

Contest Rule Summary

4 divisions for international players

No	Division	Time
1	Men's Technical	1-2min
2	Women's Technical	1-2min
3	Performance	3-5min
4	Team Battle	(Check the below text)

Judging System

1.Men's Technical division / 2.Women's Technical division.

Difficulty	Stability	Rareness
60	20	20

• Difficulty: difficulty,risk,variation of trick performed.

• Stability: Control of Diabolo, Completion

• Rareness: uniqueness, new tricks, originality, rareness.

→TOTAL: 100 points

3.Performance division

Art	Entertainment	Creative	Music Use	Stage Use/ Body Control	Difficulty	Stability
30	30	30	20	20	10	20

• Art: Beauty of expression/presentation, level of artistry.

• Entertainment: Power to delight and entertain the judges, audience. Enjoyment, Overall Impression of Show

• Creative:Originality/uniqueness in expression/presentation; freshness. a totally new method of expression and/or way to use diabolo.

• Music Use: Choreography, Hitting Music Cues, Rhythm/Beat, Imagery/Atmosphere

• Stage Use/Body Control: Effective use of stage and space. Moves and posture of body with doing tricks.

• Difficulty: difficulty,risk,variation of trick performed.

• Stability: Control of Diabolo, Success Rate of Tricks, Completion

→After finished judging, higher score will adopted for final score from "Art" or "Entertainment" or "Creative" point.

EX. If players score is Art(20), Ent(15), Cre(10), Music use(10),StUse/Bdy Cont(5), Difficulty(7), Stability(8)

→Art point is higher than Ent&Cre point. Art point is adopted for final score.

→Player's final score is 50point (20+10+5+7+8)(Ent & Cre is not adopted for final score)

→TOTAL: 100 points

Common rule for all division

• Competitors must use diabolo.

• There is no restriction or limitation on kind/style/number of diabolo.

• Competitors can start performance after spinning diabolo.

• Judges give additional deduction for diabolo drop(Men's and Women's Technical div)

4.Team Battle

• Battle tournament of "3 on 3" team battle.

• 1 team = 3 players.

• 1 battle = 1 vs 1, with 30 sec, 2 turns.

• Decide the battle order by draw.

How to Judge

• Judges will decide winner by voting Red or Blue panel.

• Each judge can raise 1 panel for Battle 1 and 2, 2 panels for Battle 3.

• After finished battle 1,2,3. Winning team is decided by total panels(points).

• If the total points are draw(6pt vs 6pt) after Battle 1,2 and 3, we will decide the winning team with extra battle.

(Extra battle: Player from Battle 1 or 2. Only 1 turn/30 sec.)

