**2.19 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.

**2.20 10 m SLOW RACE\*:** 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.

**2.21 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.

**2.22 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.



**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.

**2.23 10 m SLOW GIRAFFE RACE\*:** This is the same as slow forward, but on giraffes. Helping hands can be used as starting posts. No limits on size or gear ratio, but unicycles must have their pedal axle *above* the wheel axle, with a chain, belt, or other form of drive system.

**2.24 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.

**2.25 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.

**2.26 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.

**2.27 MUNI (MOUNTAIN UNICYCLING):** This term refers to off-road racing over any type of rough terrain. Unicycles must be human powered only, but with no other restrictions on wheel size, crank arm length, or drive train. Like other nontraditional races, these events do not necessarily use the full range of age groups. Unless otherwise noted, dismounts are allowed and non-lane passing rules apply. Helmets are required for all MUni events.

**2.27.1 CROSS COUNTRY RACE:** This is the event we used to call UMX. Course lengths in the neighborhood of 1000 to 3000 meters recommended. A shorter course can be used for younger riders. Alternate routes can be offered for novice and advanced riders. Typically this is a mass-start race. Riders are divided by age groups afterward, based on finishing number.

**2.27.2 UPHILL RACE:** The object is to ride up a steep and/or technical ascent in the fastest time. There are two methods of running this event, either two attempts and no dismounts allowed, or one attempt and dismounts allowed. One rider competes at a time.

**2.27.3 DOWNHILL RACE:** Again two possible methods. The long method is recommended to be long enough that riders don't go at sprinting speeds. Suggested 1000-meter minimum. Otherwise same rules as cross country. The short method could be used on a more technical descent. Suggested 300 meter maximum. Fastest time without a dismount is the winner. Riders are allowed two attempts.

**2.27.4 UNICYCLE TRIALS:** The object of Unicycle Trials (or Observed Unicycle Trials) is to ride over obstacles without any part of a rider's body touching the ground or obstacles. A competition takes place on a "course", which is composed of three to ten "sections", each marked by tape. Riders are observed through each section, and after a specified number of laps of the course, the rider with the lowest overall number of penalty points is the winner. Sections can consist of natural terrain or human-made obstacles. Detailed rules for Unicycle Trials can be found in the 2001 or later International Unicycling Federation rulebook.

**2.27.5 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.

**2.27.6 ADDITIONAL 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.

**2.28 MARATHON\*:** This is a race of several kilometers, typically 10km. It is usually held on roads or bike paths. All riders race together and are separated by age group later. Water stations should be provided at least every 5 km.

**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).

**2.29 COASTING EVENTS\*:** A test to see who can coast the farthest distance. Riders' coasting distances are measured from a "starting line." 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. Riders usually compete one at a time. 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.

**2.29.1 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.

**2.29.2 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.

**2.29.3 DOWNHILL COASTING:** This is a speed coasting event, with the same rules as 2.30.2 "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.

**2.30 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.

**2.30.1 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 2.29.2).

**2.30.2 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.

**2.31 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.

**2.32 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.

**2.33 UNLIMITED ROAD RACE\*:** The 100 mile speed records listed in the Guinness Book of World Records are the results of Unlimited Road Races. 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.

**2.34 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.

**2.35 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.

**2.36 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.

**2.37 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.

## 3.0 Artistic Unicycling

**3.1 TYPES OF ARTISTIC EVENTS:** There are two types of events, **Standard Skill** and **Freestyle**. Freestyle includes Individual, Pairs, Group, Club, and Parade.

In Standard Skill, riders demonstrate pure skill and mastery on a standard unicycle, by performing up to 18 skills that they select and practice in advance. Judging is based on the point value of the skills and the quality of their execution. Background music is optional and is not judged.

In Freestyle, riders demonstrate any kind and number of skills during their timed performances. They may use any number and kinds of unicycles or props. Riders are judged on skill and on their presentation, which includes showmanship, music, and costumes. There is also an Individual event called Open-X for ages 15 and up that is a freeform skills demonstration with separate judging criteria.

**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:** 0-6, 7-8, 9-10, 11-12, 13-14, 15-16, 17-18, 19-29, 30-39, 40-49, 50-UP. 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 skill (see chart). The USA/IUF 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)	No. of Minutes
1.	Tikes	0-17	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
10.	Open-X	15-UP	NA	NA	3

**3.2.2.1 CHOOSING CATEGORIES:** Riders may enter the competition category they wish according to the skill level and age guidelines above. Riders who wish to enter a category that falls outside the guidelines must indicate their choice and reasons on the registration form. 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 IUF/USA skill levels (see section 10). 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.

**3.2.3 OPEN-X:** Age 15 and up. No further breakdown for age, ability, or gender.

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

**3.3 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.

**3.4 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 (8/7/7/7) 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.

**3.5 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.

### **3.6 STANDARD SKILL OVERVIEW:**

**TIME LIMIT:** Three minutes (all ages).

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

**MUSIC:** All routines will be accompanied by background music. Music has no influence on the score. If a competitor wishes for a certain piece of music to be played during his or her performance it is up to him or her to provide it. See also section 3.22.

**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.

### **3.7 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:** 50% of the score is based on difficulty, which includes how well and how successfully all moves are performed. The other 50% of the score is based on presentation, including the rider's style, showmanship, choreography, use of props and other skills, originality, and choice of costume and music.

### **3.8 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, with 50% of the score based on difficulty and 50% based on presentation. In Pairs, there is added emphasis on teamwork and two-person skills (see Judging Criteria).

### **3.9 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.

### **3.10 OPEN-X OVERVIEW:**

**AGE GROUPS:** 15-UP only, male/female combined.

**TIME LIMIT:** Three minutes.

**UNICYCLES:** Any type and any number.

**MUSIC, COSTUME AND PROPS:** Riders are encouraged to bring their own music, but it is not judged. Costume is not judged. Use of props is judged similar to Individual Freestyle.

**JUDGING METHOD:** Two thirds of the score is based on level of difficulty, which includes how well, or how successfully, all moves are performed. The other third is for Presentation, which includes originality, use of props, and style. The emphasis is on unicycle skills, with less emphasis on "show."

### **3.11 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.

### **3.12 PARADE OVERVIEW:**

**AGE GROUPS:** None.

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

**TIME LIMIT:** Maximum Five minutes.

**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.

**PROPS AND COSTUMES:** Same as Individual Freestyle.

**PARADE MOTION:** The parade unit 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. The group 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 an actual parade.

**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 units should perform at an equal level of quality throughout the entire parade route. The judging criteria are divided into approximate percentages. Choreography: 35%, Skill: 25%, Costuming: 15%, Equipment: 10%, Size of unit: 10%, and Safety: 5%.

**GENERAL RULES:** These rules apply to all artistic events, unless otherwise noted.

**3.13 SIZE OF PERFORMING AREAS\*:** For all individual and pairs events, the performing area must be 14m wide x 11m deep for national competitions. At smaller events, smaller sizes can be used, but no smaller than 12m wide x 9m deep. For group and club events, the performing area must be no smaller than 26m wide x 14m deep, and no larger than 30 m wide x 20 m deep. The boundaries of the areas must be clearly marked on the floor, with lines at least 3 cm wide. The distance between the outer edges of the performing areas and walls, poles, or other stationary objects must be no less than 50 cm. Riders or groups who go outside the boundaries may get a reduced score (see Judging Criteria).

**3.14 ORDER OF PERFORMANCE\*:** The method of choosing performance order is up to the artistic director.

**3.15 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.

**3.16 START OF PERFORMANCE\*:** 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 Standard Skill routines, the end of each minute will also be indicated by an acoustic signal. 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.

**3.17 RIDER’S NO-SIGNAL OPTION\*:** (Freestyle events only) 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. This does not apply to Standard Skill.

**3.18 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.

**3.19 END OF PERFORMANCE\*:** 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 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 section 4.9.3). 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. 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.

**3.20 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.

**3.21 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.

**3.22 MUSIC:** Music is judged in Club Show and all Freestyle events except Open-X. Standard Skill and Open-X 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 or Open-X. 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.

**3.23 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.

**3.24 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.

## **4.0 STANDARD SKILL \***

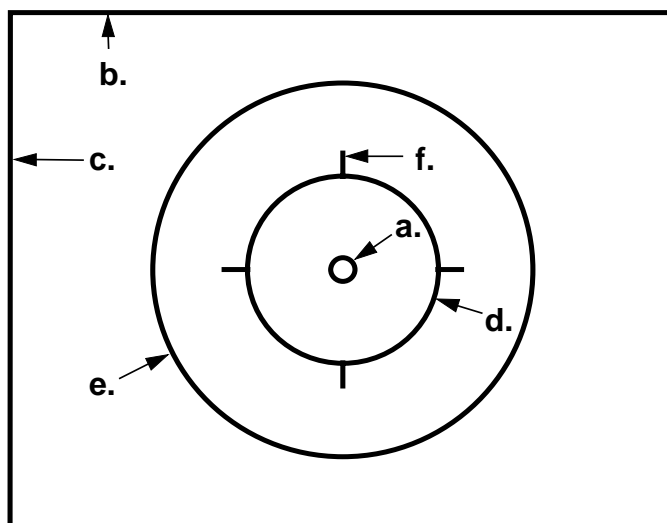
These regulations are guidelines by which Standard Skill competition is to be executed. At times, however, situations may occur in which the regulations cannot be followed exactly. This applies to minor details; not to principal rules. For instance, if the size of the available accommodation would cause the size of the riding area to be slightly smaller than required, that can be approved by a majority vote of the judging panel. Whatever differences from the rules are approved must be made known to all participants before competition. Any situation that may occur for which the rules do not provide a solution, shall be solved by the chief judge or by a majority vote in a meeting chaired by the chief judge, at which all judges active in the concerned event must be present.

**4.1 FLOOR, MARKINGS AND FIGURE SHAPES:** The riding surface must allow flawless riding. The riding area must be sufficiently illuminated. The floor surface must be clean, level, smooth, and not slippery.

**RIDING AREA BOUNDARIES:** The outer boundaries should be 11 x 14 meters. If space does not permit, the size may be smaller but will be no less than 9 x 12 meters. All lines must be at least 3 cm wide, and clearly marked, including the outer boundaries.

### **Standard Skill** **Floor Markings**

- a. Center circle (50 cm diameter)
- b. Long edge of riding area (faces judges)
- c. Short edge of riding area
- d. Inner circle (4m diameter) for circle figures
- e. Outer circle (8m diameter) for line and fig. eighties
- f. Quarter circle marks (length approx. 50 cm) to help riders mark start and end of circle figures



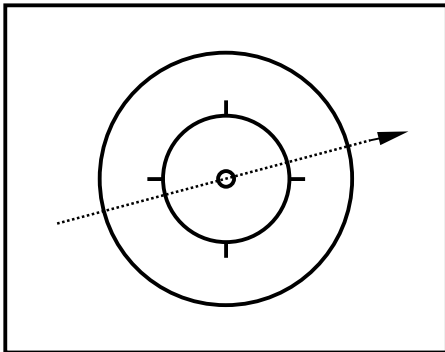
**4.2 MOUNTS, TRANSITIONS, STATIONARY SKILLS:** May be performed anywhere in riding area.

**4.3 BODY FORM:** Unless otherwise noted, each figure must be performed with riders sitting up straight with their arms stretched and horizontal. Hands must be flat with palms down and fingers together. Arms do not have to be straight out to the sides. As long as arms are stretched and horizontal, they may point in any direction.

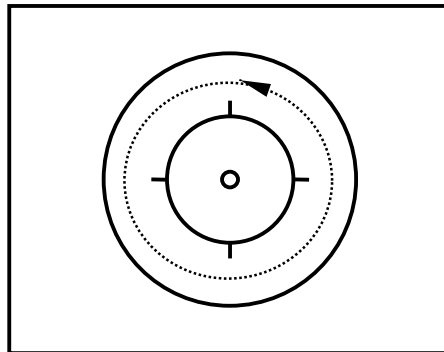
**4.4 DISMOUNTS:** All dismounts must be controlled, including the dismount at the end of the routine. A controlled (intentional) dismount where the rider comes to a stop and steps off the unicycle. Dismounts executed otherwise will be considered unintentional. A dismount occurs any time a rider touches the floor, except in skills where the rider is required to touch the floor; or when a foot on a pedal touches the floor. The rules demand that the rider dismounts in a sportsmanlike manner at the end of the routine. Failure to do so will result in a wave for insecure exit.

**4.5 ASSISTING RIDERS:** It is forbidden for a rider to get verbal assistance or helping gestures from a person outside the riding area, since this is interference with the rider by an outside person. Also, a rider may not look at the list of skills while performing the routine. This includes the skills written on the competitor's hand or a piece of paper. Each occurrence of a competitor looking at a skills list will result in a wave. At other events, these rules may be overlooked for very young competitors.

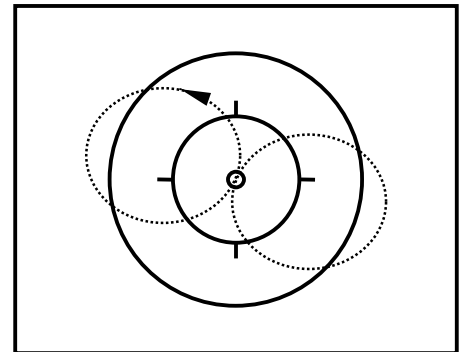
# Standard Skill Figure Patterns



**LINE FIGURE:** Lines, circles and figure 8's may be ridden in either direction. The figure starts outside the large (8m) circle, crosses the center circle, and continues outside the large circle. The line should be as straight as possible, and can be ridden in any direction. Circles and figure 8's can be started at any point, as long as the rider completes the figure by crossing over the starting point.



**CIRCLE FIGURE:** Circle figures are ridden in the area between the 4m and 8m circle lines. If the rider crosses the 4m line while performing the figure, the circle must be re-started from the point where the rider crosses again to the outside of the 4m circle. Crossing the 8m line does not invalidate the figure, but may result in a wave devaluation. Circles should be as round as possible.



**EXAMPLE: FIGURE EIGHT.** The figure eight can be started at any point, and have any orientation as long as the rider completes the figure 8 by crossing over the starting point. The two halves of the figure eight should be circular, the same size, and of at least 4m in diameter. The center of the 8 must cross the center circle, and the ends of the 8 must pass outside the 8m circle.

## 4.6 STANDARD SKILL JUDGING SHEET

**4.6.1 INTRODUCTION:** Before competing in Standard Skill, each rider must fill out and turn in a judging sheet listing his or her routine. This list includes the number, name, and point value of each figure to be performed in the routine, in the order in which they will be ridden. A form for copying can be found at the back of this rulebook.

**4.6.2 SKILLS TO BE USED:** The maximum number of figures allowed is 18. Of those 18 figures, no more than six may be mounts and/or transitions.

**NOTE:** Each figure number may appear only once on the judging sheet. This means that, for example, if a rider uses figure 15 b, he or she may not use 15 a, c, d, e, f, g, or h.

**4.6.3 SKILL ORDER:** The 18 figures must be performed in the exact same order as they appear on the judging sheet. Figures left out according to their order on the judging sheet will be devaluated 100%. This devaluation remains, even if the figure is performed later in the routine.

**4.6.4 FILLING OUT JUDGING SHEET:** The completed judging sheet must be sent in before the deadline date set by competition organizers. When filling out the sheet, each figure name must be written out exactly as it appears on the Standard Skills List, with no further abbreviations. Figure numbers, letters, and point values must be included, and the *total Difficulty score* (total points for all figures in the routine) must be filled in. The judges have to check the judging sheets and, if possible in contact with the competitor, correct any mistakes. Any disadvantage resulting from filling out a judging sheet incorrectly will be at the competitor's expense, and will not be valid grounds for protest. Judging sheets, once checked and approved for competition, cannot be changed.

**4.6.5 BASE SCORE:** A base score of 200 points is added to the competitor's Difficulty score. This makes the rider's "starting score."

## STANDARD SKILL JUDGING

**4.7 JUDGING PANEL:** There will be 1 chief judge, 2 difficulty judges, 2 execution judges, 2 writing judges, and 1 timer. The judging panel will be divided into two judging units, each consisting of one Difficulty, one Execution, and one writing judge. The judges will be appointed to the functions Writer, Execution, and Difficulty, respectively in order of their experience. All judges for the Expert groups must have previous judging experience.

**4.7.1 STANDARD SKILL JUDGING ORDER:** All Standard Skill competitors enter in their respective age groups. The best five final scores, male and female, determine the Standard Skill experts. In order to make sure that all experts are judged by the same judging panel, judging will be done in sets of approximately 10 riders each. Judging panels will judge at least ten competitors of the same gender. The competitor order is arranged so the lowest starting

score is judged first and the highest starting score is judged last. The ten competitors in each gender group with the highest base scores must be judged by the same judging panel.

**4.8 OPERATION OF THE JUDGES:** While the difficulty and execution judges watch the routine, the writing judge reads the names of the figures from the list. The difficulty judge indicates if a skill was fully completed, or the reduction percentage if it was not. The execution judge indicates the execution mistakes using symbols, as described below. The writer writes down the verbal remarks of both judges on the judging sheet. For this reason, the writer is seated between the other two judges. The position of the judging table must be so that all judges have a clear view of the entire riding area. There must be enough space between the two judging units to ensure their working independently of each other.

#### **4.9 DIFFICULTY DEVALUATIONS:**

**4.9.1 SKILL VERIFICATION:** Every figure on the judging sheet must be executed according to its description in the Standard Skills List. If a performed figure does not correspond with the entry on the judging sheet, 100% is devaluated.

**4.9.2 TECHNICAL MISTAKES:** If a technical mistake occurs during the execution of a skill, 50% is devaluated. Technical mistakes include but are not limited to the following:

- ★ Part of body other than one hand touching seat in seat out skills
- ★ Hand holding seat touching body in seat out skills
- ★ Free foot touching rotating part of unicycle in one-foot skills

**4.9.3 SKILL COMPLETION:** Every figure on the judging sheet must be performed as entered, from start to finish, without the rider touching the floor, except where required to by the figure description. This applies not only to figures in lines, circles and 8's, but also to all others such as transitions, stationary skills, and mounts.

If a figure is broken off in the first half of its required execution, or performed for less than half of the required execution, 100% is devaluated. For transitions, mounts and non-repetitive stationary skills (idling is an example of a repetitive skill and hoptwist 90° is an example of a non repetitive skill) must finish in the end position or 100% is devaluated.

If a figure is broken off in the second half of the required execution, or performed for less than the required execution, 50% is devaluated. For transitions, mounts and stationary skills that finish in the end position but were not performed correctly, 50% may be devaluated.

**4.9.4 START OF FIGURES:** All figures start when the rider gets into the position required for that figure.

**4.9.5 FIGURE ORDER:** Figures left out according to their order on the judging sheet are devaluated 100%. This devaluation remains, even if the figure is performed afterward.

#### **4.10 EXECUTION DEVALUATIONS:**

**1. WAVE (~) = -0.5 POINT** A wave is scored once per skill for each of the following execution mistakes:

- |  |   |
|--|---|
| ☆ insecure entrance or exit                | ☆ circle not round  |
| ☆ cramped, insecure execution              | ☆ crossing the 4 m circle when performing a skill in a circle |
| ☆ jerky body movements                     | ☆ failure to cross center circle in line or figure 8          |
| ☆ not sitting up straight                  | ☆ circles of figure 8 not the same size                       |
| ☆ fingers not together                     | ☆ pedal, or foot on pedal touching floor                      |
| ☆ free leg not stretched, toes not pointed | ☆ wandering spin or pirouette                                 |
| ☆ waving arms                              | ☆ circle size exceeds 1 meter diameter in a spin              |
| ☆ jerky pedal movement                     | ☆ going outside riding area boundary                          |
| ☆ line not straight                        | ☆ looking at the standard skills order                        |

**2. LINE (/) = - 1 POINT** A line is scored every time loss of control occurs. Loss of control includes:

- ☆ loss of proper body form
- ☆ breaking off and restarting a skill

**3. CROSS (+) = - 2 POINTS** A cross is scored each time an unintentional dismount occurs with the competitor landing on his or her feet *without* the unicycle being dropped.

**4. CIRCLE (0) = - 3 POINTS** A circle is scored each time an unintentional dismount occurs with a part of the rider other than his or her feet touching the floor (hand, knee, rear, etc.) or with the unicycle being dropped.

**NOTE:** Lines, circles and crosses are scored every time they occur during and between all skills and transitions, whether entered on the score sheet or not. Only the highest applicable devaluation symbol shall be imposed per execution mistake. Most waves are not scored if they occur between skills and transitions. Waves can only be scored between skills and

transitions if they are unrelated to body form. Example: A competitor will not get a wave if the competitor's arms are not in proper form between skills or transitions, but a competitor will get a wave for exceeding the riding area boundary.

**4.11 TOTALING SCORES:** After the routine is finished, the percentages and symbols from the judges are converted into numbers. These numbers are subtracted from the rider's starting score. Then, the scores of the two judging units are added together and divided by two to get the finishing score of a competitor. The winner in the Standard Skill event is the competitor with the highest score. If more than one competitor have the same score, placing is decided by the highest Execution score. If those scores are also the same, the competitors receive tie scores.

**4.12 DISQUALIFICATION FOR INSUFFICIENT SCORE:** If a competitor has a finishing score below the base score (i.e. less than 200 points), the competitor is disqualified from the event.

## **5.0 FREESTYLE**

This applies to Individual, Pairs, Group, and Club Freestyle events. Open-X is judged differently from Individual Freestyle (see section 5.5). In all but Open-X, judges give two scores from 1 to 10.; one for Difficulty, and one for Presentation. The Difficulty score is based upon the difficulty and mastery of unicycling skills. The Presentation score is equally divided between Style, Showmanship, Choreography, use of Props & Other Skills, Originality, and Choice of Costume & Music.

**5.1 FREESTYLE DIFFICULTY\*:** Judges give a score from 1 to 10. 50% of the score is based on Difficulty, and 50% on Mastery. 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 Difficulty.

**5.1.1 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. Also all mounts. Examples of unicycling skills: Saddle Dragging (only one support point on the riding surface), Touching Fingertip to Floor (finger carries no weight).

**5.1.2 NON-UNICYCLING SKILLS:** The riding of any vehicles 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. See Definitions.

**5.1.3 UNINTENTIONAL DISMOUNTS:** Unintentional dismounts should not have a predetermined score value, and the judges' final scores should reflect how they were handled by the rider. Though unplanned dismounts take away from a performance, how the rider deals with them should influence how they are judged. In a comedy act a skilled performer might "roll with the punch" of an unintentional dismount so well that the audience believes it was planned. This will add value to a Presentation score. Conversely, a rider who is visibly upset or angry from a fall, or whose choreography falters or is destroyed, has done much more damage to his or her routine and must be judged accordingly. Unintentional dismounts subtract from the Difficulty score, but may either add to or subtract from the Presentation score.

**5.1.4 DIFFICULTY:** The Difficulty portion of the routine is influenced only by skills that are successfully executed. Skills that are missed have no effect here, but they reduce the Mastery score. If a skill is performed successfully on a later attempt, it then brings up the Difficulty score. New unicycling skills are judged only on their levels of difficulty in this section. Credit for originality and inventiveness is part of the Presentation score. The Difficulty portion of the score is also influenced by the number and variety of skills presented. An act packed with skills will get more Difficulty points than one with fewer skills, even if their overall difficulty levels are the same. Variety also counts. An act with mainly wheel walking skills, for instance, will get fewer points than an act with wheel walking and other skills of the same difficulty level. Riders are also judged here on their ability to fit their acts within the performing area boundaries. If riders need more than the allowed space to execute their skills it will reduce their Difficulty scores.

**5.1.5 MASTERY:** The Mastery score is basically a reflection of the hit/miss ratio of all attempted unicycling skills, and the amount of control shown by riders during their execution of the skills. Here the body form of the rider is judged. If a rider performs skills with an obvious lack of control, the Mastery score goes down. Judges are looking for body form that demonstrates good control and mastery of the unicycle.

**5.2 PRESENTATION\*:** This score is divided evenly into the parts below:

**5.2.1 STYLE:** This is beauty of body form and movements. This involves positioning and movements of the body during the act. Judges look for deliberate movements over uncoordinated movements made to retain balance.

**EXAMPLES:** Free leg stretched with toes pointed, head up and chest lifted, arms out and relaxed, smooth transition from one body position to another. This is good body form. Leaning forward, head down, sudden waving of arms, hands and fingers splayed are examples of poor body form.

**5.2.2 SHOWMANSHIP:** Judges are looking for the rider's ability to capture the audience with his or her confidence on stage, eye contact, facial expressions, and making the audience a part of the act. This is also the category in which a rider can take advantage of a missed skill by the way he or she covers up the miss.

**EXAMPLES OF POOR SHOWMANSHIP:** 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.

**5.2.3 CHOREOGRAPHY:** Judges are looking for optimal use of floor space and time. Best scores will be earned by well-planned acts with variety in patterns such as not all skills in lines or circles, or in a tight spot; and a smooth, natural flow of skills into one another without too much idle time. Here also, a routine will suffer if riders go outside the performing area boundaries. The act should be designed to fit within the given space.

**5.2.4 USE OF PROPS AND OTHER SKILLS:** 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" applies to any non-unicycling skills, such as dance, mime, comedy, juggling, acrobatics, playing music, etc. Note that it says "Use of." This score is not awarded for the props or other skills, but *for the effect of such props or skills on the performance*. The judges are looking not for the props or skills themselves, but how they are used. It is not mandatory to include props or non-unicycling skills in the performance. If none are used, the score will not be lower.

**EXAMPLES:** A rider performing a variety of difficult unicycling skills who juggles three balls while riding in a straight line, may be taking away from the quality and tempo of the rest of his or her act by performing this relatively easy part of an otherwise high-paced, difficult act. 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. A rider who includes a skill he or she has not mastered and executes it poorly can lose points rather than add to the score.

**5.2.5 ORIGINALITY:** The judges are looking for inventiveness in all aspects of the performance; in both its Difficulty and its Presentation. They are looking for new unicycling skills, and/or originality in the act as a whole.

**5.2.6 CHOICE OF COSTUME AND MUSIC:** The judges are not judging the actual costume and music, but the positive effect of the chosen costume and music on the overall performance. The theme, or type of performing, should match both the costume and music for a high score.

**EXAMPLES:** A slick, flashy act to music is not improved by a tramp costume and clown nose. At the same time, a clown in goofy costume doing a straight skills act is hard to take seriously, and the skills will not seem as hard. An act where the music merely plays in the background will score lower than an act in which the rider uses the sound, beat, theme, or changes in the music as integral parts of the act.

**5.3 PAIRS FREESTYLE\*:** Pairs judges must consider the performance of two unicyclists together. All judging criteria from above are used, but the additional factors below must also be considered.

**5.3.1 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.

**5.3.1.1 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.

**5.3.2 STYLE:** 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?

**5.3.3 CHOREOGRAPHY:** 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.

**5.4 GROUP FREESTYLE AND CLUB SHOW:** 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.

**5.4.1 DIFFICULTY:** As in Pairs, judges must seek to find the average difficulty level 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. 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.

**5.4.1.1 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.

**5.4.2 STYLE:** The 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.

**5.4.3 ORIGINALITY:** The judges look for patterns, choreography and ideas that are different from year to year.

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

**5.5 OPEN-X:** Open-X is a variant of Individual Freestyle, with the emphasis on skills. This category is intended for riders who are not interested in the performance aspect of Freestyle, but who want to show new tricks and moves. Here we hope to see the raw cutting-edge of what can be done on one wheel. Judging is similar to Individual Freestyle, but with less emphasis on presentation. Difficulty is still scored 1-10, but presentation is scored 1-5. Where not stated otherwise, Open-X uses the same rules as Individual Freestyle.

**5.5.1 DIFFICULTY:** Same as Individual Freestyle (section 5.1). This score is a combination of the difficulty level of skills attempted, tempered by the success level (mastery) of the rider. This portion of the score also includes possible devaluation for riders who ride outside the performing area. Trying 100 amazing tricks and only hitting 5 on the first try will result in a low score. The highest scores will be achieved by the riders who not only display a large number and variety of difficult skills, but also have a minimal number of mistakes or dismounts.

**5.5.2 PRESENTATION:** This score is divided evenly into the parts below:

**5.5.2.1 ORIGINALITY:** The judges are looking for inventiveness in all aspects of the performance. They are looking for new unicycling skills, and/or originality in the performance as a whole. Open-X is the place to break ground, to try new things, and to showcase new ideas.

**5.5.2.2 USE OF PROPS AND OTHER SKILLS:** Same as for Individual Freestyle (See 5.2.4). Props can be anything from juggling equipment to half-pipes. Other skills can be acrobatics or dance. Have props or other skills added to the performance? This will increase the score here. Has the rider used props or skills that detract from his or her presentation? The score goes down.

**5.5.2.3 STYLE:** Though Open-X is not a "theatrical" event, riders can still increase their scores by showing controlled body positions or an obviously intentional "style" of riding. Riders can also consider their persona, transitions, entry and exit, and other aspects of their time out there aside from just the unicycling skills.

**5.6 PARADE:** Performances are scored 1-10. The score is divided between the following criteria, in order of importance: Choreography (35%), Skill (25%), Costuming (15%), Equipment (10%), Size of unit (10%), and Safety (5%). The percentages are approximate, to give judges an idea of what gets more weight. 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.

**5.6.1 CHOREOGRAPHY:** The team as a whole must be 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 were made to be performed in one place, groups that do not maintain forward motion, and groups that do not use the entire street effectively will score lower.

**5.6.2 SKILL:** The skill level of the group as a whole is judged. This includes unicycling skills 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 harder than standard unicycle). Judges also look for good coordination of the group. Are riders bunching up or spreading out too much? Do they look like they're not sure where to go? These qualities get a lower score.

**5.6.3 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. Top coat and top hat score higher than T-shirt and jeans. Costumes must also be functional. Wide flopping pant legs or dangling tails are not safe for giraffe riding. Judges are not necessarily looking for expensive or elaborate costumes.

**5.6.4 EQUIPMENT:** Equipment 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 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.

**5.6.5 SIZE OF UNIT:** 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.

**5.6.6 SAFETY:** Parade groups often use tall unicycles and ride close to their audience. Parade competitors should demonstrate a style of riding that does not put the spectators, or themselves, at risk. A safe parade group always leaves space for giraffes to fall and does not get too near the spectators with the tall ones. Some parade groups also have spotters walking along with them in case of emergency.

**5.7 JUDGING PANEL:** There are between five and ten judges. It is up to the chief judge to determine the exact number of judges for any event. All judges must have a good knowledge of the relative difficulty of unicycling skills, and a complete knowledge and understanding of the rules and judging criteria for the events they are judging. Creativity and Originality can only be judged by someone with knowledge of what has been done in the past. People attending their first artistic unicycle competition should watch and learn, but not judge. 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.

**5.7.1 SELECTING JUDGES\*:** A person should not judge an event if he or she is:

- a. Parent, child or sibling of a rider competing in the event.
- b. Individual or team coach, manager, trainer, etc. of a rider competing in the event.
- c. More than one judge from the same family judging the same event at the same time.
- d. No more than one member of a club or group may be at a judging table at one 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.

**5.7.2 ASSIGNMENT JUDGES FOR MOST EVENTS:** Judging seats will be allotted to clubs, groups and unattached riders in proportion to their combined artistic participation at the convention. The registration count should be taken approximately one week prior to the convention. Actual judging assignments will be made by the chief judge from lists of registered and qualified people.

**5.7.3 OPEN-X, ADVANCED, AND EXPERT JUDGES:** Assignments for these high-level judges will be made by the chief judge using the most qualified of all judges available. A list of qualified Open-X, Advanced, and Expert judges will be registered with the artistic director and/or Host prior to each event.

**5.7.4 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.

**5.7.5 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.

**5.8 SCORING\*:** In all freestyle events, the scores of each judge are transferred into *placing points*. The lowest scoring rider/pair/group gets 1 placing point, the next highest 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. Last place gets one point, next to last place gets 2 points, and 1st place gets 7 points. For the other four competitors, add up the other placing points numbers:  $3+4+5+6=18$ . Divide by the number of competitors (4) to get 4.5 placing points each. The winner is the competitor with the highest total placing points score. If two or more competitors have the same placing score, placing points from each judge must be figured for *Difficulty* only. If the Difficulty scores come out the same, all competitors with the same score are awarded the same place.

## **5.9 NATIONAL CHAMPIONS:**

**OPEN-X, GROUP, CLUB, PARADE:** First place winners are National Champions.

**STANDARD SKILL, INDIVIDUAL AND PAIRS FREESTYLE:** Male and female winners in the Expert category of each event are the National Champions.

# **6.0 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.

## **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. Ideally, the race director should be a member of the host organization, or live local near the convention area.

**REFEREE:** The Head racing official. Makes all final decisions. Handles protests. Makes sure racing areas and officials are trained and ready. Works within the system set up by the race director for running the events. Normally, the 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.

## **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.

**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.

**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.

## **7.0 STANDARD SKILLS LIST\***

**GENERAL REMARKS ABOUT STANDARD SKILL RIDING:** Only figures listed in the following skills list can be used for the assembly of Standard Skill routines.

**RIDING POSITION:** Unless stated differently in a figure description, it is to be executed with the rider seated and with both feet on the pedals.

**BODY FORM:** The rider must show proper body form and shall not change this form during the execution of the entire figure.

**RIDING DIRECTION:** Unless stated differently, all riding figures are to be performed riding forward, this being the direction in which the rider faces.

**PATTERN:** Unless stated differently in a figure description, it is to be executed in a line. Exceptions are mounts, stationary skills and transitions, which can be executed at any spot in the riding area.

**TRANSITIONS:** Unless stated differently in the description of a transition, it starts and ends with the rider seated with both feet on the pedals. An exception is made for uni spins, where the rider may start with the seat held out in front. Before and after transitions entered on the score sheet as figures, at least one revolution of the wheel must be ridden in the start and end positions. If the start or end position of a transition is a stationary skill, that stationary skill must be executed at least 50% as described, whether or not it is listed on the judging sheet. Example 1: For the transition Riding to Seat in Front, the rider must ride at least one full revolution of the wheel with the seat in front.. Example 2: For the transition, 180° uni spin to idling 1ft, the rider must idle one-foot 2 ½ cycles.

**MOUNTS:** Unless stated differently in the description of a mount, it is to end with the rider seated with both feet on the pedals. After all mounts listed on the judging sheet as figures, at least one full revolution of the wheel must be ridden in the end position. For mounts ending in stationary skills, the stationary skill must be executed at least 50% as described, whether or not it is listed on the judging sheet. Example: For the Side Mount, the rider must ride at least one full revolution of the wheel in the riding position after mounting.

**IDLING FIGURES:** In idling figures, a minimum of 5 consecutive cycles (back and forth motions) must be executed.

**TWISTING FIGURES:** In twisting figures, a minimum of 5 consecutive cycles (side to side motions) must be executed.

**ONE-FOOT FIGURES:** Unless stated differently in one-foot figures, the free foot is to be placed on the frame so that there is no contact between the free foot and any rotating part of the unicycle.

**SEAT OUT FIGURES:** Unless stated differently in seat out figures, the rider shall have no contact with the seat other than one hand holding the seat. The hand holding the seat as well as the corresponding arm shall be extended away from the rider's body and shall not touch any part of the rider's body.

**WHEEL WALK FIGURES:** Unless stated differently in wheel walk figures, the feet are to push only the tire, and shall have no contact with the pedals or crank arms.

**STILLSTANDS:** The minimum time for stillstands is 3 seconds.

**HOPPING FIGURES:** In hopping figures, a minimum of 5 consecutive hops must be executed.

**SPINS AND PIROUETTES:** The rider must make a minimum of three full rotations for spins and pirouettes. Spins must be ridden around a fixed point and must not exceed a 1 meter diameter. Pirouettes must be executed on 1 spot and the pedals may not move backward or forward during the pirouette.

**COASTING:** Unless stated differently in coasting figures, the feet are to have no contact with any rotating part of the unicycle (pedals, crank arms, or tire).

# 7.1 STANDARD SKILL SCORES

## ABBREVIATIONS USED IN THIS LIST:

fwd = forward  
 bwd = backward  
 c = circle  
 8 = figure eight

ext = extended  
 frh = freehanded  
 1ft = one-foot  
 ww = wheel walk

### RIDING SKILLS

- |  |     |  |     |
|--|-----|--|-----|
| 1. a) riding.....                            | 1.0 | 10. a) stomach on seat bwd .....             | 3.8 |
| b) riding - c.....                           | 1.2 | b) stomach on seat bwd - c .....             | 4.0 |
| c) riding - 8 .....                          | 1.5 | c) stomach on seat bwd - 8 .....             | 4.3 |
| 2. a) riding bwd .....                       | 3.0 | 11. a) chin on seat, 1 hand on seat .....    | 3.8 |
| b) riding bwd - c.....                       | 3.4 | b) chin on seat .....                        | 4.0 |
| c) riding bwd - 8.....                       | 3.8 | c) chin on seat - c .....                    | 4.1 |
| 3. a) seat in front, seat against body ..... | 2.0 | d) chin on seat - 8.....                     | 4.4 |
| b) seat in front.....                        | 2.3 | 12. a) chin on seat bwd, 1 hand on seat..... | 4.7 |
| c) seat in front - c.....                    | 2.5 | b) chin on seat bwd.....                     | 4.9 |
| d) seat in front - 8 .....                   | 2.7 | c) chin on seat bwd - c.....                 | 5.1 |
| e) seat in front frh .....                   | 3.1 | d) chin on seat bwd - 8 .....                | 5.4 |
| f) seat in front frh - c .....               | 3.3 | 13. a) 1 foot.....                           | 3.0 |
| g) seat in front frh - 8 .....               | 3.6 | b) 1ft - c.....                              | 3.2 |
| 4. a) seat in front bwd, against body.....   | 3.5 | c) 1ft - 8 .....                             | 3.6 |
| b) seat in front bwd .....                   | 3.7 | d) 1ft ext.....                              | 3.2 |
| c) seat in front bwd - c.....                | 3.9 | e) 1ft ext - c.....                          | 3.4 |
| d) seat in front bwd - 8.....                | 4.1 | f) 1ft ext - 8.....                          | 3.7 |
| e) seat in front bwd frh.....                | 3.9 | g) 1ft crossed.....                          | 3.4 |
| f) seat in front bwd frh - c.....            | 4.1 | h) 1ft crossed - c.....                      | 3.6 |
| 5. a) seat in back, seat against body .....  | 2.3 | i) 1ft crossed - 8.....                      | 3.9 |
| b) seat in back .....                        | 2.5 | 14. a) 1ft bwd.....                          | 4.1 |
| c) seat in back - c .....                    | 2.7 | b) 1ft bwd - c.....                          | 4.3 |
| d) seat in back - 8.....                     | 3.0 | c) 1ft bwd - 8.....                          | 4.6 |
| 6. a) seat in back bwd, against body .....   | 3.5 | d) 1ft ext bwd .....                         | 4.3 |
| b) seat in back bwd.....                     | 3.9 | e) 1ft ext bwd - c .....                     | 4.5 |
| c) seat in back bwd - c.....                 | 4.2 | f) 1ft ext bwd - 8 .....                     | 4.8 |
| d) seat in back bwd - 8 .....                | 4.5 | 15. a) 1ft seat in front, against body ..... | 3.8 |
| 7. a) seat on side, against body.....        | 3.0 | b) 1ft seat in front.....                    | 4.5 |
| b) seat on side, against body - c.....       | 2.8 | c) 1ft seat in front - c.....                | 4.7 |
| c) seat on side .....                        | 3.7 | d) 1ft seat in front - 8 .....               | 5.0 |
| d) seat on side - c.....                     | 3.5 | e) 1ft ext, seat in fr against body.....     | 4.0 |
| 8. a) seat on side bwd, against body .....   | 3.8 | f) 1ft ext, seat in fr against body - c..... | 4.2 |
| b) seat on side bwd .....                    | 4.1 |  |     |
| c) seat on side bwd - c .....                | 4.3 |  |     |
| 9. a) stomach on seat, 1 hand on seat .....  | 2.0 |  |     |
| b) stomach on seat.....                      | 2.1 |  |     |
| c) stomach on seat - c.....                  | 2.3 |  |     |
| d) stomach on seat - 8.....                  | 2.6 |  |     |

- |        |  |     |        |   |     |
|--------|--|-----|--------|---|-----|
| 16. a) | 1ft seat in front against body bwd.....  | 4.7 | d)     | gliding, leg ext - c.....               | 4.4 |
| b)     | 1ft seat in front bwd .....              | 5.1 |        |   |     |
| c)     | 1ft seat in front bwd - c.....           | 5.3 | 30. a) | gliding bwd foot behind frame.....      | 5.5 |
| 17. a) | seat on side, 1ft, against body.....     | 3.8 | b)     | gliding bwd foot behind frame - c ..... | 5.9 |
| b)     | seat on side, 1ft .....                  | 4.6 | 31. a) | hand wheel walk .....                   | 4.3 |
| c)     | seat on side, 1ft - c.....               | 4.2 | b)     | hand wheel walk - c.....                | 4.5 |
| d)     | seat on side, 1ft - 8.....               | 4.9 | c)     | hand wheel walk feet out.....           | 5.0 |
| 18. a) | seat on side, 1ft bwd, against body .... | 4.4 | d)     | hand wheel walk feet out - c.....       | 5.2 |
| b)     | seat on side, 1ft bwd .....              | 4.8 | 32. a) | one hand wheel walk .....               | 4.7 |
| c)     | seat on side, 1ft bwd - c .....          | 5.0 | b)     | one hand wheel walk - c.....            | 4.9 |
| 19. a) | side saddle, hand touching seat.....     | 3.5 | c)     | one hand wheel walk feet out.....       | 5.4 |
| b)     | side saddle, hand touching seat - c....  | 3.3 | d)     | one hand wheel walk feet out - c.....   | 5.6 |
| c)     | side saddle frh .....                    | 3.9 | 33. a) | hand ww, stomach on seat.....           | 4.3 |
| d)     | side saddle frh - c .....                | 3.7 | b)     | hand ww, stomach on seat - c.....       | 4.5 |
| e)     | side saddle frh - 8.....                 | 4.2 | 34. a) | one hand ww, stomach on seat.....       | 4.7 |
| 20. a) | wheel walk .....                         | 3.5 | b)     | one hand ww, stomach on seat - c....    | 4.9 |
| b)     | ww - c .....                             | 3.7 | 35. a) | drag seat in front.....                 | 3.9 |
| c)     | ww - 8 .....                             | 4.0 | b)     | drag seat in front - c .....            | 4.1 |
| 21. a) | ww bwd.....                              | 4.2 | c)     | drag seat in front - 8 .....            | 4.4 |
| b)     | ww bwd - c.....                          | 4.4 | 36. a) | drag seat in back .....                 | 4.0 |
| 22. a) | ww frame between feet .....              | 4.0 | b)     | drag seat in back - c .....             | 4.2 |
| b)     | ww frame between feet - c .....          | 4.2 | c)     | drag seat in back - 8.....              | 4.5 |
| 23. a) | ww frame between feet bwd.....           | 4.3 | 37. a) | drag seat in front bwd.....             | 6.4 |
| b)     | ww frame between feet bwd - c.....       | 4.5 | b)     | drag seat in front bwd - c.....         | 6.6 |
| 24. a) | ww bwd, feet behind frame.....           | 4.8 | c)     | drag seat in front bwd - 8.....         | 6.9 |
| b)     | ww bwd, feet behind frame - c.....       | 5.0 | 38. a) | side ride .....                         | 5.2 |
| 25. a) | spoke walk bwd .....                     | 4.8 | b)     | side ride - c.....                      | 5.0 |
| b)     | spoke walk bwd - c.....                  | 5.0 | c)     | side ride - 8.....                      | 5.6 |
| 26. a) | ww 1ft .....                             | 3.7 | d)     | side ride, one hand .....               | 5.6 |
| b)     | ww 1ft - c .....                         | 3.9 | e)     | side ride, one hand - c.....            | 5.4 |
| c)     | ww 1ft - 8 .....                         | 4.2 | f)     | side ride, one hand - 8.....            | 5.9 |
| d)     | ww 1ft ext .....                         | 4.1 | 39. a) | coasting, leg ext.....                  | 5.5 |
| e)     | ww 1ft ext - c .....                     | 4.3 | b)     | coasting, leg ext - c.....              | 5.9 |
| f)     | ww 1ft ext - 8 .....                     | 4.6 | c)     | coasting, leg ext - 8 .....             | 6.4 |
| 27. a) | ww bwd 1ft.....                          | 5.4 | 40. a) | coasting, foot in .....                 | 5.5 |
| b)     | ww bwd 1ft - c.....                      | 5.6 | b)     | coasting, foot in - c .....             | 5.9 |
| c)     | ww bwd 1ft ext.....                      | 5.8 | c)     | coasting, foot in - 8 .....             | 6.4 |
| d)     | ww bwd 1ft ext - c.....                  | 6.0 | 41. a) | coasting backward, leg ext .....        | 6.6 |
| 28. a) | koosh koosh .....                        | 3.9 | b)     | coasting backward, leg ext - c .....    | 6.7 |
| b)     | koosh koosh - c .....                    | 4.1 | c)     | coasting backward, leg ext - 8.....     | 7.0 |
| c)     | ww bwd 1ft behind frame.....             | 5.0 |        |   |     |
| d)     | ww bwd 1ft behind frame - c.....         | 5.2 |        |   |     |
| 29. a) | gliding .....                            | 4.0 |        |   |     |
| b)     | gliding - c .....                        | 4.2 |        |   |     |
| c)     | gliding, leg ext .....                   | 4.2 |        |   |     |

42. a)	coasting backward, foot in.....	6.5	110. a)	hopping.....	2.4
b)	coasting backward, foot in - c.....	6.8	b)	hopping frh.....	2.6
c)	coasting backward, foot in - 8 .....	7.1	111. a)	hopping seat in front, against bdy.....	2.8
43. a)	sideways ww.....	5.4	b)	hopping seat in front .....	3.0
b)	sideways ww - c.....	5.6	c)	hopping seat in back, against bdy .....	3.2
44. a)	sideways ww, 1ft.....	5.6	d)	hopping seat in back.....	3.4
b)	sideways ww, 1ft - c.....	5.8	112. a)	hoptwisting.....	3.3
c)	sideways ww, 1ft on seat.....	5.8	113. a)	hoptwist 90° .....	2.7
45. a)	cross over.....	4.7	b)	hoptwist 180° .....	3.2
b)	cross over - c .....	4.5	c)	hoptwist 360° .....	4.5
c)	cross over - 8.....	5.0	d)	hoptwist freehand 90° .....	3.0
46. a)	stand up ww 1ft .....	5.0	e)	hoptwist frh 180° .....	3.5
b)	stand up ww 1ft - c .....	5.2	f)	hoptwist frh 360° .....	5.0
47. a)	stand up glide .....	5.7	114. a)	riding hoptwist 180.....	3.4
b)	stand up glide - c.....	5.9	b)	riding hoptwist 360.....	4.5
48. a)	stand up coast.....	6.7	c)	riding hoptwist freehand 180 .....	4.0
b)	stand up coast - c.....	6.9	d)	riding hoptwist freehand 360 .....	5.0
c)	stand up coast - 8.....	7.2	115. a)	hop over.....	2.9

### **STATIONARY SKILLS**

100. a)	idling .....	2.2	116. a)	side hopping .....	4.0
b)	idling 1ft .....	2.4	b)	side hopping, foot touching tire.....	3.5
c)	idling 1ft ext .....	2.5	117. a)	hopping on wheel .....	3.0
d)	idling 1ft crossed .....	2.5	118. a)	hoptwist on wheel 90° .....	3.3
101. a)	idling seat in front, against body.....	2.7	b)	hoptwist on wheel 180° .....	3.6
b)	idling seat in front .....	2.9	119. a)	hopping on wheel frh .....	4.2
c)	idling 1ft seat in fr, against bdy.....	3.2	120. a)	hoptwist on wheel frh 90° .....	4.5
d)	idling 1ft seat in front .....	3.5	b)	hoptwist on wheel frh 180° .....	4.8
e)	idling 1ft seat in fr ext, agnst bdy.....	3.5	121. a)	riding spin .....	3.3
f)	idling seat in back, against body .....	3.0	122. a)	bwd riding spin.....	3.7
g)	idling seat in back.....	3.2	123. a)	spin .....	3.5
102. a)	idling seat on side, touching body .....	2.8	b)	spin 1ft.....	3.7
b)	idling seat on side.....	3.1	c)	spin 1ft ext .....	3.9
103. a)	crank idle, seat against body.....	3.5	124. a)	backward spin.....	4.0
b)	crank idle freehand, against body .....	3.6	b)	backward spin 1 ft .....	4.3
c)	crank idle .....	4.0	c)	backward spin 1 ft ext.....	4.7
104. a)	stillstand .....	3.8			
105. a)	twisting .....	2.8			
106. a)	touch the floor.....	2.5			
b)	touch the floor with both hands .....	3.5			
107. a)	touch the floor, seat in front.....	3.2			
108. a)	bounce seat.....	3.4			
109. a)	touch seat on floor.....	3.8			

- |         |  |                              |         |                                     |                                     |                    |     |
|---------|--|------------------------------|---------|-------------------------------------|-------------------------------------|--------------------|-----|
| 125. a) | spin seat in front, against body.....      | 3.7                          | d)      | sideways ww to pedals .....         | 3.3                                 |                    |     |
|         | b)   | spin seat in front .....     | 3.9     | e)                                  | sideways ww 270° to pedals.....     | 6.0                |     |
| 126. a) | spin seat in back, against body .....      | 3.8                          | 163. a) | pedals to hopping on wheel frh..... | 3.7                                 |                    |     |
|         | b)   | spin seat in back.....       | 4.1     | 164. a)                             | hopping on wheel frh to pedals..... | 4.2                |     |
| 127. a) | spin seat on side, against body .....      | 3.6                          | 165. a) | seat in front to side ride .....    | 5.1                                 |                    |     |
|         | b)   | spin seat on side .....      | 4.0     | 166. a)                             | side ride to seat in front .....    | 5.3                |     |
| 128. a) | pirouette .....                            | 4.0                          | 167. a) | side ride to hopping on wheel.....  | 5.5                                 |                    |     |
| 129. a) | backward pirouette .....                   | 4.5                          |         | b)                                  | side ride to sideways ww .....      | 5.8                |     |
| 130. a) | pirouette seat in front, against bdy ..... | 4.1                          | 168. a) | step around.....                    | 5.0                                 |                    |     |
|         | b)   | pirouette seat in front..... | 4.4     |                                     | b)                                  | inverse .....      | 5.2 |
| 131. a) | pirouette seat in back, against bdy .....  | 4.2                          | 169. a) | 180° uni spin.....                  | 4.6                                 |                    |     |
|         | b)   | pirouette seat in back ..... | 4.5     |                                     | b)                                  | 360° uni spin..... | 5.3 |

### **TRANSITIONS**

- |         |                                 |                                       |                      |  |   |                                |     |
|---------|---------------------------------|---------------------------------------|----------------------|--|---|--------------------------------|-----|
| 150. a) | riding to seat in front.....    | 1.5                                   | d)                   | 720° uni spin.....                       | 7.0   |                                |     |
| 151. a) | seat in front to riding.....    | 1.7                                   | e)                   | 180° uni spin to seat in front.....      | 4.6   |                                |     |
| 152. a) | riding to seat in back .....    | 1.6                                   | f)                   | 360° uni spin to seat in front.....      | 5.6   |                                |     |
| 153. a) | seat in back to riding .....    | 1.9                                   | g)                   | 540° uni spin to seat in front.....      | 6.6   |                                |     |
| 154. a) | ww to pedals.....               | 3.2                                   | h)                   | 180° uni spin to idling 1ft .....        | 4.8   |                                |     |
|         | b)                              | ww to riding 1ft .....                | 3.4                  | i)                                       | 360° uni spin to idling 1ft .....           | 5.5                            |     |
|         | c)                              | gliding to pedals .....               | 3.5                  | j)                                       | 540° uni spin to idling 1ft .....           | 6.2                            |     |
|         | d)                              | gliding to riding 1ft .....           | 3.7                  | k)                                       | 180° uni spin to idling 1ft seat in fr..... | 4.9                            |     |
| 155. a) | leg around .....                | 3.4                                   |                      | l)                                       | 360° uni spin to idling 1ft seat in fr..... | 5.7                            |     |
|         | b)                              | leg around twice .....                | 4.2                  | 170. a)                                  | 180° uni spin to ww.....                    | 4.9                            |     |
| 156. a) | leg around reverse .....        | 3.5                                   |                      | b)                                       | 360° uni spin to ww.....                    | 5.6                            |     |
|         | b)                              | leg around twice reverse .....        | 4.4                  | c)                                       | 180° uni spin to ww 1ft.....                | 5.1                            |     |
| 157. a) | backspin .....                  | 2.7                                   |                      | d)                                       | 360° uni spin to ww 1ft.....                | 5.8                            |     |
| 158. a) | front spin.....                 | 3.3                                   | 171. a)              | 180° uni spin to hopping on whl frh .... | 5.5   |                                |     |
| 159. a) | pick up seat in front .....     | 4.0                                   |                      | b)                                       | 360° uni spin to hopping on whl frh ....    | 6.2                            |     |
|         | b)                              | pick up seat in front with toe.....   | 4.7                  | 172. a)                                  | 180° uni spin on wheel .....                | 4.4                            |     |
|         | c)                              | pick up seat in front free foot.....  | 4.4                  |  | b)  | 360° uni spin on wheel .....   | 5.1 |
| 160. a) | pick up seat in back.....       | 4.2                                   | <b><u>MOUNTS</u></b> |  |   |                                |     |
|         | b)                              | pick up seat in back with heel.....   | 4.2                  | 200. a)                                  | mount.....                                  | 1.3                            |     |
|         | c)                              | pick up seat in back free foot .....  | 5.0                  |  | b)  | mount to idle .....            | 1.5 |
| 161. a) | pedals to hopping on wheel..... | 3.1                                   |                      | c)                                       | mount to 1ft idle.....                      | 2.0                            |     |
|         | b)                              | pedals 270° to hopping on wheel ..... | 4.2                  |  | d)  | mount to 1 ft ext idle .....   | 2.5 |
|         | c)                              | pedals 450° to hopping on wheel ..... | 5.8                  | 201. a)                                  | rolling mount.....                          | 1.8                            |     |
|         | d)                              | pedals to sideways ww.....            | 3.4                  |  | b)  | rolling mount to 1ft.....      | 2.5 |
|         | e)                              | pedals 270° to sideways ww.....       | 4.7                  |  | c)  | rolling mount to 1ft ext ..... | 2.7 |
|         | f)                              | pedals 450° to sideways ww.....       | 6.0                  |  | d)  | rolling mount to gliding.....  | 3.4 |
| 162. a) | hopping on wheel to pedals..... | 3.7                                   |                      | e)                                       | rolling mount to coasting.....              | 4.0                            |     |
|         | b)                              | hopping on wheel 270° to pedals ..... | 4.4                  |  |   |                                |     |
|         | c)                              | hopping on wheel 450° to pedals ..... | 6.0                  |  |   |                                |     |

202. a) back mount..... 1.9  
b) back mount to idle .....2.1  
c) back mount to 1ft idle .....2.6  
d) back mount to 1ft idle ext .....3.1
203. a) side mount..... 1.8  
b) side mount leg around.....3.4  
c) side mount leg around twice.....4.9  
d) floor mount .....2.5  
e) floor mount leg around .....4.1
204. a) side mount reverse..... 1.8  
b) side mount reverse leg around.....3.4  
c) side mount rev. leg around twice.....4.9  
d) floor mount reverse .....2.5  
e) floor mount reverse leg around .....4.1
205. a) jump mount .....2.2  
b) free jump mount .....2.7  
c) jump mount to seat in front.....2.5  
d) jump mount to seat in back .....2.7  
e) jump mount to ww .....2.9  
f) jump mount from on wheel.....2.9  
g) 180° uni spin jump mount.....2.6  
h) 360° uni spin jump mount.....2.7  
i) turn around jump mount.....3.0
206. a) side jump mount .....2.5  
b) free side jump mount.....3.0  
c) side jump mount to ww .....3.2  
d) side jump mount to ww 1 ft.....3.4  
e) side jump mount to ww 1 ft ext .....3.6  
f) 180 uni spin side jump mount.....3.8  
g) 360 uni spin side jump mount.....5.2
207. a) spin mount 360° .....2.4  
b) spin mount 720° .....3.4
208. a) kick up mount, 1 hand on seat .....2.8  
b) kick up mount .....3.0  
c) kick up mount to ww .....3.2  
d) kick up mount to ww 1ft .....3.4  
e) kick up mount to ww 1ft ext .....3.6
209. a) pick up mount .....3.2
210. a) swing up mount .....3.4
211. a) push up mount.....3.8

## **7.2 STANDARD SKILL DESCRIPTIONS**

The following descriptions are meant to explain the correct way to execute the skills. The numbering corresponds with the figure numbers in the UNICYCLING SKILLS SCORES list. Any illustrations are intended to clarify the descriptions. If illustrations and descriptions disagree, the descriptions always apply.

<b>NO.</b>	<b>NAME</b>	<b>DESCRIPTION</b>
<b><u>RIDING SKILLS</u></b>		
1.	riding	Riding (sitting on seat, facing forward).
2.	riding bwd	Riding backward.
3.	seat in front	Riding with seat held in front of the rider. In a) the seat or hand holding the seat may rest against the rider. In e), f), and g) neither hand touches the seat and the seat post is held between the rider's legs.
4.	seat in front bwd	Riding backward with seat held out in front of the rider. In a) the seat or hand holding the seat may rest against the rider. In e) and f) neither hand touches the seat and the seat post is held between the rider's legs.
5.	seat in back	Riding with the seat held out behind the rider. In a) the seat or the hand holding the seat may rest against the rider.
6.	seat in back bwd	Riding backward with the seat held out behind the rider. In a) the seat or the hand holding the seat may rest against the rider.
7.	seat on side	Riding with the seat held out to the side of the rider. In a) and b) the seat or the hand holding the seat may rest against the rider.
8.	seat on side bwd	Riding backward with the seat held out to the side of the rider. In a) the seat or the hand holding the seat may rest against the rider.
9.	stomach on seat	Riding with the abdomen on the seat, frh. In a) one hand holds onto the seat.
10.	stomach on seat bwd	Riding backward with the abdomen on the seat, hands free.
11.	chin on seat	Riding with no part of the body other than the chin touching the back of the seat, freehanded. In a) one hand may touch the seat.
12.	chin on seat bwd	Riding backward with no part of the body other than the chin touching the back of the seat, freehanded. In a) one hand may touch the seat.
13.	1ft	Riding with one foot on pedal. In d), e) and f) the free leg is extended. In g), h) and i) the free leg is crossed over the pedaling leg.
14.	1ft bwd	Riding backward with one foot on pedal. In d), e) and f) the free leg is extended.
15.	1ft seat in front	Riding with the seat held out in front of the rider, one foot on pedal. In a), e), f) and g) the seat or hand holding the seat may rest against the rider. In e) and f) the free leg is extended.
16.	1ft seat in front bwd	Riding backward with the seat held out in front of the rider, one foot on pedal. In a) the seat or hand holding the seat may rest against the rider.
17.	seat on side, 1ft	Riding with the seat held out to the side of the rider, one foot on pedal. In a) the seat or the hand holding the seat may rest against the rider.
18.	seat on side, 1ft bwd	Riding backward with the seat held out to the side of the rider, one foot on pedal. In a) the seat or the hand holding the seat may rest against the rider.

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| 19. | side saddle                            | Riding 1ft while sitting partially on seat with the free leg resting on the seat or on the same side as the pedaling foot. In a) and b) one hand may touch the seat.  |
| 20. | wheel walk                             | Propelling the wheel with the feet placed on the wheel in front of the frame.   |
| 21. | ww bwd                                 | Riding backward by propelling the wheel with the feet placed on the wheel in front of the frame.  |
| 22. | ww frame between feet                  | Riding forward by propelling the wheel with one foot placed on the wheel in front of the frame and the other foot placed on the wheel behind the frame.   |
| 23. | ww frame between feet bwd              | Riding backward by propelling the wheel with one foot placed on the wheel in front of the frame and the other foot placed on the wheel behind the frame.  |
| 24. | ww bwd, feet behind frame              | Riding backward by propelling the wheel with the feet placed on the wheel behind the frame.   |
| 25. | spoke walk bwd                         | Riding backward by propelling the wheel with the feet placed on both sides of the wheel, behind the frame. Feet may contact spokes, rim, or tire.   |
| 26. | ww 1ft                                 | Walking the wheel using only one foot on the wheel, in front of the frame. In d), e) and f) the free leg is extended.   |
| 27. | ww bwd 1ft                             | Walking the wheel backwards with one foot on the wheel, in front of the frame. In c) and d) the free leg is extended.   |
| 28. | ww bwd 1ft behind frame<br>koosh koosh | Walking the wheel backward with one foot on the wheel behind the frame. In a) and b) the other foot rests on the frame with the toe being used as a brake to maintain balance.  |
| 29. | gliding                                | Riding with one foot on the wheel and the other foot resting on the frame, maintaining balance only by the braking action of the foot on the wheel. In c), d) the free leg is extended.   |
| 30. | gliding bwd foot behind frame          | Riding with one foot on the wheel behind the frame and the other foot resting on the frame, maintaining balance only by the braking action of the foot on the wheel.  |
| 31. | hand wheel walk                        | Riding by propelling the unicycle with the hands on the wheel and with the feet resting on the frame. In c) and d) the legs are extended.   |
| 32. | one hand wheel walk                    | Hand wheel walk with one hand on the wheel. In c) and d) the legs are extended.   |
| 33. | hand ww, stomach on seat               | Hand wheel walk with the abdomen on the seat and the legs extended.   |
| 34. | one hand ww stomach on seat            | One hand wheel walk with the abdomen on the seat and the legs extended.   |
| 35. | drag seat in front                     | Riding with the seat dragging on the floor, in front of the wheel.  |
| 36. | drag seat in back                      | Riding with the seat dragging on the floor, behind the wheel.   |
| 37. | drag seat in front bwd                 | Riding backwards with the seat dragging on the floor, in front of the wheel.  |
| 38. | side ride                              | Riding 1ft, next to the unicycle, with foot on the non-corresponding pedal, holding on to the seat with both hands. The seat or the hands holding the seat may rest against the rider. In d), e) and f) only one hand holds the seat. |
| 39. | coasting, leg ext                      | Riding with one foot resting on the frame and the free foot extended.   |
| 40. | coasting, foot in                      | Riding with both feet resting on the frame.   |
| 41. | coasting bwd, leg ext                  | Riding backward with one foot resting on the frame and the free foot extended.  |
| 42. | coasting bwd, foot in                  | Riding backward with both feet resting on the frame.  |

43. sideways wheel walk Riding sideways, standing on the wheel with one foot in front of the frame and the other behind the frame, holding on to the seat with both hands.
44. sideways wheel walk 1ft Riding sideways, standing on the wheel with one foot in front of the frame and the free leg extended, holding on to the seat with both hands. In c) the free leg is placed on the seat.
45. cross over Riding one-footed, with the pedaling foot on the non-corresponding pedal. Non pedaling foot can be extended, or on the fork.
46. stand up ww 1ft Standing on the frame walking the wheel using only one foot on the wheel, in front of the frame.
47. stand up glide Standing on the frame with one foot on the wheel, in front of the frame, maintaining balance only by the braking action of the foot on the wheel.
48. stand up coast Coasting while standing upright with both feet on the frame.

## **STATIONARY SKILLS**

100. idling Staying in place by moving the wheel forward and backward centered at a vertical crank position. In b) idling with one foot on pedal. In c) idling with one foot on pedal and free foot extended. In d) idling with one foot on pedal and free leg crossed over the pedaling leg.
101. idling seat out Staying in place by moving the wheel forward and backward centered at a vertical crank position with the seat held in front of the rider. In a), c) and e) the seat or hand holding the seat may rest against the rider. In c) and d) idling with one foot on pedal. In e) idling with one foot on pedal and free foot extended. In f) and g) the seat is held in back of the rider. In f) the seat or hand holding the seat may rest against the rider.
102. idling seat on side Idling with the seat held out to the side of the rider. In a) the seat may touch the rider's body. In b) the rider shall have no contact with the seat other than one hand holding the seat.
103. crank idle Staying in place, on one side of the unicycle, by moving the wheel forward and backward centered at a vertical crank position. One foot is on the pedal while the other foot is resting on top of the crank arm on the same side.
- a) crank idle, seat against body In a) the seat or one hand holding the seat may rest against the rider.
- b) crank idle frh, seat against body In b) the seat may rest against the rider but neither hand may touch the seat.
- c) crank idle In c) the rider shall have no contact with the seat other than one hand holding the seat.
104. stillstand Staying in place with no wheel movement.
105. twisting Staying in place twisting the unicycle left and right around a vertical axis.
106. touch the floor Bending down and touching the floor with one hand while seated or standing on the pedals in the seated position. In b) both hands simultaneously touch the floor.
107. touch the floor, seat in front Bending down and touching the floor with one hand, while holding the seat out in front with the other hand.
108. bounce seat From riding with the seat in front, bouncing the seat on the floor once and catching it back.
109. touch seat on floor Bending down and touching the floor with the seat while holding it out in front of the rider with one hand.

110. hopping Bouncing with the unicycle with one hand holding on to the seat. In b) both hands are free.
111. hopping seat out Hopping with the unicycle with the seat held in front of the rider. In a) and c) the seat or the hand holding the seat may rest against the rider. In c) and d) the seat is held in back of the rider.
112. hoptwisting Staying in place bouncing the unicycle left then right around a vertical axis. A minimum of 3 consecutive cycles (left and right bounces) must be executed. Neither hand may touch the seat.
113. hoptwist Bouncing with the unicycle and turning around a vertical axis over a) 90, b) 180 and c) 360 degrees in one jump. In d), e) and f) with hands free.
114. riding hoptwist Riding forward and jumping around a vertical axis over a) 180 and b) 360 degrees in one jump and continue riding. In c), and d) with hands free.
115. hop over Hop with the unicycle over the center 50 cm circle. One or both hands may touch the seat. In a) and c) with the unicycle facing the direction of travel. In b) and d) with the unicycle perpendicular to the direction of travel. In c) and d) the seat is held in front of the rider.
116. side hopping Hopping 1ft, next to the unicycle, with foot on the non-corresponding pedal holding on to the seat with either one or both hands. In a) the free foot is extended. In b) the free foot is touching the tire for balance.
117. hopping on wheel Hopping, standing on wheel with one foot in front of and the other behind frame, holding on to the seat with both hands.
118. hoptwist on wheel Hopping on wheel and turning around a vertical axis over a) 90 and b) 180 degrees in one jump.
119. hopping on wheel frh Hopping, standing on wheel with one foot in front of and the other behind the frame, not holding on to the seat.
120. hoptwist on wheel frh Hopping on wheel freehanded, and turning around a vertical axis over a) 90 and b) 180 degrees in one jump.
121. riding spin Riding, rotating 360 degrees around a vertical axis and continuing riding in the same direction.
122. bwd riding spin Riding backward, rotating 360 degrees around a vertical axis and continuing riding backward in the same direction.
123. spin Riding in a small circle with the upper body rotating around a vertical axis. In b) and c) riding with one foot on pedal.
124. backward spin Riding backward in a small circle so that the upper body is rotating around a vertical axis. In b) and c) riding with one foot on pedal.
125. a) and b) spin seat in front Riding in a small circle with the seat held out in front of the rider so that the upper body is rotating around a vertical axis. In a) the seat or the hand holding the seat may rest against the rider.
126. a) and b) spin seat in back Riding in a small circle with the seat held out behind the rider so that the upper body is rotating around a vertical axis. In a) the seat or the hand holding the seat may rest against the rider.
127. spin seat on side Riding in a small circle so that the upper body is spinning around a vertical axis with the seat held out to the side of the rider. In a) the seat or hand holding the seat may rest against the rider.

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| 128. pirouette               | Spinning around a vertical axis, on momentum gained from forward movement.  |
| 129. backward pirouette      | Spinning around a vertical axis on momentum gained from backward movement.  |
| 130. pirouette seat in front | Spinning around a vertical axis with the seat held out in front of the rider. In a) the seat or the hand holding the seat may rest against the rider. |
| 131. pirouette seat in back  | Spinning around a vertical axis with the seat held out behind the rider. In c) the seat or the hand holding the seat may rest against the rider.      |

## **TRANSITIONS**

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| 150. riding to seat in front   | From riding, pulling out the seat to seat in front.   |
| 151. seat in front to riding   | From seat in front, getting back on the seat into riding.   |
| 152. riding to seat in back  | From riding, pulling out the seat to seat in back.  |
| 153. seat in back to riding  | From seat in back, getting back on the seat into riding.  |
| 154. a) wheel walk to pedals<br>b) wheel walk to riding 1ft<br>c) gliding to pedals<br>d) gliding to riding 1ft  | From walking the wheel to riding.<br>In b) from walking the wheel to riding with one foot on the pedal.<br>In c) gliding to riding.<br>In d) gliding to riding with one foot on the pedal.  |
| 155. a) leg around<br>b) leg around twice  | From seat in front, swinging one leg around the seat to seat in back or riding.<br>In b), the leg goes once around the seat before the foot is placed back on the pedal.  |
| 156. a) leg around reverse<br>b) leg around twice reverse  | From seat in back, swinging one leg around the seat to seat in front or riding.<br>In b), the leg goes once around the seat before the foot is placed back on the pedal.  |
| 157. backspin  | Riding, rotating 180 degrees around a vertical axis and continuing riding backward in the same direction.   |
| 158. front spin  | Riding backward, rotating 180 degrees around a vertical axis and continuing riding forward in the same direction.   |
| 159. pick up seat in front   | From seat drag in front, picking up the frame and bringing it upright into seat in front. In a) the frame is picked up with a hand. In b) the frame is picked up with the toe by back pedaling slightly. In c) the frame is picked up by lifting a foot off the pedals and placing it under the frame.  |
| 160. pick up seat in back  | From seat drag in back, picking up the frame and bringing it upright into seat in back or seat on side. In a) the frame is picked up with a hand. In b) the frame is picked up with the heel. In c) the frame is picked up by lifting a foot off the pedal and placing it under the frame.  |
| 161. a) pedals to hopping on wheel<br>b) pedals 270° to hop on wheel<br>c) pedals 450° to hop on wheel<br>d) pedals to sideways ww<br>e) pedals 270° to sideways ww<br>f) pedals 450° to sideways ww | From seat in front, jumping on the wheel into hopping on wheel. In b), the unicycle is rotated 270 or in c), 450 degrees around a vertical axis before the feet are placed on the tire.<br>In d), from seat in front, jumping on the wheel into sideways wheel walk.<br>In e) and f), the unicycle is rotated e) 270 or f) 450 degrees around a vertical axis before the feet are placed on the tire.                             |
| 162. hopping on wheel to pedals<br><br>sideways ww to pedals   | From hopping on wheel, jumping down to seat in front or riding. In b) and c), the unicycle is rotated b) 270 degrees or c) 450 degrees around a vertical axis before the feet are placed on the pedals.<br>In d), from sideways wheel walk, jumping or stepping down to seat in front or riding without hopping. In e), the unicycle is rotated 270 degrees around a vertical axis before the feet are placed back on the pedals. |

163. pedals to hopping on wheel frh From riding, placing one foot on the wheel in front of the frame and the other foot on the wheel behind the frame, and standing up into hopping on wheel freehanded.
164. hopping on wheel frh to pedals From hopping on wheel freehanded, jumping down to riding.
165. seat in front to side ride From seat in front jumping into side ride.
166. side ride to seat in front From side ride, jumping into seat in front.
167. a) side ride to hopping on wheel From side ride, jumping into a) hopping on wheel.  
b) side ride to sideways ww From side ride, jumping into b) sideways wheel walk.
168. step around From seat in front the rider steps around the uni, without the uni bouncing or turning, such that the feet switch pedals. The rider ends facing the opposite way, sitting on the seat.  
inverse From seat on side the rider swings one leg in back and then steps around the uni, without the uni bouncing or turning, such that the feet switch pedals. The rider ends facing the opposite way, sitting on the seat.
169. uni spin Jumping up off the uni, rotating the uni or the body a), e), h) & k) 180° or b), f), i) & l) 360° or c), g) & j) 540° or d) 720° around a vertical axis and landing back on it.  
uni spin to seat in front In e), f) & g) the rider lands with the seat held in front. The seat may touch the rider and one or both hands may touch the seat.  
uni spin to idling 1ft In h), i) & j) the rider lands into idling one-foot.  
uni spin to idling 1ft, seat in front In k) & l) the rider lands into idling one-foot with the seat held in front. The seat may touch the rider and one or both hands may touch the seat.
170. uni spin to ww Jumping up off the uni, rotating it a) & c) 180, or b & d) 360 degrees around a vertical axis and landing back on it in the wheel walk position. In c) and d) the rider lands into wheel walk one-foot.  
uni spin to ww 1ft
171. uni spin to hopping on wheel frh Jumping up off the uni, rotating it a) 180 or b) 360 degrees around a vertical axis, and landing back on it into hopping on wheel freehanded. When landing on the wheel, the hands must not touch the seat after the first hop.
172. uni spin on wheel From hopping on wheel, jumping up off the unicycle, rotating it a) 180 or b) 360 degrees around a vertical axis, and landing back on it into hopping on wheel.

## **MOUNTS**

200. mount Mounting the uni from standing behind it, by placing one foot on the rear pedal and going up and over the wheel or rotating the wheel backward to obtain balance. In b), c) and d) mounting to idling without riding. In c) and d), mounting into idling with only one foot on pedal. In d) the free leg is extended.
201. rolling mount Mounting the uni while pushing the uni forward, by placing one foot on the rear pedal and going up and over the wheel, without the wheel pausing, stopping or going backwards and continue riding forward. In b) mounting directly into one-foot riding. In c) mounting directly into one-foot extended riding. In d) and e) mounting directly into d) gliding or e) coasting without touching either of the pedals.
202. back mount Mounting the uni from standing in front of it, by placing one foot on the front pedal and going up and over the wheel or rotating the wheel forward to obtain balance. In b), c) and d) mounting to idling without riding. In c) and d), mounting into idling with only one foot on pedal. In d) the free leg is extended.
203. side mount Mounting the uni from standing next to it, by placing corresponding foot on pedal closest to rider, swinging the other leg around in front of the seat, getting seated and placing second foot on pedal. In b), c) and d), the leg goes b) and d) once or c) twice around the seat before the second foot is placed on the pedal.  
floor mount In d) and e) the rider mounts the unicycle by laying the unicycle down on its side with one pedal touching the floor, one hand holding the seat and placing

- corresponding foot on pedal closest to rider and the other foot on the edge of the tire, neither foot may touch the floor, and mounts into the side mount.
204. side mount reverse  
 floor mount reverse
- Mounting the uni from standing next to it, by placing corresponding foot on pedal closest to rider, swinging the other leg around behind the seat, getting seated and placing second foot on pedal. In b), c) and d), the leg goes b) and d) once or c) twice around the seat before the second foot is placed on the pedal.  
 In d) and e) the rider mounts the unicycle by laying the unicycle down on its side with one pedal touching the floor, one hand holding the seat and placing corresponding foot on pedal closest to rider and the other foot on the edge of the tire, neither foot may touch the floor, and mounts into the side mount.
205. jump mount  
 free jump mount  
 jump mount to seat out  
 jump mount to wheel walk  
 jump mount from on wheel  
 uni spin jump mount  
 turn around jump mount
- Mounting the uni from standing behind it, by jumping on it, landing on both pedals simultaneously.  
 In b) the rider lets go of the uni before his or her feet leave the floor.  
 In c) the rider lands with the seat in front, not touching body. In d) the rider lands with seat in back not touching body.  
 In e) the rider lands in wheel walk position.  
 In f) the unicycle is lying on its side. Rider stands on the side of the tire with neither foot touching the floor, then jumps up, pulls saddle into position, and lands on saddle and pedals.  
 In g) and h) the uni or rider gets spun 180 and 360 degrees respectively around a vertical axis after the rider leaves the floor but before the rider lands on it.  
 In i) the rider turns around 180 degrees before landing on the unicycle.
206. side jump mount  
 free side jump mount  
 side jump mount to ww  
 uni spin side jump mount
- Mounting the uni from standing next to it, by jumping on it with one leg going around the front of the seat and landing on both pedals simultaneously.  
 In b) the rider lets go of the uni before his or her feet leave the floor.  
 In c), d) or e) the feet are placed on the wheel, without touching the pedals, and the rider goes immediately into c) wheel walk, d) wheel walk one-foot or e) wheel walk one-foot with the free leg extended.  
 In f) and g) the uni gets spun 180 and 360 degrees respectively around a vertical axis after the rider leaves the floor but before the rider lands on it.
207. spin mount 360° / 720°
- Mounting the unicycle and without pausing or idling, spinning a) 360 and b) 720 degrees around a vertical axis.
208. kick up  
 kick up to wheel walk
- Mounting the uni from standing over it (the unicycle lying on the floor) by placing corresponding foot on pedal, kicking the seat up into place with the other foot without either hand touching the seat and placing the second foot on the pedal. In a) one hand may touch the seat.  
 In c), d) or e) the second foot is placed on the wheel instead of on the pedal and the rider goes immediately into c) wheel walk, d) wheel walk one-foot or e) wheel walk one-foot with the free leg extended.
209. pick up
- Mounting the unicycle from standing behind it (wheel upright with seat on the floor) by jumping onto the pedals, picking up the seat and getting seated.
210. swing up mount
- Mounting the unicycle from standing beside it (wheel upright; seat on floor) by placing corresponding foot on the pedal, swinging the frame upright with the second foot, swinging the second leg around the back of the seat, getting seated, and placing the second foot on the pedal.
211. push up mount
- Mounting the unicycle starting with rider laying face down on the floor. The uni is in the riding position but with only the seat and wheel touching the floor. The rider pushes up using only the hands, the feet can only touch the pedals, into the riding position.

## **8.0 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.

### **8.1 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/](http://www.unicycling.org/iuf/)

### **8.2 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/](http://www.unicycling.org/iuf/)

### **8.3 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 Unicycle Page: [www.unicycling.org](http://www.unicycling.org)
- The Unicycling Society of America: [www.unicycling.org/usa/](http://www.unicycling.org/usa/)
- The International Unicycling Federation: [www.unicycling.org/iuf/](http://www.unicycling.org/iuf/)
- Or contact the USA by mail at P.O. Box 40534, Redford, MI 48240

# **10.0 USA ACHIEVEMENT SKILL LEVELS**

## **10.1 PURPOSE OF THE SKILL LEVELS**

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

**10.2 SUBMITTING PASSED SKILL LEVELS:** Passed levels can be submitted to the USA by sending them to the USA mailing address. Submit the name of the person tested and the date passed. All levels passed by members are stored in the USA database.

**10.2.1 SUBMITTING PASSED LEVELS 1 TO 4** Riders who want to test levels 1 through 4 do not need to be tested by an official USA level tester.

**10.2.2 SUBMITTING PASSED LEVELS 5 AND ABOVE** For levels 5 and above, an official USA or IUF level tester or a tester designated by an affiliated USA club must test the rider. When submitting the passed level, submit the tester's name and USA number if applicable.

**10.2.3 OFFICIAL USA LEVEL TESTERS** The USA can authorize official level testers. This can be done at the National Convention.

## **10.3 GENERAL RULES:**

### **10.3.1 GENERAL**

- In order to pass a level a rider must perform all skills in the level at the first attempt except for 3 skills maximum which must be performed at the second attempt. This means only one mistake per skill, and max. 3 per level.
- All preceding levels must be passed before testing for a higher skill level.
- 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 (including Level 5 hopping on wheel and Level 10 Side Ride).
- Skills within each level can be performed in any order.
- Rider cannot use any external aids (people, walls, etc.) during any part of testing for any level.
- Within a specific level test, the rider must use the same unicycle to pass all skills within the level.
- Rider must complete all skills for a given level within one hour of beginning the test.
- During the test, the rider may not practice any skills for that level.
- Riders may only test once per day. Exception may be made for individuals who do not have access to a tester.

**10.3.2 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 figure eights, between 1 and 8 meters for each circle (unless stated otherwise, as in Levels 2,3).

**10.3.3 FOOT PLACEMENT FOR ONE-FOOT SKILLS:** For all riding and idling one-foot skills, forward and backward (Levels 4 - 10): The non-driving foot can be put anywhere that the rider desires as long as it is completely out of contact with the pedal and wheel.

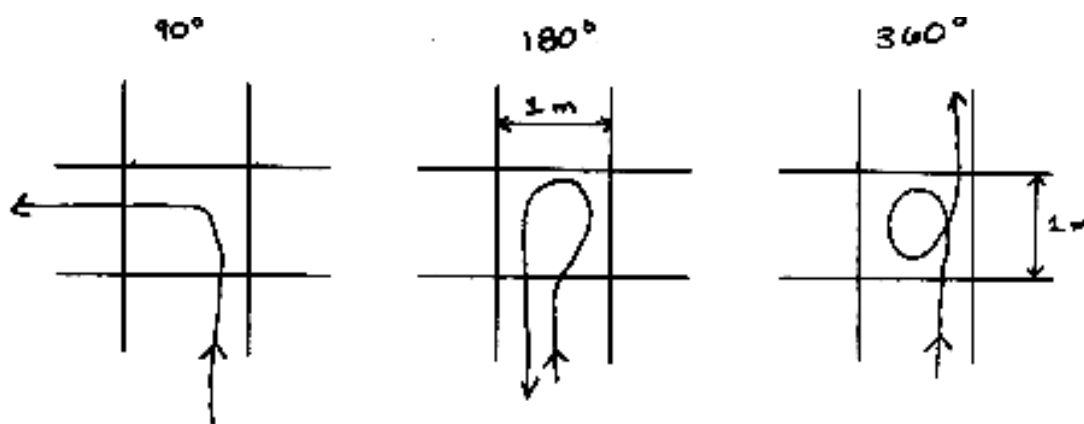
**10.3.4 SEAT OUT SKILLS:** In seat out figures, the seat may touch the rider's body but no weight may rest upon it. Using 1 or both hands for taking the seat out or for returning seat is permitted. During the skill, the seat may be held using 1 or 2 hands.

**10.3.5 HOPPING AND HOP-TWIST SKILLS:** For any hopping or hop-twist skills, the rider may hold the seat with one, two, or no hands.

**10.3.6 IDLING SKILLS:** One idle is a complete back and forth motion of the wheel.

**10.4 DESCRIPTIONS OF SPECIFIC SKILLS:** For any skill description and clarification not listed here, refer to the IUF Standard Skill rules (sec. 4.0 in IUF or USA Rulebook) and the Standard Skills List (sec. 7.0 in IUF or USA Rulebook). To pass levels, all skills must be performed as described.

**10.4.1 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:



**10.4.2 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.

**10.4.3 LEVEL 3: HOP 5 TIMES:** No external aids (bungee cords, toe clips, etc.), may be used for hopping.

**10.4.4 LEVEL 4/5: IDLE 25 TIMES:** Rider cannot travel more than 2 meters sideways during the skill. Rider cannot rotate more than 180 degrees during the skill.

**10.4.5 LEVEL 5: HOP-TWIST 90 DEGREES:** Rider can be hopping prior to the execution of the skill. Hop-twist must be a minimum of 90 degrees, and less than 135 degrees

**10.4.6 LEVEL 5/6: SEAT ON SIDE:** Seat and/or arm and hand can touch the body during this skill.

**10.4.7 LEVEL 6: BACKSPIN/ FRONTSPIN:** The goal is a continuous, linear flow of motion by the body while the wheel changes direction. Frontspins and backspins must be performed within two lines 30 cm apart (see picture). The proper path looks like a cusp. This picture is a backspin. For a frontspin reverse the riding direction:



**10.4.8 LEVEL 6-8, SPINS:** Spins must be performed within a 1 m circle, around a fixed point (no wandering spins). In a spin the rider must perform five (5) full rotations. The rider must maintain pedal rotation during spins (no pirouettes).

**10.4.9 LEVEL 7-10, WALK THE WHEEL 1-FOOTED:** This skill must be executed the full distance with the same foot always in control. Rider may not glide more than 1/2 revolution of the wheel at a time during this skill.

**10.4.10 LEVEL 7: HOP-TWIST 180 DEGREES:** Rider may be hopping prior to the execution of the skill. Hop-twist must be a minimum of 180 degrees, and less than 225 degrees.

**10.4.11 LEVEL 8: GLIDE FOR 10 M:** Gliding must be done on a level surface (not a slope). Rider may not push the wheel during the glide. While gliding, there must not be any contact with the pedals.

**10.4.12 LEVEL 8: HAND WHEEL WALK:** Rider may be sitting on the seat, or have stomach/chest on the seat. Feet may not touch the wheel, pedals, or the ground.

**10.4.13 LEVEL 8-9, PIROQUETTES:** Three full 360-degree rotations must be performed with rider and unicycle rotating on a vertical axis. There should be no forward or backward pedaling motion during the pirouette.

**10.4.14 LEVEL 9: DRAG SEAT IN FRONT/BACK:** When picking up the seat, the rider may use hands and/or feet.

**10.4.15 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.

**10.4.16 LEVEL 10: 180 UNI SPIN:** Rider must begin this skill with both feet on the pedals. Rider may land the jump with seat in front or sitting on the seat. Rider must land the jump with both feet on pedals. This skill may begin with hopping (seat out in front, or otherwise).

**10.4.17 LEVEL 10: SIDEWAYS WHEEL WALK:** This skill may be done with one or both feet. Rider may not glide more than 1/2 revolution at a time during the skill.

**10.4.18 LEVEL 10: COAST FOR 10 METERS:** Feet can be on frame or extended, as long as there is no contact of any kind with wheel or pedals. Coasting must be executed on a level surface (not a slope).

**10.4.19 LEVEL 10: SIDE RIDE FOR 10 METERS:** The rider's body from the waist down must be on one side of the unicycle. The rider may touch the seat with hands and body. The rider may choose how to hold the seat (hands or

forearms on seat). The controlling foot must be on the non-corresponding pedal (ex: left foot on right pedal) and the other leg and foot extended.

## **10.5 SKILL LEVEL MOUNT GUIDELINES:**

### **10.5.1 GENERAL:**

- For Level 3 and above, riders may not count their dominant and non-dominant side as different mounts.
- 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.
- For Level 7 and above, riders must mount to a skill other than riding or a standard idle. An exception may be made if the mount is difficult (example: 360 spin side jump mount). While the ending skill may be repeated, the mounts all have to be different. **Examples:** Jump mount to one-foot idle, kick up mount to wheel walk, or rolling mount to one-foot leg extended.
- If a rider falls while attempting a mount on the first try, the rider must use the same mount for the second attempt. If the rider falls during the ending skill, the same mount and the same ending skill must be used for the second attempt.
- For mounts to be considered valid, the rider must end by sitting on the seat with both feet on the pedals and riding a minimum of three 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.

**10.5.2 MOUNT GUIDELINES FOR LEVEL 3 AND ABOVE:** These mount suggestions are in a rough order of difficulty. They are all considered to be different mounts. It is up to the tester to make the final decision on any mount not listed below. With unlisted mounts, the tester will also need to make the decision whether the mount is a variation or a valid mount. Definitions for most of these mounts are in the Standard Skill List (section 7).

- Back mount
- Rolling mount
- Side mount (side mount reverse would be considered the same as side mount while leg around and leg twice around would be considered different mounts)
- Floor mount
- Jump mount (free jump mount and side jump mount would be considered different mounts)
- Spin mount (for levels 5 and below the rider should do at least a 180 degree spin mount and for levels 6 and above it should be 360 degree spin mount)
- Frog mount (mounting in the floor mount position but jumping up into a jump mount)
- Kick-up mount
- Hopping on wheel mount (rider jumps into hopping on wheel)
- Pick up mount
- Crank idle mount (rider mounts into crank idle)

### **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

# Judging Sheet

# Standard Skill

Name: \_\_\_\_\_ Competitor No: \_\_\_\_\_

Event: \_\_\_\_\_ Date: \_\_\_\_\_

No.	Skill No.	Description	Score	Difficulty		Execution Signs				
				50%	100%	~	/	+	O	
1										
2										
3										
4										
5										
6										
7										
8										
9										
10										
11										
12										
13										
14										
15										
16										
17										
18										
Difficulty Judge		Checked	Difficulty Score		Difficulty Devaluation					
Execution Judge			+ Basic Score		<b>200.000</b>	Execution Devaluation				
Writing Judge			Total Score				~ X 0.5 =			
Chief Judge			- Total Devaluation (Difficulty + Execution)				/ X 1.0 =			
Table			Result				+ X 2.0 =			
1			+ Other Judging Unit				O X 3.0 =			
2		Final Score			Divide by 2		Points			



# **GOALS STATEMENT**

## *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.

### **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 NUC:

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.