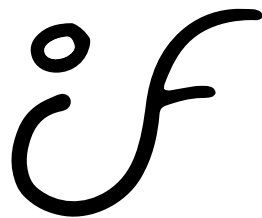


2015 Competition Rulebook



International Unicycling Federation

Preliminary Version May, 2015

Prepared by the IUF Rulebook Committee.

Copyright © 2015 by the International Unicycling Federation, Inc. All rights reserved.
Revision: 321f8b3a82fc220c7cc3791b3431e9540f0bf071, 2015-05-06

Contents

1	General Rules and Definitions	1
1a	General	4
1b	Event Facilities	13
1c	Responsibilities of Individual Participants	16
1d	Definitions	18
1e	Convention Officials	21
2	Track & Field	24
3	Jumps	42
4	Road Racing	49
5	Mountain Unicycling	60
5b	Cyclocross	67
6	Artistic Freestyle and Standard Skill	70
6a	Artistic Freestyle & Standard Skill Overview	74
6b	Artistic Freestyle Rules	83
6c	Artistic Freestyle Judging	91
6d	Standard Skill Rules	103
6e	Standard Skill Judging	110
6f	List of Standard Skills	115
6g	X-Style	116
7	Flatland and Street	119
7a	Flatland & Street Overview	122

Contents

7b Flatland	127
7c Street	131
8 Unicycle Trials	135
9 Hockey	149
10 Basketball	163
Credits	169

Part 1

General Rules and Definitions

Contents

1a General	4
1.1 These Are Official IUF Rules	4
1.2 Convention Aspect of Unicon	5
1.3 Host's Option - Unicon	5
1.4 Notification, Disclosure, and Communication	7
1.5 Photography and Videography	9
1.6 Publishing Rules	9
1.7 Names And Terminology	10
1.8 World Champions	10
1.9 World Records, IUF Records	10
1.10 Ownership of Convention Data	10
1.11 Publishing Results	11
1.12 Registration Forms	11
1.13 Program Book	11
1.14 IUF Public Meeting	12
1b Event Facilities	13
1.15 Track	13
1.16 Weather	13
1.17 Artistic Riding Areas	14
1.18 Open Practice Area	14
1.19 Materials & Equipment	14
1.20 Training Officials	14
1c Responsibilities of Individual Participants	16
1.21 Nations Represented	16
1.22 Racing	16
1.23 Artistic	16
1.24 Personal Responsibility	17
1.25 Knowing The Rules	17
1.26 Your Privilege	17

Contents

1d Definitions	18
1e Convention Officials	21
1.27 General Officials	21
1.28 Racing Officials	22
1.29 Artistic Officials	23

1a General

This rulebook is intended to govern all unicycle competition sanctioned by the International Unicycling Federation, and can be used as a guideline for other competitions. The major sections are described in the table of contents at the beginning of this document. Various charts and forms that supplement these rules may be published separately.

1.1 These Are Official IUF Rules

All IUF Unicons (International Unicycling Conventions) must abide exclusively by these rules. Further rules may be added to cover specific situations, but they may not override the IUF rules without prior approval by the IUF Board of Directors. All additional rules must be published well in advance of international competition, and published together with registration forms.

National or local unicycling organizations may have their own rules. Though they may use IUF rules as a basis for their own rules, in national or local competitions, those rules can no longer be called IUF rules. To get proper results for Unicon qualification it is needed to follow the IUF Rulebook as described above.

Any national organization that wishes to get its modified rules approved by the IUF for a national competition must submit a proposal to the IUF Executive Board at least 90 days before the start of the given event. If approved, the national competition can still be recognized as an official IUF event.

To host an “official IUF event” means that the results of this event are comparable with results from other official IUF events and can count for possible qualification restrictions. Rules, which are approved for use at a national or local competition by the IUF Board to be used, must not be referred to as IUF rules to prevent confusion for the riders.

1.1.1 Updating This Rulebook

This publication should be updated after every Unicon. The IUF Rulebook Chair will head the committee, but may optionally name a sub-committee. The Rulebook Committee will officially start meeting at the close of the Unicon, though the Chairperson can open it before, to take advantage of having so many persons physically together. The Committee should finish their business and make their specific proposals within three (3) months of the close of the Unicon. If they need more time, they may ask the IUF President for a time extension. This is meant to be the only time that changes to the Rulebook are made, although exceptions are possible in extraordinary cases. The IUF

President is responsible for making sure that the Rulebook committee stays focused and on schedule.

Anyone may submit a potential change to IUF Rulebook at any time. These will not be official proposals, but suggestions for potential topics during the next Rulebook session. A forum will also be provided to discuss potential changes throughout the year. The Rulebook Committee voting time frame and official members of the Rulebook Committee, however, will still be determined by the IUF Rulebook Committee Chair and the IUF Executive Board.

1.2 Convention Aspect of Unicon

All competitions at a Unicon need to make every effort to have equal time for the convention side of Unicon by involving as many competitors as possible and making the event spectator-friendly for other Unicon participants as well as non-unicyclists. Any of the following are examples to achieve this goal:

- Workshops related to the event
- Fun competitions based on the event
- Instant results for the spectators
- Ways for other competitors to be introduced to the event
- Entertainment during breaks in the competition (such as half time entertainment)
- Schedule of the events posted in multiple places

1.3 Host's Option - Unicon

Unicon should include at least one event from each of the following event groups. Hosts are free to add events, age groups or variations that do not appear here, as long as there is no conflict with the existing rules. When in doubt contact the IUF Rules Committee.

- Track Racing: the required races from section 2.17.
- Other Racing: Road, specialty/novelty races; see section 2.20.
- Team Games: Unicycle Hockey, Unicycle Basketball. See parts 9 and 10.
- Field events: Long Jump, High Jump, Gliding/Coasting. See part 3 and sections 2.20.2/2.20.3.
- Non-competition events: workshops, fun games, sightseeing rides, muni rides.
- Artistic events: Freestyle, Standard Skill, Flatland, Street; see parts 6 and 7.
- Muni: Cross Country, Orienteering, Uphill, Downhill, Trials; see part 5 and part 8.

1.3.1 Safety Equipment

You will find the detailed rules about safety equipment in each chapter as point x.3 (2.3, 3.3, 4.3 etc.). Safety equipment worn by riders must meet the definitions for each, which are found in chapter 1d. Hosts may only deviate from these rules for safety equipment if this is inevitable. The status of “inevitable” has to be documented and must be approved by the IUF executive board. Any deviation from the IUF safety equipment requirements must be approved and announced at least two months before the event. Additional inevitable changes that arise just before or during an event cannot be approved by the event director alone. The approval of two IUF representatives is required in addition to the event director’s approval. These changes are once again only allowed in the case of the inevitable, and not for example due to the wishes of the competitors or judges.

1.3.2 Combining Age Groups

In a competition with more than 50 riders, six riders are needed to complete an age group. In competitions with less than 50 riders, six in each age group are still highly recommended, however three riders are the minimum to complete an age group. Riders generally enter all events with their age group except for events similar to artistic competitions where there are Junior Expert and Expert categories.

The convention host must combine age groups with less than six riders (three riders for smaller conventions) if needed. This means that published age groups are not guaranteed. This can be done on a per-event (= per-discipline) basis.

When combining, combine the smallest age group (that is, the age group with the smallest number of participants) with its smallest neighboring age group (either up or down). If more than one age group is the smallest, choose the age group with the smallest neighbor for combining. Continue this process until all resulting age groups (combined and/or original) have at least the minimum required/recommended number of participants. Male age groups are never combined with female age groups.

1.3.3 Awards

The type, number, and quality of awards are the choice of the convention host. Because awards are paid for out of the convention budget, the host may determine the amount and level of those awards. Generally there are trophies for “top” events, medals for “sub-top” events, and ribbons or certificates for lower events or places. The IUF has most frequently awarded 1st-3rd place in most events, but this too is up to the convention host.

1.3.4 Video recordings for protest

Private videos are generally forbidden as a means of verification in case of a protest. The host can decide to make an official video of some competitions (for example at the 5-meter-line of the 50 m one-foot race), which has to be announced before the competition to let the competitors know about their option to protest through this video.

1.3.5 Sponsors

The convention host has the option to seek and obtain private sector sponsorship; for example The Unicycle.com Freestyle Awards, the Coca-Cola Hockey Cup, etc. This will allow opportunities for external funding to defray costs for host organizations and competitors. Sponsors are limited to organizations that would not bring the IUF into disrepute and are consistent with the aims and objectives of the International Unicycling Federation, Inc.

1.4 Notification, Disclosure, and Communication

Convention dates and other information must be announced and/or published at the earliest possible date. The best way to control the publication of convention information is with a convention web site, with regular updates to provide all the latest information. For Unicon and other large events, registration forms should be made available no less than eight months before the convention start date. A list of all planned competition events, including all rules and information pertinent to quality training, should be published at the same time with newly available data to be added as soon as it is known. Wherever possible, hosts should provide maps, directions and other information to help make people's convention as enjoyable as possible.

1.4.1 Providing Special Rules

For international competitions, written rules are needed for any planned events not described in the IUF Rulebook, and for events where additional rules are required. These special rules could be variations on the optional events found in this Rulebook. Such rules should be published at the same time as registration forms, or earlier, and must be published at least one month before the start of the event. These rules can be published along with registration forms, and/or on the convention web site. Competitors need to know the specific rules so they can train for those specific events! Hosts also need to decide on rules early, so there is less to worry about near competition time. Rule changes may be a necessary reality, for reasons such as changes in venue, weather or available equipment. When this happens these changes must be posted to the convention web site immediately. Examples: Dismount rules or timing details for off-track races, obstacle information for Street Comp, planned age divisions or combination awards.

1.4.2 Full Disclosure of Course Details

Details of all non-track racing events, or other events with unique courses or details must be published as soon as they are known. This is to provide competitors with the information they need to train, and to help them prepare the appropriate unicycles. These are major needs for attendees from far away. Necessary details depend on the event, but include things like course length, elevation and elevation change, steepness, level of terrain difficulty, amount of turns, riding surfaces, course width, etc. Maps should be provided when possible. While sometimes courses cannot be planned until weeks or days before the convention, as soon as they are known the details must be posted to the convention web site and/or all places where convention information is posted. It is acceptable to publish tentative courses while waiting for permits to be approved, etc.

1.4.3 Course Availability for Practice

If the course is open for practice to all riders for at least 7 days leading up to the event, then there are no restrictions on who can compete. If the course is not open for practice until the day of the event, then anyone who has pre-ridden the course is not allowed to compete. Organizers must therefore ensure that course marking and set-up are done by non-competing staff/volunteers.

1.4.4 Communication

In international events especially, good communication makes the difference between a memorable event and frustration for many. Hosts must cultivate good lines of communication to attendees, both before the convention starts and once people have arrived. Team mailboxes, contact persons, centralized phone numbers or an organized method must be used to keep people aware of schedule changes, venue changes, last-minute details, etc.

1.4.5 Disclaimers, Cancellations

The host reserves the right to make changes, if necessary, to ensure the success of a convention or competition. Sometimes these changes must be made at the last minute, such as in switching outdoor events for indoor in the event of rain. Sometimes activities must be cancelled due to events beyond the host's control, such as weather or power outages. When changes or cancellations are made, notification must be posted, communicated and/or distributed as early as possible.

1.5 Photography and Videography

The following rules are required for Unicon and are highly recommended for other large international competitions.

In events with closed perimeters, it may be necessary to limit the number of photographers and filmers (hereafter called “shooters”) allowed inside. We want great documentation of the events, but not at the expense of safety, and of spectators’ ability to see as well.

The following guidelines apply:

- Shooters must either register ahead of time to be inside the perimeter of an event, or have actual press credentials (professional photojournalists, TV news people, etc.).
- Registered shooters must have some form of ID given to them, whether it be a pass on a lanyard, a volunteer shirt, or something else to help identify them.
- The Referee or Head Official for the event has the final say on shooting that can affect the riders and/or spectators’ view.
- The Referee or Head Official should appoint a Media Manager to manage this task.
- If a Media Manager is used, that person is still under the authority of the Referee or Head Official of the competition.
- Media Managers must have a good understanding of the needs of shooters to get the job done.
- Shooters must follow the instructions of the Media Manager or Referee/Head Official, and of the officials at the location.
- Shooters must generally stay aware at all times of the movements around them.
- If shooters continue to get in the way and/or not follow instructions they are to be ejected from the perimeter.
- It is greatly appreciated, but not required, that the shooter submits his or her top shots to the Media Manager during or directly following the convention to be used for the press.
- Flash is never allowed unless specific permission is given by the event director.

1.6 Publishing Rules

If competition events or games not found in the IUF Rulebook are planned, written rules must be provided. These rules, if not pre-existing, should be published at the time of announcement of those events. This generally means at or before the posting of registration forms. For competitors to properly train, and be on an equal footing with local riders, all must be aware of the rules to be used.

1.7 Names And Terminology

Event hosts must learn and use the proper names and terminology for our sport and competition events. They should take care not to continue the misuse of outdated or incorrect names and terminology. The correct ones must be used in all announcements, advertising, publicizing, internal and external documents, and especially in any official documents, such as those within, and printed out by, convention software. For example, the specific artistic event names are Individual Freestyle, Pairs Freestyle, Group Freestyle, Flatland, Street Comp, and Standard Skill. Note that the word Artistic is not part of any of the individual event names.

While we call our event “Unicon” (Unicycling Convention), remember this word is unfamiliar to the general public. Remember to spell out the full name of your event so people know what it’s about. If it doesn’t say unicycle or unicycling, the general public may not know what your event is about.

1.8 World Champions

The Male and Female winners of each individual event at Unicon are the World Champions for that event. There is no age limit to winning the overall title.

Age group winners can use the title ‘Age-Group Winner’, and the term ‘World Champions’ generally refers to winners of Overall, Finals or Expert class. See also section 6.12.

1.9 World Records, IUF Records

The host should ensure that the competitions conditions are conducted and recorded according to the IUF Rulebook and the IUF World Record standards. If world record standards cannot be used, then the competition results cannot be used for new world records.

1.10 Ownership of Convention Data

Each Unicon or other large unicycling convention is a piece of history. At the conclusion of a Unicon or other international event, or within one month thereafter, the convention host must supply the IUF with a list of competition and other results. This list will include all data collected to determine placement and winners at all levels and in all events held at the convention. This data is considered public, and is not the sole property of the host. Copies of attendee registration details, judging sheets, protest forms, and related paperwork are not necessarily public, but are the shared property of the host and the International Unicycling Federation, and must be made available upon request. If the host wishes to discard any of this paperwork or data, it must be turned over to

the IUF, not thrown away. If requested, the host and convention officials must also provide further information, not necessarily in writing, about decisions made, methods used, and other details covered in the process of planning and running the convention. This information can be invaluable to future hosts, and must not be hidden or lost.

1.11 Publishing Results

Results of national and international championships must be published including details such as time, distance, and total score. For each event, the names and represented nationality of competitors as well as the names and nationality of all officials shall be published. In the artistic events, countries and names of the entire judging-panel must be published.

An official protest/correction form must be available to riders at all times. All protests against any results must be submitted in writing on the proper form within two hours after the results are posted, unless there is a shorter time specified for certain events (for example: track racing). The form must be filled in completely. This time may be extended for riders who have to be in other races/events during that time period. Every effort will be made for all protests to be handled within 30 minutes from the time they are received. Mistakes in paperwork and interference from other riders or other sources are all grounds for protests. Protests handed in after awards have been delivered will not be considered if the results have been posted for at least three hours before the awards. If awards are delivered before results are posted, it is recommended to announce the schedule of posting and the deadline for protests at the awarding ceremonies. All Chief Judge or Referee decisions are final, and cannot be protested.

1.12 Registration Forms

Because of the various options available to riders in different events, riders may enter different events in different age groups. A properly structured registration form is essential for making these choices clear to the participants. For example, a rider may enter Pairs as an Expert with an older rider, but may wish to compete in Individual Freestyle in his or her own age group. Before publishing, a Unicon registration form should be examined and approved by members of the IUF Rules Committee or Board of Directors. No rider may enter any event until his or her registration form has been completed, including payment and completion of waivers and/or signatures. No minor may compete until a parent or legal guardian has signed his or her release.

1.13 Program Book

At Unicons, all registrants shall be provided with a package of pre-printed information containing a full schedule of all events, maps and directions to all event locations, and as

much rule and background information as possible. This information shall be provided when registrants first check in at Unicon. Unicon organizers should consider placing as much of this information as is practical in an official Program Book. This can make excellent reading for family members and spectators, and gets them more involved in our sport. It's also a great place to sell ads as a source for convention revenue. At other unicycling events, it is recommended that pre-printed information be provided to all participants.

1.14 IUF Public Meeting

The host will provide time in the convention schedule for the IUF Public Meeting. At this meeting, the IUF will elect officers or other volunteers, and otherwise do business and encourage the opinions and assistance of all interested convention attendees.

The meeting time should be as close to the end of the convention as possible, excepting on the final day, as people may have to leave before that time. At minimum, the meeting should be during the second half of the convention.

A minimum of two hours should be allocated, during which no other official convention events, other than open gym or other informal activities, should take place.

A meeting room must be provided that has adequate space/seating, lighting and acoustical properties to communicate and conduct the meeting. A lecture hall or theater are optimal locations, and a sound and/or projection system would be very helpful.

Other IUF meetings may be held during the convention, both public and private, but the strict requirements apply only to the big public meeting.

1b Event 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). In addition to the track, a smooth area of sufficient size must be set aside to run the IUF Slalom (and Slow Races, if held). A public address system must be provided to announce upcoming events and race winners. Bullhorns are usually not adequate for the track environment.

1.16 Weather

1.16.1 Track Racing

If the track is outdoors, plans must be made to deal with inclement weather. Using an indoor track can eliminate this problem. The track must be available for enough days to allow for inclement weather.

1.16.2 Trials, Street Comp and Flatland competitions

In the Trials and Street Comp, the organizers should postpone the events and exchange all the affected parts of the course for dry ones (replacing pallets for example). These competitions should be canceled if considered dangerous for the riders. If postponed or moved to an indoor location the organizers must try to keep the allowances the same as outdoors competitions (metal pedals allowed for example). If originally on the competition schedule, these canceled competitions should be rescheduled during the convention duration. The event host should try to place events that may be influenced by weather conditions in the first days of the event, giving a larger period of time to reschedule it.

1.17 Artistic Riding Areas

Traditionally a gymnasium is used. Artistic competitions are also possible 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. 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 primary practice area cannot be outdoors, as wet or extreme weather would prevent riders from warming up and exchanging 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 for events in which they are required. In some facilities black tires, metal pedals, untaped wooden hockey sticks, etc. might not be allowed. The host must make sure the participants are informed of this in advance. All performing and practice areas must be in well-lit places that are protected from the weather, or have fallback locations in case the weather is bad.

It is very important that a good quality public address system be available for announcements, and to play competition music. At least two music-playing devices must be provided (one as a backup or test machine). These should be compatible with all the media types specified for the various events to be held there.

1.18 Open Practice Area

At least one area with a smooth safe riding surface, sheltered from the weather, should be made available for all or part of the day on most or all days of the convention. These areas are to be used for non-competition events such as workshops, skills exchange and free practice.

1.19 Materials & Equipment

The Host must supply all necessary materials and equipment to run the competitions, such as a timing system, starting posts, cones for the IUF Slalom, etc. Other materials such as paper and writing materials, judging tables, printers, basketballs, hockey sticks, etc. are also necessary

1.20 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

1b Event Facilities

making sure this happens. For Artistic events, the Chief Judge is in charge. The host must make sure there are plenty of copies of the rulebook for officials to study on the spot. For certain artistic events, a minimum level of judging experience is required. See section 6.10.

1c Responsibilities of Individual Participants

1.21 Nations Represented

For events where the number of participants is limited by country, there may be some question of what country a rider, pair or group may represent. Riders must represent the country in which they hold citizenship, or in which they are a legal resident. For example, if a rider is attending school in a different country, and is in that country legally, the rider can represent that country, *or* the rider's home country.

If necessary, citizenship or residence may be established with a passport, driver's license, or legal ID for the country the rider wishes to represent. Riders on extended vacation, exchange students, and other temporary residents of other countries are not eligible to represent those countries, except in multi-rider events (see below).

For Pairs Freestyle or other two-person events, the pair can represent any country that either rider is eligible to represent.

For Group Freestyle, sports teams or other multi-rider events, the group must represent the country that the greatest number of the group's riders is eligible to represent. If there is a tie in this number, the group can represent either of the tied countries.

1.22 Racing

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

1.23 Artistic

Any performance music must be provided on CD, or only those other media types supported by the event host. See also section 6.7.

1.24 Personal Responsibility

A parent, guardian or other designated person, must supervise all minors. 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 attendees are expected to treat them well. Each rider is responsible for the actions of his or her family and non-riding teammates. Riders may lose placement in races, risk disqualification from events, or be ejected from the convention if they do not work to minimize disruptions from these people.

1.24.1 Option to Remove People From Events

The host is allowed to remove an individual or a group if they are acting aggressively or abusively against others. These individuals/groups should be given a first warning, followed by removal from the specific event by the Host or the Chief Judge/Referee who is in charge for the competition where the problem appears. The person(s) should only be removed from that competition to have a chance to calm down. If the aggressive or abusive behavior continues, it is also possible to remove the individual or group from the rest of the convention.

1.25 Knowing The Rules

Lack of understanding of rules will be at the disadvantage of riders, not officials or the IUF. The IUF is also not responsible for any errors that may occur in the translation of rules and information into languages other than those in which they were originally written.

1.26 Your Privilege

Entry in the competition is your privilege, not your right. You are a guest at the Host's event. You may be in an unfamiliar country, with different customs that are considered the norm. The Host and convention officials determine whether certain events, age groups, or policies will be used. As an attendee, you are obligated to obey all rules and decisions of convention officials and hosts.

1d Definitions

Age: Rider's age for all age categories is determined by their age on the first day of the convention.

Expert: The top category in events that don't have a system to determine Finalists. When no other limitations are present, riders can choose to compete in this category against the other top riders. Limitations on this may be if top riders are chosen at previous competitions, such as national events, or if there is a limit on the number of competitors per country. The category is called Expert, and riders entered in it can be called Experts. The distinction of Experts over Finalists is that they are not chosen based on competition results at the current convention.

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.

Finalist, Finals: A Finalist is a person, and "the Finals" is the last category or group in any event that has multiple rounds. For example in Track racing, the top riders from the age groups compete against each other in the Finals of most events.

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.

Helmet: Helmets must be of bicycle quality (or stronger), and should meet the prevalent safety standards for bicycle (or unicycle) helmets, such as ASTM, SNELL, CPSC, or whatever prevails in the host country. Helmets for sports other than cycling or skating are not permitted, unless the Referee makes exceptions. Helmets are required for some events as described in section 3 (Safety Gear) of each chapter.

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.

Junior Expert: Same as Expert, but open only to riders age 0-14. Riders in this age range may optionally enter Expert instead, to compete in the highest/hardest category.

Kneepads: 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

1d Definitions

knee and stay on during the whole length of the competition. Long pants, bandages or patches are not acceptable substitutes.

Muni: Mountain unicycling, or mountain unicycle. The previous term for this was UMX.

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

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.

Shin guards: Any commercially made, thick version is acceptable, such as those used for football or bicycling, or any with hard plastic shell. Shin guards must cover the shin and stay on during the whole length of the competition. Long pants, bandages or patches are not acceptable as substitutes.

Standard Unicycle: Has only one wheel. Is driven by crank arms directly attached to the wheel's axle/hub, with no gearing or additional drive system. Pedals and cranks rotate to power the wheel. Is balanced and controlled by the rider only, with no additional support devices. Brakes and extended handles/handlebars are permitted. For some events, such as track racing, standard unicycles have restrictions on wheel size and/or crank arm length. Other events may specify other restrictions. When not noted otherwise, there are no size limitations.

Unlimited unicycle: Multiple wheels are permitted, but only one may touch the ground and nothing else. Is human powered only. Gearing and/or a transmission are allowed.

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

UMX: Unicycle Motocross. This term has been replaced by muni.

Unicycling skill: (noun, for Freestyle judging) 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.'

Unintentional dismount: In most cases, any part of a rider unintentionally touching the ground. 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 many races disqualify the rider.

1d Definitions

Unicon: Unicycling Convention. This word usually refers to the IUF World Unicycling Championships conventions.

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.

1e Convention Officials

These people make the competition events work. All of the tasks detailed below 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.

1.27 General Officials

Convention Host: This is a single person, or a collective group, that has made the commitment to host a unicycle convention using IUF rules and guidelines. By agreeing to host an IUF convention, they also agree to follow those rules and guidelines wherever possible. If known problems arise in the arrangement of facilities, schedules and events, the Host and the IUF will work together to resolve the problems. For the most part, the Convention Host is the ultimate authority for what happens, and does not happen, at the convention. The exception is any IUF requirements for convention facilities or contents, and rules for IUF competition events.

IUF Board Of Directors: The IUF Board represents the interests of the IUF on convention requirements, both in the area of competition rules and the necessary spaces and facilities for them, and for any other requirements that go along with putting on an IUF convention. If problems arise in meeting the IUF requirements, the IUF Board and Convention Host work together to find solutions or compromises. The bulk of this should happen during the early planning stages for a convention, when facilities and schedules are being assembled.

IUF Convention Liaison: The Liaison is an optional person who can represent the IUF Board when communicating with convention hosts. The Liaison essentially has the same powers as the IUF Board, but must report to the IUF Board and take direction from it.

Top Competition Officials: The Race Director, Referee, Artistic Director and Chief Judge are the positions of authority for racing and artistic events, respectively. They are not autonomous, and must answer to the Convention Host. It is highly recommended that none of these jobs be combined, and that there be at least one separate person for each.

1.28 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 starts. Ideally, the Race Director is a member of the host organization, or has convenient access to the convention's locations. The Race Director is responsible for the logistics, equipment, and scheduling for all racing events unless otherwise noted.

Referee: The Head racing official. Makes all final decisions regarding race competitions. 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. The Referee should be someone very experienced in all aspects of unicycle racing, and must above all be objective and favor neither local, nor outside riders. There can be separate Referees for different venues, or different categories of racing.

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.

IUF Slalom 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.

1.29 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: Like the Referee, the Chief Judge should be a thoroughly experienced person who must above all be objective and favor neither local, nor outside riders. 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' music media and any special instructions.

Rider Liaison: Checks in riders before they compete. Determines performing order. Makes sure riders' music is properly marked and is 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.

Part 2

Track & Field

Contents

Track & Field	26
2.1 Track & Field Categories	26
2.2 Unicycles For Racing	27
2.3 Safety Gear	28
2.4 Starting	28
2.5 False Starts	29
2.6 Finishes	30
2.7 Second Attempt After Interference	30
2.8 Lane Use	31
2.9 Lane Assignments	32
2.10 Mixing Age Groups In Heats	32
2.11 Passing	32
2.12 Dismounting	32
2.13 Assisting Racers	32
2.14 Illegal Riding	33
2.15 Protests	33
2.16 Optional Race-End Cut-Off Time	33
2.17 Minimum Racing Events	33
2.18 Track Combined Competition	34
2.19 Traditional Specialty Races	34
2.20 Alternate, Optional or Fun Events	35

Track & Field

Track & Field encompasses a wide variety of unicycling disciplines that are done either on a racing track (similar to an athletics track) or in the “Field”. It includes all of the disciplines mentioned in this chapter, and all similar ones that are not described in the Rulebook. Road Racing disciplines (part 4) and Muni disciplines (part 5) are among the disciplines that have their own parts in this Rulebook, and are not considered to be Track & Field disciplines.

2.1 Track & Field 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

The following age groups are the minimum required by the IUF to be offered at the time of registration for any Track & Field discipline: 0-10 (20”), 0-13, 14-18, 19-29, 30-UP. Convention hosts are free to offer more age groups, and often do. For example, a full range of offered age groups might look like 0-8 (20”), 9- 10 (20”), 0-12, 13-14, 15-16, 17-18, 19-29, 30-39, 40-49, 50-59, 60-UP. All age groups must be offered as male and female age group.

2.1.3 Wheel Sizes

Wheel sizes for track racing are 20”, 24” and 700c. Additional groups for 16” or other wheels can be added. When not otherwise specified, 24” is the maximum wheel size above age 10. For age groups with a maximum age of 10 or younger, the maximum wheel size is 20” (or less, if smaller sizes are also used). The youngest age group for 24” wheels should have a minimum age of 0, so riders 10 and younger have the option of racing on 24” with those groups (e.g. 0-13 or 14-16). All riders in age groups with a maximum age of 10 or younger will race a 10m Wheel Walk, and 10m Ultimate Wheel, if used (instead of 30m).

2 Track & Field

2.1.4 Finals

At Unicons, a ‘final’ must be held for each of the following races: 100m, 400m, 800m, One Foot, Wheel Walk, and IUF Slalom. For any other Track & Field discipline, a ‘final’ may be held at the discretion of the organizer, after all age group competition for that discipline has been completed.

For disciplines that are run in heats, such as 100m races or relay races, this will take the form of a final heat. For disciplines that are not run in heats, such as IUF slalom or slow race, the final will take the form of successive attempts by the finalists.

The riders posting the best results regardless of age in the age group heats are entitled to compete in the final. They can be called “finalists”. For each final, the number of finalists (finalist teams in case of relay) will be eight, unless for an event that uses lanes, the number of usable lanes is less than eight. In that case the number of finalists equals the number of usable lanes. Finals are composed regardless of age group, but male and female competitors are in separate finals.

Finals are subject to the same rules as age group competition, including false start rules and number of attempts.

The best result in a final determines the male or female Champion for that discipline (World Champion in the case of Unicon).

If a finalist disqualifies, gets a worse result, or doesn’t compete in the final, his/her result in age group competition will still stand. The male and female winners of the finals will be considered the Champions for those disciplines, even if a different rider posted a better result in age group competition. Speed records can be set in both age group competition and finals.

In disciplines for which no finals are held, finalist status will still be awarded on the basis of results in age group competition. Accordingly, riders posting the best results in each discipline are the Champions for that discipline.

2.2 Unicycles For Racing

Only standard unicycles may be used. Riders may use different unicycles for different racing events, as long as all comply with the rules for events in which they are entered.

2.2.1 Wheel Size

For events divided by wheel size, there is a maximum allowable tire diameter for each category:

- For 700c wheels, the rim may not have a bead seat diameter (BSD) larger than 622 mm (700c).
- For 24” wheels, the outside diameter of the tire may not be larger than 618 mm.

2 Track & Field

- For 20" wheels, the outside diameter of the tire may not be larger than 518 mm.
- For 16" wheels, the outside diameter of the tire may not be larger than 418 mm.

For any tire in question, its outside diameter must be accurately measured.

2.2.2 Crank Arm Length

Excepting 700c wheels, 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 700c wheels, any size crank arms may be used.
- For 24" wheels, crank arms may be no shorter than 125 mm.
- For 20" wheels, crank arms may be no shorter than 100 mm.
- For 16" wheels, crank arms may be no shorter than 89 mm.

2.2.3 Pedals

In all track racing events, shoes must not be fixed to the pedals in any way (no click-in pedals, toe clips, tape, magnets or similar).

2.3 Safety Gear

Riders must wear shoes, kneepads and gloves (definitions in chapter 1d). Riders on wheels larger than 24" (or with gearing) must also wear helmets. The Referee has final say on whether a rider's safety equipment is sufficient. The Starter will remove from the starting line-up any riders not properly equipped to race, including riders with dangerously loose shoelaces. A Host is allowed to make helmets and/or kneepads mandatory for track races but it must be announced when registration is opened and must appear as an extra point to check for each discipline the competitor registers for.

2.4 Starting

Riders start mounted, holding onto a starting post or other support. Unicycle riders need to be leaning forward before the starting gun fires, so the Starter will give a four-count start. Example: "One, two, three, BANG!" This allows riders to predict the timing of the gun, for a fair start. There should be about 3/4 second between each element in the count, with the same amount of time between each of them. Starters should practice this before the races begin. Timing of the count is very important for an accurate start. This count can be in the local language, or a language agreed upon before competition starts.

2 Track & Field

As an alternative a start-beep apparatus can be used. In that case we have a six-count start. Example: “beep - beep -beep - beep - beep - buup!” The timing between beeps is one second. The first 5 beeps have all the same frequency. The final tone (buup) has a slightly higher frequency, so that the racer can easily distinguish this tone from the rest.

Riders start with the fronts of their tires (forward most part of wheel) behind the edge of the starting line that is farthest from the finish line. Rolling starts are not permitted in any race. However, riders may start from behind the starting line if they wish, provided all other starting rules are followed. Riders may lean before the gun fires, but their wheels may not move forward at any time. Rolling back is allowed, but nothing forward. Riders may place starting posts in the location most comfortable for them, as long as it doesn't interfere with other riders.

2.4.1 Riders Must Be Ready

Riders must be ready when called for their races. Riders not at the start line when their race begins may lose their chance to participate. The Starter will decide when to stop waiting, remembering to consider language barriers, and the fact that some riders may be slow because they are helping run the convention.

2.5 False Starts

A false start occurs if a rider's wheel moves forward before the start signal, or if one or more riders are forced to dismount due to interference from another rider or other source.

There are two options on how to deal with false starts:

- **One False Start Allowed Per Rider:** In case of a false start, the heat is restarted. Any rider(s) who caused their personal first false start may start again. Any rider(s) causing their personal second false start are disqualified.
- **One False Start Allowed Per Heat:** In case of a false start, the heat is restarted. For the first false start of a particular heat, all riders may start again. Thereafter, any rider(s) causing a false start are disqualified. This option should not be used without an electronic false start monitoring system.

If a heat has to be restarted, the Starter will immediately recall the riders, for example by firing a gun or blowing a whistle or other clear and predefined signal. It is only the earliest false starting rider who gets assigned this false start and might get disqualified.

2.6 Finishes

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

- (a) Both feet on the pedals in normal races; or
- (b) One foot on a pedal in one foot races; or
- (c) At least one foot on the wheel in wheel walk races.

In races where dismounting is allowed (800m, Relay, 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.

2.6.1 Judging Finish Line Dismounts

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

2.6.2 Timing Penalty For Finish Line Dismounts

In electronically timed races, it’s possible that no time will be recorded for the rider’s successful finish. Instead of recording an actual finish time, the rider’s time will be recorded as 0.01 seconds faster than the next rider to cross the line after their remount and crossing. If the rider in question is the last one on the track, the time recorded should be their actual time crossing the finish line after their remount.

2.7 Second Attempt After Interference

If a rider is hindered due to the actions of another rider, or outside interference, either during the start or during the race, he may request to make a second attempt. The Referee decides if the request is granted. 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—not a reason to grant a second attempt—and both riders may remount and continue. The Referee can override this rule if intentional interference is observed.

2 Track & Field

If the request is granted, it may occur that the rider has to ride his second attempt with another age group. If all heats are finished, the rider decides if he wants company or not. He can pick the riders, but cannot hold up the proceedings to wait for them, if other riders are available. The resulting time of the accompanying riders is not official. The Referee has the final say as to which extra riders are allowed to participate in such heats.

A second attempt must not be granted in the case where a rider is disqualified based on something that happened before he was hindered.

If the rider is allowed to do a second attempt and decides to do so, the first run is canceled and only the second run counts regardless of the result. In the case where a second attempt was incorrectly granted, for example when the rider was disqualified based on something that happened before he was hindered, the result of the second attempt does not count and the result from the first run stands.

2.8 Lane Use

In most races, a rider must stay in his or her own lane, except when the rider has to swerve to avoid being involved in a crash. In all other cases, a rider who goes outside their lane is disqualified. Going outside a track lane means that the tire of the unicycle touches the ground outside his assigned lane. Riding on the marking is allowed. No physical contact between riders is allowed during racing. The 400m race is started with a stagger start. The 800m race 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 800m and other events without lanes. No physical contact between riders is allowed. Riders must maintain a minimum of one (24") wheel diameter (618 mm 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 618 mm 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 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 (618 mm) 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. Except for the 800m, Relay races, and other races where this is announced in advance, 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 in control, in the normal direction.

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 30 minutes after the results are posted. It is highly recommended that for larger events (like Unicon) this period be extended to 60 minutes. 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.

2.16 Optional Race-End Cut-Off Time

It may be necessary to have a maximum time limit for long races, to keep events on schedule. When this is planned in advance, it must be advertised as early as possible, so attending riders will know of the limit. Additionally, at the discretion of the Racing Director, a race cut-off time may be set on the day of or during an event. The purpose of this is to allow things to move on if all but a few slow racers are still on the course. These cut-offs need not be announced in advance. At the cut-off time, any racers who have not finished will be listed as incomplete (no time recorded, or same cut-off time recorded for all). Optionally, if there is no more than one person on the course per age category and awards are at stake, they can be given the following place in the finishing order. But if each participating age category has had finishers for all available awards (no awards at stake), there is no need to wait.

2.17 Minimum Racing Events

The following races: 100m, 400m, 800m, One Foot, Wheel Walk, and IUF Slalom, are to be part of every Unicon. Convention hosts are free to add more racing events.

2.18 Track Combined Competition

The best finishers combined from the 6 racing events listed above will win this title. Points are assigned for placement in each of the above races, based upon best times in the final heats or finishing age group times in the IUF Slalom. 1st place gets 8, 2nd place 5, 3rd place 3, 4th place 2, and 5th place 1. Highest total points score is the World Champion; one each for male and female. If there is a tie, the rider with the most first places wins. If this still results in a tie, the title goes to the better finisher in the 100m race. Points are not earned in age group heats.

2.19 Traditional Specialty Races

These races should be part of every Unicon:

2.19.1 One Foot

Riders may pedal with both feet for the first 5 meters, but must be pedaling with only one foot after crossing the 5m line. The 5m line is judged by looking at the tire contact point. This means that the foot must have left the pedal when the unicycle tire is touching the 5m line on the track. The non-pedaling foot may or may not be braced against the unicycle fork.

2.19.2 Wheel Walk

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

2.19.3 IUF Slalom

Pictured here is the IUF Slalom, in which you must ride around 10 cones in the correct pattern. Arrows marked on the ground should indicate the direction of the turns for riders unfamiliar with the course. The rider has to start directly behind the Start line. The Starter gives the opening, and then the competitor has to start during the next 3 seconds. The timer is started when any defined point of the tire (for example the part that crosses a low light beam) crosses the start line, and stops when a similar point of the tire crosses the finish line. If the rider has not yet started after 3 seconds, the timer will start counting anyway. The rider is not disqualified for this. Time measurement at start and finish line must be identical to insure accurate time measurement. It must be secured that riders do not gain momentum before crossing the start line (no flying starts). Remounting is not allowed. Cones may be hit, but not knocked over. The course must be followed correctly, including the direction of turns. The last cone must

Example: “Track Gliding; Modified”. In cases such as this, hosts must remember to provide detailed rules for these events at the same time the events are announced.

2.20.1 Relay (Track)

Usually 4 x 100m or 4 x 400m like in athletics.

The takeover zones are 20 meters long and must be marked on the track. Riders may remount if necessary, and must pick up the baton if it is dropped. The handover of the baton must be within the takeover zone. This means that before the baton crosses the start mark of the takeover zone *only* the incoming rider is in touch with the baton and at the end of the takeover zone *only* the outgoing rider is in touch with the baton. Riders may not throw the baton to make a pass and may not touch the ground with any part of their body while making a pass. If the baton is not handed over within the marked takeover zone, the team will be disqualified. Leaving of the lane within the takeover zone or when remounting does not result in disqualification as long as the riders do not obstruct, impede or interfere with another rider’s progress. There is no defined preparation area for the next riders as long as they stay within their lanes.

Mixed male/female teams may be used, and reasonable age groups may be used depending on the number of expected competitors of the event. Each relay team may have any mix of ages, the age of the oldest rider determines the age group.

2.20.2 Coasting Events

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

2.20.2.1 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.

2.20.2.2 Track Coasting

30 meter speed-up 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.

2.20.2.3 Downhill Coasting

This is a speed coasting event. 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. The slope must be very gradual for this event to be safe, and helmets are mandatory.

2.20.2.4 Indoor Coasting

30 meter starting distance. This event is held indoors in a gym, or on a very level, smooth surface. Rider will coast in a circle on the outer edge of the gym, separated by cones. Both directions are allowed for the start (clockwise or counterclockwise), and rider will have a maximum of 30m before beginning to coast. Indoor coasting is the recommended coasting competition at a Unicon.

2.20.3 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.

2.20.3.1 Slope Glide Or Track Glide

A slope 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 2.20.2.2).

2.20.3.2 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.

2.20.4 Slow Forward

In Slow Forward, the rider riders in a continuous forward motion as slowly as possible without stopping, going backward, hopping or twisting more than 45 degrees to either side on a 10 m x 15 cm board. There are no crank arm length or wheel size restrictions for this event.

Riders must wear shoes. No other safety gear is required.

2.20.4.1 Timing

The position of the unicycle during a Slow Race is measured from the bottom of the unicycle wheel. In a Slow Race, the rider starts behind the starting line. On command by the starter, the rider has 10 seconds to start forward motion and let go off the starting post. The timer starts recording time when the bottom of the wheel crosses the starting line. The time stops when the bottom of the wheel crosses the finish line, or touches the ground after the end of the board that marks the finish line.

2.20.4.2 Penalty Rules

The judges give penalties to riders who seem to make “micro-errors” (for example twisting about 46 or 48 degrees or vibrations of the wheel) or if they are in doubt if an error was made. Each penalty deducts one second from the ridden time. Riders are still disqualified if their wheel comes off the board or other obvious errors are made, for example dismounting or twisting 90 degrees.

2.20.4.3 Rules For International and Large Competitions

These rules are required to be used at Unicon.

Qualification round:

- Riders must complete a time equal or greater than 45 seconds to move on to the finals.
- Riders get two attempts to complete this result.
- Previous results are valid: If a rider has already completed a result of 45 seconds or greater at another competition, they can start automatically in the finals and they don't have to take part in the qualification round, provided that the result can be found in an official result list.
- The boards can be marked with tape on the floor.
- No age groups will be ranked.
- Results will not be valid for records (world, continental, national and regional records).

Final round:

2 Track & Field

- There will only be one team of judges, in order to have a fair competition.
- All riders who are qualified for the final round start here.
- Riders get two attempts.
- Only results from the finals will be valid for records (world, continental, national and regional records).
- The champion is the rider who performs the best result in the final round.

2.20.4.4 Options for Smaller Competitions

At regional or national championships, the host can decide to offer age groups ranking and awards, and adjust the qualification time to a lower time as needed. If the hosts decides to offer age groups, the results from the qualification round count for age group results. However, the final round is still required. The results from the final round will also be included in the ranking for age group results. Previous results from other events are not valid to be included in the age group results. If the host decides to offer age groups, the board size of 10 m x 30 cm can be used for the 0-10 age group.

2.20.5 Slow Backward

This is the same as the Slow Forward race, with the following differences:

- Riders ride backward.
- It is an error to ride forward.
- Riders ride on a 10 m x 30 cm board.
- If the host of a national or regional championship decides to offer age groups, the board size of 10 m x 60 cm can be used for the 0-10 age group.
- Riders move on to the finals if they have completed a time equal or greater than 40 seconds, previous results are valid.

2.20.6 Stillstand

Stillstand is a competition in which the rider attempts to balance as long as possible. The rider cannot hop or turn the tire more than 45 degrees, and must remain on a 25 cm long, 10 cm wide, and 3 cm tall block of wood. The competition should take place indoors on a level surface. The only required safety gear is shoes.

Each participant has 2 attempts that can be done at any time during the time window set by the host. The host can decide to add to each of the 2 attempts a window up to 20 seconds, in which the competitor can start the number of tries needed.

The starting post is placed anywhere the participant prefers. Time starts running when the competitor lets go of the starting post. After time starts running, the starting post

will be taken away. Time stops at the moment when the participant rides off the board, dismounts, starts hopping or turns the tire more than 45 degrees.

There are no finals for the Stillstand competition. The overall results will be determined by the best results per gender.

2.20.7 700c Racing

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

- Maximum bead seat diameter (BSD): 622 mm.
- If these races are intended to exclude 24" wheels, sizes must be greater than 618 mm.
- No restrictions on crank length.
- Beyond these, 700c unicycles must comply with all other requirements for racing unicycles.
- The host may choose age groups.

2.20.8 Unlimited Track Racing

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 in chapter 1d) are allowed. All other Track racing rules apply.

2.20.9 Juggling Unicycle Race

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

2.20.10 Ultimate Wheel Race

An ultimate wheel is a unicycle with no frame or seat. The traditional distance is 10m for 0-10 riders, and 30m for 11-UP riders. Maximum wheel size is 618 mm (24") for all ages, with 125 mm minimum crank arm length or 250 mm between pedal holes. The host may allow other limitations, or none, if these details are announced well in advance.

2.20.11 50m 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.

2.20.12 Medley

This is a race involving riding several different ways of riding.

Example: Forward 25m, seat in front 25m, one foot 25m, hopping 10m, with 5m transition areas. Rules are set by the host. Remounting is allowed.

2.20.13 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.

Part 3
Jumps

Contents

Jumps	44
3.1 Unicycles	44
3.2 Practice Areas	44
3.3 Safety Gear	44
3.4 Number of Attempts	45
3.5 High Jump	45
3.6 Platform High Jump	46
3.7 Long Jump	47
3.8 Long Jump on Platform	48

Jumps

Unicycling versions of the High Jump and Long Jump.

3.1 Unicycles

Standard unicycles must be used (see definition in chapter 1d). No restriction on wheel or crank size. Metal pedals are allowed for their strength and better grip. This may make it impossible to hold this event on a sensitive track surface.

3.1.1 Broken Unicycle

If the unicycle breaks during an attempt, a new attempt must be given to the rider.

3.2 Practice Areas

The organizer should provide a place and equipment similar to those used for the official competition so the riders can practice before making their official attempts. The equipment should be available during the whole length of the event, and even before if the organizer decides so.

For bigger events such as Unicon, national or continental events, the organizer must provide said equipment.

3.3 Safety Gear

For Long Jump and Long Jump on Platform, riders must wear shoes, a helmet and kneepads. In addition, for Long Jump gloves are required.

For High Jump and High Jump to Platform, riders must wear shoes and a helmet. Shin guards are strongly recommended while gloves and kneepads are optional.

Definitions of all safety gear can be found in chapter 1d.

3.4 Number of Attempts

Prelims: In the preliminary round, riders have 12 attempts to complete their best performance. These attempts can be at any distance and there is no additional limit to the number at any one distance. However each attempt must be at the same or better distance. Thus a rider cannot attempt a longer distance, fail, and then attempt a shorter distance. The best successfully completed attempt is the rider's result.

Finals: Riders get three attempts for each distance. Riders must successfully complete each distance before moving on to the next distance.

3.5 High Jump

The rider and unicycle jump over a bar, without knocking it down, and ride away without a dismount. There are three parts to a successful jump:

1. Riders must mount before the start line, to show they are on the unicycle and in control. The attempt starts when the rider crosses the start line. The rider may break off from a jumping attempt before leaving the ground, but must then start again from behind the start line. That attempt then doesn't count.
2. Riders must jump over the bar without knocking the bar off the apparatus. The bar can be hit as long as it does not fall. If the bar falls before the rider crosses the finish line, it counts as an unsuccessful attempt.
3. After landing, the rider must stay in control of the unicycle until he cross the finish line without dismounting, touching a hand to the ground or any other object, or knocking down the bar or any of the high jump apparatus. The rider starts at a low height and after each successful attempt, the height increases at set intervals. The maximum height that was completed is recorded as the rider's result.

3.5.1 Setup

Around the High Jump apparatus a circle with a radius of 3 meters must be marked. This circle is start and finish line. The rider can cross it wherever he wants. Riders must ride or hop across the finish line for the attempt to count. Successfully crossing the finish line is judged the same as in racing (see section 2.6). The bar must be held loosely in the jumping apparatus so it can fall or break away if the rider does not complete the desired height. Magnetic systems are not allowed. The bar shall have a minimum diameter of 2cm and a maximum bending of 2 cm. (The bar may sag no more than 20 mm at its lowest point.) The bar must be sufficiently long such that minimum distance between the two apparatuses holding the bar is 2 meters.

3.6 Platform High Jump

The object is to jump from the ground to a platform, with no pedal or crank grabs. Riders must remain in control of the unicycle (stay mounted) for 3 seconds after landing.

The rider and unicycle jump up to a landing surface on a platform (see setup for definitions) and remain on the landing surface for a 3-second count from a judge. The rider begins at a low height, and after each successful attempt, the height increases at set intervals. The maximum height that was completed is recorded as his or her result.

There are three parts to a successful jump:

1. Riders must mount their unicycles on the ground. A jump attempt occurs when any part of the unicycle or rider touches any part of the platform or landing surface. The rider may break off from a jump attempt before touching the platform or landing surface. This does not qualify as a jump attempt.
2. Riders must jump “to rubber” on the landing surface. No part of the rider, or any part of the unicycle other than the tire, may touch the platform or landing surface.
3. After landing, the rider must remain mounted and on the landing surface for 3 seconds, as counted by a judge. The rider may do any form of idling, hopping or stillstanding during the 3 seconds. Once the judge has counted 5 seconds, the rider may return to the ground in any fashion he or she chooses.

If a rider completes all of the requirements listed in items 1 through 3 above, the jump is deemed successful. Otherwise, it is deemed a failed jump attempt.

3.6.1 Setup

The structure consists of two parts: a platform and a landing surface. The top surface of the platform must be at least 120 x 120 cm in size, the maximum and recommended size is 120 cm wide by 160 cm long. The sides of the platform must be nearly perpendicular with the ground to ensure its presence does not hamper riders. The landing surface consists of a flat piece of wood of the same dimensions as the platform (120 x 120 cm to 120 x 160 cm) that is firmly affixed to the top of the platform. The method of attachment must be chosen so that it does not interfere with riders during jump attempts. The structure should be sturdily built and shimmed so that there is minimal motion when jumps are attempted. The front of the platform must be covered by a wooden plate that extends a minimum of 60cm from the top of the platform down. This cover must be used when riders are jumping 60cm or higher.

A 3 meter safety ring must be marked out around all sides of the platform where no persons may enter during a jump attempt. Organizers may choose to mark out a 4 m ring where only select persons may enter during a jump attempt (e.g. photographers or judges). A 15 m runway must also be cleared of persons for riders that will roll into the jump.

3.7 Long Jump

The rider jumps as far as possible from a jump marker, to a landing without a dismount. The rider must then continue riding across a finish line to show control. Riders must clear 3 markers (jump marker, landing marker and finish line) to make the jump count. Riders may jump with the wheel going forward or sideways. After landing, the rider must stay in control of the unicycle for the remainder of the distance from the jump marker to the finish line without dismounting, or touching a hand to the ground or any other object. If the tire touches the jump marker before takeoff or the landing marker, it counts as a foul. Riders may break off in a run as long as he is between start line and jump marker but if they cross or touch the jump marker, the attempt counts, including fouls. The farthest non-fouling, successful jump is recorded.

To avoid endless competitions, the length to jump will always increase by 5cm for each round. Once there are only 5 riders left, it's up to the riders to decide in which steps they continue. For each age group the minimum length should be adjusted to a useful level such as 150cm for 15+ and 70cm for 0-15. The host can adjust this depending on the level at his competition.

3.7.1 Setup

The riding area consists of a start line, a jump marker, a landing marker and a finish line beyond the jump marker.

The finishing line should be at least 4 meters from the landing marker but no more than 8 meters away. We suggest that judges set up the finishing line 8 meters from the jump marker and move it further away if need during longer jumps. Riders must ride or hop across the finish line for the attempt to count. Successfully crossing the finish line is judged the same as in racing (see section 2.6). The start line must be a minimum of 25 meters in front of the jump marker to allow the riders to accelerate. There must be an area behind the finishing line which is a minimum of 7 meters long and 2 meters wide as safety zone. Riders may use all or part of the 25 meters between start line and jump marker. Riders are also allowed to start from beside to be able to do accelerated side jumps. Markers for takeoff and landing (jump marker and landing marker) must consist of a material which cannot be deformed in order to have the same conditions for all riders. The markers must be at least 1.20 meter in width (across the runway), no more than 10 mm in height (above the runway), and no less than 5 centimeters in depth (front to back). A Long Jump competition needs a minimum area of 40x2.5 meters.

3.7.2 Judging

The rider must clear the jump marker and the landing marker without touching them; he also has to clear the finish line to make it a valid jump. Jump distance is measured between the outer edges of the jump and landing marker. There has to be at least one

3 Jumps

judge (better two) to look at the markers. For national championships and Unicons, two judges are always needed; one to observe each marker.

3.8 Long Jump on Platform

In the Long Jump on Platform competition, the rider attempts to jump as far as possible from a short pallet run-up to a landing pad without a dismount. Following the jump, the rider must then stay mounted and in control on the unicycle for 3 seconds on the landing pallets or in the landing half-circle (described in setup below).

Riders may jump with the wheel going forward or sideways. The rider may break off the attempt as long as they are still on the pallet run-up. As soon as they jump in any direction from the pallet run-up, it counts as an attempt. The farthest non-fouling, successful jump is recorded.

To avoid endless competitions, the length to jump will always increase by 5cm for each round. Once there are only 5 riders left, the final starts and it's up to the riders to decide in which steps they continue.

3.8.1 Setup

The riding area consists of a starting run-up of pallets which is between 7.5 and 8.5 meters long, 1 to 1.5 meters wide and 40 to 45 cm (3 pallets) high. A landing platform of the same height and width as the run-up is required. The landing platform should be approximately 4.5 meters long and fixed together so that they do not move when landed on. It is recommended to cover the pallets with plywood or a similar material. Behind the landing platform a half circle with 3 meter in diameter has to be marked. If Euro pallets are used, the setup would be a run-up of 15 pallets stacked 5 long and 3 high and a landing platform of 9 pallets stacked 3 long and 3 high. Thus a minimum of 25 Euro pallets would be needed. A Long Jump on Platform competition needs a minimum area of 20x2 meters.

3.8.2 Judging

The rider must start on the run-up and land on the landing platform without touching the ground. After landing, the rider must remain mounted and on the landing platform or in the 3 meter half circle for 3 seconds, as counted by a judge. The rider may do any form of idling, hopping or stillstanding during the 3 seconds. Once the judge has counted 3 seconds, the jump is complete. There has to be at least one judge.

Part 4

Road Racing

Contents

Road Racing	51
4.1 Definition	51
4.2 General Rules	51
4.3 Safety Gear	51
4.4 Age Groups	52
4.5 Race Distances and Distance Measurement	52
4.6 Unicycles for Racing	53
4.7 Heat Assignments	54
4.8 Special Marathon Events	55
4.9 Starting	56
4.10 False Starts	56
4.11 Riding Behavior	57
4.12 Repair, Change, or Replace a (Broken) Unicycle	58
4.13 Finishes	58
4.14 Optional Race-End Cut-Off Time	59

Road Racing

4.1 Definition

These are races held usually on roadways or bike paths, generally for longer distances than our events on the track. All riders may race together and be separated by age group afterward.

4.2 General Rules

Water/food stations are recommended. Personal music systems are not allowed for any races on public roads where there may be motorized traffic. Riders can be divided by age and/or unicycle type, such as 24" and 700c track unicycles, Standard (any size wheel and cranks), and Unlimited (see definition in chapter 1d). 24" and smaller wheels are not allowed for races longer than 20km without express permission of the racing director.

4.2.1 Ungeared Awards

At Unicon, for each gender (male and female) where there are five or more geared riders in an Unlimited event, the fastest three ungeared riders from that gender will be awarded with an ungeared title for that event. This is only for the overall classification, not for Age Groups. Other events can choose to award the fastest three, one, or none of the ungeared riders as they wish.

4.3 Safety Gear

Riders must wear shoes, gloves and a helmet (see definition in chapter 1d). Knee pads and elbow pads are suggested optional safety gear. The Referee has final say on whether a rider's safety equipment is sufficient. The Starter will remove from the starting line-up any riders not properly equipped to race, including riders with dangerously loose shoelaces.

4.4 Age Groups

The following age groups are the minimum required by the IUF to be offered at the time of registration for any Road Racing discipline: 0-13, 14-18, 19-29, 30-UP. For any discipline for which there is a Standard 24" wheel size category, also an age group 0-10 (20") must be offered.

Convention hosts are free to offer more age groups, and often do. For example, a full range of offered age groups might look like 0-8 (20"), 9- 10 (20"), 0-12, 13-14, 15-16, 17-18, 19-29, 30-39, 40-49, 50-59, 60-UP. All age groups must be offered as male and female age group.

4.5 Race Distances and Distance Measurement

Traditional road race distances have been:

- 10k with Unlimited and Standard 24" classes, and
- Full Marathon (42.195k) with Unlimited and possibly Standard 700c classes.

However, any distances or wheel size classes can be used for Road Races.

4.5.1 Distance Measurement for Traditional Distances

In the case where a traditional race distance is used (such as 10k or Marathon—42.195k), the course must be accurately measured along the shortest possible path. The course must be guaranteed to be no shorter than the advertised distance.

The following procedure is acceptable for accuracy. A more accurate method is of course allowed.

1. Set out a calibration course on straight, flat asphalt, with a minimum length of 100 meters, using a steel measuring tape of 5 meters or longer.
2. Ride the calibration course at least once with a bike or unicycle (minimum wheel size 24"). Ride normally, without too much wobble, and at normal speed. Take care that mounting and dismounting don't cause the wheel to swerve, or be lifted from the surface. Carefully count the number of wheel revolutions required to ride the calibration course. Include partial wheel revolutions (for example through counting the number of spokes passed for the last partial revolution).
3. Calculate the wheel roll-out (meters per revolution) from step 2.
4. If you are going to use a cycle computer: enter the wheel roll-out value to the nearest millimeter in a reliable cycle computer with a wheel sensor (such as a magnet).
5. Fit the cycle computer, or a wheel revolution counter, to the same bike or unicycle used in Step 2.

4 Road Racing

6. Ride the actual race course, following the shortest possible path. Take care to ride in the same way as in step 2.
7. Read the distance from the cycle computer, or calculate from wheel revolutions and wheel roll-out.
8. Calculate the applicable safety margin by adding up (1) 0.4% of the measured distance, and (2) the resolution of the cycle computer distance readout. **Example:** if your cycle computer shows 10.15 km, the safety margin is $0.4\% \cdot 10.15 \text{ km} + 0.01 \text{ km} = 0.0506 \text{ km} = 50.6 \text{ m}$. **Note:** you can skip (2) if you use a wheel revolution counter that can resolve single wheel revolutions.
9. Add the safety margin to the actual course (for example shift the start and/or finish line), to guarantee that the course is at least the advertised distance.

Note that Steps 2 through 7 must be done without breaks. The same rider should ride the calibration course and the race course. The tire pressure should not be altered in the mean time.

4.5.2 Distance Measurement for Other Distances

In the case where a non-traditional race distance is used (such as any distance other than 10k or 42.195k), the course must be measured with an accuracy of plus or minus 3% or better. **Example:** if a race is advertised as 100 km, the actual distance must be between 97 and 103 km. A good consumer-type GPS unit is acceptable, provided the track shows continuous reception of sufficient satellites (no ‘stray’ data points, or missing points). Also acceptable is the Distance Measurement Tool of Google Maps. A car odometer, on the other hand, might easily be off by more than 3%, and is therefore not acceptable unless you know how to correct it. Obviously, using a more accurate measurement is allowed, such as the method described for ‘traditional distances’.

4.6 Unicycles for Racing

Only standard unicycles may be used. Riders may use different unicycles for different racing events, as long as all comply with the rules for events in which they are entered.

4.6.1 Wheel Size and Crank Arm Limit

- For a “Standard 700c Unicycle” the rim may not have a bead seat diameter (BSD) larger than 622 mm (700c) and there is no minimum crank arm limit. No gearing may be used.
- For a “Standard 24” Unicycle” the outside diameter of the tire may not be larger than 618 mm and crank arms may be no shorter than 125 mm. No gearing may be used.

- For a “Standard 20” Unicycle” the outside diameter of the tire may not be larger than 518 mm and crank arms may be no shorter than 100 mm. No gearing may be used.

4.7 Heat Assignments

Line-up order and heats must be assigned prior to the race. There are three allowable formats for designating the starting configuration of a Road Race: individual start (section 4.7.2), heat start (section 4.7.3), or mass start (section 4.7.4).

To determine which start configuration to use, read the following rules from top to bottom. Once you have an outcome, *disregard* the remaining rules.

- If this is an “Individual Time Trial” format race, use individual start.
- If the course is too narrow to allow for racers to safely and fairly start in heats, use individual start.
- If you cannot safely start five or more riders across, use individual start.
- If the starting field consists of 30 riders or less, use a mass start.
- If the course does not allow for ten riders to ride abreast for at least 500 meters before the course narrows, use heats of 12 or more riders.
- If the starting field consists of more than 50 riders, use heats of 20 or more riders.
- In all other cases, use a mass start.

Standard racers should always start separately from Unlimited racers, also in the case of a mass start or heat starts. Unlimited racers should start first, unless there is no risk that Unlimited riders have to pass standard riders (for example they race on different days).

In the sections below, “fastest rider” means “fastest rider by seed time.” Seed time is defined as an estimated finish time, preferably based on past performance in similar event(s). If no seed time is submitted by the rider or their coach, the organization can assign a seed time.

4.7.1 Starting Order

The goal in determining the starting order is to sort racers fairly by speed while still making sure that genders race amongst themselves. Unless otherwise noted below, the fastest riders start first, and also within a start group (heat or mass start), riders should be positioned in the line-up by speed with the fastest in front. Starting order can be determined by seed time, or from the results of a previous Road Race in that competition. For example, if the Marathon follows the 10k, the results of the 10k can be used to determine the starting order for the Marathon. In the case that a racer does not have a seed time, and is signed up for a particular event (such as the Marathon) and did not

4 Road Racing

participate in the previous race (such as the 10k), the Racing Clerk has the right to assign a starting position where they see fit.

4.7.2 Individual Start

Each rider is individually started at a fixed time interval, such as every 20 or 30 seconds. Riders are sorted by speed with the fastest rider going first. (Except in the case of an Individual Time Trial, where the race can start with either the fastest or slowest rider.)

4.7.3 Heat Start

Heats should consist of at least 12 riders, either male or female (no mixed heats). Heats are sorted by speed with the fastest heat going first. Heats should be started every one to five minutes.

The following example describes how this can be done: The first three heats might contain the fastest men, then a heat of the fastest women who are of proportionate speed with the third heat of men. This format makes sure that the top women start together while still giving them the opportunity to race and pace off of men of similar speed.

4.7.4 Mass Start

A mass start is a start in which all racers of a certain class (such as Standard or Unlimited) start together. Genders start at the same time.

4.8 Special Marathon Events

Exceptions from the default rules may be allowed for a marathon race that is embedded in a big city marathon (such as Düsseldorf Marathon). This allows the unicycling organizer to follow some requirements of the main marathon organizer in order for the unicycling marathon to fit within the larger event.

The following exceptions to the rules may be made:

- Mass start / Group start (Mass start could be forced by the main host for schedule requirements)
- Start groups do not have to be per gender and/or wheel size
- Netto times (time from when the rider's wheel crosses the start line) can be used for placements while the Brutto time (time from when the race is started) counts for Records.

4.9 Starting

Riders start mounted, holding onto a starting post or other support. The Starter will give a four-count start. For example: “One, two, three, BANG!” There should be about 3/4 second between each element in the count, with the same amount of time between each of them. This allows riders to predict the timing of the gun, for a fair start. Starters should practice this before the races begin. Timing of the count is very important for an accurate start. This count can be in the local language, or a language agreed upon before competition starts.

As an alternative a -tart-beep apparatus can be used. In that case we have a six-count start. For example: “beep - beep - beep - beep - beep - buup!” The timing between beeps is one second. The first 5 beeps have all the same frequency. The final tone (buup) has a higher frequency, so that the racer can easily distinguish this tone from the rest.

Riders start with the fronts of their tires (forward most part of wheel) behind the edge of the starting line that is farthest from the finish line. Rolling starts are not permitted in any race. However, riders may start from behind the starting line if they wish, provided all other starting rules are followed. Riders may lean before the gun fires, but their wheels may not move forward before the gun fires. Rolling back is allowed, but nothing forward. Riders may place starting posts in the location most comfortable for them, as long as it doesn't interfere with other riders.

A rider's starting time is taken as when their heat begins (when the gun goes off) regardless of when they actually cross the starting line.

4.9.1 Riders Must Be Ready

Riders must be ready when called for their races. Riders not at the start line when their race begins may lose their chance to participate. The Starter will decide when to stop waiting, remembering to consider language barriers, and the fact that some riders may be slow because they are helping run the convention.

4.10 False Starts

A false start occurs if a rider's wheel moves forward before the start signal, or if one or more riders are forced to dismount due to interference from another rider or other source.

There are several options on how to deal with false starts:

- **One False Start Allowed Per Rider:** In case of a false start, the heat is restarted. Any rider(s) who caused their personal first false start may start again. Any rider(s) causing their personal second false start are disqualified.

4 Road Racing

- **One False Start Allowed Per Heat:** In case of a false start, the heat is restarted. For the first false start of a particular heat, all riders may start again. Thereafter, any rider(s) causing a false start are disqualified.
- **Time Penalty:** In case of a false start, the heat is not restarted. If a false start occurs by one or multiple riders, these riders receive a time penalty (such as 10 seconds).

If a heat has to be restarted, the Starter will immediately recall the riders, for example by firing a gun or blowing a whistle or any other clear and pre-defined signal.

If the race is started using individual starts or heat starts (see sections 4.7.2 and 4.7.3) a time penalty is the recommended option. In the case of a mass start (section 4.7.4), any option is viable. The host must announce the false start method at least two months before the event.

4.11 Riding Behavior

4.11.1 Passing

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. No physical contact between riders is allowed. The slower rider must maintain a reasonably straight course, and not interfere with the faster rider.

4.11.2 Dismounts

In Road Racing, dismounting and remounting is allowed. 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.

4.11.3 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.

4.12 Repair, Change, or Replace a (Broken) Unicycle

In Road Races, riders may make modifications to their unicycles, but must be self-sufficient in this. The rider must carry all necessary parts and tools needed for the modification(s), and do all the work without any assistance. For example, a rider may change cranks but must carry the new cranks and all tools from the start of the race.

Assistance is allowed in the event of a breakdown or damage to the unicycle. Outside tools and hands-on help may assist the rider to continue, including replacing the unicycle if necessary. The Chief Referee must confirm that the situation was unplanned and was indeed “accidental”. If the Chief Referee determines otherwise and the rider used outside assistance for changes to the unicycle, the rider will be disqualified.

The rider may continue the course on foot (walking, not running) with the broken unicycle. If the rider exits from the course, they must reenter the course *at or before* the point where they exited from the course. When the rider is off course, he may run or use any other form of transportation.

Any modifications made to the unicycle must still adhere to the requirements of the category that the rider is entered in. For example, if a rider broke a crank in the Standard 24" 10k race, they are only allowed to install a new crank of 125 mm or longer.

4.13 Finishes

Finish times are determined when the front of the tire first crosses the vertical plane of the nearer edge of the finish line.

Riders are always timed by their wheels, not by outstretched bodies. If riders do not cross the line in control, they are awarded a 5 second penalty to their time. “Control” is defined by the rearmost part of the wheel crossing completely over the vertical finish plane (as defined above) with the rider having both feet on the pedals. (Note: a rider is not considered in control if the unicycle crosses the finish line independent of the rider. The finish time is still measured by when the wheel crosses the vertical finish plane and the 5 second penalty is applied.)

In the case where a rider is finishing with a broken unicycle, the rider must bring at minimum the wheel to the finish line, and time is still taken when the wheel crosses the finish line. The 5 second penalty is applied.

If finish times for a race are timed using microchips or other non-photographic electronic equipment, finish order must be verified by photo timing equipment if the finishers are within 0.1 seconds of each other. Also, in the case where a world record is suspected of being set, the time must be verified with photo timing equipment.

4.14 Optional Race-End Cut-Off Time

It may be necessary to have a maximum time limit for long races, to keep events on schedule. When this is planned in advance, it must be advertised as early as possible, so attending riders will know of the limit. Additionally, at the discretion of the Racing Director, a race cut-off time may be set on the day of or during an event. The purpose of this is to allow things to move on if all but a few slow racers are still on the course. These cut-offs need not be announced in advance. At the cut-off time, any racers who have not finished will be listed as incomplete (no time recorded, or same cut-off time recorded for all). Optionally, if there is no more than one person on the course per age category and awards are at stake, they can be given the following place in the finishing order. But if each participating age category has had finishers for all available awards (no awards at stake), there is no need to wait.

Part 5

Mountain Unicycling

Contents

Mountain Unicycling	62
5.1 Definition	62
5.2 Disciplines	62
5.3 Safety Gear	62
5.4 Muni Courses	62
5.5 Starting Modes	63
5.6 Age Groups	63
5.7 IUF Muni Results	63
5.8 Dismounts and Dismounted Riders	64
5.9 Uphill Race	64
5.10 Downhill Race	64
5.11 Cross Country (XC)	65
5b Cyclocross	67
5.12 Overview	67
5.13 Course Definition	67
5.14 Classes	67
5.15 Starting	68
5.16 Timing	68
5.17 Dismounts and Dismounted Riders	68
5.18 Lapping	68
5.19 Obstacles	69
5.20 Majority Riding Rule	69
5.21 Finishing	69

Mountain Unicycling

5.1 Definition

For purposes of these rules, mountain unicycling (muni) refers to off road races over any type of terrain. Races can vary from a single heat race with all riders starting together, to a time trial type of arrangement with riders going individually, at intervals. Mountains are not required. Terrain can be anything from dirt to paved areas, hills, ditches, curbs, rocks, sand, mud, or grass. Unless otherwise noted, there are no restrictions on wheel size, crank arm length, brakes or gearing.

5.2 Disciplines

Mountain Unicycling competitions usually involve Uphill (section 5.9), Downhill (section 5.10), and Cross Country (section 5.11), but other events such as North Shore (a technical competition) and Slopestyle (a trick/style competition) can be included. If the hosts wish to include events other than the first three (Up, DH, XC), they must remember to provide detailed rules for these events at the same time the events are announced.

5.3 Safety Gear

For all muni events, riders must wear shoes, kneepads, gloves/wrist-guards and helmets (see definition in chapter 1d). The IUF allows no exceptions to this for muni events. Additional equipment such as shin, elbow or ankle protection are optional.

5.4 Muni Courses

Courses must be clearly marked, so that riders can easily see where to go. Very dangerous sections should be secured (for example by removing sharp stones/branches from areas where riders are likely to fall/run into due to the physics of the course). Unless otherwise noted, non-lane passing rules apply (see section 2.8.1). All courses should strive for a balance of speed, excitement, and safety.

For all muni races, every rider must get the chance of at least one test run to get familiar with the track before the actual race. If possible, the track should be open for training during all days of the event prior to the race. For multi-day events the muni competitions

should take place during the second half of the event in order to give riders more time to practice on the course. Downhill and Cross Country courses must be rated in advance by two people using the appropriate IUF Muni Difficulty Scale (see the IUF publication and online calculator). Ratings and their underlying data must be published at least seven days prior to the event.

5.5 Starting Modes

The fastest riders should always start first, regardless of the starting mode. The order can be determined by seeding runs. There are three different types of starting modes, that can be used in muni races.

1. **Mass starts:** All riders start at the same time. Mass starts must not be used when the race duration is expected to be shorter than 30 minutes. The track must provide sufficient space for passing in the first section, so that the field of starters is aligned before the track narrows down. Space for passing must be given along the track. Mass starts with more than 40 riders have to be split to avoid accidents.
2. **Heat starts:** Groups of riders start at intervals that can vary from 30 seconds to a few minutes. The maximum number of riders per heat is determined by the average width of the first 100m of the track. There can be one rider for each meter in width.
3. **Individual starts:** Individual riders start at intervals that can vary from 30 seconds to a few minutes.

5.6 Age Groups

Age groups must be offered as male and female age group. There must not be any age group specific restrictions on equipment. The following age groups are the maximum allowable for muni competitions:

Under 15	Youth
15-16	Juniors
17-18	Rookies
19-29	Elites
30-49	Masters
50+	Veterans

5.7 IUF Muni Results

The host must publish two lists of results for each discipline after the competition: Age group based ranking and overall ranking (separating male/female).

5.8 Dismounts and Dismounted Riders

Dismounts are allowed in all muni races unless otherwise noted. In mass-start events, dismounted riders must yield to mounted riders behind them as quickly as possible after a dismount, and until re-mounted. Riders may not impede the progress of mounted riders when trying to mount. If necessary they must move to a different location so mounted riders can pass. If riders choose not to ride difficult sections of the course, they must not pass any mounted riders while walking or running through them. In time trial-type events, see below for variations based on the other event details. Violations of these non-riding rules may result in disqualification or a time penalty, to be determined and announced before the race start. Riders must also ride completely across the finish line, as described in section 2.6.

5.9 Uphill Race

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

5.9.1 Dismounted Riders

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

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

5.10 Downhill Race

A Downhill muni race is a test of speed and ability to handle terrain. Courses must be primarily downhill but may include flat or uphill sections. Recommended course length is 2.5 km, or 1 km at a minimum, depending on available terrain, trails and schedule time. The overall course difficulty must be rated with the Unicycle Downhill Scale. A minimum score of 20 points is recommended. Courses with scores below 15 points

should be labeled “beginner downhill” for clarity. For a course length less than 2 km, two separate runs should be held. In this case the ranking of the riders is based on the fastest of the two runs. Riders should race one at a time, released at regular time intervals. If the schedule has a small time window for the race, riders should be run in heat sizes that allow passing on the course, and do not bottleneck at the beginning.

5.10.1 Dismounted Riders

Dismounted riders must not impede the progress of, or pass mounted riders. They must remain aware of riders coming from behind, and not block them with their unicycles or bodies.

Running and fast walking are not allowed, except momentarily to slow down after an unplanned dismount. After a dismount, riders have to come to a complete halt before mounting the unicycle again. Riders may generally walk slowly if necessary. The following penalties apply if riders disregard this rule:

- Riders get an immediate time penalty of five seconds when they intentionally run or walk fast, not recovering from a fall. A judge must clearly indicate when the time penalty starts and when the rider may continue, for example by blowing a whistle and counting down from five.
- Riders get disqualified immediately when they do not stop and wait five seconds after the judge’s indication. The disqualification should be signaled to the rider immediately by a judge, for example by blowing a whistle twice.
- Judges must be trained and tested to correctly enforce these rules. Riders must be informed about the type of signaling prior to the race.

5.11 Cross Country (XC)

A Cross Country race should be at least 10 km or longer, depending on available terrain, trails and schedule time. The overall course difficulty must be rated with the Unicycle XC Scale. If multiple laps need to be completed, then the whole distance is the basis for the rating. A minimum score of 20 points is recommended. Courses with scores below 15 points should be labeled “beginner XC” for clarity. If only shorter trails are available, riders can be required to complete two or more laps of the course. It is basically any muni race that is not specifically focused on downhill or uphill. The course can contain any amount of uphill or downhill riding and is to be about fitness, and ability to ride fast on rough terrain.

5.11.1 Dismounted Riders

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

5b Cyclocross

All rules in the general muni chapter apply unless changed below.

5.12 Overview

Cyclocross racing is one of the fastest growing segments of bicycle racing in the United States. The course typically includes grassy fields, pavement, and possibly dirt trails. The courses are multi-lap and very spectator friendly. The typical bike of choice is a drop bar bike with skinny knobby tires. Cyclocross differs from the usual bike races in that there are mandatory dismount sections, called run-ups, where racers must carry their bikes over barriers, up stair-sets, or other obstacles that are too big to ride over. The riders run through these sections and remount on the other side. The speed in which a rider can transition from riding to running and back to riding is very important.

5.13 Course Definition

It will be a multi-lap event featuring a bit of cross country trail, grassy fields and natural and man-made obstacles where dismounting will be necessary. A course should have no fewer than two and no more than six obstacle or barrier sections where riders normally dismount and run with the unicycle. The starting and finishing stretches shall be free of obstacles within 10 meters.

It is suggested that the length of the course (used by both classes) not be much shorter than 1 km in length and no longer than 2.5 km in length. Organizers should keep in mind that most of the course should be visible from several vantage points.

5.14 Classes

It is advised that Cyclocross be run as two separate races, (Unlimited and Standard) as the nature of a multi-lap event on a short course will lead to passing and lapping.

For Cyclocross, Unlimited is defined as any standard unicycle (see definition in chapter 1d) with a rim with a bead seat diameter (BSD) of 622 mm (700c) or larger. Unlimited also includes a unicycle with a rim smaller than a 622 mm BSD *only* if it has a functioning gearing system which will yield a virtual wheel size greater than a 622 mm BSD. The Standard category only includes standard unicycles without gearing and with a rim less

than 622 mm BSD. There are no restrictions on crank length. For example, the following wheel sizes generally fit the above definitions:

Unlimited: 28/29/36, geared 24/26/28/29/36 inch

Standard: 24/26 inch

5.15 Starting

There will be a Le Mans style start. Unicycles will be lined up in a designated area away from the riders near the lap/finish line. Riders will line up behind an additional line and then be required to run to retrieve their unicycle when the race starts. They will then need to mount their unicycle to ride. Riders must be mounted within 10 meters after crossing the lap/finish line.

5.16 Timing

It is suggested that the Unlimited race be close to 45 minutes in length and the Standard race be close to 30 minutes in length. Using the time from the top rider's first two laps, the referee will determine how many laps could be completed in the desired time limit (i.e. 45 minutes). From this point on, the number of remaining laps (for the leaders) will be displayed and this will be used to determine when finish of the race occurs. A bell will be rung with one lap to go.

5.17 Dismounts and Dismounted Riders

Upon dismounting there are no restrictions about passing riders. Dismounted riders may run with their unicycle. Courtesy is expected to avoid accidents, but the running unicyclist does not have to yield to riding unicyclist.

5.18 Lapping

In the case of a rider being lapped, the passing rider has the right-of-way. The approaching rider needs to alert the slower rider of their intentions to pass. Special care at international events should be taken due to language differences. Lapped riders in the race will all finish on the same lap as the leader and will be placed according to the number of laps they are down and then their position at the finish.

5.19 Obstacles

Riders cannot cut the course around the obstacles. They may ride through the obstacle section if possible or dismount and run with their unicycle. By definition, the majority of riders should not be able to ride or hop the obstacle section. Riding or hopping through the obstacle section should not damage or break the obstacle.

5.20 Majority Riding Rule

Unicyclists must attempt to ride at least 50% of the course on each lap. This is to avoid someone running the entire race carrying or pushing a unicycle without riding it. A racer in violation will be warned by a racing official. Failure to heed the warning will result in a disqualification.

5.21 Finishing

Riders must ride completely across the finish line in control, as described in section 2.6.

Part 6

Artistic Freestyle and Standard Skill

Contents

6a Artistic Freestyle & Standard Skill Overview	74
6.1 The Difference Between These Events	74
6.2 Age Groups and Categories	74
6.3 Safety Gear	75
6.4 Categories for Smaller Competitions	75
6.5 Performance Set-Up	76
6.6 Interruption Of Judging	76
6.7 Music	76
6.8 Announcing Of Results	77
6.9 Protests	77
6.10 Artistic Freestyle Judging Panel	78
6.11 Scoring	81
6.12 World Champions	82
6b Artistic Freestyle Rules	83
6.13 Individual Freestyle Overview	83
6.14 Pairs Freestyle Overview	85
6.15 Group Freestyle Overview	86
6.16 Deadline For Signing Up	88
6.17 Size Of Performing Areas	88
6.18 Order Of Performance	88
6.19 Start Of Performance	88
6.20 End Of Performance	89
6.21 Rider's No-Signal Option	89
6.22 Clean-Up	90
6.23 Messy Performing Area	90
6.24 Pre-Event Practice Time	90

Contents

6c Artistic Freestyle Judging	91
6.25 Individual Freestyle – Technical Score	91
6.26 Individual Freestyle – Performance Score	93
6.27 Pairs Freestyle – Additional Judging Criteria	96
6.28 Group Freestyle – Additional Judging Criteria	97
6.29 Judging Grid: Technical Scores	100
6.30 Judging Grid: Performance Scores	101
6d Standard Skill Rules	103
6.31 Individual Standard Skill Overview	103
6.32 Group Standard Skill Overview	104
6.33 Start Of Performance	104
6.34 End Of Performance	105
6.35 Rider’s No-Signal Option	105
6.36 Floor, Markings And Figure Shapes	105
6.37 Mounts, Transitions, Axis, Single And Counted Short Skills	107
6.38 Body Form	107
6.39 Dismounts	107
6.40 Assisting Riders	107
6.41 Standard Skill Judging Sheet	108
6e Standard Skill Judging	110
6.42 Judging Panel	110
6.43 Operation Of The Judges	110
6.44 Difficulty Devaluations	111
6.45 Execution Devaluations	112
6.46 Totaling Scores	114
6f List of Standard Skills	115
6g X-Style	116
6.47 Definitions	116
6.48 Runs	116
6.49 Starting Groups	117
6.50 Tournament	117
6.51 Judges	117

Contents

6.52 Judging	117
6.53 Publishing Results	118

6a Artistic Freestyle & Standard Skill Overview

6.1 The Difference Between These Events

In Standard Skill, riders demonstrate pure skill and mastery on a standard unicycle, by performing up to 18 skills they have preselected. Standard Skill judging is based on the point value of the skills and quality of their execution, not the 'show.' In Artistic Freestyle, riders perform to music, with costumes, props and any kinds of unicycles. Riders are judged not only on skill, but also on how well they entertain and put on a show. There are Individual, Pair, and Group Freestyle events.

6.2 Age Groups and Categories

Age groups and categories may be different for different types of events. The minimum allowable age groups and categories are listed for each event. Convention hosts are free to add more age groups but additional categories can only be added when agreed upon by the Artistic Director, Chief Judge, and Event Host. Categories may not be added or removed at a Unicon without approval by the IUF Board. Age group is determined by the rider's age on the first day of the convention. Junior Expert is open to all riders 0-14. Expert is open to riders of any age, including 0-14. Riders must state the category in which they are entering for each Freestyle event in which they participate.

Example: Riders who enter Individual Freestyle as Experts can enter Pairs in another category if they wish. Riders are divided male/female in Standard Skill and Individual Freestyle, but not in Pairs or Group.

6.2.1 Riders Must Be Ready

Riders who are not ready at their scheduled performance time may or may not be allowed to perform after the last competitor in their age group or category. The Chief Judge will remember to consider language barriers, and that riders may be engaged in convention work to slow them down. Except for Standard Skill, a rider may not perform before a different set of judges than those that judged the rest of their age group or category.

6.3 Safety Gear

No safety gear is needed.

6.4 Categories for Smaller Competitions

At competitions where the number of Artistic Freestyle competitors is low, the Event Host may choose to only offer categories and no age groups. This decision would be made to encourage a competition that is fair and engaging for both spectators and competitors.

6.4.1 Categories and Time Limits

Categories are determined by skill level. The 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.

For Pairs Freestyle the skill levels of the two riders should be averaged to determine category placement.

Category Name	Level	Time Limit
Novice	0-3	2 minutes
Intermediate	4-6	3 minutes
Expert	7-10	4 minutes

6.4.2 Choosing Categories

Riders may enter the competition category they wish according to the approximate skill level of the skills planned for the routine. Riders who wish to enter a category that falls outside the guidelines must communicate their choice and reasons to the Chief Judge before the competition. The Chief Judge will review the choices to assure that riders enter categories that match their skills.

6.4.3 Promoting Rider(s) to a Higher Category

Because these categories are determined based on skill level and not age, it can be difficult to determine the correct category for any given routine. Therefore, there may be a need to promote routines to a higher category after they have been evaluated.

A routine is allowed to have a maximum of three successfully performed skills that are deemed to be higher than the allowed level for the category. Skills successfully performed is defined as performing the skill for a reasonable distance without falling, given the choreography of the routine. When this limit of three is exceeded, the routine is to be promoted to the next most difficult level. Clearly the skill levels are not an

inclusive list of all the skills that may be performed in any given routine. Therefore, the approximate difficulty level of each skill performed in any routine must be evaluated to determine whether or not the skill is too difficult for the given category.

It is up to the discretion of the Chief Judge as to whether or not a routine is promoted to a higher category. The Chief Judge should take into account the opinions of the other judges when making this decision.

6.5 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.

6.6 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.

6.7 Music

In Artistic Freestyle events, music is included in the judging and competitors should use it. In Standard Skill music is not judged. But background music will be provided during all Standard Skill routines, or competitors may provide their own. Competitors may also, at their request, have no music played. It is recommended to have one or more backup copies of all music in case of loss or damage. For recordable disks, competitors are also recommended to test their music on multiple players to make sure it will work at competition time.

6.7.1 Media Types

The host is required to have the capability of playing recorded CDs. Other media types may also be supported, at the host's discretion. The Artistic Director is responsible for announcing what media types will be supported, and making sure the necessary equipment is provided.

6.7.2 Music Preparation

Competitors must provide their music in a type that is supported, and has been announced by the Artistic Director. All music must be clearly labeled with the competitor name(s), age group or category, event type (such as Pairs), and if needed, the track number. Whenever possible, competition music should be the first track on the CD. The DJ (music operator) is not responsible for any errors resulting from unsupported types or mislabeled tracks.

6.7.3 Music Volume

Volume level is controlled by the DJ, at instructions from the Chief Judge. The base volume for Freestyle music should be loud enough to sound clear, and be heard by all. For Standard Skill, volume level should not be loud enough to interfere with judge communication, but otherwise similar to the level for Artistic Freestyle. Some competitors' music may start with especially loud or quiet sections, and the DJ should be advised of these so volume levels do not get compensated in the wrong direction. Some competitors may request that their music be played at lower levels. These requests can be made directly to the DJ. Requests for higher volumes must be approved by the Chief Judge, who has the option of passing this responsibility to the DJ.

6.7.4 Special Music Instructions

Some competitors may have special music instructions, such as stopping or starting the music at a visual cue, changing volume level during the performance, etc. The DJ is not responsible for errors carrying out these instructions. For best results, the competitor should supply a person to coach the DJ during the performance, so there are no mistakes. If the DJ receives instructions that sound unusual, the Chief Judge should be consulted for approval.

6.8 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.

6.9 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.

6.10 Artistic Freestyle Judging Panel

There are five (or more) judges each of Technical and Presentation for Age Group competitions; five (or more) judges each of Technical and Presentation for Jr. Expert and Expert competitions (including Group). All judges must attend a workshop provided as part of the convention schedule before the start of the Artistic Freestyle competitions. Exceptions to workshop attendance are granted by the Chief Judge if judging rules have not changed since the previous judging experience and the judge has high Accuracy Scores. Unless otherwise noted, judges at a Unicon must either speak English or have translation assistance for the specified language while judging. Judges at other unicycle conventions should speak the dominant language of that convention or have translation assistance.

Judges' names must be provided to the Chief Judge (via email, FAX, or postal mail) by at least one month prior to the start of the unicycle convention and include the number of Freestyle conventions where they have been a competitor, judge, or simply in the audience. See section 6.10.8 for description of which teams/countries are required to provide judges. Judges must be at least 15 years of age at the start of the event. Judges are recommended to be a current Freestyle competitor, a former Freestyle competitor, an active coach of Freestyle routines, a proven judge at prior competitions, or an avid spectator who has observed many Freestyle routines. Details about the Standard Skill judging panel are covered in section 6.42.

6.10.1 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.
- An individual or team coach, manager, trainer, colleague who is member of the same club specified in the registration form, colleague's family etc. of a rider competing in the event.
- A sponsor, part of a sponsoring organization or connected to an organization sponsoring any riders in the group to be judged.
- A family member of another judge on the judging panel.

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.

6.10.2 Assignment Of Age Group and Category Judges

Judges will be chosen from the list of judges as provided in section 6.10.8. Judges who are competing in the event just before or just after the current category are strongly suggested to be eliminated from the list. Judges will also be eliminated from the list for

the current category as described in section 6.10.5. The final selection of judges will be chosen based on their accuracy scores from the remaining list.

6.10.3 Assignment Of Expert (And Junior Expert) Judges

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

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

Judges who are competing in the event just before or just after the current category are eliminated from the list. Judges will also be eliminated from the list for the current category as described in section 6.10.1. Judges will also be eliminated from the list if they exhibit Judging weaknesses during their Age Group judging as described in Section 6.10.5. At Unicons, if more than five judges each of Technical and Presentation remain, judges who have not judged at a previous Unicon will be removed from the list. If there are still more than five each then the final list of judges for the category will be chosen by accuracy scores as defined in section 6.10.7.

6.10.4 Judging Panel May Not Change

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

6.10.5 Rating Judge Performance

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

- **Excessive Ties:** A judge should be able to differentiate between competitors. Though tying is most definitely acceptable, excessive use of tying defeats the purpose of judging.
- **Group Bias:** If a judge places members of a certain group or nation significantly different from the other judges. This includes a judge placing members significantly higher or significantly lower (a judge may be harsher on his or her own group members) than the other judges.

- **Inconsistent Placing:** If a judge places a large number of riders significantly different from the average of the other judges.

6.10.6 Re-Instating Judges

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

- Discuss with the Chief Judge the scores that were Tied, Biased, or Inconsistent.
- Practice judge on at least two categories with at least 4 competitors.

If the practice judging shows no further examples of Judging Weakness, they may be reinstated on approval by the Chief Judge and Artistic Director. If the Chief Judge and Artistic Director are the same person, then the next highest-ranking official must agree to the reinstatement.

6.10.7 Calculating Accuracy Scores

The Chief judge should decide to replace a judge if he/she shows signs of weakness. To find the right decision, the chief judge may use heuristics, statistical analytics, etc. as indicators.

6.10.8 Nominating Artistic Freestyle Judges

Parties (Countries/Clubs) that participate at competitions must nominate judges in relation to the number of Artistic Freestyle participants they send (see table below). After registration finishes, the chief judge will send a request to all parties. The request contains the compiled number of minimum judges per party and a question to nominate the candidates. Judge nominations include the experience of the judges (such as previous competitions, how long he/she has been judging, age group/expert judging or other relevant qualifications such as educations).

Number of Participants per Party	Minimum Number of Judges per Party
<5	0
5-10	2
11-20	3
21-30	4
>30	5

6.10.9 Not Providing Judges

At Competitions, parties that are unable to provide their required number of judges (either Group or Individual/Pairs) may have their competitors removed from that competition. Exceptions will be granted on a special basis with a letter to the Chief Judge, Artistic Director, and Convention Director. **Note:** A party that isn't able to nominate their minimum judges can ask a party that has more than the required number of minimum judges to nominate their additional judges as their own.

6.10.10 Judges Workshop

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

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

6.11 Scoring

To tabulate the scores in Artistic Freestyle events (not X-Style or Standard Skill), each judge's scores in a category or age group are totaled and restated as a percentage of that judge's total points for that category or age group, i.e. the judge's relative preferences for each performer. Then the percentages from all of the judges are totaled together. This is done first in both Performance and Technical. Once a percentage total for each competitor has been calculated for both Performance and Technical, these percentages are combined together to see the final results.

6.11.1 Removing Scores

All of the judges scores must be kept. The Chief Judge has the power to remove scores only if they are deemed to be biased, inaccurate, or another extreme case.

6.11.2 Ties

In the case of a tie where more than one competitor has the same placing score after the above process, those riders will be ranked based on their placing scores for Technical. The scoring process must be repeated using only the Technical scores for the tied riders to determine this rank. If competitors' Technical ranking comes out equal, all competitors with the same score are awarded the same place.

6.12 World Champions

Winners in the Expert category at of each event at Unicon are the **World Champions**. In the individual events, separate titles are awarded for male and female. Winners in the Jr. Expert category at Unicon are the **Junior World Champions**.

6b Artistic Freestyle Rules

6.13 Individual Freestyle Overview

6.13.1 Minimum Age Groups

0-14, 15-UP, Expert. The decision to enter as Expert or Jr. Expert is optional, but must be stated in advance.

6.13.2 Time Limits

2 minutes for riders 0-14 (except Jr. Expert), 3 minutes for all other age groups (except Expert). Jr. Expert has a maximum of 3 minutes and Expert has a maximum of 4 minutes.

6.13.3 Unicycles

Any type and any number.

6.13.4 Music and Costume

All are judged, and must be considered in the performance.

6.13.5 Props and Decorations

Props are all items which are used by the rider in his/her performance and require a technical handling by the rider (for example typical objects like clubs, ribbons, hoop, etc.). These items can be used to do a unicycling trick, like rope skipping with the unicycle. However, they can also be employed to show a non-unicycling skill which supports and enhances the choreography, like the elaborate use of a hat. Props have to be presented by the rider. It is not mandatory to include props in the performance. If none are used, the score will not be lower.

Decoration: In contrast to props, decoration is used to present the rider or clarify the theme of the performance. Decoration does not require a technical handling by the rider. For example other persons in costumes and background images. Decoration is no personal contribution of the rider and therefore effects of the Decorations should not

6b Artistic Freestyle Rules

be judged. On the contrary, Decorations can also be judged negatively if it distracts from the rider's performance. For Junior Expert and Expert categories at Unicon, it is forbidden to use decorations (including people) that are too large, which the competitor cannot carry and/or put on by oneself.

For Props and Decoration neither fire nor sharp objects (such as juggling knives) are allowed.

6.13.6 Judging Method

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

6.13.7 Maximum Number of Competitors for Jr. Expert and Expert

Non-Unicon: Organizers of non-Unicon events can choose to limit the number of competitors using the guidelines below or have no limit.

Unicon: Each country can submit a maximum of three individuals in each category to compete at Unicon in the Individual Freestyle events (three in Jr. Expert Male, three in Jr. Expert Female, three in Expert Male, three in Expert Female). If a country has placed 1st, 2nd, or 3rd in Individual Freestyle at the previous Unicon, they can submit one additional competitor for each placing in that category. For example, if Country-A wins first place in Expert Male at the previous Unicon, they may submit up to four individuals for Expert Male at the current Unicon. If Country-B wins second and third place in Jr. Expert Female at the previous Unicon, they may submit up to five individuals in Jr. Expert Female at the current Unicon.

6.13.8 Method for Limiting the Competitors at Unicon

A country that wishes to submit more than their allocated number of individuals should select individuals by their own way. Any type of competition using the IUF judging methods to determine their competitors is recommended. If a country is unable to hold a competition, a country can choose individuals by their own rating method. For example, if a country has placed 1st, 2nd or 3rd in Individual Freestyle at the previous Unicon, it can give these individuals a higher rating, because they brought additional number of individuals to a country. If a country did not place in the top three, it can give only the highest placing individual a higher rating. It is strongly recommended to complete the selection at least three months prior to the start of the Unicon. If a country cannot select by then, the method and schedule of the selection must be communicated to the Chief Judge and Artistic Director at least three months prior to the start of the Unicon.

6.14 Pairs Freestyle Overview

6.14.1 Minimum Age Groups

Age group (all ages), Expert. Each rider may enter only once. The age group of the older rider is the age group for the pair. Expert is treated as the “oldest” age group, followed by Jr. Expert, and then all other age groups. The decision to enter as Expert or Jr. Expert (if used) is optional, but must be stated in advance.

6.14.2 Time Limits

Same as Individual Freestyle.

6.14.3 Unicycles

Any type and any number.

6.14.4 Music and Costume

Same as Individual Freestyle.

6.14.5 Props and Decorations

Same as Individual Freestyle.

6.14.6 Judging Method

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

6.14.7 Maximum Number of Competitors for Jr. Expert and Expert

Non-Unicon: Organizers of non-Unicon events can choose to limit the number of competitors using the guidelines below or have no limit.

Unicon: Each country can submit a maximum of three pairs in each category to compete at Unicon in the Pairs Freestyle events (three in Jr Expert Pairs, three in Expert Pairs). If a country has placed 1st, 2nd, or 3rd in Pairs Freestyle at the previous Unicon, they can submit one additional competitor for each placing in that category. For example, if Country-A wins first place in Expert Pairs at the previous Unicon, they may submit up to four Pairs for Expert Pairs at the current Unicon. If Country-B wins second and third place in Jr Expert Pairs at the previous Unicon, they may submit up to five pairs in Jr

Expert Pairs at the current Unicon. If a pairs team is submitted consisting of members from two countries, that team must choose one of their two countries to represent.

6.14.8 Method for Limiting the Competitors at Unicon

A country that wishes to submit more than their allocated number of pairs should select competitors by their own way. Any type of competition using the IUF judging methods to determine their competitors is recommended. If a country is unable to hold a competition, a country can choose pairs by their own rating method. For example, if a country has placed 1st, 2nd, or 3rd in Pairs Freestyle at the previous Unicon, it can give these pairs a higher rating if BOTH partners from the previous Unicon still be pairs, because they brought additional number of pairs to a country. If a country did not place in the top three, it can give only the highest placing pairs a higher rating. It is strongly recommended to complete the selection at least three months prior to the start of the Unicon. If a country cannot select by then, the method and schedule of the selection must be communicated to the Chief Judge and Artistic Director at least three months prior to the start of the Unicon.

6.15 Group Freestyle Overview

Group Freestyle is divided in Large Groups and Small Groups Each rider may enter each category (Small Group, Large Group) only once. For example: a rider can be in one small group routine and one large group routine but not two small group routines (without permission).

A rider may appear in a second Group Freestyle performance (Small Group, Large Group) with permission of the Chief Judge, to replace a rider due to illness, injury or other mishap.

6.15.1 Small Group

Minimum of three riders, maximum of eight.

6.15.2 Large Group

Minimum of nine riders, no maximum number of riders.

6.15.3 Minimum Age Groups

Small Group: 0-14, 15+ Large Group: none.

6.15.4 Time Limit

Five minutes.

6.15.5 Unicycles

Any type and any number.

6.15.6 Music and Costume

Same as Individual Freestyle.

6.15.7 Props and Decoration

Same as Individual Freestyle.

6.15.8 Judging Method

Same as Individual Freestyle, but with additional 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.

6.15.9 Maximum Number of Competitors for Jr. Expert and Expert

Non-Unicon: Organizers of non-Unicon events can choose to limit the number of small/large groups using the guidelines below or have no limit.

Unicon: Each country can submit a maximum of three groups to compete at Unicon in each of the following categories: Expert Small Group, Jr. Expert Small Group, Expert Large Group, and Jr. Expert Large Group.

6.15.10 Method for Limiting the Competitors at Unicon

A country that wishes to submit more than their allocated number of groups should select groups by their own way. Any type of competition using the IUF judging methods to determine their groups is recommended. If a country is unable to hold a competition, a country can choose groups by their own rating method. For example, if a country has placed 1st, 2nd, or 3rd in Group Freestyle at the previous Unicon, it can give these groups a higher rating, because they brought additional number of groups to a country. If a country did not place in the top three, it can give only the highest placing groups a higher rating. Not all members from the previous Unicon are required to be members of a new group. It is strongly recommended to complete the selection at least three

months prior to the start of the Unicon. If a country cannot select by then, the method and schedule of the selection must be communicated to the Chief Judge and Artistic Director at least three months prior to the start of the Unicon.

6.16 Deadline For Signing Up

These events have a deadline for entry, which must be specified in the registration form. If not specified in the registration form, the deadline is one month before the official convention start date. A maximum of ten Individuals, ten Pairs routines, and two groups will be allowed to be added after this time to account for difficulties in travel planning or other valid reasons that are communicated about in advance. These will be added in the order of their request to the Chief Judge and Convention Director via email or fax. Participants who attempt to sign up less than 36 hours prior to the beginning of the specified competition will not be allowed to enter. Changing Pairs partners is allowed up to 36 hours prior to the actual competition as long as the category does not change. Adding or subtracting the members of a group routine is allowed up to 36 hours prior to the start of that competition.

6.17 Size Of Performing Areas

The minimum size for an Artistic Freestyle event must be 28 x 15 meters. Hosts shall give additional space to riders. Hosts must publicize the dimensions of the available performing area as far in advance of the competition as possible, and organizers of international championships at least three months prior to the event.

6.18 Order Of Performance

Performance order for Jr. Expert and Expert in Pairs/Individual/Group Freestyle are defined by an open drawing without a computer. The drawing/selection should be done publicly and transparently, at a time that is announced ahead of time so people can witness it. The method to determine performance order for age groups is completely up to the Artistic Director.

6.19 Start Of Performance

6.19.1 Artistic Freestyle Events

The judging, the stopwatch, and the 'performance' all start at the same time. The Timer starts the watch at the beginning of the music, or at a signal from competitors, whichever comes first. The signal can be a nod, wave, bow, verbal cue ("Start!") or any clearly understandable means. An acoustic signal (such as a whistle) will indicate that the

timing and judging have started. Any non-unicycling activities such as dancing, posing, acrobatics, etc., must be included within the time limit of the routine to be judged. In all Freestyle routines, an acoustic signal will indicate when there are 30 seconds left. In all artistic events, two acoustic signals or a different signal will indicate the end of the riding time and end of the judging.

6.20 End Of Performance

The performance ends at a signal from the rider, such as a bow or “Thank you,” an obvious endpoint, or at the end of the time limit. Nothing that occurs after the time limit may affect judging scores.

6.20.1 Artistic Freestyle Events

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. Performing past the time limit will reduce the rider’s score. All time limits are maximums. Riders need not fill the entire time, but 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 makes the best performance.

6.20.2 Performance Time Announcement

When a Freestyle performance is finished, the timer will report the actual length of the performance. The time can be either displayed visually or announced publicly. A visual display must be visible to the judges and audience, such as on an electronic timing board or written on a white board. If the routine ran overtime, only the maximum time need be displayed (example: 4:00 for Experts), or nothing at all. For public announcements by voice, the announcement should happen after the performer has exited, or clearly finished performing. In other words it is preferred to wait if the performer has an artistic exit, even though it cannot be judged. Then the announcement should be made, in a form similar to “The performance time was two minutes, forty two seconds.” This announcement must be made without delay, as it is a factor in the judging of the performer. If the performance ran overtime, no voice announcement is needed.

6.21 Rider’s No-Signal Option

6.21.1 Artistic Freestyle Events

A rider may have a well-planned routine to music that he or she knows is under the time limit, and does not wish for the acoustic signals to detract from his or her performance. When riders sign up with the Rider Liaison they can request “No acoustic signals.” This

will eliminate the 'Start' signal, and the 30-second warning. The Timer will still keep the time, and if the rider exceeds the time limit, the Timer will make the 'double acoustic signal' to indicate the rider has run overtime.

6.22 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.

6.23 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.

6.24 Pre-Event Practice Time

In order to give fair practice time in the Freestyle competition venue to the high level competitors, thirty minutes for practice must be reserved immediately before each Jr. Expert and Expert competition. During each thirty minute warm-up period, only the competitors for that event are allowed to be on the competition floor.

Each group that is competing also must be given time to rehearse on the competition floor. The Artistic Director is responsible for publishing a rehearsal schedule at least two weeks before the competition day. The amount of time allotted to each group is to be determined by the Artistic Director, however, each group must be given the same amount of rehearsal time and it cannot be less than fifteen minutes.

6c Artistic Freestyle Judging

Judging for Individual, Pairs, and Group Freestyle is divided into two components, Technical and Performance. Qualified judges may judge only Technical, only Performance, or both. For each component, judges give three or four scores from 0 to 10, or 0 to 15, high scores being better. Scores such as 2.0, 2.2, or even 2.25 are encouraged to help differentiate between riders of similar ability.

6.25 Individual Freestyle – Technical Score

The Technical part of the judging is broken into three parts. Three scores will be given by each judge, values ranging from 0 to 10, or from 0 to 15 as follows:

- Quantity of Unicycling Skills And Transitions (0-10 points)
- Mastery And Quality of Execution (0-15 points)
- Difficulty And Duration (0-15 points)

Technical Total: 40 points

6.25.1 Quantity of Unicycling Skills and Transitions

Quantity is the number of unicycling skills and transitions successfully executed. Transitions, before and after the skill, should also be counted. If a dismount happens during transition but after a skill was successfully executed, only the completed skill is counted and the failed transition should not be counted. For example, if a dismount happens during stand up gliding, only the transition from riding to stand up is counted. If a dismount happens after stand up gliding and during the transition from the stand up gliding to riding, the previous transition into stand up and the stand up gliding are counted.

Only ‘unicycling skills’ will be counted (see definition in chapter 1d). For example, if a rider is juggling while idling, idling is counted as a unicycling skill and juggling will affect the Interpretation: Props and other Presentation scores. Performing many short skills with quick transitions can increase this score, but will decrease the score as related to the Duration score.

Variety: Different from Variety in Standard skill, different variations of the same type of skill are counted separately. Skills should be chosen to work with the style of the performance, but performing exactly the same skill multiple times will decrease this score.

Examples:

- ‘Drag seat in front’ and ‘drag seat in back’ are counted independently.
- The following variations of ‘stand up gliding one foot’ will be counted differently;
 - Arabesque (The free leg is extended behind the body above hip height - at least a 90 degree angle)
 - Knee hold (one hand supporting the knee of the free leg)
 - Y-character balance (holding a straightened leg up with one hand and using other hand to form a Y shape)
 - Catch-foot (the free leg being held in one or both hands)
 - Biellmann (the free leg grasped from behind and pulled overhead in the Biellmann position)
- Face up spins are different from normal upright spins
- Combinations of one-rotation spins/turns are different from continuous spins

Originality: In Artistic Freestyle, new skills are less important than in Flatland. However, skills with unique variations that are completely new or with new approaches will get more points. Originality is mainly judged in Presentation (section 6.26).

6.25.2 Mastery And Quality of Execution

Mastery is the amount of control shown by the rider(s) during their execution of the skills and transitions. The body form should demonstrate good control and Mastery of the unicycle. If a rider is showing good style (section 6.26.2) during difficult skills, the Mastery score should be high. Mastery of the unicycling skills is also required to perform the “additional non-unicycling skills”, such as juggling, dancing, and acrobatics.

There are several viewpoints to check the Quality of Execution, such as Stability, Duration, Speed, Synchronization, and Fluidity of Transition. These viewpoints don’t have to be evenly weighted, but required to check.

Duration: Holding a skill for a longer amount of time and distance also indicates a higher level of mastery and difficulty for that skill.

Stability: High scores should not be given if unintentional jerky body movement, or a wandering spin or pirouette is shown occasionally.

Speed: High score is given when the rider controls the speed (faster or slower) of turns, spins, and transitions excellently.

Synchronization: Being synchronized with the rhythm of the music and timing accuracy should be judged. High scores are awarded for a routine if timing of the skills is well planned and accurate.

Fluidity of Transition: High scores are given for transitions when the rider performs a skill straight into another skill quickly. Low scores are given for transitions if several revolutions, idles, hops (or other setup-type skill) need to be performed before performing

the more difficult skill - unless it is obvious that these are used to increase the overall choreography and timing of the routine.

6.25.3 Difficulty And Duration

The level of Difficulty is taken into account for successfully executed skills including transitions. High scores are awarded for a routine packed with a number of skills all with high difficulty. High scores should not be given if only one or two of the skills are of a high level. Generally:

- Backward skills are more difficult than the same type of Forward skills.
- ‘Seat against body’ is easier than ‘Seat not touching body’.
- Faster spins/turns with smaller diameter are more difficult than slower spins/turns with larger diameter.
- ‘Stand up with a hand touching the seat’ is easier than ‘stand up with neither hand touching the seat’.
- ‘Jump up from the pedals to the frame removing both feet simultaneously’ is more difficult than ‘Standup with one or both feet on the frame’.

If a rider is juggling while idling, for example, the difficulty of idling does not carry the same difficulty as idling without juggling. The same applies for dancing, and acrobatics.

Duration: Holding a skill for a longer amount of time and distance also indicates a higher level of mastery and difficulty for that skill.

6.26 Individual Freestyle – Performance Score

The Performance half of the judging has been broken into four parts. Four scores are to be given by each judge with values ranging from 0 to 10 as follows:

- Mistakes: Dismounts (0-10 points)
- Presence/Execution (0-10 points)
- Composition/Choreography (0-10 points)
- Interpretation of the Music/Timing (0-10 points)

Presentation Total: 40 points Each part includes a definition of the terms as well criteria to be considered by the judges.

6.26.1 Mistakes: Dismounts

Low scores are given for routines with more than 8 major dismounts, therefore interrupting the flow of the routine. Medium scores are given for a routine that has approximately 3 major dismounts and a few minor dismounts. High scores are given for a routine with no major dismounts, and few or no minor dismounts. Judges need to be able to differentiate between a planned dismount and an unplanned dismount.

Major dismounts are when the unicycle falls and/or a hand or any body part other than the rider's foot or feet touch the floor. Major dismounts are also when the choreography of a rider's routine is clearly affected.

Minor dismounts are when the unicycle does not fall, only the rider's foot or feet touch down and the choreography of a rider's routine is not affected. A minor dismount may also be counted when Judges cannot differentiate between a planned dismount and an unplanned dismount.

Exception: Dismounts that occur while the rider is performing a seat drag skill have to be evaluated somewhat differently since the unicycle is already on the ground. For these dismounts, the judges should use the current above language regarding minor and major dismounts but disregard the parts talking about the unicycle. For example, if a rider is performing seat drag in back and steps off the unicycle with only their feet touching the ground, it would be considered a minor dismount unless the choreography of the routine is plainly affected.

Score can be generated using the following calculations:

$$\begin{aligned} \text{Score} = 10 & - 1.0 \cdot (\text{number of major dismount(s)}) \\ & - 0.5 \cdot (\text{number of minor dismount(s)}) \end{aligned}$$

6.26.2 Presence/Execution

There are two parts to this section. Each part does not need to be evenly weighted, but judges are required to consider both parts.

Presence: involvement of the rider physically, emotionally and intellectually as they translate the intent of the music and choreography.

Execution: quality of movement and precision in delivery. This includes harmony of movement.

Criteria:

- Physical, emotional and intellectual involvement
- Carriage
- Style and individuality/personality
- Clarity of movement
- Variety and contrast

- Projection

6.26.3 Composition/Choreography

An intentional, developed and/or original arrangement of all types of movements according to the principles of proportion, unity, space, pattern, structure and phrasing.

Criteria:

- Purpose (idea, concept, vision)
- Proportion (equal weight of the parts)
- Utilization of personal and public space
- Pattern and ice coverage
- Phrasing and form (movements and parts structured to match the phrasing of the music)
- Originality of purpose, movement and design

6.26.4 Interpretation of the Music/Timing

The personal and creative *musical realization* of the rhythm, character and content of music to movement in the performance area.

Criteria:

- Effortless movement in time to the music (timing)
- Expression of the music's style, character and rhythm
- Proper musical realization to artfully characterize the routine
- Use of *finesse* to reflect the nuances of the music
- Keeping a good balance between riding to the beat and melody

Musical realization can occur in four different ways:

- Analog: Representing the highlights/cues in the music through movements
- Congruent: Representing every beat/tone/note in the music through movements
- Contrastive: Movement that is contrary to the music or putting moves on the off-beat
- Autonomy: Movement and music are independent. Music and movements don't need to match, yet can. This offers the artist the most freedom in his creative process

Finesse is the refined, artful manipulation of nuances by the rider(s). Nuances are the personal artistic ways of bringing variations to the intensity, tempo, and dynamics of the music made by the composer and/or musicians.

6.27 Pairs Freestyle – Additional Judging Criteria

Pairs judges must consider the performance of two unicyclists together. All judging criteria and the scoring from Individual Freestyle are used, but the additional factors below must also be considered. The only exceptions are the scoring guidelines for Pairs Freestyle Difficulty and Duration as mentioned below in section 6.27.3.

6.27.1 Pairs Freestyle: Quantity of Unicycling Skills and Transitions

Number of skills should be counted for each rider separately. If a rider is not riding unicycle and performing non-unicycling skills while the other rider doing unicycling skills, only one skill for a rider is counted.

Pairs Vs. Doubles: ‘Doubles’ refers to two riders on one unicycle. In case of Doubles, the Quantity is counted as same as the skill by a single rider.

6.27.2 Pairs Freestyle: Mastery and Quality of Execution

Synchronization: Timing-synchronization with each other should be judged in Pairs routines. High scores awarded for a routine if timing of every skills are well planned and accurate. Even though riders do not do the same skill/movement at the same timing intentionally in pairs, timing accuracy of each movement can be measured as synchronization with rhythm of the music, in a manner similar to individual routines. The same rules and chart from Individual Freestyle is to be used for Pairs Freestyle.

6.27.3 Pairs Freestyle: Difficulty and Duration

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. Number of skills should be counted for each rider separately. If a rider is not riding unicycle and performing non-unicycling skills while the other rider doing unicycling skills, only one skill for a rider is counted. 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, side-by-side.

Pairs Vs. Doubles: ‘Doubles’ refers to two riders on one unicycle. In case of Doubles, the Quantity is counted as same as the skill by a single rider. 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.

Duration can be increased if a rider pulls or pushes another rider with holding hands, but will decrease the score as related to Quantity (section 6.27.1).

6.27.4 Pairs Freestyle: Presence/Execution

Additional Criteria:

- Unison and “oneness”
- Balance in performance between partners
- Spatial awareness between partners

6.27.5 Pairs Freestyle: Composition/Choreography

Additional Criteria:

- Unity
- Shared responsibility in achieving purpose by both

6.27.6 Pairs Freestyle: Interpretation of the Music/Timing

Additional Criteria:

- Relationship between the partners reflecting the character of the music

6.28 Group Freestyle – Additional Judging Criteria

Everything for Individual and Pairs applies, including the scoring, plus these additional points. Exceptions are in the scoring detailed in sections 6.28.3 and 6.28.4. 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.

6.28.1 Quantity of Unicycling Skills and Transitions

Approximate number of skills may be counted for all members in total. The number of skills should be weighted by the number of unicycling riders in the group. If some riders are not on unicycles or are performing non-unicycling skills while the other riders doing unicycling skills, the count is reduced accordingly.

6.28.2 Group Freestyle: Mastery and Quality of Execution

Synchronization: Timing-synchronization with all members should be judged in Group routines. High scores awarded for a routine if timing of every skills are well planed and accurate. Even though sub-groups do not do the same skill/movement with other sub-groups at the same timing intentionally, timing accuracy of each movement can be measured as synchronization with rhythm of the music, in a manner similar to individual routines.

Mastery is the amount of control shown by the riders during their execution of the skills. The body form should demonstrate good control and ‘mastery’ of the unicycle. Holding a skill for a longer amount of time also indicates a higher level of mastery for that skill. Performing a skill multiple times can increase the Mastery portion of the score, but will decrease the score as related to Variety and Level of Difficulty. If the group shows good style (section 6.26.2) during difficult skills, the Mastery score should be high.

6.28.3 Group Freestyle: Difficulty and Duration

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

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

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

6.28.4 Group Freestyle: Dismounts

Two or four dismount judges should be appointed by the Chief Judge to count falls for group routines. These judges should be chosen to fairly represent the different groups present (e.g. four judges from four different countries). Performance judges should not count falls. Each dismount judge should count all of the major and minor dismounts of a group, not only dismounts in one part of the floor. The counts from each judge should be averaged to create the dismount score for a group.

Score can be generated using the following calculations: The number of dismounts should be weighted by the number of riders in the group. The following formula is used:

$$\text{Mistake Score} = 1.0 \cdot (\text{number of major dismount(s)}) + 0.5 \cdot (\text{number of minor dismount(s)})$$

Final Dismount Score = $10 \cdot - \text{mistake score} / \text{number of riders}$. This score cannot be lower than 0.

6.28.5 Group Freestyle: Presence/Execution

In addition to the description for Individual Freestyle (section 6.26.2), judges are looking for teamwork and cooperation. Additionally, movements should cover the performing area uniformly and use all riders effectively.

6.29 Judging Grid: Technical Scores

Range of Scores	Quantity of Unicycling Skills and Transitions	Mastery and Quality of Execution (weighted 1.5x)	Difficulty and Duration (weighted 1.5x)
10.00–9.00 <i>Outstanding</i>	<ul style="list-style-type: none"> • uses allotted time to perform an optimal number of skills • impressive originality and variety 	<ul style="list-style-type: none"> • looks effortless • no loss of control in the entire routine • riding looks balanced and controlled 	<ul style="list-style-type: none"> • all riders perform very difficult skills • all skills have long duration
8.99–7.00 <i>Good</i>	<ul style="list-style-type: none"> • uses time fairly effectively to show a number of skills • good originality and variety 	<ul style="list-style-type: none"> • riding looks effortless most of the time • minimal loss of control • riding looks balanced and controlled most of the time 	<ul style="list-style-type: none"> • many skills at high difficulty • many skills have long duration
6.99–4.00 <i>Average</i>	<ul style="list-style-type: none"> • shows a good amount of skills but could have used time more effectively • okay originality and variety of skills 	<ul style="list-style-type: none"> • riding sometimes looks effortless • some loss of control • riding looks balanced and controlled some of the time 	<ul style="list-style-type: none"> • averaged difficulty of skills performed by all riders is average • skills vary in duration
3.99–1.00 <i>Poor</i>	<ul style="list-style-type: none"> • lower number of skills • lacks originality and/or variety of skills 	<ul style="list-style-type: none"> • riding often looks challenging • riding is often out of control • riding often looks unbalanced 	<ul style="list-style-type: none"> • low difficulty when averaged for whole routine • many skills have short duration
0.99–0.00 <i>Extremely Poor</i>	<ul style="list-style-type: none"> • few to no unicycling skills 	<ul style="list-style-type: none"> • falling looks imminent • riding constantly is out of control • riding constantly looks unbalanced 	<ul style="list-style-type: none"> • all novice skills

6.30 Judging Grid: Performance Scores

Range of Scores	Characteristics of Presence/Execution	Characteristics of Composition/Choreography	Characteristics of Interpretation of Music/Timing
10.00–9.00 <i>Outstanding</i>	<ul style="list-style-type: none"> • elegant/sophisticated style • refined line of body and limbs • precise execution of body movements • spellbinding presence • projection exceptional 	<ul style="list-style-type: none"> • elements superbly motivated by music • ingenious use of music, space, symmetry • memorable highlights distributed evenly • change of pace/tempo incorporated seamlessly • total utilization of space • choreography gives the feeling of a completely unified dance 	<ul style="list-style-type: none"> • rider/music/nuances as one motivation from “heart” • wide range of inspired movements, gestures • rider stays “in character” for the whole routine • exceptional ability to relate as one and to reflect music/theme • superb expression of the music’s style and character • timing: 100% correct
8.99–8.00 <i>Very Good</i>	<ul style="list-style-type: none"> • coordinated movements • very good carriage and lines • effortless flow of riding • projection strong 	<ul style="list-style-type: none"> • superior choreography, clearly understandable • variety of innovative moves that develop theme • change of pace/tempo incorporated with ease • excellent use of music/space/symmetry • choreography gives the feeling of a mostly unified dance 	<ul style="list-style-type: none"> • riders and music meld • internal motivation • very good range of interesting movements/gestures • excellent ability to relate as one to reflect music/theme • excellent expression of the music’s style and character • timing: 85% correct
7.99–7.00 <i>Good</i>	<ul style="list-style-type: none"> • good carriage/lines • projection most of time 	<ul style="list-style-type: none"> • interesting moves derived from theme • good use of music/space/symmetry • unity of rider in use of music 	<ul style="list-style-type: none"> • riding/music integrated • good internal motivation • riders stay “in character” for over 75% of routine • good expression of the music’s style and character • timing: 75% correct
6.99–6.00 <i>Above Average</i>	<ul style="list-style-type: none"> • above average line of body and limbs and good carriage • able to project about 75% of time 	<ul style="list-style-type: none"> • some interesting creative moves that use rhythm(s) effectively • above average variation of speed according to music • above average distribution of highlights • above average use of performance space 	<ul style="list-style-type: none"> • riding fits music well • movements in character 75% of time • rider is able to play with music • above average expression of the music’s style and character • timing: 65% correct
5.99–5.00 <i>Average</i>	<ul style="list-style-type: none"> • average carriage/lines with some breaks • consistent, pleasing line of body and limbs • projection skills vary throughout routine 	<ul style="list-style-type: none"> • variable moves often related to theme and music • interesting composition • average use of change of pace • average use of performance space • variation of speed according to music 	<ul style="list-style-type: none"> • slight difference in motivation of moves • average use of accents/nuances • average expression of rhythms or theme • average emotional connection to music • timing: 55% correct
4.99–4.00 <i>Fair</i>	<ul style="list-style-type: none"> • carriage /lines variable • mostly pleasing posture • reasonable line of body and limbs • projection only about 50% of the time 	<ul style="list-style-type: none"> • routine corresponds well with music • elements generally well distributed but sometimes too much emphasis to one part of the performance space • choreography gives the feeling of a halfway unified dance 	<ul style="list-style-type: none"> • riding fits music with minor exceptions • some motivated moves moderate use of accents and nuances • correct expression of the music’s style and character • timing: 45% correct

6c Artistic Freestyle Judging

3.99–3.00 <i>Weak</i>	<ul style="list-style-type: none"> ● variable line of body and limbs/carriage/extensions ● riding relatively stable ● occasional projection 	<ul style="list-style-type: none"> ● some isolated groups of moves that fit music/theme ● music is mostly used in the background ● reasonable placement of elements in the performance space 	<ul style="list-style-type: none"> ● some motivated moves, but often seem meaningless ● rider weaves in and out of character ● timing: 35% correct
2.99–2.00 <i>Poor</i>	<ul style="list-style-type: none"> ● inconsistent stability of riding ● poor line of body and limbs/carriage/extensions ● limited projection skills, cautious 	<ul style="list-style-type: none"> ● some moves do not appear to fit music/theme, minimal relation of routine to music ● lack of change of pace 	<ul style="list-style-type: none"> ● poor use of accents and nuances ● unmotivated movement ● timing: 25% correct
1.99–1.00 <i>Very Poor</i>	<ul style="list-style-type: none"> ● struggle with stable riding ● very poor line of body and limbs/carriage/extensions ● very limited projection skills 	<ul style="list-style-type: none"> ● many moves do not appear to fit music ● little relation of routine to music ● placement of moves lacks coherence ● monotonous 	<ul style="list-style-type: none"> ● inappropriate dynamics ● moves seem unrelated to rhythm/character ● timing: 15% correct
0.99–0.00 <i>Extremely Poor</i>	<ul style="list-style-type: none"> ● unstable, uncontrolled riding ● extremely poor line of body and limbs/carriage/extensions ● projection skills lacking, labored 	<ul style="list-style-type: none"> ● most moves do not appear to fit music ● placement of moves appears random ● some areas of performance space untouched ● choreography does not give the feeling of a completely unified dance at all 	<ul style="list-style-type: none"> ● lacks dynamics ● isolated and apparently random gestures not related to music/character/nuances/accents ● timing: less than 15% correct

Note:

If a dismount occurs during the routine, certain characteristics of one or several judging categories may be impacted.

6d Standard Skill Rules

These are the 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.

6.31 Individual Standard Skill Overview

6.31.1 Minimum Age Groups

0-14, 15-UP. Best overall scores determine which competitors reach the Expert ranks.

6.31.2 Time Limit

Three minutes (all ages).

6.31.3 Unicycle

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

6.31.4 Music

Music is not judged. Background music may be provided during routines or competitors may provide their own. Competitors may also, at their request, have no music played. See also section 6.7.

6.31.5 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.

6.31.6 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.

6.31.7 Skills to be Performed

Only skills found in the IUF Standard Skill 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.

6.32 Group Standard Skill Overview

This event is similar to Individual Standard Skill, but with four person teams of any sex, on standard unicycles only. Rules are published separately. This event is held at the discretion of the convention host.

6.33 Start Of Performance

6.33.1 Standard Skill

The judging begins when the timer blows a one second whistle signifying the beginning of the three minute routine or when a predetermined piece of music begins; the stopwatch will begin timing immediately following the one second acoustic signal or music. The end of each minute will be indicated by acoustic signals. This may be made optional as described in section 6.35. A final one-second acoustic signal will signify the completion of the three-minute allotment.

6.34 End Of Performance

6.34.1 Standard Skill

In Standard Skill, if the rider is in mid-figure, only the part of that figure that was executed before the time ended will be counted (see section 6.44.3). 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.

6.35 Rider's No-Signal Option

6.35.1 Standard Skill

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

6.36 Floor, Markings And Figure Shapes

See diagram. The riding surface must allow flawless riding. The riding area must be sufficiently illuminated. An IUF representative will inspect the area to make sure it conforms to the requirements, and declare it rideable. The surface of the riding floor must be clean, level, smooth and shall not be slippery. Competition can be held on a floor that has not been declared rideable by the panel, but the results of such competition may not be officially recognized by the IUF, after investigation by the IUF rules committee.

6.36.1 Riding Area Boundaries

For international competitions, the outer boundaries must be 11 x 14 meters. For other competitions, 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.

- a. Center circle (50 cm diameter)
- b. Long edge of riding area (faces judges)
- c. Short edge of riding area
- d. Inner circle (4 m diameter) for circle figures

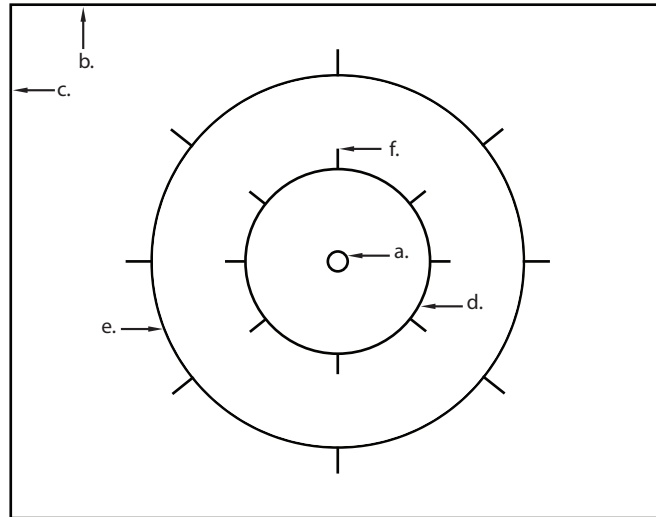


Figure 6d.1: Riding Area Boundaries

- e. Outer circle (8 m diameter) for line and figure eights.
- f. Quarter and diagonal circle marks (length 1 m) on the 4 m and 8 m circles. Diagonals marked by going from corner to corner of the riding boundary.

6.36.2 Line Figure

Lines, circles and figure eights may be ridden in any direction. Line figures start outside the large (8 m) circle, cross the center circle, and continue outside the large circle. The rider must be in position for the figure before the hub crosses over the outside edge of the line. For seat drag figures where the seat is forward of the riding direction, the rider must be in position before the seat crosses the outside edge of the line. The line should be straight. Circles and figure eights can be started at any point, as long as the rider completes the figure by crossing over the starting point.

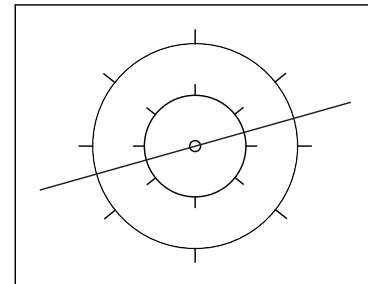


Figure 6d.2: Line Figure

6.36.3 Circle Figure

Circle figures are ridden in the area between the 4 m and 8 m circle lines. If the rider crosses the 4 m line while performing the figure, the circle must be restarted from the point where the rider re-crosses to the outside of the 4 m circle. Crossing the 8 m line does not invalidate the figure. Circle figures should be as round as possible.

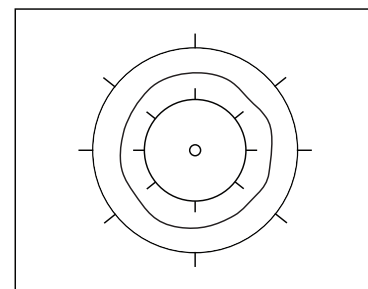


Figure 6d.3: Circle Figure

6.36.4 Figure Eight

The two circles making up the 8 should be the same size, and the orientation of the 8 can be in any direction. The rider must pass outside the 8 m circle on each end of the 8, and cross the center circle at the middle. The two halves of the figure 8 must be circular, with diameters of at least 4 m.

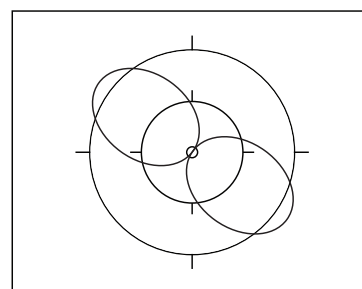


Figure 6d.4: Figure Eight

6.37 Mounts, Transitions, Axis, Single And Counted Short Skills

These are all collectively called “non-riding skills”. May be performed anywhere in the riding area unless stated differently in the description.

6.38 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 outstretched and horizontal, they may point in any direction.

6.39 Dismounts

All dismounts must be controlled, including the dismount at the end of the routine. A controlled (intentional) dismount is 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.

6.40 Assisting Riders

At international events 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. At international events it is forbidden for a rider to use any props (including people) during the 3-minute routine. Any competitor caught getting assistance (verbal or nonverbal) or using props may be disqualified from the competition. Also, a rider may not look at the list of skills while performing the routine. This includes

skills written on the competitor's hand, a piece of paper or elsewhere. Each occurrence of a competitor looking at a skills list will result in a wave.

6.41 Standard Skill Judging Sheet

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.

6.41.1 Skills To Be Used

The maximum number of figures allowed is 18. Of those 18 figures, no more than 12 may be other than a riding skill. Skills with numbers 101 and higher are limited to a maximum of 12. If a rider only chooses 12 skills for the whole routine, it is allowed for all of these to be non-riding skills.

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.

6.41.2 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.

Example: The skills on a judging sheet are: wheel walk, one-foot, idle, riding backwards. The rider does the wheel walk, skips the one-foot and idle, then performs the riding backwards, followed by the one-foot and the idle. The technical judge will mark both the 1-ft and idle with a 100% devaluation.

6.41.3 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 Skill 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.

6.41.4 Competitor and Judging Forms

If available to the organizers, a computer database should be used to generate forms for both the competitor and the judges, and then be used to calculate the scores. Either the Writing Judge Form or the traditional Standard Skill Form is required for judging. The other forms are suggested to help both the competitors and judges. Suggested forms are:

- **Competitor Form:** Skill Order, Figure number and letter, Description, Score, and Skill Definition.
- **Standard Skill Form:** Skill Order, Figure number and letter, Description, Score, and areas to mark 50/100% technical devaluations and the / + 0 execution devaluations. An area at the bottom should be included to write in the names of the three judges. An area at the bottom should also be included to help in manual scoring of the routines.
- **Writing Judge Form:** Skill Order, Figure number and letter, Description, Score, and areas to mark 50/100% technical devaluations and the / + 0 execution devaluations. An area at the bottom should be included to write in the names of the three judges.
- **Difficulty Judge Form:** Skill Order, Figure number and letter, Description, Score, Skill Definition, and area to mark 50/100% technical devaluations. The addition of the Skill Definition can help the judge if there is clarification needed for the correct execution of the skill.
- **Execution Judge Form:** Skill Order, Figure number and letter, Description, Score, and area to mark the / + 0 execution devaluations.

All three judging forms should have gray shading to indicate the relative speed of the skills. No shading would indicate a slower skill (typically all riding skills), a light gray indicates skills that are quicker than the riding skills (most of the counted short skills), and a dark gray indicates skills that are very quick. This will help the judges estimate how quickly they must watch for new skills.

6e Standard Skill Judging

6.42 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. At Unicons, all judges for the Expert groups must have previous Unicon judging experience.

6.43 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.

A video of the performance may be reviewed if there are discrepancies in judge scores, or if a judge is in doubt about one or more of his/her scores. When time allows, video can be reviewed by approval of the Chief Judge. The Chief Judge should prearrange for routines to be recorded, but this is not a mandatory requirement.

Alternatively, to speed up the competition and judging, video cameras should be used to record the competition. There must be at least two cameras, one on each of the two corners. A third camera in the center is also good for a backup. The recordings should be downloaded to a computer in approximately groups of ten competitors. The judges will all be in a separate viewing area to watch the videos and make their scores.

6.44 Difficulty Devaluations

6.44.1 Skill Verification

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

6.44.2 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
- Legs not extended and/or toe not pointed for skills where the leg is quickly extended (including, but not limited to: wheel grab, crank idle kick, hop on wheel kick)

6.44.3 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 to all skills: riding skills (figures in lines, circles and 8's), transitions, axis skills, single and counted short skills, and mounts.

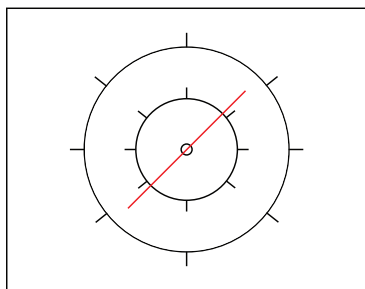


Figure 6e.1: 50% Devaluation

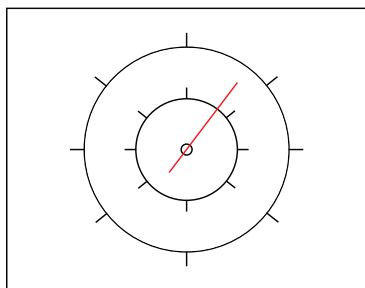


Figure 6e.2: 100% Devaluation

Riding Skills, Repetitive Axis Skills, and Counted Short Skills: 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. 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.

Riding Skills: If a rider is not in position for a line figure before crossing the 8-meter circle, but is in position when crossing both 4-meter circle lines, 50% is devaluated (see figure 6e.1). If the rider is in position but only crosses one edge of the 4-meter circle, 100% is devaluated (see figure 6e.2).

Transitions and mounts: Must finish in the end position (one revolution, $2\frac{1}{2}$ hops, or $2\frac{1}{2}$ idles) or 100% is devaluated. If the end position for a mount is not

defined, must perform one revolution, OR $2\frac{1}{2}$ hops, OR $2\frac{1}{2}$ idles before stepping off the unicycle.

Axis skills: If the end position for a axis skill is not defined, must perform one revolution before stepping off the unicycle. The ending position is not required to be the same as the starting position.

Single Short Skills: Unless otherwise defined in the skill description, the ending position is the same as the starting position. Must finish in the end position (one revolution, $2\frac{1}{2}$ hops, or $2\frac{1}{2}$ idles) or 100% is devaluated. If the start and end position for a single short skill is not defined, must perform one revolution, $2\frac{1}{2}$ hops, OR $2\frac{1}{2}$ idles before stepping off the unicycle.

6.44.4 Start Of Figures

All figures start when the rider gets into the position required for that figure.

6.44.5 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.

6.44.6 Figure Patterns

Riding figures that the rider doesn't attempt to be ridden as described in section 6.36.1 should receive 100% devaluation.

Example: The line figure is described as "...start outside the large (8 m) circle, cross the center circle, and continue outside the large circle". If the rider does not attempt to cross the center circle and performs the line circle completely outside the 4 m circle, then 100% is devaluated.

6.45 Execution Devaluations

6.45.1 Wave (~) = -0.5 Point

A wave is scored once per skill for each of the following execution mistakes listed below. More than one wave can be applied to each skill, but if a rider makes the same mistake twice during one skill, they should only receive one wave.

Example: During wheel walking, a rider may have jerky body movements and fingers not together at the beginning - two waves should be applied. If the rider then smoothly wheel walks for a while and then has jerky body movements again, a third wave should not be applied.

6e Standard Skill Judging

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

6.45.2 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
- loss of proper body form before or after transitions

6.45.3 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.

6.45.4 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. Seat drag skills only have this score applied if a part of the rider other than the feet touches the floor.

6.45.5 Applying Lines, Circles, Crosses

Lines, circles and crosses are scored every time they occur during and between all skills, 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 listed on the judging sheet. Waves can only be scored between skills 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 listed on the judging sheet, but a competitor will get a wave for exceeding the riding area boundary.

6.46 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.

6f List of Standard Skills

This chapter can be found as an additional resource on the IUF website, under Publications, or at [this link here](#).

6g X-Style

Competitors only care about skills. This system finds at least the best 3 riders.

6.47 Definitions

Unicycle Skill: The main action of a movement is done on and with the unicycle.

Example 1: If you do a handstand, while the unicycle is laying on the floor, this is a non-unicycle trick, because the main action is the handstand.

Example 2: If you do a handstand on the unicycle, while it is standing upside down, this is a unicycle trick, because the main action is balancing the unicycle while doing the handstand.

6.48 Runs

Every competitor has a run in which the rider shows his/her skills. A DJ plays music for each run. After the run the DJ waits until the current skill is finished and stops the music. Riders can also hand in their own music. Riders can ask the DJ to give a time-remaining notification during his/her run.

6.48.1 Run Length

The event director can choose the length of the runs, but it must be announced at least one month before the competition if it differs from the recommended format below. Runs must be between 1 and 2 minutes 30 seconds.

This is the recommended format:

The length of a competitor's run is determined by the round.

- If three or more rounds:
 - 1st round: 1 minute
 - Intermediate rounds: 1 minute 30 seconds
 - Finals: 2 minutes.
- If two rounds:
 - 1st round: 1 minute 30 seconds
 - Finals: 2 minutes
- If one round: 2 minutes

6.49 Starting Groups

The group of competing riders is split randomly into starting groups of about the same size with a maximum 10 riders. There can be two distinct tournaments for junior (age 14 or younger) and senior (age 15 and older) riders. If there are obvious critical groups (e.g. all the best riders in one group), the chief judge is allowed to modify the groups.

The host can decide to order the riders by age and then split them into starting groups. The host is also allowed to hand out awards to intermediate winners. This can be motivating for younger riders.

6.50 Tournament

The best 3 riders of each group advance to the next round, forming a new pool of competitors. If there is a tie on one of the first 3 places which extends to more than the 3 riders, all involved riders advance. This pool again gets split into starting groups and the next round begins. The final round consists of only one starting group. In the final round the best 3 riders are awarded for the first, second and third place of the competition.

6.50.1 Ties

If the competition doesn't allow ties (e.g. Unicon), the tied placed riders of the final round will be given another run. The run will be one minute. The judges bring all tied riders in order. If there is still a tie between riders, the tie rules will be applied again, until all ties are resolved.

6.51 Judges

The Chief Judge composes the Judging Table for each starting group. All judges can be active competitors or non-competitors. Preferred are people with judging experience and competitors. Non-Competitors can apply for being a judge by contacting the Chief Judge in advance. The Chief Judge sets the application deadline. It is recommended that every starting group is judged by two other starting groups. The judging table consists of at least 5 Judges.

6.52 Judging

Every routine is judged by the judging table. One judging table stays for one starting group. Judges can judge alone or in pairs. Judging in pairs is the preferred system. All judges must either judge alone or in pairs so that each judge's vote has equal weight.

6g X-Style

(Pair judges are referred to as one judge below.) The judge should rank the riders of the current starting group in order. They should do this by comparing the difficulty of the shown skills. The same skill when completed with higher quality (for example elegant, smooth, or clean) is considered more difficult. Assigning the same rank to multiple riders is allowed.

Only executed skills are taken into account. An executed skill is defined as when the rider reaches the point of being in control.

Examples:

- The landing of a unispin is part of the skill. The rider can only reach the point of being in control after landing. If the rider is hopping four times after the unispin without control and then falls off the unicycle, the skill does not count.
- In coasting, the rider is in control after getting far enough. Getting back to pedals is a separate skill.

Negative aspects like dismounts are ignored. Every judge should use blank sheets of paper to take notes.

The highest and the lowest placing points per rider are discarded. All the remaining placing points get summed up for each rider. The 3 riders with the fewest points win and advance to the next round.

6.53 Publishing Results

The published results contain the riders total ranking in order with their summed placing points and the anonymized results of the judges with their ranking for each rider.

Part 7

Flatland and Street

Contents

7a Flatland & Street Overview	122
7.1 Difference Between These Events	122
7.2 Deadline For Signing Up	122
7.3 Safety Gear	122
7.4 Unicycles	122
7.5 Size Of Performing Areas	123
7.6 Riders Must Be Ready	123
7.7 Interruption Of Judging	123
7.8 Music, Costume and Props	123
7.9 Announcing Of Results	124
7.10 Protests	124
7.11 Judging Panel	124
7.12 World Champions	126
7b Flatland	127
7.13 Flatland Overview	127
7.14 Flatland Competition Performing Area	127
7.15 Flatland Competition Riding Surface	127
7.16 Course Preparation	127
7.17 Categories	127
7.18 Competition Format	128
7.19 Preliminary Round	128
7.20 Battle-style Overview	128
7.21 Number Of Competitors Entering Battles	128
7.22 Battle Timing	129
7.23 Flatland Judging and Scoring	129
7c Street	131
7.24 Street Overview	131
7.25 Street Comp Performing Area	131
7.26 Problems With Required Obstacles	132

Contents

7.27 Course Preparation 132
7.28 Minimum Age Groups 132
7.29 Preliminaries 132
7.30 Finals 133
7.31 Street Comp Judging 133

7a Flatland & Street Overview

7.1 Difference Between These Events

In Flatland, riders perform in a flat area with no obstacles or props. There is no judging of music and costume, and the emphasis is on originality and creativity. Street is about using the environment, such as ramps, rails, stairs and platforms, to do tricks in the style of skateboarding and. Riders are judged on the skill and creativity of moves and combinations they do.

Note: These rules apply to both Flatland and Street unless otherwise noted.

7.2 Deadline For Signing Up

These events have a deadline for entry, which must be specified in the registration form. If not specified in the registration form, the deadline is one month before the official convention start date. A maximum of ten Individuals for each event will be allowed to be added after this time to account for difficulties in travel planning or other valid reasons that are communicated about in advance. These will be added in the order of their request to the Chief Judge and Convention Director via email or fax. Participants who attempt to sign up less than 36 hours prior to the beginning of the specified competition will not be allowed to enter.

7.3 Safety Gear

For Flatland riders must wear shoes, no additional safety equipment is needed. The Chief Judge will remove from the competition any riders with dangerously loose shoelaces.

For Street riders must wear shoes and helmet. Shin guards are recommended, but not mandatory. The Chief Judge will remove from the competition any riders not wearing the minimum required safety gear and or has dangerously loose shoelaces.

7.4 Unicycles

Standard unicycles only (see definition in chapter 1d), though any number can be used. Unicycles with metal pedals and marking tires are allowed, so these competitions are generally intended for outdoors.

7.5 Size Of Performing Areas

Hosts must publicize the dimensions of the available performing area as far in advance of the competition as possible, and organizers of international championships at least three months prior to the event. See section 7.14 (for Flatland) and section 7.25 (for Street) for details on performing areas.

7.6 Riders Must Be Ready

Riders who are not ready at their scheduled performance time may or may not be allowed to perform after the last competitor in their age group. The Chief Judge will remember to consider language barriers, and that riders may be engaged in convention work to slow them down. A rider may not perform before a different set of judges than those that judged the rest of their age group.

7.7 Interruption Of Judging

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

7.8 Music, Costume and Props

In Flatland, competitors may optionally bring their own music but is not judged. For Street Comp, background music will be played.

7.8.1 Media Types

The host is required to have the capability of playing recorded CDs. Other media types may also be supported, at the host's discretion. The Artistic Director is responsible for announcing what media types will be supported, and making sure the necessary equipment is provided.

7.8.2 Music Preparation

Competitors who bring music must provide it in a form that is supported, and has been announced by the Artistic Director. All music must be clearly labeled with the competitor name, age group and the track number. Whenever possible, competition music should be the first track on the CD. The DJ (music operator) is not responsible for any errors resulting from unsupported types or mislabeled tracks.

7.8.3 Music Volume

Volume level is controlled by the DJ, at instructions from the Chief Judge. The base volume should be loud enough to sound clear, and be heard by all. Some music may start with especially loud or quiet sections, and the DJ should be advised of these so volume levels do not get compensated in the wrong direction. Some competitors may request that their music be played at lower levels. These requests can be made directly to the DJ. Requests for higher volumes must be approved by the Chief Judge, who has the option of passing this responsibility to the DJ.

7.8.4 Costume and Props

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

7.9 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.

7.10 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.

7.11 Judging Panel

For Flatland, there must always be an odd number of judges. For Street, there are three judges per section for the preliminary rounds, and five judges for the finals.

7.11.1 Selecting Judges

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

1. A parent, child or sibling of a rider competing in the event.
2. An individual or team coach, manager, trainer, colleague who is member of the same club specified in the registration form, colleague's family etc. of a rider competing in the event.
3. More than one judge from the same family judging the same event at the same time. If the judging pool is too limited by the above criteria, restrictions can be eliminated starting from the bottom of the list and working upward as necessary only until enough judges are available. If there are some candidates who have the same level of restrictions and judging score, their agreement about publishing the results need to be considered. 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.

7.11.2 Judging Panel May Not Change

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

7.11.3 Rating Judge Performance

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

- **Excessive Ties:** A judge should be able to differentiate between competitors. Though tying is most definitely acceptable, excessive use of tying defeats the purpose of judging.
- **Group Bias:** If a judge places members of a certain group or nation significantly different from the other judges. This includes a judge placing members significantly higher or significantly lower (a judge may be harsher on his or her own group members) than the other judges.
- **Inconsistent Placing:** If a judge places a large number of riders significantly different from the average of the other judges.

7.11.4 Judges Workshop

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

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

7.12 World Champions

The male/female winner of the Expert category at Unicon is the Male/Female **World Champion**. The male/female winner of the Junior Expert category at Unicon is the Male/Female **Junior World Champion**. In the absence of any of these categories, no title will be awarded. No title is awarded for the Advanced category.

7b Flatland

7.13 Flatland Overview

A Flatland skill is any unicycle skill performed on a flat surface. Flatland encourages riders to demonstrate a high level of technical difficulty and variety, as well as combinations and transitions between skills.

7.14 Flatland Competition Performing Area

A 11 x 14 meter area is required. Judges will be situated along one of the 14 meter sides. The audience may be as close to the boundaries as possible provided that they do not impede or obstruct the judges.

7.15 Flatland Competition Riding Surface

Paved, outdoor areas are ideal for Flatland, so the riding surface must be of a similar texture and riding quality. The optimum surface is concrete or asphalt, outside. While being indoors offers shelter and climate control, most indoor surfaces are not suitable so this should be avoided. Keep in mind that Flatland unicycles have tires that may mark, and metal pedals. Indoor concrete is probably not suitable.

7.16 Course Preparation

Event organizers must specify the venue for the Flatland competition by the beginning of the convention/competition.

7.17 Categories

Male and female competitions should be offered in each of the following categories: Junior Expert (0-14), Expert (15+), and Advanced. If there are less than 3 Junior Expert competitors they may choose whether to compete in Expert or Advanced. If there are less than three females or less than three males overall, the male and female categories are merged.

7.18 Competition Format

Riders perform a one minute preliminary run and the top riders continue on to tournament-style Battle finals.

7.19 Preliminary Round

The preliminary round will last one minute. No tricks after time is called will be counted. If a rider is in a combo when their time ends, they may end the trick they are performing but are not allowed to go into another trick.

7.20 Battle-style Overview

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

7.21 Number Of Competitors Entering Battles

The final battles will consist of up to the 16 highest-scoring riders. To decide on the number, the judges will vote. A simple majority is needed to decide whether 4, 8, or 16 riders will advance. However, a number other than 4, 8, or 16 may be chosen if the judges unanimously agree that a different number would be more conducive to the goal of producing the most exciting battles for riders and spectators. In this case, byes would be used for this group to fit the next largest bracket (for example, 11 riders would use the 16 rider bracket, and the top 5 riders would get a bye for the first round of battles).

7.21.1 Battle Assignments:

Battles will proceed according to the following brackets, depending on whether 4, 8, or 16 riders advance. Due to time constraints the losers bracket may be disregarded at the host's discretion. At Unicon, the full bracket must be used in the Jr. Expert and Expert competitions.

<http://www.printyourbrackets.com/pdfbrackets/4teamDouble.pdf>

<http://www.printyourbrackets.com/pdfbrackets/8teamDouble.pdf>

<http://www.printyourbrackets.com/pdfbrackets/16teamdouble.pdf>

7.22 Battle Timing

Each battle will last two minutes, except for the final 4 battles. These semifinal and final battles will last three minutes, unless another duration between 2 and 4 minutes is agreed upon by both riders. The rider with the better ranking from the preliminary round must choose if he or she wishes to start the battle or go second (and may ask the other rider for a preference). There will be two countdown timers, one for each rider, and each of these will be set to one minute. Each timer will be started and stopped when each rider starts and stops. Riders should aim to complete each turn in about 15 seconds. No tricks after time is called will be counted. If a rider is in a combo when their time ends, they may end the trick they are performing but are not allowed to go into another trick. After one rider's time runs out, the other rider will ride for the rest of their time and then both will proceed to Last Trick. The rider who started the battle will also go first for the last trick. The riders must alternate between attempts until they complete the trick or use up all attempts.

7.23 Flatland Judging and Scoring

7.23.1 Number of Judges

There must always be an odd number of judges to prevent ties.

7.23.2 Preliminaries

Difficulty, consistency, variety, and last trick contribute to the total score. Scoring: A total of 99 points is possible. Higher numbers are better scores. The judges will add up all scores for each competitor and rank then accordingly. Rankings from individual judges are averaged to determine overall ranking. The points are allocated as following:

Variety:

(Score of 1-30 is given:)

High scores are awarded to competitors who perform a wide range of tricks and combos. Lots of repeated tricks or similar tricks will receive low scores.

Consistency/Flow:

(Score of 1-30 is given:)

Fewer falls relative to number of landed skills results in higher score. Higher points are rewarded to skills completed smoothly with minimal corrective hops or drastic movements to regain balance.

Difficulty:

(Score of 1-30 is given:)

High scores are given for technical, difficult tricks and combos, if they are completed successfully. If a rider completes part of a combo and then falls, they are awarded points for everything they did up until the fall.

Last Trick:

(Score of 0-9 is given:)

The last trick demonstrates how strong the rider is, physically and mentally, in the end. The rider will have 3 attempts to perform a final trick. Partial points may be given for a trick that is almost landed. Only the last attempt will be scored, other failed attempts do not subtract from the score. The rider is not obligated to try the same trick in every attempt.

7.23.3 Battle

Battles are judged using the same criteria as the preliminary round. Judges must determine a winner individually, then the chief judge holds a vote to decide on the winner of that battle. Judges are not required to write down scores for each category during battles. If a rider distracts or delays other riders, judges, commentator, or shows unsportsmanlike conduct, the judges may choose to warn or eliminate that rider. The chief judge may decide to name a battle manager to take care of these decisions. The battle manager may be any one of the judges or the time keeper.

At the conclusion of each battle, the rider(s) will have 3 attempts to perform a last trick as described above.

7.23.3.1 Finals/Semi-Finals:

The two competitors who make it to the last battle compete for 1st and 2nd place in the Finals. The two competitors who lose in the second round of battles will continue to the Semi-Finals where they will battle for 3rd and 4th place.

7.23.4 Flatland Scoring

In the preliminary round, raw scores from the judges are added to determine the placing of the riders. The highest and lowest scores are removed. If there are two riders with equal points in places 1-16, the rider with most points in “last trick” get an additional fraction of a point to break the tie. The additional fraction of a point cannot result in that rider receiving a higher score than any previously higher-scoring rider. If the riders’ “last trick” scores are equal, they must show a last line and the judges must vote for the best, like later in battles. Once place 1-8 is figured out, the battles can be configured like described in section 7.23.3.

For battles, judges must decide on a single rider to vote on, they cannot tie the riders. If a judge feels both riders performed equally based on their judging criteria, they must look at the “last trick.” The rider with the best score for “last trick” will be the winner.

7c Street

7.24 Street Overview

Street unicycling involves riders performing tricks using obstacles including stairs, boxes, and rails. There is an emphasis on using the environment creatively and completing tricks smoothly and consistently.

7.25 Street Comp Performing Area

The Street course is to be composed of three “zones”. Each zone should have multiple obstacles, but each obstacle should encourage a specific type of skill. The list below is an example of three typical things that can be used for the zones; however designers of the Street comp area should not limit themselves to the exact list.

Zone 1: A ramp with a skate park rail in the middle, and a ledge on either side. This zone will encourage technical grinds, without giving an advantage to a right of left footed grinder.

Zone 2: Two different manny pads (a smooth platform of at least 3 m x 0.5 m and between 7 cm and 15 cm in height), one with two revs of length, and one with just one rev of length. This will encourage the ability to perform technical flip tricks and other Street moves while having to set up quickly for the move down.

Zone 3: A set of 5 stairs and a set of 7 stairs with a handrail in the middle of each (that are of a similar size to one that you would find in a city, not extremely steep). This section would encourage the ability to perform bigger moves of all types.

Depending on the time limit of a host and physical limitations, elements described above can also be used in one bigger zone to give a rider more flexibility. A host should be aware then that this needs 3 times as much time for the competition and the host should also be sure that judges are able to follow the rider in the entire big zone. It is also possible to use a real street environment if that is possible. This may result in having some different obstacles than specified above but it provides a 100% real street atmosphere.

Independent from the setup a host can go for, they should always take care to offer room for technical street, for grinds and for some big stuff. He should also pay attention to offer enough room for the big wheelers to go for Big Street. The descriptions of the zones above should give a good idea about the requirements while offering a lot of room for being creative.

7.26 Problems With Required Obstacles

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

7.27 Course Preparation

Event organizers must arrange that the course for the Street competition is set up and available to be practiced on before competition. With different time frames depending on the time frame and duration of the convention/competition. At least 2 days prior to the day of the competition should apply to events that are over a weekend long (4 days and over of competition). For events that last 1 - 3 days, practice time can be at the discretion of the competition organizers, for example, prior, but on the day of the competition, practice time must still be allowed. If practicing on the competition grounds is not possible prior to the competition day, the organizers must build similar objects on another location for the riders to train on.

7.28 Minimum Age Groups

None.

7.29 Preliminaries

Riders will be put into groups of three or four (preferably 4, but in some cases, there may need to be up to 3 groups of 3 depending on the number of competitors). Each group will be given a starting time, and they will proceed to their starting zone. They will be given 6 goes per rider in each zone to perform as many tricks as possible. (Depending on the possible time window the host can decide to reduce or expand the number of allowed goes but 4 is be the minimum number.) The riders are assigned an order and they may only attempt a trick when it is their turn. The order should be presented in writing as well as announced before the competition. Riders may choose to skip their turn in the event of an injury or any other reason. The group will then move on to the next zone.

7.30 Finals

The top 5 or 6 riders will be chosen to participate in the finals, which should be a few hours later, or the next day. Finals should preferably not be before noon, because we want a lot of spectators, and we want to riders to have a chance to warm up and be ready to be at their best. In the finals, the same 3 zones will be used, and all riders will go at the same time for 12 to 15 minutes in each zone. (Depending on the possible time window the host can decide to reduce the time but 10 minutes is the minimum.) The riders are assigned an order and they may only attempt a trick when it is their turn. The order should be presented in writing as well as announced before the competition. Riders may choose to skip their turn in the event of an injury or any other reason. There will be 5 judges in the finals, and these can be made up from some of the judges of prelims, or even riders that may not have performed their best in prelims, and did not make it into the finals.

7.31 Street Comp Judging

There will be three judges for each zone for the preliminaries, and five judges for each zone for the final.

The judges will have 5 minutes after each session to discuss the tricks. They should use their preferred system for taking notes during competition (for example: they may take notes of tricks that were landed in that zone or assign point values). It is recommended to ask riders about specific tricks (other riders should be present to justify the response), but neither the riders nor judges may discuss relative difficulty as it could influence the score. After the judges have seen ALL of the riders at a single zone, they will rank the riders from best to worst. Each judge is responsible for one set of rankings at their zone; they must judge all riders against each other even if they are in different groups. For prelims, the riders will be given points according to their placement. (So 1st place gets one point, 2nd place gets two points, etc.) For finals, each place is awarded points as follows:

- 1st:** 10 points
- 2nd:** 7 points
- 3rd:** 5 points
- 4th:** 3 points
- 5th:** 2 points
- 6th:** 1 point
- 7th and Beyond:** 0 points

The ranking should be influenced by the number of tricks done, and the difficulty of the tricks. Consistency should not be considered, because it is inevitable that a consistent rider will land the most tricks. However, note that the number of tricks should also not always be the deciding factor on who wins. Some one who performs 18 easy tricks should not be scored higher than someone who performs 3 outstanding tricks. Once the judges assign places for every zone, the points will be added up and the results can be

7c Street

calculated. After prelims, the riders with the lowest sum of placement points move on to finals. In finals, the rider with the most points is the winner.

Part 8

Unicycle Trials

Contents

Trials	137
8.1 Definition of Unicycle Trials Competitions	137
8.2 The Course	137
8.3 Safety Gear	137
8.4 Competition Time Duration	138
8.5 Competition Categories	138
8.6 Section Restrictions For Competition Categories	139
8.7 Scoring Points	139
8.8 Observers	140
8.9 Keeping Score	141
8.10 Participation By The Course Setter(s)	142
8.11 Rider Responsibilities	142
8.12 Protests And Dispute Settlement	142
8.13 Tie Breaking	143
8.14 Cycle Design Restrictions	143
8.15 Guidelines For Course Setters	144
8.16 Multiple Rounds	147

Trials

8.1 Definition of Unicycle Trials Competitions

The object of unicycle trials is to ride over obstacles. A unicycle trials competition takes place on a “course” containing different obstacles called “sections”. Each section is worth one point, and courses typically contain 15 - 40 or more sections.

Riders earn points by successfully riding (“cleaning”) each section from start to finish. The objective is to earn as many points as possible by cleaning as many sections as possible.

At the end of a specified time period, the rider with the highest overall number of points (who has cleaned the most number of sections) is the winner.

8.2 The Course

The competition takes place within a specified time period (2+ hours depending on the number of obstacles), on a collection of 15 to >40 independent, numbered sections of any length (typically 3 m to 20 m long). Sections may include narrow beams or logs, steep climbs, rocks, etc.

The average difficulty level of sections will vary between competitions depending on the ability level of the riders participating. In all competitions, section difficulty should be evenly represented at all levels from the most beginner to the most expert riders. See section 8.15 for more information on setting sections.

At each section are posted instructions that identify the section number, its difficulty level, and a description of the section. Section boundaries are defined by flagging tape and/or instructions that designate a start line, section boundaries, and a finish line.

8.3 Safety Gear

All riders must wear a helmet and shin guards as defined in chapter 1d. Gloves and knee protection are recommended.

There should be no dangerous objects to land on if a rider falls off a high object. Sections should be constructed so that they do not collapse or fall over under normal riding conditions.

If an observer of the event director feels the safety is compromised by a rider attempting a section that is beyond their ability, they may prohibit the rider from attempting that obstacle. In cases where a fall from an obstacle could be particularly dangerous, the Event Director may also permit attempts only by highly skilled riders who believe they will qualify for the Finals.

8.4 Competition Time Duration

The competition time duration is based on the number of obstacles and competitors. The typical time duration is 2 hours with an approximate formula of 2-3 minutes per obstacle to allow each rider time to attempt each obstacle multiple times, if necessary. The size of the course, number of sections, and number of riders competing at one time can also factor into the time duration of the competition.

All riders must stop riding at the end of the time limit. If a rider is mid-way through an attempt when the time limit is reached, they are allowed to finish that attempt.

8.5 Competition Categories

Competitors are divided up into different categories for the purpose of awarding prizes. Rider age groups should include 0-14, 15-29 and 30-UP as the minimum. Depending on the host, additional breakdown of ages could be used (for example:0-12, 13-14, 15-19, 20-29, 30-39, 40-UP). The age groups should also be split male and female with a minimum of 6 (3) riders in a group following section 1.3.2. Due to the size of the course and the number of competitors, the competition may be split into several time slots. The splitting should aim to have a broad range of ability levels within each time slot, to reduce the potential for lineups at particular obstacles. Splitting may be done randomly, by competitor number, alphabetically, or by rider's self-rating of ability level.

8.5.1 Final Round

When the competition has been completed, the top riders for male and female would compete in the final round for the championship. The minimum number of top riders would be 6 for each male and female with the upper limit up to the host. There should be at least 6-10 additional lines that represent the difficulty of the top riders. Male and female finalists may have different lines depending on the overall ability of each gender.

In the finals, long lines with multiple skills can be built completely new or combined from existing lines which were used in the preliminaries. The host should take attention that the lines for the final are close together and on a place that is good for spectators. Depending on the used obstacles, there should be 20 - 30 minutes of competition time for each group. Between the competition and the final should be a minimum of a 1-hour delay, or on another day.

8.6 Section Restrictions For Competition Categories

Normally, all riders of all categories are free to attempt any sections they wish in the entire course. This is the recommended approach for all competitions. However, if there are space or time restrictions, the Event Director may use the following system to allow top level riders to skip the easiest sections.

The sections should be sorted into “green” (easier lines), “blue” (mid-range lines), and “black” (harder lines), according to the instructions provided in section 8.15.3 (Assigning Difficulty Ratings to Sections).

All riders that successfully ride 100% of the blue lines will automatically receive the points from all the green lines, without having to ride them.

8.7 Scoring Points

Each section is worth one point, and the objective is to score points by successfully riding (“cleaning”) as many sections as possible within the specified time period.

8.7.1 Definition Of “Cleaning”

Cleaning a section is defined as follows:

1. **Riding into a section.** This is defined as the moment a rider’s front axle crosses over the start line.
2. **Riding through the section without “dabbing”.** Dabbing is defined as follows:
 - a. Allowing any part of the rider’s body to touch the ground or obstacle. If loose clothing brushes against the ground or obstacle but does not influence the rider’s balance, then this is acceptable (does not constitute a dab).
 - b. Allowing any part of the cycle except the tire, rim, spokes, crank arms, pedals, bottom bracket, bashguard or bearing housings to touch the ground.
 - c. Riding or hopping outside the boundaries of the defined section. The axle(s) of the cycle must be within the boundaries of the section at all times, even if the rider is in the air (for example, a rider cannot hop over a section boundary that turns a corner, even if they land back inside the section).
 - d. Breaking the flagging tape or other markers that are delineating a section boundary. Touching or stretching the tape does not constitute a dab, as long as the axle(s) remain inside the section boundary.
 - e. Riding a section in any way that is not consistent with the instructions outlined for that problem.

3. **Exiting the section.** A rider exits a section when their axle(s) fully cross over the finish line, or are within a defined finish area (such as a taped circle on top of a boulder). There is no requirement to exit in control. If a rider falls across the defined finish line but manages to exit without dabbing, they have cleaned the section.

8.7.2 Exceptions And Special Notes

When hooking a pedal on an obstacle, it is acceptable for a rider's heel and/or toe to initially contact the ground, as long as most of the rider's foot is still on the pedal. However, after a rider is established in position, weighting the heel or toe on the ground constitutes a dab.

It is acceptable for a rider's body to be entirely on one side of the centerline of the cycle. Riders may attempt any problem multiple times until they succeed or decide to abandon the section. However, it is not possible to earn additional points by cleaning a section more than once, and no points are awarded if the rider does not clean the entire section.

If there is a lineup for a section, the rider must go to the end of the line after each attempt.

8.8 Observers

Observers are responsible for judging whether a rider has successfully cleaned a section. There are several possible ways for an Event Director to organize Observers at an event:

- One Observer can be assigned to judge at each section. This is the best option but is normally not possible because there are normally more sections than Observers.
- Each Observer can be assigned to judge several sections in the nearby vicinity. In this case, it is the responsibility of the rider to ensure that an Observer is watching when they attempt a section.
- Riders can be split into groups, and one Observer is assigned to each group. This Observer would then follow the group around as they go from section to section.
- At small events, there may not be a need for Observers. Riders waiting to attempt a section may serve as Observers for the rider who is currently attempting the section. This is termed "self-judging", and it is up to the riders to ensure that scores are honestly recorded. This is the most common method for smaller competitions.

8.9 Keeping Score

8.9.1 Method 1

Method 1 is mandatory for all major competitions and is the recommended method for all other competitions.

Each rider is issued a scorecard (see example) at the beginning of the competition, and must give their card to an Observer prior to attempting a section. If the competition is self-judged, the rider attempting the section gives their card to another rider who must observe them attempt the section. If they clean the section, the observer indicates that they have completed the section by initialing or punching the box corresponding to that section. At the end of the competition, riders hand in their cards to the Event Director or to a designated person for tallying of scores.

Example scorecard:

Rider Name:	Category:	
Section Number	Section Number	Section Number
1	6	11
2	7	12
3	8	13
4	9	14
5	10	15

8.9.2 Method 2

This method is intended for small events, and is not appropriate for larger events. Major events such as Unicon or national meets must not use this system of scoring.

In this method, one or two observers keep track of scores for numbered sections on a computer or paper spreadsheet such as this:

	Section:														
Rider	Category	1	2	3	4	5	6	7	8	9	10	11	12	13	14
Jane Smith	Expert														
John Anderson	Sport														

After cleaning a section, riders must return to the Observer and tell them which section they cleaned.

8.10 Participation By The Course Setter(s)

Due to the grassroots nature of many events, the course setter(s) are allowed to compete. Although the course setter may initially be more familiar with course sections than the other riders, this should not result in an advantage because everyone is allowed multiple attempts to complete sections. However, if the Course Setter(s) chooses to also compete, they must conform to Rider Responsibility “F” (see section 8.11) and refrain from riding on the course prior to the competition, including while they are designing and building the sections.

8.11 Rider Responsibilities

- The rider must know the rules.
- The rider must gauge their time. No allowance will be made for riders who spend too much time at one obstacle and cannot complete the course before the end of the competition time period.
- The rider is responsible for knowing where a section starts and ends, and which route he or she is supposed to take.
- If two or more sections overlap, it is recommended that only one rider at a time attempt any of the overlapping sections. If two or more riders are on overlapping sections at one time, the rider who started first has the right-of-way.
- The rider is responsible for his or her scorecard. If it becomes damaged, the rider can ask the Event Director for a new one. If it becomes lost, the rider will be issued a new card but their score will return to zero.
- No rider may attempt any obstacle prior to the start of the competition. Ideally there should always be a separate practice area set up outside the competition area, for warming up prior to competing.
- Intentional modification of a section by riders or spectators is prohibited. Note that kicking objects to test stability does not constitute intentional modification if an object moves. If a section is unintentionally modified or broken by a rider, they should inform the Event Director or Course Setter who will return the obstacle to its original form if possible.

8.12 Protests And Dispute Settlement

A protest can be lodged by anyone against an Observer’s ruling. Protests typically arise when a bystander (another rider, or a spectator) observes a rider make an infraction that is not recorded by the Observer, or when an Observer gives the wrong penalty.

Protests must be lodged with the event director within fifteen minutes of the official results being posted. Protests must be in writing, and must note the rider, and section number and a description of the protest.

For small-scale events, the Event Director can act as the sole jury member. For larger events there should be a Jury consisting of at least three members, and they should be appointed in advance of the event. The Jury should be composed of the Event Director, the head Observer or Event Commissar if applicable, and a riders' representative. If there is no head Observer, the Event Director can appoint any person with experience in trials. Care should be taken to avoid conflict of interest and, in the event that a protest involves someone close to a Jury member, that person should be replaced for evaluation of the protest in question.

The jury will base its ruling on the input from the relevant parties, including the rider, the Observer, and the person who lodged the protest. In the evaluation of protests, the benefit of the doubt must go to the Observer. The Jury is not obliged to overrule the Observer based on testimony from witnesses. Only if all parties present at the incident agree on the facts, and the Observer accepts that he or she made an error in assigning penalties, can an Observer's decision be overturned.

8.13 Tie Breaking

A tie occurs when the competition finishes and one or more riders have completed the same number of sections. The Course Setter should collaborate with the tied riders to create a new, "tiebreaker section" at an appropriate level of difficulty. This section should be relatively long and may consist of several existing sections joined together, or an entirely new section. The section should contain obstacles of increasing difficulty towards the exit location.

Each tied rider attempts this section and the winner is the person who rides the furthest without dabbing. Only one attempt is allowed. The furthest location of a rider is defined by the part of the cycle that is touching the ground (the crank, pedal, or tire), prior to dabbing. There is no requirement for the rider to be in control. For example, if a rider lands a drop onto their tire, but immediately dabs, their furthest point would be the location where their tire last touched prior to dabbing. If more than one rider cleans the tiebreaker section, another tiebreaker should be conducted with a more difficult section.

8.14 Cycle Design Restrictions

Any unicycle may be used. There is no restriction on changing unicycles during the competition.

8.15 Guidelines For Course Setters

8.15.1 Numbering And Describing Sections

Course setters should ensure that they have the following material for flagging and describing sections: flagging tape, duct tape, spray-paint, a staple gun, paper or cardboard, a felt marker, and large size Ziploc bags. Laminated cards with large letters A, B, C, etc. or 1, 2, 3, etc. are also very useful for labeling obstacles for description purposes.

Each section must be clearly numbered and have clearly marked start and finish locations. Be especially careful to clearly define the finish so it is clear when a rider has cleaned a section.

Assigning difficulty ratings to sections is not required. However, it is recommended that difficulty ratings be assigned to sections and listed on the rider scorecards, because it allows riders to quickly determine which obstacles they wish to attempt. If the restriction system described in section 8.6 is used, difficulty ratings on obstacle and scorecards are a must. For international competitions it is recommended to add section instructions to each line. Those should include the following information:

1. Start: Description of the start location
2. Section: Description of the section and section boundaries
3. Finish: Description of the finish location
4. Sketch of the section (optional)

Using sketches is strongly recommended cause all riders do not speak the same language. In some cases it can replace written instructions.

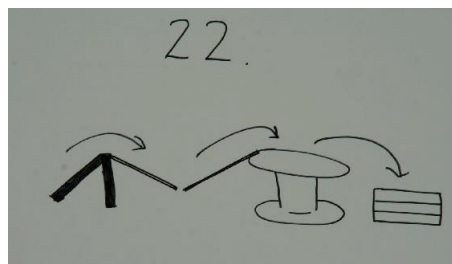
Example Instructions and Sketch:

Section 22

Start: Between the yellow tape, onto Beam A

Section: Ride from Beam A onto Spool 1, then to Box 2.

Finish: Ride off Box 2, staying between the 2 lines of flagging tape.



To make it easier to describe sections, label major obstacles with numbers and/or letters. These should be clearly visible at a distance. Plastic laminated cards with letters or numbers are good because they can be re-used at other competitions.

One good strategy is to label all boxes with numbers, and all beams with letters. This makes it much easier to include section descriptions such as “ride from Beam A to Box 6, without touching the ground.” Section instructions should not require or prohibit a rider from using certain techniques to complete a section. For example, the instructions must not prohibit the use of pedal grabs or bash guards in order to increase the challenge.

8.15.2 Section Difficulty

The range in difficulty of sections should correspond to the range in ability levels of the participants. The easiest sections should be cleanable by all participants after one or two attempts, and the harder sections should require multiple attempts by the best riders.

It is highly recommended to include one or two sections that are so difficult that they may only be cleaned by one rider, or not at all. This will help prevent ties for first place, and may also help to increase the technical standards of the sport if a rider succeeds in doing something that has never been done before.

8.15.3 Assigning Difficulty Ratings to Sections

Assigning difficulty ratings to sections is optional, except if required to set section restrictions for competition categories (see section 8.6). However it is recommended as it helps riders plan which sections they want to attempt. The most important responsibility when assigning difficulty ratings is to be consistent. For this reason it is best to assign difficulty ratings after all sections have been built. Course setters should also try not to let their own strengths and limitations at different techniques bias their judgment of score values. This is especially important for rating sections that have similar difficulty levels but that require different skills (for example: hopping, riding narrow beams, pedal grabs, etc.). The sections can be sorted into “green” (easier), “blue” (mid-range), and “black” (harder). Each line should be marked clearly with one of these colors so that it can be seen at a distance. If possible, the same color scheme should be shown on the rider’s scoring card to make it easier for the riders to find sections of particular difficulty levels.

Two alternative methods can be used to assign ratings:

Relative Method: For the purpose of grouping obstacles by difficulty, the difficulty ratings can be assigned relative to other sections in the course. A typical course would have 25% green lines, 50% blue lines and 25% black lines.

Absolute Method: Experienced course setters may assign Green, Blue, and Black lines based on absolute ratings of difficulty levels. The U-System, the open-ended difficulty rating system for unicycle trials, should be used to apply ratings. Note that the the U-system is NOT the same as the International Unicycling Federation (IUF) Skill Levels. Because the U-system is open-ended and based on rider consensus, description of reference obstacles is outside the scope of the IUF Rulebook. For information on the U-System, visit www.krishholm.com/u-system.

Difficulty levels can be grouped as follows:

Green lines: U0 – U2

Blue lines: U3 – U6

Black lines: U7 and harder

In addition to assigning Green, Blue, and Black groupings, experienced course setters may wish to label each obstacle with a U-rating. It may be helpful to rate all obstacles first, and then use this to group the obstacles by difficulty.

8.15.4 Course Planning: Location And Materials

It is most important to make maximum use of available resources. Prior planning and proper site selection are essential. Expect to take at least one day to set a course for a major competition, plus time to assemble the raw building materials.

If possible, select a course location with an abundance of natural obstacles, or features that can be incorporated into human-constructed obstacles. It cannot be overstated that is much easier to make use of what is already there, rather than constructing new obstacles.

Sections may be set on natural features such as bedrock, boulders, logs, and hill slopes, and/or constructed from stacked pallets, railings, truck tires, junkyard cars, obstacles constructed from lumber, or any other material at hand. Often it is good to combine natural features with human-constructed obstacles.

It is highly recommended to also build a basic practice area to be set up outside of the competition area. This can consist of a small number of random obstacles, and is important for warm-up and to reduce the temptation to ride on the course prior to the event.

Make sure that there is plenty of extra building material (tools, screws, and raw materials) on hand to repair sections damaged during the event.

8.15.5 Course Design

Sections should differ substantially from each other and test a variety of hopping and rolling techniques. Often, it is a good idea to mentally make a list of the different techniques in trials, and design sections that test each of them separately or in combination.

The course layout is controlled mainly by the available resources. If there are abundant natural obstacles, design sections around the most obvious natural features.

For either natural or artificial sections, a good way to maximize resources is to first construct several major structures that can be used as centerpieces, or hubs, and then design sections that center around these hubs. For example, a car, spool, or large boulder could serve as a hub, surrounded by smaller structures that lead onto and over the hub in different ways.

Building centralized hubs rather than independent sections allows for high concentrations of sections on less building material. Unlike conventional bike trials, it is not a problem to design overlapping sections, although sometimes it may cause delays as riders wait for their turn. Usually a combination of hubs and independent sections is best.

It is extremely important to design sections that are durable enough that they do not break or change during the competition time period.

Overall, a course should not favor left or right handed riders, or riders with right- or left-foot-forward hopping stances. For example, the Course Setter should include sections requiring hops to both the right and to the left.

It is best to design sections that provide challenge without undue risk. Typically the best-designed sections include moves that test balance and precision, rather than moves that are difficult only because they are big. For example, rather than constructing a big, basic drop or gap between easy terrain, increase the difficulty of the takeoff or landing areas by making them smaller or off-angle. It is strongly recommended to avoid building any drops to hard, flat ground that are greater than 1.5m height.

There is no requirement that riders exit a section while in full control of their cycle. Consequently, a well-designed section should force riders to be in control in order to finish—it should not be common for riders to fall across the finish line. The easiest way to do this is to include at least 2 meters of easy ground between the last hard obstacle and the finish line.

A photo album of previously constructed sections is located at www.krisholm.com/sections.

8.15.6 Time And Space-Saving Strategies

If building material is extremely limited and there are very few participants, an alternative competitive strategy is to create an elimination round, instead of setting an entire course.

A small number of sections are set (as little as 1 section at a time), and riders attempt all sections. Any rider who cannot clean an obstacle after multiple attempts is eliminated. Then a second set of section(s) is set, and the process repeated until only one rider can clean the section(s). This option works with minimal resources but should be regarded as a last resort.

8.16 Multiple Rounds

This new format is to be tested and report how it works during the next two years.

The competition is to be formed by multiple rounds on the same course. Each round will be managed as a single trials competition. All other rules remain the same and each round will reset the time limit and the number of points scored.

Each round will have a time slot and there must be at least 2 hours in between each of the rounds. Different rounds can be scheduled on different days. The organizer must keep the course well built for all the time it is necessary. In order to improve the next round, small changes can be made to the lines during the time between rounds. Riders' suggestions have to be managed with attention and care, the final decision of adjusting

8 *Trials*

a line is that of the main judge. No rider may attempt any obstacle during the time in between rounds.

The sum of the results of all the rounds determines the ranking that decides which riders will compete in the final.

Part 9
Hockey

Contents

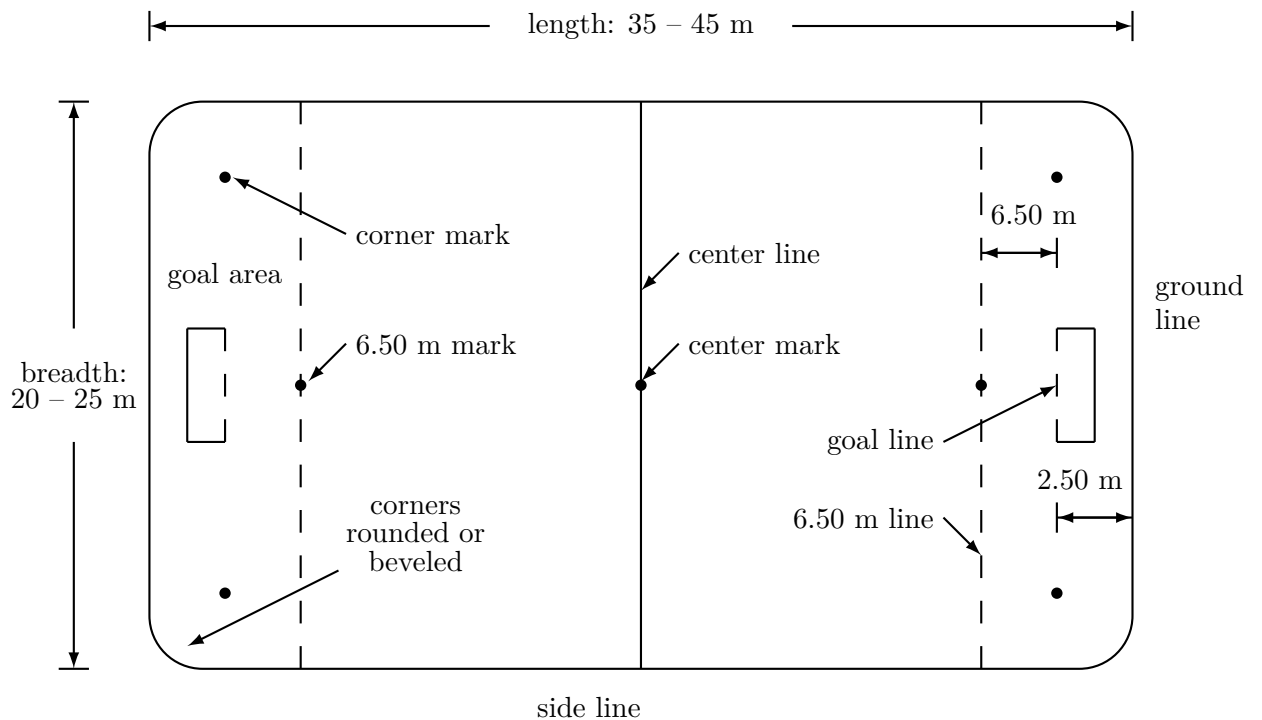
Hockey	151
9.1 Playing Field	151
9.2 Teams	152
9.3 Equipment	153
9.4 Penalties	153
9.5 Course Of The Game	154
9.6 Fouls	156
9.7 Goal Shots	157
9.8 Safety Rules	158
9.9 Referee Rules	158

Hockey

Attention must be drawn to the safety of the players and spectators. Thus, the safety rules have to be obeyed strictly and all equipment must be in good condition. These rules cannot cover every situation. Teams have to agree on a specific amount of elbow-room before playing. The different backgrounds of the players and the conditions of the location have to be considered. Fairness of everyone involved is vital.

9.1 Playing Field

9.1.1 Dimensions



The field has a length of 35 to 45 meters and a breadth of 20 to 25 meters. It is surrounded by barriers. The corners are rounded or beveled.

9.1.2 Goals

The posts are 2.50 m in from the ends of the playing field (ground lines), ensuring that the players can go behind them. The inside dimensions of goal openings are 1.20 m high and 1.80 m wide. The goals must be made in such a way that the ball cannot enter through the rear or sides. The goals must not have sharp, pointed or protruding parts.

9.1.3 Markings

The center line divides the field into two equal halves, and the center mark is in the middle of the center line. There are marks in front of each goal at a distance of 6.5 m. The goal lines connect the posts on the ground. The corner marks are on the extension of the goal lines, 1.0 m in from each side line. The 6.5 m lines are parallel to the goal lines and run through the 6.5 m marks. The goal areas are between the 6.5 m lines and the ends of the field.

9.2 Teams

9.2.1 Number Of Players

A team consists of five players (plus substitutes). Substituting one player for another is possible at any time. It is not necessary to indicate it to the Referee. The new player must enter the field where the other has left it. Each player can be the goalkeeper at any time. The goalkeeper has no special rights. To take part in a game, a team must have at least three players.

9.2.2 Clothing

Shoes must be worn. All players of a team must wear shirts of the same color. The color must be clearly different from the opponent's color. At tournaments and other large events each team should have two different colored sets of shirts.

Clothing suggestions for comfort and safety:

- Cycling shorts and kneepads, or long pants
- Gloves
- Short shoe laces, or laces tucked in
- Helmet and dental protection
- Definitely no jewelry (watches, necklaces, earrings)

9.3 Equipment

9.3.1 Unicycles

Only standard unicycles may be used. The maximum wheel size is 618 mm (24"). The unicycles must not have sharp or protruding parts anywhere that might cause injuries. This refers especially to quick-release levers and bolts. The pedals must be plastic or rubber.

9.3.2 Sticks

All sticks legal for playing ice-hockey or floorball (apart from those for the goalkeeper) can be used. Cracked or splintered sticks must be taped or repaired before play. An upper end made of rubber is recommended.

9.3.3 Ball

A "dead" tennis ball that reaches 30 percent to 50 percent of its original height after bouncing onto concrete is used. Alternatively, a street hockey ball can be used. The choice is made by the hosting organization if the opposing teams do not agree on which ball to use. The chosen type of ball must be announced well in advance of the competition, and must be obtainable in all participating countries.

9.4 Penalties

In every instance of a violation of the rules the Referee must penalize the offending team, unless the Referee decides not to interrupt the game (advantage).

9.4.1 Free Shot

The free shot is the standard penalty for all violations of the rules. It is applied in all cases except for those explicitly mentioned in sections 9.4.2-9.4.4. The free shot is executed from the point where the violation was done. Exceptions: If a team gets a free shot within the opponents' goal area, the free shot is executed at the closest corner mark (corner shot). If a team gets a free shot within their own goal area, the free shot is done at a distance of 1 m in front of the goal line (goalkeeper's ball).

The free shot is indirect. The player executing the free shot may only touch the ball once. Then another player has to touch the ball. Opposing players must keep a distance with their unicycles and their sticks of at least 2.0 m from the ball.

9.4.2 6.5 M

If legal play would have led to a direct chance to score a goal, a “6.5 m” is given. This includes fouls outside the goal area. The ball is placed at the 6.5 m mark. A player of the defending team goes to the goal and must sit with the bottom of the wheel of their unicycle within 0.5 m of the goal line. The other team chooses a player to shoot the 6.5 m. All other players must leave the goal area. After the Referee’s whistle the goalkeeper must ride the unicycle freely and not rest on the goal. If no goal is scored, play continues as soon as the ball touches the post, the keeper touches the ball or the ball crosses the extended goal line.

9.4.3 Penalty Goal

If the defending team prevents a goal from being scored through an illegal play of the ball and if, in the opinion of the Referee, the ball was traveling directly toward the goal and would definitely have entered the goal without being touched by another player, a penalty goal may be awarded. In this case the attacking team is awarded a goal. If there is any doubt as to the certainty of a goal, a 6.5 m must be awarded as described in section 9.4.2.

9.4.4 Face-off

To resume the game without penalizing one of the teams, a face-off can be used. For the face-off, the Referee drops the ball between two opposing players. Playing starts when the ball touches the ground. A face-off during the game is executed where the ball was when the game was interrupted. Exception: Within the goal area, the face-off is executed at the closest corner mark.

9.4.5 Penalty Box

The Referee can send a player off the field for two minutes, five minutes or for the remainder of the game. This is done in the case of unsporting behavior and also for intentional or dangerous disregard of the rules. While a player is in the penalty box, the team may not substitute a replacement for that player.

9.5 Course Of The Game

9.5.1 Game Duration

The play time is given by the playing schedule. It is a relative play time. The time only stops if the Referee requests a time out. The teams change sides during the break. At the start of each period, all players must be in their own half of the field. Each period starts with a face-off at the center mark. If the game ends in a draw and a decision is

necessary, play is continued with extended time. If it's still a draw, a decision is reached with a penalty shootout.

9.5.2 Penalty Shootout

Three of the players from each team get one penalty shot each. If it is still a draw, each team shoots one more penalty until there is a decision. It is possible that one player can make more than one shot. However, in all cases at least two other players have to make a shot before the same player can shoot again.

For the penalty, all players except for a defending goalkeeper leave the corresponding half of the playing field. The goalkeeper must be close to the goal line, at least until the attacking player has had contact with the ball. The Referee places the ball on the center point and the player taking the shot will, after the whistle of the Referee, play the ball from there, trying to score a goal. The ball must be kept in motion towards the goal line (no backwards movement allowed) and once it is shot, the play shall be considered complete. No goal can be scored on a rebound of any kind (an exception being the ball off the goal post, then the goalkeeper and then directly into the goal), and any time the ball crosses the goal line, the shot shall be considered complete.

9.5.3 Riding The Unicycle

The player has to be riding the unicycle freely. He or she may use the stick as support but must not rest on the goal or the wall or something similar. It is not sufficient to release the goal only quickly for the time while the goalkeeper takes part in the game. A short support on the wall to avoid a dismount can be tolerated. A player who is falling off the unicycle may take part in the game until touching the ground. A remounting player must sit on the seat and have both feet on the pedals before participating in the game again. If a player who is not riding a unicycle shoots into their own goal, the advantage rule applies for the attacking team and the goal is valid.

9.5.4 Obstacle

A player who is off the unicycle must not be an obstacle for opponents. The player is considered an obstacle if the player, the unicycle or stick is hit by the ball and also if an opponent cannot move around freely. The player should remount at the same spot, but if necessary move out of the way of play first.

9.5.5 Contact With The Ball

The stick, the unicycle and the whole body can be used to play the ball. It all counts as a contact. Players are allowed to play the ball with the body twice in a row only if one of the contacts is passive. When the ball is played with the body, the player must not

catch or otherwise hold the ball and the contact with the ball should be instantaneous. For arms and hands see also section 9.7.1.

9.5.6 Start and Stop

Starting and resuming the game is always initiated by the Referee's whistle. When the Referee blows the whistle during the game, it is interrupted immediately.

9.5.7 Restart After A Goal

After a goal, the non-scoring team gets the ball. All players must go to their own half. After the Referee's whistle, the game resumes when the ball or a player of the team in possession crosses the center line. It is legal to directly shoot a goal after passing the center line, for example without passing the ball to another player first.

9.5.8 Ball Out Of Bounds

If the ball leaves the field, the game is interrupted immediately (even if the ball comes back in). The team opposite to that of the player who last touched it gets a free shot. The free shot is done 1.0 m in from the side line.

9.5.9 Moving The Goal

If a player moves the goal, the game is interrupted and the opposing team gets a free shot.

9.5.10 Ball In Spokes

If the ball gets stuck between the spokes of someone's unicycle, the opposing team gets a free shot (not a 6.5m penalty).

9.6 Fouls

9.6.1 General Considerations

All players must take care not to endanger others. The game is non-contact: the opponents and their unicycles may not be touched. The players must take care not to hit an opponent with their stick, especially after a shot. Only in the vicinity of the ball, they may touch an opponent's stick with their stick to block them. However, this contact may not be hard. It is illegal to turn the blade of the stick upside down in order to hook into an opponent's stick. Raising the opponent's stick is allowed in principle, if not done

using exaggerated roughness. If the opponent's stick is raised above the height of their hips, it is always considered exaggerated roughness. Intentional delay of the game is not permitted.

9.6.2 Right Of Way

To keep the game going, rule violations that do not influence the course of the game should not be penalized. The following rules apply when riders come into contact with each other:

- No player may endanger another player by forcing them to give way (for example, to push them toward the wall).
- A player who is idling or resting on the stick must be evaded.
- The leading of two players riding next to each other may choose the direction of turns. If both are evenly side-by-side, the one having the ball may choose the direction.
- If two players are approaching each other directly or at an obtuse angle, the one with the ball has the right of way.
- In all cases not mentioned above, it is up to the Referee to make a decision.

9.6.3 SUB (Stick Under Bike)

A player who holds his or her stick in a way that someone else rides over or against it is committing a foul.

9.6.4 SIB (Stick In Bike)

If a stick gets into the spokes of an opponent, the holder of the stick is committing a foul.

9.6.5 Insults

A player must not insult the Referee or other players.

9.7 Goal Shots

9.7.1 Goal Shot With Arms Or Hands

A goal is disallowed if scored with arms or hands. The defending team gets a free shot (goalkeeper's ball). This rule does not apply if the ball is shot into one's own goal.

9.7.2 Long Shot

A goal is disallowed if the last contact with the ball was made when the ball was in one's own half. The defending team gets a free shot (goalkeeper's ball). This rule does not apply if the ball is shot from the opponents' half into one's own goal.

9.7.3 Ball In The Outside Of The Net

If the ball becomes lodged in the outside of the goal net, or if the ball entered the goal through the net from the side the back through a hole in the net, a free shot is given against the team whose player last played the ball.

9.8 Safety Rules

9.8.1 Throwing Sticks

A player must not intentionally drop or throw his or her stick.

9.8.2 Top Of The Stick

The upper end of the stick must always be covered with one hand to avoid injury to other players. A brief removal of the upper hand from the stick to play the ball with that hand is acceptable provided that this is done in a safe manner.

9.8.3 The Lower End Of The Stick

The lower end of the stick must always be below the players' hips to avoid injury to other players. Exception: In direct vicinity of one's own goal, the lower end of the stick can be raised as high as the crossbar of the goal.

9.8.4 Exaggerated Roughness

Exaggerated roughness can lead to injuries and must therefore be avoided.

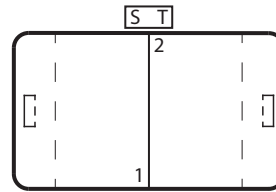
9.9 Referee Rules

9.9.1 Members Of The Board Of Referees

9 Hockey

The Board of Referees consists of:

- First Referee (1)
- Second Referee (2)
- Secretary (S)
- Timer (T)



9.9.2 The Referees

The two Referees are positioned one on each side. They try to stay close to the ball. They should not ride a unicycle. The clothes of the Referees must be of different color than those of the players. Both Referees are responsible for checking all violations of the rules. The first Referee has three additional tasks:

- The First Referee overrules the Second Referee, if they disagree.
- The First Referee restarts the game after every interruption by a long blow of the whistle.
- The First Referee drops the ball in for the face-off.

9.9.3 The Secretary

The Secretary sits at the desk and takes care that the scoreboard always shows the current score. After a goal the Secretary seeks eye contact with the First Referee to check if the goal is declared valid or not. After the end of the game the Secretary writes the final score into the report.

9.9.4 The Timer

The Timer checks the time of play with a stopwatch. The watch is started whenever the Referee starts the game by blowing the whistle. At the end of each period, the Timer stops the game by blowing the whistle. The Timer also stops the time whenever the Referee requests a time out.

9.9.5 Before The Game

Before the game, the Referees assemble all players on the field (including substitutes). They check the following:

- Are the colors of the shirts of the players clearly different?
- Did all players take off their watches and jewelry that might injure others?
- Is the ball suitable?
- Are the unicycles and sticks orderly, without sharp, pointed or protruding parts that might injure others?
- They explain to the players how strictly they will interpret the rules.
- If necessary, they tell the players how long the game will be and also if there is extended time in case of a draw.

9.9.6 General

The game is interrupted by a short and loud blow of the whistle. If any players don't hear the whistle, it is necessary to blow the whistle again. It is not possible to let the game continue after blowing the whistle.

The Referees should set the tone through their positive and calm appearance. Decisions are explained upon request but they are not discussed with the players. In an unclear situation, the Referees can ask the players before making a final decision.

Neither the Referees nor the Timer or Secretary may be distracted from the game. Most of all, they must not talk with the spectators during the game.

If two violations of the rules occur back-to-back, only the first one is penalized. Exception: Unsporting behavior should be penalized even after the game has been interrupted.

After a goal, the Referee waits until both teams are back in their own halves and ready to continue. Only then, the first Referee starts the game by blowing the whistle.

If the teams start to play even though the game had not been started by the Referee, it is stopped immediately by two or more quick consecutive blows of the whistle.

To apply the advantage rule, the Referee makes the normal sign for a free shot with one arm pointing in the direction of play of the team who has the advantage. In addition, the Referee may shout "Advantage" or "Go ahead!", but does not blow the whistle. The end of advantage play should be signified, either by blowing the whistle to give a free shot for the original foul in the case where no advantage was gained, or by lowering the arm again and/or shouting "Advantage over".







After each interruption of the game the Referee briefly explains the decision. In addition the corresponding hand sign is shown.

9 Hockey





When two or more players fall and it is unclear whether a foul occurred, the Referees can interrupt the game and then continue it with a face-off. This prevents that even more players are drawn into the situation.

The Referees suspend the game if an injury occurs. Afterwards, a free shot is given to the team that was in possession of the ball at the time of the interruption. If it is unclear who was in possession, the game is continued with a face-off.

9.9.7 Referee Hand Signs

	<p>“Free shot” Point with the extended arm in the direction of play. This sign is also used to indicate the advantage rule.</p>
	<p>“Face-off” Hold both thumbs up.</p>
	<p>“6.50 m” Point with the index finger to the 6.50 m point.</p>
	<p>“No Foul” Extend both arms horizontally. This sign is used to indicate that there was no foul in a critical situation. It is not used in conjunction with a blow of the whistle.</p>
	<p>“Time out” Form the letter “T” with both hands. The game is interrupted for example if a player is injured or if the spectators disturb the game.</p>
	<p>“Goal” Point upwards vertically with one arm. The Referees should check here that the secretary notes the goal. To control this it may be useful for the Referees to write down the score themselves.</p>

9 Hockey

	<p>“No goal” Move the flat hand horizontally (palm pointing down). With this hand sign a goal shot is declared invalid. This is for example the case if the ball was last touched by hand or arm, in case of a long shot, if the ball entered the goal through the net from the outside, or if the game had already been stopped before the ball entered the goal. The Referees should check here that the Secretary does not inadvertently count the invalid goal.</p>
	<p>“High stick” Hold clenched fists next to each other above the head.</p>
	<p>“Penalty box for 2 minutes” and also “Two consecutive plays with the hand” Spread and raise two fingers.</p>
	<p>“Penalty box for 5 minutes” Spread and raise five fingers.</p>

Part 10

Basketball

Contents

Basketball	165
10.1 Unicycles	165
10.2 Violations	165
10.3 Clothing	165
10.4 Fouls	166
10.5 Steps And Traveling	166
10.6 Idling, Twisting and Hopping	166
10.7 Mounted Player	166
10.8 Unmounted Player	166
10.9 Four Second Zone	167
10.10 Contact of the Ball with a Unicycle	167
10.11 Ball on Floor	167
10.12 Referee Signals	168

Basketball

In IUF competition, unicycle basketball is played using the international rules for regular basketball with a few changes. The items below, in combination with standard international basketball rules, are what are used for Unicon competition.

10.1 Unicycles

Only standard unicycles may be used. The maximum wheel size is 640mm (25.2”). The unicycles must not have sharp or protruding parts anywhere that might cause injuries. Quick-release levers and bolts, for example, must be folded back and not excessively long. The pedals must be plastic or rubber.

10.2 Violations

A violation occurs when the player breaks one of the rules of Basketball. A violation results in the awarding of the ball to the opposing team. Examples of violations include traveling, double dribble, backcourt violation, palming the ball, and stepping out of bounds.

10.3 Clothing

Shoes must be worn. All players of a team must wear shirts of the same color. The color must be clearly different from the opponent’s color. At tournaments and other large events each team should have two different colored sets of shirts.

Clothing suggestions for comfort and safety:

- Short shoe laces, or laces tucked in
- Definitely no jewelry (watches, necklaces, earrings)

10.4 Fouls

A foul is an illegal action that can be committed by a player from one team against a player from the opposing team. If contact occurs beyond what is deemed to be reasonable, or if a player thereby obtains an unfair advantage from it, a foul is committed. Examples of fouls include pushing, tripping, striking or holding an opposing player and unsportsmanlike conduct. A foul results in the awarding of the ball to the opposing team and/or free throws.

10.5 Steps And Traveling

A traveling violation occurs when a player holding the ball steps in excess of the prescribed limits. A step is a half revolution of the wheel; meaning that each wheel revolution is the equivalent of two steps because pedaling with one leg only moves the wheel half a revolution. After a player establishes a pivot foot (the bottom foot of an idle), the player may not switch the idle foot or take a step unless he begins dribbling. If a player is in the act of passing or shooting the ball, then the player is allowed to take one full step without dribbling.

10.6 Idling, Twisting and Hopping

Idling is equivalent to the pivot foot and therefore is allowed. Twisting, where the pedals stay at the same height, while you move the unicycle left and right is also considered your pivot foot, and therefore allowed. The player must also stay within a one-meter radius from the point where the idling or twisting started. A player may not hop (jump up and down repeatedly with the unicycle) while holding the ball. Hopping while dribbling is permitted.

10.7 Mounted Player

The player can only play the ball while mounted on the unicycle. A player has established position on the unicycle (“mounted”) when the player is sitting on the seat, with both feet on the pedals, and is not touching anything else for support. Once a player is mounted, the player is considered mounted until some part of his body touches the ground. The player throwing the ball inbound must be mounted.

10.8 Unmounted Player

If contact is made between the ball and an unmounted player or unicycle, the ball shall be awarded to the other team. Referees may allow incidental contact between the ball

and an unmounted player or unicycle if such contact does not disrupt the flow of the game. An unmounted player must move himself and his unicycle out of the way as soon as possible without disrupting the flow of play. If not possible, the player must leave the unicycle where it lands until it can be retrieved without being disruptive. A violation will result in an obstruction foul.

An unmounted player's unicycle is considered part of the player. For the purposes of fouls, a stationary riderless unicycle is considered to have established position; a riderless unicycle that is moving is considered to be out of control. Thus, if another player is hit by a moving abandoned unicycle, a foul will be called. If an unmounted player intentionally attempts to play the ball or impede another player, a technical foul will be called.

10.9 Four Second Zone

The three-second zone becomes the four-second zone.

10.10 Contact of the Ball with a Unicycle

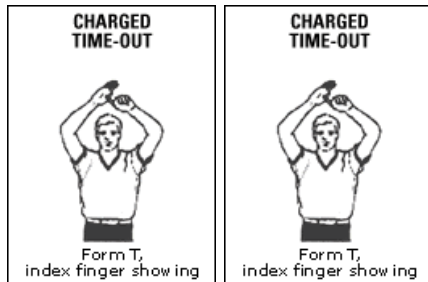
It is a violation for a player to intentionally strike or stop the ball with any part of his unicycle or leg, however, incidental contact with a player's unicycle or legs is not a violation. As long as the player is in contact with the unicycle, riding or not, it is considered part of a player when a ball bounces out of bounds off the unicycle. If this happens the other team receives possession of the ball.

10.11 Ball on Floor

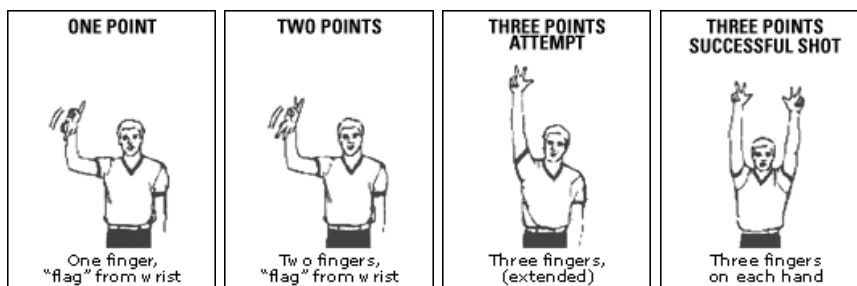
Any player may pick up a ball that is rolling or stopped on the ground. This can be dangerous, so care must be taken not to foul a player that is bent over to pick up the ball. A player may stop a rolling ball with their hand or push a stopped ball to a teammate to pick up.

10.12 Referee Signals

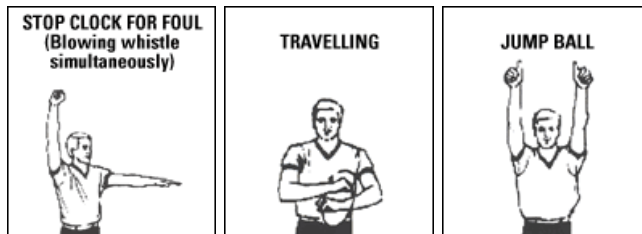
Administrative signals:



Scoring signals:



Violation signals:



Credits

This rulebook would not exist without the work by hundreds of volunteers over the past 25 years. We would like to recognize the volunteers since 2004.

Editors and Publishers

Constance Cotter, Felix Dietze, John Foss, Thomas Gossman, Olaf Schlote, Rocco Schulz, Tomislav Šoić, and Scott Wilton.

Committee

Past committee and subcommittee heads are in bold.

Heiko Allmandinger, Jesper Andersen, Yuta Ando, Julia Belk, **Klaas Bill**, Pierre-Yves Billette, Rosi Bongers, Franz Brandl, Uwe Brock, David Buchanan, Arthur Caron, Stephen Coleman, **Andy Cotter**, **Constance Cotter**, Myriam Courtemanche, Tom Daniels, Felix Dietze, Stephanie Dietze, Franziska Drechsler, Hugo Duguay, Robin Dunlop, Joe Dyson, Lutz Eichholz, Moritz Eisbach, **John Foss**, Akiko Fujii, Yuka Fujimoto, Reiner Fürst, Annette Gajowczyk, Matthias Gauler, Irene Genelin, Diane Gilbertson, Kevin Gilbertson, Kirsten Goldstein, Benoît Gonville Damme, Thomas Gossman, Benjamin Guiraud, Loic Guiraud, Marc Haefliger, Moritz Hahn, Helle Hartvig, Kirsten Häusler, Gaby Heer, Susanne Helten, Spencer Hochberg, **Kris Holm**, Bjørn Hallstein Holte, Christian Hoverath, Carl Hoyer, **Christian Huriwai**, Lujianne Hwang, Kreuzer Ingrid, Barbara Jorg, Sayaka Kan, Takanobu Kawamura, Seisuke Kobayashi, Stephan Kober, Nina Köning-Romswinkel, Elke Körner, Adam Kover, Dave Krack, **Sam La Hood**, Bernd Lawrenz, Jana Lehnert, Pierre Letellier, Emma Liisberg, Fröhlin Lilo, Jan Logemann, Ken Looi, Lars Lottrop, Jonathan Marshall, Ryohei Matsuda, Haruko Matsunaga, Satoko Matsunaga, Deguti Mayuko, Kevin McMullin, Carlos Medina, Tony Melton, Yves Métry, Sarah Miller, Jamey Mossengren, Barbara Niedner, Katia Nielsen, Nimrod Nir, Erik Nygaard, Hiroaki Okayama, Yuichi Ono, Magnus Paaske, Mike Padiar, **Gregor Paul**, Maxime Peabody, Sophia Pellmann, Mike Penton, Magnus Petersen-Paaske, Jogi Pfender, Petra Plininger, Lisa Ploner, Aurora Radavelli, AnneSophie Rodet, Andreas Rodler, Daniela Ruedel, Niels Rytter, Satomi Sakaino, Mayumi Sakaino, **Rolf Sander**, Christoph Schenecker, Marie Schlenker, **Olaf Schlote**, Carsten Schmidt, Marco Schmidt, Timo Schneider, Peter Schuhmachedr, **Rocco Schulz**, Ayumi Sekine, Paul Selwood, Kaito Shoji, Hiroyuki Shoji, Matej Šimunić, Martin Sjöneby, Tomislav Šoić, Kristian Sommer, **Jim Sowers**, Virginia Steinhagen, Reiko Suzuki, Kyoko Takada, Kawamura Takanobu, Pedro Tejada, Peter Theeg, Arne Tilgen, Mitsuru Tokutake, Leo Vandewoestijne, Marco Vitale, Sam Wakeling, Chris Wallace, Nadine Wegner, David Weichenberger, Simon Wells, Dana Wigert, **Scott Wilton**, Ryan Woessner, and Rami Yannay.