

2017 Competition Rulebook



International Unicycling Federation

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Prepared by the IUF Rulebook Committee.

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Contents

1 Règles Générales et Définitions	3
2 Track: Racing	23
3 Track: Other	40
4 Courses sur route	53
5 Mountain Unicycling: Races	69
6 MUni : Cyclocross	85
7 Freestyle : Artistique	93
8 Freestyle: Standard Skill	128
9 Freestyle: X-Style	151
10 Urbain : Flat	161
11 Urbain : Street	174
12 Urbain : Trial	185
13 Urban: Jumps	202
14 Sports Collectifs : Hockey	213
15 Sports collectifs : Basketball	233
Credits	241

Part 1

Règles Générales et Définitions

Contents

1A Général	6
1A.1 Périmètre du Règlement	6
1A.1.1 Unicon	6
1A.1.2 Autres Utilisations de Ces Règles	6
1A.2 Comment Utiliser Ce Règlement	7
1A.3 Comment le Règlement est Mis à Jour	7
1A.4 Champions du Monde	8
1A.5 Records du Monde, Records IUF	8
1A.6 Propriété des données	8
1A.7 Hiérarchie des officiels	9
1A.7.1 Officiels généraux	9
1B Competitor Information	10
1B.1 Responsabilité Individuelle	10
1B.2 Supervision of Minors	10
1B.3 Knowing The Rules	10
1B.4 Your Privilege	10
1B.5 Nations Représentées	10
1C Host Information	12
1C.1 Convention Aspect	12
1C.2 Required Events at Unicon	12
1C.3 Sponsors	13
1C.4 Matériels et Equipement	13
1C.5 Early Announcement of Rule Changes	13
1C.6 Formulaire d’Inscription	13
1C.7 Combining Age Groups	14
1C.8 Récompenses	14
1C.9 Equipement de sécurité	15
1C.10 Contestations	15
1C.11 Aire de Pratique Libre	16
1C.12 Program Book	16
1C.13 Availability of Rulebook	16
1C.14 Photography and Videography	16
1C.15 Publication of Convention Information	17
1C.16 Publication des Résultats	17
1C.17 Option to Remove People From Events	17
1C.18 IUF Public Meeting	18
1C.19 Changements et Annulations	18
1D Terminologie	19

1 Règles Générales et Définitions

1D.1 Définitions 19

1A Général

1A.1 Périmètre du Règlement

Ce règlement a pour but de régir toutes les compétitions de monocycle approuvées par la Fédération Internationale de Monocycle, et peut être utilisé comme ligne directrice pour d'autres compétitions.

1A.1.1 Unicon

Tous les IUF Unicons (Conventions Internationales de Monocycle) doivent se plier à ces règles. Des règles additionnelles peuvent être ajoutées pour s'adapter à des situations particulières, mais sans neutraliser les règles de l'IUF sans assentiment préalable par son conseil d'administration. Toute règle ajoutée doit être publiée bien à l'avance d'une compétition internationale, et publiée en même temps que les formulaires d'inscription.

1A.1.2 Autres Utilisations de Ces Règles

Les organisations nationales ou locale de monocycle peuvent avoir leur propre règles. Elles peuvent malgré tout utiliser les règles de l'IUF comme base pour leur règles, dans ce cas, dans des compétitions nationale ou locale, ces règles ne peuvent plus être appelés règles de l'IUF. Pour obtenir des résultat correcte pour une qualification à l'Unicon, il est requis de suivre le règlement comme décrit ci-dessus.

Tout organisation qui voudrais obtenir une approbation de leur règles par l'IUF pour une compétition nationale doit soumettre une proposition au conseil d'administration au moins 90 jours avant le début de ladite compétition. En cas d'approbation, la compétition peut alors être reconnu comme un événement officiel de l'IUF.

Accueillir un "Événement officiel de l'IUF" signifie que le résultat de cet évènement est comparable aux résultats d'un autre évènement de l'IUF, et peut alors compter pour une possible restriction de qualification. Les règles approuvées par le conseil d'administration de l'IUF pour une utilisation nationale ou locale, ne doivent pas être appelées "règles de l'IUF" pour éviter toute confusion aux riders.

1A.2 Comment Utiliser Ce Règlement

Ce règlement de l'IUF est organisé par discipline. Chaque chapitre inclut un sommaire, des règles de compétition, des règles officielles, et des règles d'organisation. En addition, le Chapitre 1 couvre les règles générales, non-liés à un événement particulier.

La façon de lire des informations de ce règlement dépend de votre rôle. Les informations ont été organisées avec comme but de séparer les règles par rôle, vous pouvez donc ignorer les sections qui ne vous concernent pas sans risques. Par exemple, si vous êtes seulement intéressé par les sections comme concurrent, vous pouvez ignorer les autres chapitres, ainsi que les règles officielles, ou les règles d'organisation chapitre correspondant.

Le tableau suivant donne quelques conseils concernant les informations que vous devez connaître pour différents rôles.

Rôle	Sections applicables
Concurrent	Chapitre 1 et sommaire des règles de compétition pour votre événement
Officiel	Chapitre 1 et sommaire, règles de compétition, et règles officielles pour l'événement que vous voulez réguler.
Directeur Événementiel	Chapitre 1 et les sections du chapitre pour votre événement
Hôte	Toutes les parties du règlement

1A.3 Comment le Règlement est Mis à Jour

Cette publication devra être mise à jour après chaque UNICON. La présidence du règlement IUF dirigera la commission, mais pourra facultativement nommer une sous-commission. La commission réglementaire pourra officiellement commencer à se réunir à la fin des UNICON, cependant le président pourra l'ouvrir avant afin de profiter du grand nombre de personnes présentes physiquement réunies. La commission devra avoir fini son travail et fait ses demandes spécifiques dans les trois (3) mois suivant la fin des UNICON. Si ils ont besoin de plus de temps, ils devront demander au Président de l'IUF un délai supplémentaire. Cela veut dire que c'est le seul moment où les changements dans le règlement sont faits sauf en cas d'exceptions qui ne sont possibles que dans des cas extraordinaires. Le Président de l'IUF est responsable et doit s'assurer que la commission réglementaire reste concentrée et dans les temps.

Tout le monde peut soumettre un éventuel changement au règlement IUF et ce, à n'importe quel moment. Ce ne seront pas des propositions officielles, mais des suggestions pour des éventuels sujets de discussion lors de la prochaine séance de règlement. Un forum sera également mis en place pour discuter des potentiels changements tout au long de l'année. La commission réglementaire votant sur une période donnée et ses membres officiels, quelque soit la façon, continueront d'être déterminés par le Président de la commission réglementaire de l'IUF et le Conseil d'Administration de l'IUF.

1A.4 Champions du Monde

L'Homme et la Femme vainqueur de chaque évènement individuel à un Unicon sont les Champions du Monde pour cet évènement. Il n'y a pas de limite d'âge limitant la victoire du titre en général.

Les vainqueurs de chaque catégorie d'âge peuvent utiliser le titre de "Vainqueur de sa catégorie", et le terme de "Champion du monde" fait généralement référence aux gagnants du Général, des Finales ou de la Catégorie Expert.

Les gagnants dans la catégorie Expert dans chaque discipline aux UNICON sont les Champions du Monde. Dans les disciplines individuelles, des titres séparés sont décernés pour les Hommes et les Femmes. Les gagnants dans la catégorie Expert Junior sont les Champions du Monde Junior.

Le gagnant/La gagnante de la catégorie Expert aux UNICON est le Champion/la Championne du Monde. Le gagnant/La gagnante de la catégorie Expert Junior aux UNICON est le Champion/la Championne du Monde Junior. En l'absence de l'une de ces catégories, aucun titre ne sera décerné. Aucun titre n'est remis pour la catégorie Avancée.

1A.5 Records du Monde, Records IUF

L'hôte doit s'assurer que les conditions de compétition sont effectuées et enregistrées selon le règlement IUF et les normes des Records du Monde IUF. Si les normes du record du monde ne peuvent pas être utilisées, alors les résultats de la compétition ne peuvent pas être utilisés en tant que nouveau record du monde.

1A.6 Propriété des données

Chaque UNICON ou autre grande convention de monocycle est un morceau de l'histoire. A la fin d'un UNICON ou d'un autre évènement international, ou dans le mois suivant, l'hôte de la convention doit fournir à l'IUF une liste des compétitions ainsi que des autres résultats. Cette liste inclura toutes les données collectées afin de déterminer les places et les vainqueurs à tous les niveaux et dans toutes les disciplines qui ont eu lieu pendant la convention. Ces données sont considérées comme publiques, et elles ne sont pas la propriété de l'hôte. Les copies des détails des inscriptions des pratiquants, des feuilles de juges, des feuilles de réclamation, et des papiers en lien avec l'évènement ne sont pas nécessairement publics, mais sont la copropriété de l'hôte et de l'International Unicycling Federation, et doivent être disponibles sur demande. Si l'hôte souhaite se débarrasser de l'un de ces papiers ou de ces données, ils doivent être remis à l'IUF, et non jetés. Si exigé, l'hôte et les officiels doivent aussi fournir des informations plus poussées, pas forcément écrites, sur des décisions prises, les méthodes utilisées, et d'autres détails apparaissant dans le processus du planning et au long de la convention. Ces informations peuvent être précieuses pour les futurs hôtes, et ne doivent pas être cachées ou perdues.

1A.7 Hiérarchie des officiels

Ces gens font que les événements compétitifs fonctionnent. Toutes les tâches détaillées ci-dessous doivent être couvertes pour que les événements marchent. Les noms doivent être assignés pour tous les travaux listés ci-dessous, afin de créer une hiérarchie d'autorité pour la convention. On attend de tous les officiels qu'ils travaillent objectivement et impartialement.

1A.7.1 Officiels généraux

Conseil d'Administration de l'IUF: Le Conseil de l'IUF représente les intérêts de l'IUF sur les besoins des conventions, tant au niveau des règles de la compétition qu'au niveau des espaces nécessaires et des installations pour elles, et pour les autres besoins qui vont de pair avec la mise en place d'une convention de l'IUF. Si des problèmes surviennent quant aux exigences de l'IUF, le Conseil de l'IUF et l'Hôte de la Convention travaillent alors ensemble pour trouver des solutions ou des compromis. La majeure partie de ces derniers devraient arriver durant les étapes de planification pré-convention, quand les infrastructures et les planning sont entrain d'être reliés.

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.

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.

Top Competition Officials: Each discipline has a set of authority positions which may include Race or Event Director, (Chief) Referee, Artistic Director and/or Chief Judge. They are not autonomous, and must answer to the Convention Host. For Artistic freestyle, it is highly recommended that none of these jobs be combined, and that there be at least one separate person for each. For other disciplines, combining these roles may be the easy way to organize those events.

1B Competitor Information

1B.1 Responsabilité Individuelle

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.

1B.2 Supervision of Minors

A parent, guardian or other designated person, must supervise all minors.

1B.3 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.

1B.4 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.

1B.5 Nations Représentées

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

1 Règles Générales et Définitions – Competitor Information

example, if a rider is attending school in a different country, and is in that country legally, the rider can either 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.

1C Host Information

1C.1 Convention Aspect

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

1C.2 Required Events at 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 2D.5.
- Other Racing: Road, specialty/novelty races; see chapters 3 and 4.
- Team Games: Unicycle Hockey, Unicycle Basketball; see chapters 14 and 15.
- Field events: Long Jump, High Jump, Gliding/Coasting; see chapter 13 and chapter 3.
- Non-competition events: workshops, fun games, sightseeing rides, muni rides.
- Artistic events: Freestyle, Standard Skill, Flatland, Street; see chapters 7, 8, 10, and 11.
- Muni: Cross Country, Orienteering, Uphill, Downhill, Trials; see chapter 5 and chapter 12.

1C.3 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.

1C.4 Matériels et Equipement

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.

1C.5 Early Announcement of Rule Changes

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.

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.

1C.6 Formulaire d’Inscription

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.

1C.7 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.

1C.8 Récompenses

Because awards are paid for out of the convention budget, the type, number, and quality of awards are the choice of the convention host. However, these awards must abide to these stipulations:

- Les hommes et les femmes doivent être récompensés équitablement
- Standard Class and Unlimited Class competitors must be awarded equitably within the same competition (i.e. 10k Standard and 10k Unlimited)
- Awards should be equal within the ranks of Teams, Age Groups, and Champions (i.e. 0-14 in Freestyle must be awarded equitably to 16-17 Muni Cross Country)

Generally there are trophies for Champions or for 1st-3rd places in finals, medals for 1st-3rd places in each Age Group for each event, and optionally ribbons or certificates for lower places. The IUF has most frequently awarded 1st-3rd place in most events, but this too is up to the convention host. Once the competition has finished, a personal certificate must be made available to each competitor with a summary of their complete results. This can be done as an online download, and/or sent through e-mail, and/or made available as a physical copy on the event itself. The design of the certificates is up to the convention host.

1C.9 Equipement de sécurité

Safety equipment worn by riders must meet the definitions for each, which are found in chapter 1D.1. 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.

1C.10 Contestations

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.

The host may decide to make official video of some competitions, for example at the start line and/or the finish line, or the 5-meter-line in case of the 50 m one-foot race. This must be announced before the competition to let the competitors know about their option to protest through this video.

Regardless of whether official video is available, all possible sources of evidence are generally allowed as a means of verification in case of a protest, including (but not limited to) private photos/videos and eyewitness reports. If someone submits a protest and has evidence that he wants to be considered, he must state that with his protest. If possible, it is recommended that digital material is copied onto an ‘official’ computer for analysis. As an alternative, the evidence must be readily accessible, e.g. through a contact person and phone number.

In case of video evidence (regardless of its origin), a referee without good skills in video analysis should ask for a skilled assistant in order to prevent incorrect interpretations.

The referee decides which evidence he will consider, and the ‘value’ he assigns to the various pieces of information. Generally, official camera footage and judge reports will have higher ‘value’ than private evidence. The objective is that all riders will be judged as fairly as possible.

1C.11 Aire de Pratique Libre

For Unicon and other large competitions, at least one area with a smooth safe riding surface, sheltered from the weather, must 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.

1C.12 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.

1C.13 Availability of Rulebook

The host must make sure there are plenty of copies of the rulebook for officials to study on the spot.

1C.14 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.

1C.15 Publication of Convention Information

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.

1C.16 Publication des Résultats

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.

1C.17 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.

1C.18 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.

1C.19 Changements et Annulations

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.

1D Terminologie

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.

1D.1 Définitions

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.

Freewheel: Mechanism allowing the wheel to rotate while the cranks are stationary.

Gearing: Any mechanism that transfers the rotation speed of crank arms to a different rotation speed of wheel.

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 the Safety section 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.

Knee pads: Any commercially made, thick version is acceptable, such as those used for basketball and volleyball, or any with hard plastic caps. Knee pads must cover the entire 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.

Shoes: 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.

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.

Unicycle, Standard: A Standard Unicycle has only one wheel. It 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.

Unicycle, Unlimited: A Unlimited Unicycle is powered, balanced and controlled by the rider only. Gearing, shiftable or not, and/or freewheel are allowed. (This may also be referred to as ‘Transmission.’) Multiple wheels are permitted, but it must not be possible to ride the unicycle when more than one wheel touches the ground.

Unicycle, Wheel Size Classes: The IUF defines standardized wheel sizes classes for unicycling competitions. Each class can have a limit on the maximum allowable outer wheel diameter (maximum diameter), the minimum allowable crank arm length (min crank length), and allowable transmission system, as defined above in the Standard and Unlimited Unicycle definitions.

Catégories de monocycle	de	Diamètre maximal	Longueur de manivelle minimale	Transmission
Catégorie pouces	16	418mm	89mm	Standard
Catégorie pouces	20	518mm	100mm	Standard
Catégorie pouces	24	618mm	125mm	Standard
24+ Class		640mm	Pas de limites	Standard
Catégorie pouces	29	778mm	Pas de limites	Standard
Catégorie ‘Illimités’		Pas de limites	Pas de limites	illimité

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

Crank arm length is measured from the center of the wheel axle to the center of the pedal axle. Longer sizes may be used.

The maximum diameter for the 24+ Class and 29 Class are defined such that virtually any commercially available tire, 24 inch or 29 inch respectively, should fit under these limits. However, this is not guaranteed and the referee should still be aware of the limits.

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

UMX: Unicycle Motocross. Ce terme a été remplacé par 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.

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 one or both feet. Feet touch wheel only, not pedals or crank arms. A non-pushing foot may rest on the fork.

Part 2

Track: Racing

Contents

2A	Sommaire	26
2A.1	Définition	26
2A.2	Résumé monocycliste	26
2B	Règlement compétiteurs	27
2B.1	Sécurité	27
2B.2	Monocycles	27
2B.3	Pièces d'identités des riders	28
2B.4	Contestations	28
2B.5	Wheel Size Categories	28
2B.6	Déroulement de l'évènement	28
2B.6.1	100m Race	28
2B.6.2	400m Race	29
2B.6.3	800m Race	29
2B.6.4	One Foot Race	29
2B.6.5	Wheel Walk Race	29
2B.6.6	Les riders doivent être prêts	29
2B.6.7	Départ	29
2B.6.8	Faux-départs	30
2B.6.9	Lane Use	30
2B.6.10	Passing in Non-Lane Races	30
2B.6.11	Descentes du monocycle	31
2B.6.12	Assisting Racers	31
2B.6.13	Illegal Riding	31
2B.6.14	Second Attempt After Hindrance or Interference	31
2B.6.15	Finaux	32
2B.7	Phases finales	33
2B.8	IUF Slalom	33
2C	Règlement juges et officiels	35
2C.1	Arbitres de course	35
2C.2	Training Officials	35
2C.3	Starter Responsibilities	35
2C.4	Finish Line Judge Responsibilities	36
2C.4.1	Judging Finish Line Dismounts	36
2C.4.2	Timing Penalty For Finish Line Dismounts	36
2D	Règles à suivre par les organisateurs d'évènements	37
2D.1	Lieu	37
2D.2	Arbitres	37
2D.3	Communication	37

2 Track: Racing

2D.4	Groupes d'âge	38
2D.5	Minimum Racing Events	38
2D.6	Track Combined Competition	38
2D.7	Configuration de la course	38
2D.8	Lane Assignments	38
2D.9	Optional Race-End Cut-Off Time	39

2A Sommaire

2A.1 Définition

Track racing covers events done on an athletic track. These rules apply to the following standard races: 800m, 400m, 100m, One-Foot, Wheel Walk, and IUF Slalom. Additional “Track and Field” events can be found in Track: Other Chapter.

2A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- You must wear shoes, knee pads, gloves.
- Helmets are required for unlimited track racing.
- Track racing events have wheel size and crank length requirements that you need to be aware of.
- Be aware of the rules regarding passing, dismounts, interference, and illegal riding.

2B Règlement compétiteurs

2B.1 Sécurité

Riders must wear shoes, knee pads and gloves (definitions in chapter 1D.1).

Riders on wheels larger than 24 Class (or with gearing) must also wear helmets.

2B.2 Monocycles

Seulement des monocycles standards peuvent être utilisés. Les rouleurs peuvent utiliser des monocycles différents pour des événements de course différents, tant que tout respecte les règles des événements dans lesquels ils prennent part.

For events divided by wheel size, there is a maximum allowable tire diameter and minimum crank arm length for each category:

Catégories de monocycle		Diamètre maximal	Longueur de manivelle minimale	Transmission
Catégorie 16 pouces	16	418mm	89mm	Standard
Catégorie 20 pouces	20	518mm	100mm	Standard
Catégorie 24 pouces	24	618mm	125mm	Standard
Catégorie 29 pouces	29	778mm	Pas de limites	Standard
Catégorie 'Illimités'	'Illimités'	Pas de limites	Pas de limites	illimité

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

Crank arm length is measured from the center of the wheel axle to the center of the pedal axle. Longer sizes may be used.

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

2B.3 Pièces d'identités des riders

Les rouleurs doivent porter leur numéro de course de manière clairement visible sur leur poitrine de manière à ce qu'il soit visible durant la course et quand le rouleur passera la ligne d'arrivée. En outre, il peut être exigé au rouleur de porter une puce pour le chronométrage électronique.

2B.4 Contestations

Protests must be filed on an official form. 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. For a large event such as Unicon or continental championships, the default protest time is 60 minutes (counting from the posting of results), the minimum is 30 minutes. For smaller events, the default protest time is 30 minutes, the minimum is 15 minutes. Every deviation from the default protest time has to be clearly announced when the results are posted, including stating the protest deadline on the results list itself. The protest time may be extended for riders who have to be in other races during the protest period. All protests will be acknowledged within 30 minutes from the time they are received, and an effort will be made to settle the issue within those 30 minutes.

2B.5 Wheel Size Categories

Wheel sizes for track racing are 20 Class, 24 Class and 29 Class. Additional groups for 16 Class or other wheels can be added. When not otherwise specified, 24 Class 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 Class (or smaller, if smaller sizes are also used). The youngest age group for 24 Class wheels should have a minimum age of 0, so riders 10 and younger have the option of racing on 24 Class with those groups (e.g. 0-13 or 14-16).

2B.6 Déroulement de l'évènement

These races should be part of every Unicon:

2B.6.1 100m Race

In the 100m race, riders must stay in their lane, and a dismount results in disqualification.

2B.6.2 400m Race

In the 400m race, riders must stay in their lane, and a dismount results in disqualification.

2B.6.3 800m Race

In the 800m race, riders start in a lane, but at some point (usually the first turn) non-lane racing rules apply. Dismounts are allowed.

2B.6.4 One Foot Race

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.

2B.6.5 Wheel Walk Race

Riders start mounted, with one or both feet on the tire, and propel the unicycle only by pushing the tire with one or both feet. No contact with pedals or crank arms is allowed. No crank arm restrictions. Riders in age groups with a maximum age of 10 or younger will race a 10m Wheel Walk. All other riders will race a 30m Wheel Walk.

2B.6.6 Les riders doivent être prêts

Les rouleurs doivent être prêts quand ils sont appelés pour leur course. Les rouleurs qui ne sont pas sur la ligne de départ quand leur course commence ne pourront pas y participer. Le Starter décidera quand il arrêtera d'attendre, en prenant compte de la barrière de langue et du fait que certains rouleurs peuvent être ralentis parce qu'ils aident à organiser la convention.

2B.6.7 Départ

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.

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 higher frequency, so that the racer can easily distinguish this tone from the rest. The proper moment to start is the *beginning* of the final tone.

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.

2B.6.8 Faux-départs

Un faux départ survient lorsque la roue d'un rouleur commence à avancer avant, ou si l'un ou plusieurs rouleurs doivent redescendre de leur monocycle à cause de perturbations causées par d'autres rouleurs ou une autre origine.

2B.6.9 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.

2B.6.10 Passing in Non-Lane Races

This applies to 800m and other events without lanes. No physical contact between riders is allowed. 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. Riders must maintain a minimum of one (24 Class) 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. The slower rider must maintain a reasonably straight course, and not interfere with the faster rider.

2B.6.11 Descentes du monocycle

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.

2B.6.12 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.

2B.6.13 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.

2B.6.14 Second Attempt After Hindrance or 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 or she may request to make a second attempt. The Referee decides if the request is granted. A second attempt must not be granted to a rider who is disqualified based on something that happened before they were hindered.

No complete definition of hindrance or interference can be given, but it does include cases where a rider swerves, hesitates and/or decelerates because this is arguably necessary in order to avoid a crash or potential crash.

If the request is granted, the Referee has two options:

Option 1: Re-run the whole heat in question.

In general, this option is preferred only if the heat includes the fastest riders within an age group. For the other riders in the heat, riding again is optional. If they decide to ride again, they agree to discard their previous result. If they don't ride again, their

previous result stands. If none of the other riders want to ride again, the Referee reverts to option 2.

Option 2: Do any of (a), (b) or (c), depending on the conditions.

In general, this option is preferred if the heat in question did not include the fastest riders within an age group:

- (a) If possible, the rider is added to an upcoming heat in his own age group; or
- (b) If possible, the rider is added to an upcoming heat in another age group; or
- (c) If none of the above is possible, the rider does his second attempt in a dedicated heat.

In option 2, 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 Referee has the final say as to which extra riders are allowed to participate in such a heat. It must be stated clearly to any accompanying riders that their result is not official.

In all cases, if the hindered 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 the hindrance in question occurred, the result of the second attempt for that rider does not count and the result from the first run stands.

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 all riders involved may remount and continue. The Referee can override this rule if intentional interference is observed.

2B.6.15 Finaux

The finish moment is when the front of the tire crosses the finish. The exact location of the finish is the edge of the finish line that is nearest to the starting line. Riders are thus not timed by outstretched bodies. At the finish moment, riders must be mounted and in control of the unicycle. “Control” is defined as follows:

- (a) in regular races: the rider has both feet on the pedals; or
- (b) in one-foot races: the rider has one foot on a pedal; or
- (c) in wheel walk races: the rider continues to wheel walk.

In races where dismounting is allowed (800m, Relay, etc.), in the event that a rider does cross the finish line but not in control, the rider must back up on foot, remount and ride across the finish line in control. In races where dismounting is not allowed, the rider is disqualified.

2B.7 Phases finales

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.

2B.8 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

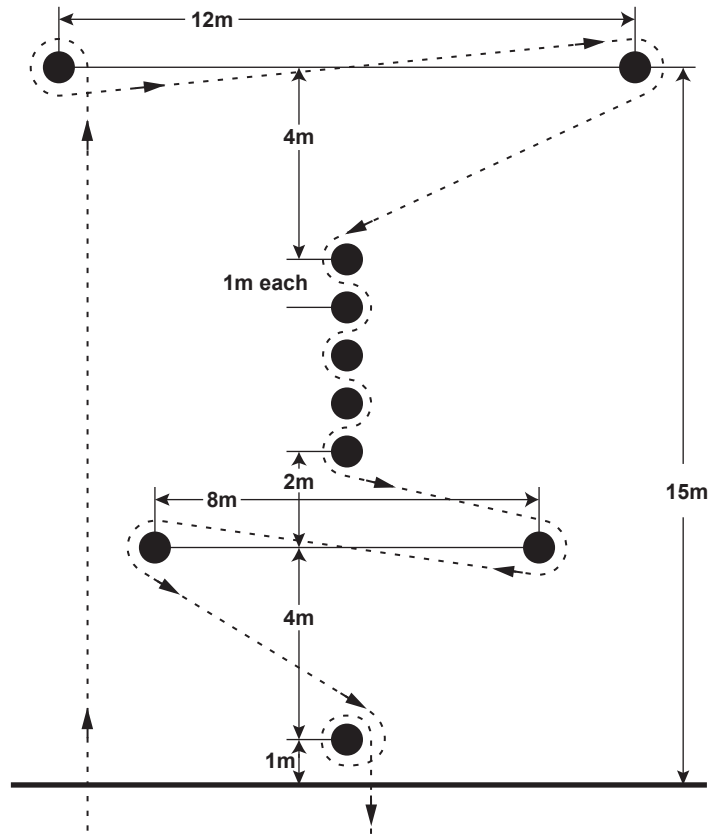


Figure 2B.1: IUF Slalom Course

be completely circled before the rider's time is taken at the finish line. Riders who go the wrong way around a cone can go back and make the turn the correct way with the clock still running. The cones used are plastic traffic cones. For official competition, cones must be between 45 and 60 cm tall, with bases no more than 30 cm square. The course must be set up accurately. The proper positions of the cones should be marked on the ground for a cone to be replaced quickly after it has been knocked over. Riders get two attempts.

2C Règlement juges et officiels

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.

2C.1 Arbitres de course

The Track Director is the head organizer and administrator of track events. The Track Director is responsible for the logistics and equipment for all track events. With the Referee, the Track Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Track Director is the highest authority on everything to do with the track events, except for decisions on rules and results.

The Referee is the head track official, whose primary job is to make sure the competitors follow the rules. The Referee makes all final decisions regarding rule infractions. The Referee is responsible for resolving protests. The Referee makes sure other track officials are trained and ready.

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

The Finish Line Judge determines whether rides cross the finish line properly, according to the rules.

2C.2 Training Officials

As the rules state, competitions cannot be started until all key track officials have been trained and understand their tasks. For Racing, the Referee is in charge of making sure this happens.

2C.3 Starter Responsibilities

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.

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.

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.

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.

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.

2C.4 Finish Line Judge Responsibilities

2C.4.1 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.

2C.4.2 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.

2D Règles à suivre par les organisateurs d'évènements

2D.1 Lieu

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

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.

2D.2 Arbitres

The host must designate the following officials for track racing:

- Track Director
- Arbitre
- Le Starter
- Finish Line Judges

2D.3 Communication

A Host is allowed to make helmets and/or knee pads 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.

2D.4 Groupes d'âge

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 Class), 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 Class), 9- 10 (20 Class), 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.

2D.5 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.

2D.6 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. In smaller events, the finishing age group times in the IUF Slalom can be used if no additional final is run. 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.

2D.7 Configuration de la course

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.

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

Track events must have both a preliminary and final round.

2D.8 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.

2D.9 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 3

Track: Other

Contents

3A	Sommaire	42
3A.1	Définition	42
3A.2	Résumé monocycliste	42
3B	Règlement compétiteurs	43
3B.1	Sécurité	43
3B.2	Monocycles	43
3B.3	Pièces d'identités des riders	44
3B.4	Contestations	44
3B.5	Wheel Size Categories	44
3B.6	Déroulement de l'évènement	44
3B.6.1	Relay (Track)	44
3B.6.2	Coasting Events	45
3B.6.2.1	Road Coasting	45
3B.6.2.2	Track Coasting	45
3B.6.2.3	Downhill Coasting	45
3B.6.2.4	Indoor Coasting	46
3B.6.3	Gliding Events	46
3B.6.3.1	Slope Glide Or Track Glide	46
3B.6.3.2	Downhill Glide	46
3B.6.4	Slow Forward	46
3B.6.4.1	Timing	47
3B.6.4.2	Optional Penalty Rules	47
3B.6.4.3	Qualification and Final rounds, Age Group ranking	47
3B.6.5	Slow Backward	48
3B.6.6	Slow Giraffe Race	48
3B.6.7	Stillstand	48
3B.6.8	700c Racing	49
3B.6.9	Unlimited Track Racing	49
3B.6.10	Juggling Unicycle Race	49
3B.6.11	Ultimate Wheel Race	49
3B.6.12	50m Fast Backward	49
3B.6.13	Medley	50
3C	Règlement juges et officiels	51
3D	Règles à suivre par les organisateurs d'évènements	52
3D.1	Communication	52
3D.2	Groupes d'âge	52

3A Sommaire

3A.1 Définition

These are optional events, not guaranteed to be included in every unicycle convention. They can be held with as much, or as little, level of formality and importance the host chooses. All of the events in this section have been run before, using these rules.

3A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- Be aware of any required safety gear.
- Some of these events may have wheel size and crank length requirements that you need to be aware of.

3B Règlement compétiteurs

3B.1 Sécurité

Riders must wear shoes, knee pads and gloves (definitions in chapter 1D.1), unless otherwise noted, below.

Riders on wheels larger than 24 Class (or with gearing) must also wear helmets.

The Downhill Coast, Downhill Glide, and 50m Fast Backward races require helmets.

3B.2 Monocycles

Seulement des monocycles standards peuvent être utilisés. Les rouleurs peuvent utiliser des monocycles différents pour des événements de course différents, tant que tout respecte les règles des événements dans lesquels ils prennent part.

For events divided by wheel size, there is a maximum allowable tire diameter and minimum crank arm length for each category:

Catégories de monocycle	de	Diamètre maximal	Longueur de manivelle minimale	Transmission
Catégorie 16 pouces	16	418mm	89mm	Standard
Catégorie 20 pouces	20	518mm	100mm	Standard
Catégorie 24 pouces	24	618mm	125mm	Standard
Catégorie 29 pouces	29	778mm	Pas de limites	Standard
Catégorie 'Illimités'	'Illimités'	Pas de limites	Pas de limites	illimité

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

Crank arm length is measured from the center of the wheel axle to the center of the pedal axle. Longer sizes may be used.

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

3B.3 Pièces d'identités des riders

Les rouleurs doivent porter leur numéro de course de manière clairement visible sur leur poitrine de manière à ce qu'il soit visible durant la course et quand le rouleur passera la ligne d'arrivée. En outre, il peut être exigé au rouleur de porter une puce pour le chronométrage électronique.

3B.4 Contestations

Protests must be filed on an official form. 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. For a large event such as Unicon or continental championships, the default protest time is 60 minutes (counting from the posting of results), the minimum is 30 minutes. For smaller events, the default protest time is 30 minutes, the minimum is 15 minutes. Every deviation from the default protest time has to be clearly announced when the results are posted, including stating the protest deadline on the results list itself. The protest time may be extended for riders who have to be in other races during the protest period. All protests will be acknowledged within 30 minutes from the time they are received, and an effort will be made to settle the issue within those 30 minutes.

3B.5 Wheel Size Categories

Wheel sizes for track racing are 20 Class, 24 Class and 29 Class. Additional groups for 16 Class or other wheels can be added. When not otherwise specified, 24 Class 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 Class (or smaller, if smaller sizes are also used). The youngest age group for 24 Class wheels should have a minimum age of 0, so riders 10 and younger have the option of racing on 24 Class with those groups (e.g. 0-13 or 14-16).

3B.6 Déroulement de l'évènement

In general, the rules of Track apply, such as false starts, lane use, and dismounts.

3B.6.1 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.

3B.6.2 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.

3B.6.2.1 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.

3B.6.2.2 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.

3B.6.2.3 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.

3B.6.2.4 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.

3B.6.3 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.

3B.6.3.1 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 3B.6.2.2).

3B.6.3.2 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.

3B.6.4 Slow Forward

In Slow Forward, the rider rides 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. (If Age Groups are ranked, optionally a 10 m x 30 cm board for Age Group 0-10 may be used.) There are no crank arm length or wheel size restrictions for this event.

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

3B.6.4.1 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.

3B.6.4.2 Optional Penalty Rules

Optionally, a host can decide to use a system wherein the judges may give penalties to riders who seem to make “micro-errors” or if the judges are in doubt whether an error was made. Examples of micro-errors are twisting about 46 or 48 degrees, or vibrations of the wheel. Each penalty deducts one second from the ridden time. Riders are still disqualified for clear errors, such as riding off the board, dismounting or twisting 90 degrees. Using these penalty rules is especially discouraged for possible errors for which a reliable objective detection system is being used.

3B.6.4.3 Qualification and Final rounds, Age Group ranking

At any competition, the host may decide not to offer Age Group ranking and awards. Qualification and Final rounds are always required, and results from both count for Age Group ranking (if Age Groups are ranked), but previous results from other competitions are not valid to be included in Age Group results.

Qualification round:

- For Unicon, riders must complete a time equal or greater than 45 seconds to move on to the finals. For other competitions than Unicon, the host may adjust the qualification time to a lower time as needed.
- 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.
- If judged by eye (as opposed to by an objective technical means), results from the qualification round will not be valid for records (world, continental, national and regional records).

Final round:

- All riders who are qualified for the final round start here.
- In order to have a fair competition, there will be a single team of judges, or (insofar available) an accurate and reliable technical means to check adherence to the rules.

- Riders get two attempts.
- Results from the finals will be valid for records (world, continental, national and regional records), regardless of whether they are judged by eye or by a technical means.
- The champion is the rider who performs the best result in the final round.

Results of both the Preliminary and the Final Rounds will be published.

3B.6.5 Slow Backward

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

- Riders ride *backward*.
- It is an error to ride *forward*.
- Riders ride on a 10 m x 30 cm board. (If Age Groups are ranked, optionally a 10 m x 60 cm board for Age Group 0-10 may be used.)
- For Unicon, riders move on to the finals if they have completed a time equal or greater than 40 seconds.

3B.6.6 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.

3B.6.7 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 for males and females respectively.

3B.6.8 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 Class 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.

3B.6.9 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.1) are allowed. All other Track racing rules apply.

3B.6.10 Juggling Unicycle Race

The traditional distance is 50 meters. Riders use the 5 meter 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.

3B.6.11 Ultimate Wheel Race

An ultimate wheel is a unicycle with no frame or seat. Traditionally, for riders in age groups with a maximum age of 10 or younger the race distance is 10m, while for all other riders it is 30m. Maximum wheel size is 618 mm (24 Class) 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.

3B.6.12 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.

3B.6.13 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.

3C Règlement juges et officiels

All Track Other events follow the Track Racing judges and officials rules, unless otherwise noted.

3D Règles à suivre par les organisateurs d'évènements

All Track Other events follow the Track Racing event organizer rules, unless otherwise noted.

3D.1 Communication

If a large convention advertises events with the names of the ones detailed in this section, they must use the rules provided here. If hosts desire to do variations on these rules, the events must be labeled accordingly. 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.

3D.2 Groupes d'âge

Age group breakdown is also up to the host.

Part 4

Courses sur route

Contents

4A	Sommaire	56
4A.1	Définition	56
4A.2	Résumé monocycliste	56
4B	Règlement compétiteurs	57
4B.1	Sécurité	57
4B.2	Monocycles	57
4B.3	Pièces d'identités des riders	58
4B.4	Contestations	58
4B.5	Déroulement de l'évènement	58
4B.5.1	Les riders doivent être prêts	58
4B.5.2	Départ	58
4B.5.3	Faux départs	59
4B.5.4	Dépassements	59
4B.5.5	Descentes du monocycle	59
4B.5.6	Illegal Riding	59
4B.5.7	Réparer, Changer, ou Remplacer un Monocycle (cassé)	59
4B.5.8	Finaux	60
4C	Règlement juges et officiels	61
4C.1	Arbitres de course	61
4C.1.1	Directeur de course	61
4C.1.2	Arbitre	61
4C.1.3	Le Starter	61
4C.2	Les officiels peuvent concourir	61
4C.3	Consequences des Infractions	62
4D	Règles à suivre par les organisateurs d'évènements	63
4D.1	Lieu	63
4D.2	Arbitres	63
4D.3	Communication	63
4D.4	Groupes d'âge	63
4D.5	Entraînements	64
4D.6	Ungearé Awards	64
4D.7	Configuration de la course	64
4D.8	Ordre de départ	64
4D.9	Starting Configuration	64
4D.9.1	Départ individuel	65
4D.9.2	Heat Start	65
4D.9.3	Départ groupé	66
4D.10	Le Starter	66

4 Courses sur route

4D.11 Faux départs	66
4D.12 Finaux	67
4D.13 Optional Race-End Cut-Off Time	67
4D.14 Special Marathon Events	67
4D.15 Race Distances and Distance Measurement	67
4D.15.1Distance Measurement for Traditional Distances	67
4D.15.2Distance Measurement for Other Distances	68

4A Sommaire

4A.1 Définition

Les courses sur route sont des courses de plus longue distance sur route ou piste cyclable goudronnées. Ces règles s'appliquent particulièrement aux courses de 100 km, marathon et 10 km mais peuvent aussi s'appliquer aux autres formats de courses sur route comme les courses au temps ou les criterium.

4A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- Vous devez porter des chaussures, des gants et un casque.
- Les systèmes de musique individuels ne sont pas autorisés sur les voies publiques où il peut y avoir de la circulation de véhicules motorisés.
- Les ravitaillements en eau et en boisson sont à la charge de l'hôte.
- Les événements de course sur route ont des exigences quant aux tailles de roues, aux longueurs de manivelles et aux axes à vitesse auxquelles vous devez faire attention.
- Les courses sur routes sont toujours courues en deux catégories : Standard et illimité.
- Faire attention aux règles concernant les faux-départs, les dépassements, les descentes du monocycle, et les façons de rouler illicites, réparation ou remplacement du monocycle, et contestations.
- Il peut y avoir une coupure du temps de la course, comme communiqué par l'hôte.

4B Règlement compétiteurs

4B.1 Sécurité

Les rouleurs doivent porter des chaussures, des gants et un casque (voir définitions dans le chapitre ??). Protège-genoux et protège-coudes sont conseillés comme équipement optionnel de sécurité.

Les systèmes de musique individuels ne sont pas autorisés sur les voies publiques où il peut y avoir de la circulation de véhicules motorisés.

L'eau et la nourriture sont à la responsabilité du rouleur. Les hôtes peuvent offrir des ravitaillements en nourriture et eau selon leur jugement.

4B.2 Monocycles

Seulement des monocycles standards peuvent être utilisés. Les rouleurs peuvent utiliser des monocycles différents pour des événements de course différents, tant que tout respecte les règles des événements dans lesquels ils prennent part.

La catégorie 24 pouces et les roues plus petites ne sont pas autorisées pour les courses plus longues que 20km sans la permission formelle du responsable des courses.

La charte suivante définit les limitations de taille du monocycle.

Catégorie monocycle	de	Diamètre maximal	Longueur de manivelle minimale	Transmission
Catégorie 16 pouces	16	418mm	89mm	Standard
Catégorie 20 pouces	20	518mm	100mm	Standard
Catégorie 24 pouces	24	618mm	125mm	Standard
Catégorie 29 pouces	29	778mm	Pas de limites	Standard
Catégorie "Illimités"	"Illimités"	Pas de limites	Pas de limites	illimité

4B.3 Pièces d'identités des riders

Les rouleurs doivent porter leur numéro de course de manière clairement visible sur leur poitrine de manière à ce qu'il soit visible durant la course et quand le rouleur passera la ligne d'arrivée. En outre, il peut être exigé au rouleur de porter une puce pour le chronométrage électronique.

4B.4 Contestations

Les contestations doivent être déposées à l'aide d'un formulaire officiel dans les deux heures suivant la publication des résultats. Tous les efforts seront fournis pour que l'ensemble des demandes soit traité dans les 30 minutes à partir du moment où elles ont été reçues.

4B.5 Déroulement de l'évènement

4B.5.1 Les riders doivent être prêts

Les rouleurs doivent être prêts quand ils sont appelés pour leur course. Les rouleurs qui ne sont pas sur la ligne de départ quand leur course commence ne pourront pas y participer. Le Starter décidera quand il arrêtera d'attendre, en prenant compte de la barrière de langue et du fait que certains rouleurs peuvent être ralenti parce qu'ils aident à organiser la convention.

4B.5.2 Départ

Les rouleurs commencent par monter, se tiennent à un poteau de départ ou tout autre support. Le Starter donnera un départ en quatre temps, par exemple, "Un, deux, trois, PAN !". Un starter électronique peut aussi être utilisé.

Riders start with the fronts of their tires (forwardmost part of wheel) behind the nearest edge of the starting line. Rolling starts are not permitted in any road 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 not 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.

4B.5.3 Faux départs

Un faux départ survient lorsque la roue d'un rouleur commence à avancer avant, ou si l'un ou plusieurs rouleurs doivent redescendre de leur monocycle à cause de perturbations causées par d'autres rouleurs ou une autre origine.

4B.5.4 Dépassements

Le dépassement d'un rouleur doit se faire par l'extérieur, sauf s'il y a plus de place pour passer prudemment par l'intérieur. Les rouleurs qui passent par l'intérieur sont responsables de toutes collisions qui peut en résulter. Les contacts physiques entre rouleurs sont interdits. Le rouleur le plus lent doit maintenir une course raisonnablement droite et ne doit pas interférer avec le rouleur le plus rapide.

4B.5.5 Descentes du monocycle

Descendre et remonter sur son monocycle est autorisé. Si un rouleur est forcé à redescendre de son monocycle à cause d'une chute du rouleur directement devant lui ce sera considéré comme faisant parti de la course et les deux rouleurs doivent remonter sur leur monocycle et repartir.

4B.5.6 Illegal Riding

Illegal riding 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.

4B.5.7 Réparer, Changer, ou Remplacer un Monocycle (cassé)

Dans les courses sur routes, les rouleurs peuvent faire des modifications à leur monocycles mais ils doivent être auto-suffisants pour cela. Les rouleurs doivent transporter toutes les pièces et outils nécessaires à leur modification(s) et doivent les faire sans aucune assistance. Par exemple, un rouleur peut changer ses manivelles mais il doit transporter les nouvelles manivelles et tous les outils depuis le début de la course.

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 Referee must confirm that the situation was unplanned and was indeed "accidental". If the Referee determines otherwise and the rider used outside assistance for changes to the unicycle, the rider will be disqualified.

Le rouleur peut continuer la course à pied (en marchant, sans courir) avec un monocycle cassé. Si le rouleur quitte la course il doit réentrer dans la course avant le point ou au

point auquel il est sorti de celle-ci. Quand le rouleur est hors de la course, il peut courir ou utiliser n'importe quel moyen de transport.

Toutes les modifications qui sont faites sur le monocycle doivent obéir aux exigences de la catégorie dans laquelle participe le rouleur. Par exemple, si un rouleur casse une manivelle dans la catégorie Standard 24 pour la course de 10km, il n'est autorisé alors qu'à installer une nouvelle manivelle de 125mm ou plus longue.

4B.5.8 Finaux

Finish times are determined when the front of the tire first crosses the vertical plane of the nearest 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.

4C Règlement juges et officiels

4C.1 Arbitres de course

4C.1.1 Directeur de course

The Race Director is the head organizer and administrator of road race events. With the Convention Host, the Race Director determines the course, obtains permits, interfaces with the community, and determines the system used to run the event. The Race Director is responsible for the logistics, equipment for all road racing events. With the Referee, the Race Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Race Director is the highest authority on everything to do with the road race events, except for decisions on rules and results.

4C.1.2 Arbitre

The Referee is the head racing official, whose primary job is to make sure the competitors follow the rules. The Referee makes all final decisions regarding rule infractions. The Referee is responsible for resolving protests. The Referee must above all be objective and favor neither local, nor outside riders.

4C.1.3 Le Starter

The starter starts races, explains race rules, and calls riders back in the event of false starts. The starter is in charge of checking riders for correct unicycles and safety equipment.

4C.2 Les officiels peuvent concourir

The Referee may not compete in any competition where they may be required to make a decision. The Race Director may compete, as long as the race course has been announced early enough that the Race Director does not have an advantage from knowledge of the course.

4C.3 Consequences des Infractions

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 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.

4D Règles à suivre par les organisateurs d'évènements

4D.1 Lieu

These are races held usually on roadways or bike paths.

4D.2 Arbitres

The host must designate the following officials for each road race:

- Directeur de course
- Arbitre
- Le Starter

4D.3 Communication

The host must announce the false start method at least two months before the event.

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.

4D.4 Groupes d'âge

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 Class wheel size category, also an age group 0-10 (20 Class) must be offered. All age groups must be offered as male and female age group.

4D.5 Entraînements

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.

4D.6 Ungeared Awards

At Unicon, if there are five or more geared male riders in an Unlimited event, the fastest three ungeared male riders will be awarded with an ungeared title for that event. Similarly, if there are five or more geared female riders in an Unlimited event at Unicon, the fastest three ungeared female riders 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.

4D.7 Configuration de la course

Riders are usually divided by age group and unicycle type, such as 24 Class versus 29 Class unicycles, and/or Standard (any size wheel and cranks) versus Unlimited (see definition in chapter 1D.1).

4D.8 Ordre de départ

The goal in determining the starting order is to sort racers fairly by speed while still making sure that males and females 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 participate in the previous race (such as the 10k), the Racing Clerk has the right to assign a starting position where they see fit.

4D.9 Starting Configuration

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 4D.9.1), heat start (section 4D.9.2), or mass start (section 4D.9.3).

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.
- Si le parcours est trop étroit pour assurer la sécurité et un départ équitable, utiliser le départ individuel.
- 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.
- Dans tout autres cas, utiliser un départ de groupe.

The various classes may share the race course, but Standard racers should always start separately from Unlimited racers, also in the case of mass 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.

4D.9.1 Départ individuel

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.)

4D.9.2 Heat Start

Heats should consist of at least 12 riders, either male or female (no mixed heats). Heats may vary in size. Heats are sorted by speed with the fastest heat going first. The first heat should be devoted to the fastest males. The second heat should be devoted to the fastest females. The top males and the top females must have equivalent racing conditions. The following heats should be sorted by speed. The time intervals between heats should run as follows:

- For non-lapped races, there should be a time interval of at least 5 minutes (for the 10k) or 10 minutes (for the Marathon) between heats 1 and 2, as well as between heats 2 and 3. This is to ensure safe and fair racing for the top male and top female heats.
- For lapped races (and races other than the 10k and Marathon), the time intervals between heats 1, 2, and 3 should be set up such that following heats have the least chance of interfering with the top male and female riders.

4D.9.3 Départ groupé

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

4D.10 Le Starter

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 start-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.

4D.11 Faux départs

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.

- **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 4D.9.1 and 4D.9.2) a time penalty is the recommended option. In the case of a mass start (section 4D.9.3), any option is viable.

4D.12 Finaux

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.

4D.13 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 last 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.

4D.14 Special Marathon Events

Exceptions from the default rules may be allowed for a marathon race that is embedded in a big city 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 separate males/females and/or wheel sizes
- 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.

4D.15 Race Distances and Distance Measurement

4D.15.1 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 inch). 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.
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.

4D.15.2 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'.

Part 5

Mountain Unicycling: Races

Contents

5A	Sommaire	72
5A.1	Définition	72
5A.2	Résumé monocycliste	72
5B	Règlement compétiteurs	73
5B.1	Sécurité	73
5B.2	Monocycles	73
5B.3	Pièces d'identités des riders	73
5B.4	Contestations	73
5B.5	Déroulement de l'évènement	73
5B.5.1	Uphill Race	73
5B.5.2	Downhill Race	74
5B.5.3	Cross Country (XC) Race	74
5B.5.4	Départ	74
5B.5.5	Faux-départs	74
5B.5.6	Dépassements	74
5B.5.7	Descentes du monocycle	74
5B.5.7.1	Dismounts: Uphill	75
5B.5.7.2	Dismounts: Downhill	75
5B.5.7.3	Dismounts: Cross Country	75
5B.5.8	Finiaux	75
5B.5.8.1	Finishes: Uphill	75
5B.5.8.2	Finishes: Cross Country and Downhill	76
5C	Règlement juges et officiels	77
5C.1	Muni Director	77
5C.2	Arbitre	77
5C.3	Le Starter	77
5C.4	Course Marshall	77
5C.5	Les officiels peuvent concourir	78
5D	Règles à suivre par les organisateurs d'évènements	79
5D.1	Lieu	79
5D.1.1	Uphill	79
5D.1.2	Downhill	79
5D.1.3	Cross Country	79
5D.2	Arbitres	80
5D.3	Communication	80
5D.4	Groupes d'âge	81
5D.5	Route Signaling	81
5D.6	Entraînements	82

5 Mountain Unicycling: Races

5D.7	Configuration de la course	82
5D.8	Starting Configuration	82
5D.9	Ordre de départ	83
5D.10	Faux-départs	83
5D.11	Finish Camera	84

5A Sommaire

5A.1 Définition

Mountain unicycling (muni) refers to off-road races over any type of terrain. Terrain can be anything from dirt to paved areas, hills, ditches, curbs, rocks, sand, mud, or grass (Mountains are not required).

5A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- Vous devez porter des chaussures, des protège-genoux, des gants, et un casque.
- Les ravitaillements en eau et en boisson sont à la charge de l'hôte.
- Muni racing events have no wheel size, crank length, or gearing requirements.
- Be aware of the rules regarding false starts, passing, dismounts, illegal riding, and protests.

5B Règlement compétiteurs

5B.1 Sécurité

For all muni events, riders must wear shoes, knee pads, gloves/wrist-guards and helmets (see definitions in chapter 1D.1). Additional equipment such as shin, elbow or ankle protection are optional.

L'eau et la nourriture sont à la responsabilité du rouleur. Les hôtes peuvent offrir des ravitaillements en nourriture et eau selon leur jugement.

5B.2 Monocycles

Il n'y a pas de restrictions concernant la taille de la roue, la longueur des manivelles et l'utilisation d'un frein ou d'un axe à vitesse.

5B.3 Pièces d'identités des riders

Les rouleurs doivent porter leur numéro de course de manière clairement visible sur leur poitrine de manière à ce qu'il soit visible durant la course et quand le rouleur passera la ligne d'arrivée. En outre, il peut être exigé au rouleur de porter une puce pour le chronométrage électronique.

5B.4 Contestations

Les contestations doivent être déposées à l'aide d'un formulaire officiel dans les deux heures suivant la publication des résultats. Tous les efforts seront fournis pour que l'ensemble des demandes soit traité dans les 30 minutes à partir du moment où elles ont été reçues.

5B.5 Déroulement de l'évènement

5B.5.1 Uphill Race

An Uphill muni race challenges a riders ability to climb. Courses may be short and steep or longer, endurance-related challenges.

5B.5.2 Downhill Race

A Downhill muni race is a test of speed and ability to handle terrain while riding downhill.

5B.5.3 Cross Country (XC) Race

The Cross Country race is an off-road distance race that challenges a rider's fitness and ability to ride fast on rough terrain.

5B.5.4 Départ

Riders start with the fronts of their tires (forwardmost part of wheel) behind the nearest edge of the starting line.

5B.5.5 Faux-départs

Un faux départ survient lorsque la roue d'un rouleur commence à avancer avant, ou si l'un ou plusieurs rouleurs doivent redescendre de leur monocycle à cause de perturbations causées par d'autres rouleurs ou une autre origine.

5B.5.6 Dépassements

Riders must pay attention while passing and avoid physical contact as much as possible. Violations of this passing rule may result in disqualification or a time penalty, to be determined and announced before the start of the race.

If a faster rider comes from behind, the rider in front does not need to yield to the rider behind, as long as he/she is mounted. The faster rider should try to pass when safe. A mounted rider always has priority over an unmounted rider.

5B.5.7 Descentes du monocycle

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.

5B.5.7.1 Dismounts: Uphill

Riders must ride the entire course. In the event of a dismount, the rider must remount the unicycle at the location of the wheel at the moment of the dismount. Riders may also choose to back up (toward the start line) to remount, if they prefer.

5B.5.7.2 Dismounts: Downhill

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. If a rider falls in front of their unicycle, they may run back up the hill to retrieve it, but must come to a complete halt before remounting. Riders may generally walk slowly if necessary. A rider may choose to dismount for a difficult section, but must walk slowly through the section until stopping to remount. The following penalties apply if riders disregard this:

- 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.

5B.5.7.3 Dismounts: Cross Country

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.5.8 Finaux

5B.5.8.1 Finishes: Uphill

Riders must cross the finish line mounted on the unicycle, having both feet on the pedals. In the event of a dismount at the finish line the rider must back up, remount and ride across the finish line again.

5B.5.8.2 Finishes: Cross Country and Downhill

Riders can cross the finish line mounted as well as walking. Any finish where the rider is not mounted on the unicycle, having both feet on the pedals, will be penalized by adding a 10 second penalty.

5C Règlement juges et officiels

5C.1 Muni Director

The Muni Director is the head organizer and administrator of muni events. With the Convention Host, the Muni Director determines the course, obtains permits, interfaces with the community, and determines the system used to run the event. The Muni Director is responsible for the logistics and equipment for all muni events. With the Referee, the Muni Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Muni Director is the highest authority on everything to do with the muni events, except for decisions on rules and results.

5C.2 Arbitre

The Referee is the head muni official, whose primary job is to make sure the competitors follow the rules. The Referee makes all final decisions regarding rule infractions. The Referee is responsible for resolving protests.

5C.3 Le Starter

The starter starts races, explains race rules, and calls riders back in the event of false starts. The starter is in charge of checking riders for correct unicycles and safety equipment.

5C.4 Course Marshall

The Course Marshall is responsible for securing and marking the course, as well as for positioning and instructing volunteers to signal the correct way to race participants or to serve as judges in the case of dismounts (see respective rule sections for details). Furthermore, the Course Marshall should assist the Muni Director in selecting an appropriate course abiding by the guidelines in this rulebook.

5C.5 Les officiels peuvent concourir

The Referee may not compete in any competition where they may be required to make a decision. The Muni Director may compete, as long as the race course has been announced early enough that the Muni Director does not have an advantage from knowledge of the course.

5D Règles à suivre par les organisateurs d'évènements

5D.1 Lieu

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).

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.

5D.1.1 Uphill

Uphill courses must be primarily uphill but may include flat or downhill sections. At Unicon, if the terrain is technically easy (i.e. smooth to ride, no or only very small rocks and roots), the main course has to be longer than 500 m or have a height difference greater than 100 m. If the terrain is more difficult, the course may be shorter or have less elevation gain. The event hosts may consider additionally offering Beginner/Advanced categories competing on shorter and easier tracks or on selected parts of the main course. It is recommended that Uphill courses at other types of events or competitions adhere to these rules as well.

5D.1.2 Downhill

Downhill 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.

5D.1.3 Cross Country

A Cross Country course should be held primarily off-road but may consist of gravel and paved roads. There is freedom for the amount of downhill, flat and uphill sections, as long as the course is not primarily downhill or uphill.

Special recommendations for Unicon and Continental Championships:

There are four main categories based on distance and difficulty. The overall course difficulty must be rated with the Unicycle XC Scale. If multiple laps need to be completed, then the total distance is the basis for the rating.

Main categories:

1. **Beginners:** distance 3-7 km, max 15 points Unicycle XC Scale
2. **Intermediate:** distance 8-13 km, 16-21 points Unicycle XC Scale
3. **Elite:** distance 15-25 km, minimum 24 points Unicycle XC Scale, suggested to last 1h30min for fastest riders
4. **Marathon:** longer than 30 km, suggested to last 3-5 hours for fastest riders

The elite category with subcategories Male and Female is required to be run. Other categories are run on the host discretion.

The Elite Cross Country course should be designed such that the fastest rider completes the race in about 1 hour 30 minutes, but never less than 1 hour. The course should be chosen such that geared riders do not have an undue advantage. Unrideable sections should be avoided to prevent riders from walking however uphill sections may include technical difficulties. Long and gentle uphills are preferred over short and steep ones. If only shorter trails are available, riders can be required to complete multiple laps of the course.

5D.2 Arbitres

The host must designate the following officials for each muni race:

- Muni Director
- Arbitre
- Le Starter
- Course Marshall

5D.3 Communication

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

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.

Details of all muni events 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. Course details should be published as soon as possible and a GPS-track must be published on the web site at least one month prior to the convention. Ratings of courses (using the IUF Muni Difficulty Scale) and their underlying data must be published at least seven days prior to the event. It is acceptable to publish tentative courses while waiting for permits to be approved, etc.

5D.4 Groupes d'âge

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:

En dessous de 15	Jeunes
15-16	Juniors
17-18	Juniors
19-29	Élites
30-49	Séniors
50+	Vétérans

5D.5 Route Signaling

Courses must be clearly marked. At each intersection, the correct direction must be indicated by at least one of the following options:

- **Option 1:** Painting or chalk marking (only if authorized by authorities).
Arrows showing the correct course direction must be drawn 5 to 10 meters before the intersection, at the intersection, and 5 to 10 meters after the intersection. Crosses must be drawn on each wrong direction at the intersection and 5 to 10 meters after the intersection on the wrong paths.
- **Option 2:** Using bands (also known as barrier tape).
Small pieces of bands (shorter than 1 m) are used instead of arrows to show the right way to go. Longer pieces of bands barring the wrong paths over their entire width are used instead of crosses. These bands can lie on the ground if they cannot be hung in the air because of any restriction.
- **Option 3:** Using any other clear signaling method.
Chipped wood or large signs with printed arrows or crosses are examples of other acceptable method. Similar to options 1 and 2, signaling must be placed 5 to 10 meters before, at, and 5 to 10 meters after any intersection, as well as signaling very clearly any wrong direction at the intersection, and 5 to 10 meters after it on the wrong paths.

Any element of the route such as the ground, trees, rocks, or barriers can be used as marking or for hanging bands, as long as the result is easily visible and not likely to be erased/removed by the passage of riders, other occupants, or weather. If the weather

forecast predicts rain, option 2 or 3 is preferred over option 1. At major intersections, having a volunteer signaling the correct way, in addition to marks or bands, is highly recommended. Any signaling option can also be used on any long section between intersections, in order to confirm to riders that they are still on the right track.

If authorized by authorities, an effort must be made to mark the courses a few days before they occur, so riders can practice on it.

Any change in the track from the one given in the website/program book must be announced to the riders by email as soon as this is known, even if this is a short amount of time before the race. If the change occurs the day of the race, riders must also be told on the start line that there has been a change.

5D.6 Entraînements

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. The race cannot be held without the possibility of practice.

5D.7 Configuration de la course

For uphill and downhill races 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.

For a downhill 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.

For the uphill race, either one or two runs can be held. In the case of two runs, the ranking of the riders is based on the fastest of the two runs.

5D.8 Starting Configuration

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 100 m of the track. There can be one rider for each meter in width. The first heats must be separated based on gender with the first heat consisting of the top males and the second heat consisting of the top females. After the top males begin, there must be a minimum 10 minute time interval before the top females start. After the top females start there must be a minimum 5 minute time interval before the next heat begins.

3. **Individual starts:**

Individual riders start at intervals that can vary from 30 seconds to a few minutes.

5D.9 Ordre de départ

The fastest riders should always start first, regardless of the starting mode. The order can be determined by seeding runs or another method.

5D.10 Faux-départs

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

- **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 (10 seconds is recommended).

- **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.

It is highly recommended to use the time penalty method for all different kinds of starts (i.e. mass, heat, and individual starts as described in section 5D.8). If no false start rules are announced prior to the race, this is the default method. In case of a purposeful false start several seconds before the official start, violating rider(s) should be disqualified at the discretion of the Starter.

At Unicons and continental championships, a camera has to be set up to record the start of all waves from a suitable angle. The official footage from this camera serves as evidence in case of disputed false start events or other start-line related protests after the race.

Restarting heats (options 2 & 3) should be avoided. If a heat has to be restarted for any reason, 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.

5D.11 Finish Camera

At Unicons and Continental championships, a camera has to be set up to record the finish line from a suitable angle. The official footage from this camera serves as evidence in case of dismounts over the finish line or other finish-line protests after the race.

Part 6

MUni : Cyclocross

Contents

6A	Sommaire	87
6A.1	Définition	87
6A.2	Résumé monocycliste	87
6B	Règlement compétiteurs	88
6B.1	Sécurité	88
6B.2	Monocycles et Catégories	88
6B.3	Pièces d'identités des riders	88
6B.4	Contestations	88
6B.5	Déroulement de l'évènement	89
6B.5.1	Départ	89
6B.5.2	Dépassements	89
6B.5.3	Descentes du monocycle	89
6B.5.4	Illegal Riding	89
6B.5.5	Finaux	89
6C	Règlements juges et officiels	90
6C.1	Responsable Cyclocross	90
6C.2	Arbitre	90
6C.3	Les officiels peuvent concourir	90
6D	Règles à suivre par les organisateurs d'évènements	91
6D.1	Lieu	91
6D.2	Officiels	91
6D.3	Communication	91
6D.4	Groupes d'âge	91
6D.5	Disponibilité du parcours pour l'entraînement	92
6D.6	Configuration de la course	92

6A Sommaire

6A.1 Définition

Le Cyclocross est un événement avec plusieurs tours qui réunit des sentiers de cross country, des terrains herbeux, des trottoirs, et des obstacles naturels ou créés par l'homme où descendre peut s'avérer nécessaire. La longueur classique d'un tour est entre 1 km et 2.5 km. Tous les rouleurs font la course sur la même durée, avec les rouleurs les plus rapides effectuant plus de tours que les rouleurs plus lents.

6A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- Vous devez porter des chaussures, des protège-genoux, des gants, et un casque.
- Le Cyclocross a des exigences quant aux tailles de roues et aux axes à vitesse auxquelles vous devez faire attention.
- Ayez conscience des règles concernant les dépassements, les descentes, les déplacements illégaux, et les contestations.

6B Règlement compétiteurs

6B.1 Sécurité

Les rouleurs doivent porter des chaussures, des protège-genoux, des gants/protège-poignets et un casque (voir définitions dans le chapitre 1D.1).

6B.2 Monocycles et Catégories

La séparation des catégories dépend du parcours. Si le parcours n'est favorable à aucun type de monocycle, aucune séparation de catégorie ne sera effectuée. Si le parcours avantage les grandes roues et les monocycles à vitesse, les catégories recommandées sont :

- **Limité:** Monocycles sans axe à vitesses avec des roues jusqu'à 29 pouces incluses. Aucune restriction quant à la taille des manivelles ou les types de pédales.
- **Illimité:** Monocycles sans axe à vitesses avec des roues plus grandes que 29 pouces et monocycles avec axe à vitesses. Aucune restriction quant à la taille des manivelles ou les types de pédales.

6B.3 Pièces d'identités des riders

Les rouleurs doivent porter leur numéro de course de manière clairement visible sur leur poitrine de manière à ce qu'il soit visible durant la course et quand le rouleur passera la ligne d'arrivée. En outre, il peut être exigé au rouleur de porter une puce pour le chronométrage électronique.

6B.4 Contestations

Les contestations doivent être déposées à l'aide d'un formulaire officiel dans les deux heures suivant la publication des résultats. Tous les efforts seront fournis pour que l'ensemble des demandes soit traité dans les 30 minutes à partir du moment où elles ont été reçues.

6B.5 Déroulement de l'évènement

6B.5.1 Départ

Ce sera un départ dans le style “Le Mans”. Les monocycles seront alignés dans une zone délimitée loin des rouleurs à côté de la ligne de tour/d'arrivée. Les rouleurs seront alignés derrière une ligne supplémentaire et ensuite seront tenus de courir pour retrouver leur monocycle quand la course commence. Ils devront ensuite monter sur leur monocycle pour rouler. Les rouleurs devront être montés dans les 10 mètres après avoir passé la ligne de tour/d'arrivée.

6B.5.2 Dépassements

A l'approche, les rouleurs auront besoin de prévenir le rouleur plus lent de leur intention de dépasser. Des précautions particulières devront être prises du fait des différentes langues.

6B.5.3 Descentes du monocycle

Concernant les descentes du monocycle il n'y a pas de restriction quant au dépassement des rouleurs. Les monocyclistes à terre peuvent courir avec leur monocycle. La courtoisie est attendue afin d'éviter les accidents, mais le monocycliste courant à terre ne doit pas céder le passage au monocycliste roulant.

6B.5.4 Illegal Riding

Les rouleurs ne peuvent pas couper le parcours autour des obstacles. Ils doivent rouler à travers la section de l'obstacle si possible ou descendre et courir avec leur monocycle. Par définition, la majorité des rouleurs ne seront pas capable de rouler ou sauter par dessus les sections à obstacle. Rouler ou sauter par-dessus un obstacle ne doit pas endommager ou casser l'obstacle.

Les monocyclistes doivent essayer de rouler au moins 50% du parcours sur chaque tour. Cela permet d'éviter que quelqu'un court tout le long de la course en portant ou en poussant son monocycle sans monter dessus. Un coureur en violation sera averti par un officiel de la course. Le non-respect de l'avertissement entraînera une disqualification.

6B.5.5 Finaux

Les rouleurs peuvent franchir la ligne d'arrivée sur le monocycle, comme en marchant ou en courant.

6C Règlements juges et officiels

6C.1 Responsable Cyclocross

Le Responsable Cyclocross est le principal organisateur et administrateur des événements de cyclocross. Avec l'hôte de la Convention, le Responsable Cyclocross détermine le parcours, obtient les autorisations, communique avec la communauté, et détermine le système utilisé pour le déroulement de l'événement. Le Responsable Cyclocross est responsable de la logistique et du matériel pour tous les événements liés au cyclocross. Avec l'Arbitre, le Responsable Cyclocross est chargé de faire se dérouler les événements selon le planning, et répondre à toutes les questions ne concernant pas les règles ou les décisions. Le Responsable Cyclocross est la plus haute autorité quant à tout ce qui est en lien avec l'événement cyclocross, excepté pour les décisions quant aux règles et aux résultats.

6C.2 Arbitre

L'Arbitre est le principal officiel du cyclocross, dont le principal travail est de s'assurer que les compétiteurs suivent les règles. L'Arbitre prend toutes les décisions finales concernant les infractions aux règles. L'Arbitre est responsable de la résolution des contestations.

6C.3 Les officiels peuvent concourir

L'Arbitre ne peut pas concourir dans quelques compétitions où il pourrait y avoir besoin de prendre une décision. Le Responsable Cyclocross peut concourir, tant que le parcours de la course a été annoncé assez tôt pour que le Responsable Cyclocross n'ait pas d'avantage quant à la connaissance du parcours.

6D Règles à suivre par les organisateurs d'évènements

6D.1 Lieu

Ce sera un événement avec plusieurs tours qui réuni des sentiers de cross country, des terrains herbeux et des obstacles créés par l'homme où descendre du monocycle sera nécessaire. Un parcours ne doit pas comporter moins de deux ou plus de six obstacles ou sections à barrière où normalement les rouleurs descendent et courent avec leur monocycle. Les tronçons de départ et d'arrivée doivent être libres de tout obstacle dans un rayon de 10 mètres. Le parcours doit être conçu afin d'éviter les embouteillages et donner aux rouleurs suffisamment d'espace pour se dépasser, en particulier après le départ.

Il est suggéré que la longueur du parcours (utilisé par les deux catégories) ne soit pas plus courte que 1 km de long et pas plus longue que 2.5 kilomètres de long. Les organisateurs doivent garder en tête que la majeure partie de la course doit être visible depuis plusieurs points de vue.

6D.2 Officiels

L'hôte doit désigner les officiels suivants pour chaque course de cyclocross :

- Responsable Cyclocross
- Arbitre

6D.3 Communication

L'événement cyclocross est exempté de la règle sur la publication précédente sur les détails du parcours. En effet le parcours du cyclocross est typiquement installé avant la course.

6D.4 Groupes d'âge

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:

En dessous de 15	Poussins et Benjamins
15-16	Cadets
17-18	Juniors
19-29	Elites
30-49	Séniors
50+	Vétérans

6D.5 Disponibilité du parcours pour l'entraînement

Le parcours du cyclocross doit être disponible au moins une heure avant l'événement de cyclocross. Cela garantira que les personnes ayant monté le parcours n'ont pas d'avantage sur les autres rouleurs, et peuvent concourir.

6D.6 Configuration de la course

Il est conseillé que le Cyclocross soit couru en deux courses séparées, (Illimité et Standard) car la nature d'un événement à plusieurs tours sur un parcours court va entraîner des dépassement et des tours d'avance.

Il est suggéré que la course Illimitée dure environ 45 minutes et que la course Standard dure environ 30 minutes. En utilisant le temps du meilleur rider sur ses deux premiers tours, l'arbitre déterminera combien de tours peuvent être effectués dans la limite de temps désirée (e.g. 45 minutes). A partir de ce moment-là, le nombre de tours restants (pour le premier) va être affiché et il sera utilisé pour déterminer quand arrive la fin de la course. Une cloche sera sonnée quand il ne restera qu'un tour.

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.

Part 7

Freestyle : Artistique

Contents

7A	Sommaire	97
7A.1	Définition	97
7A.2	Résumé monocycliste	97
7B	Règlement compétiteurs	98
7B.1	Sécurité	98
7B.2	Monocycles	98
7B.3	Pièces d'identités des riders	98
7B.4	Contestations	98
7B.5	Deadline For Signing Up	98
7B.6	Competitions	99
7B.6.1	Group Freestyle Restrictions	99
7B.6.1.1	Small Group	99
7B.6.1.2	Large Group	99
7B.7	Catégories	99
7B.7.1	Choosing Categories	99
7B.7.2	Promoting Rider(s) to a Higher Category	100
7B.8	Déroulement de l'évènement	100
7B.8.1	Time Limits	100
7B.8.1.1	Time Limits For Age Groups	101
7B.8.1.2	Time Limits for Categories	101
7B.8.2	Judging Method	101
7B.8.2.1	Judging Method: Individual	101
7B.8.2.2	Judging Method: Pair	101
7B.8.2.3	Judging Method: Group	101
7B.8.2.4	Music Preparation	102
7B.8.3	Props and Decorations	102
7B.8.4	Les riders doivent être prêts	102
7B.9	Performance Set-Up	102
7B.9.1	Start Of Performance	103
7B.9.2	End Of Performance	103
7B.9.3	Clean-Up	103
7B.9.4	Messy Performing Area	103
7C	Règlement juges et officiels	104
7C.1	Artistic Officials	104
7C.2	Training Officials	104
7C.3	Interruption Of Judging	105
7C.4	Freestyle Judging Panel	105
7C.4.1	Sélection des juges	105
7C.4.2	Assignment Of Age Group and Category Judges	106

7 Freestyle : Artistique

7C.4.3 Assignment Of Expert (And Junior Expert) Judges	106
7C.4.4 Le jury ne peut pas changer	107
7C.4.5 Classement des performances par les juges	107
7C.4.6 Reinstating Judges	107
7C.4.7 Calculating Accuracy Scores	107
7C.4.8 Nominating Freestyle Judges	108
7C.4.9 Not Providing Judges	108
7C.4.10 Atelier Juges	108
7C.5 Scoring	108
7C.5.1 Removing Scores	109
7C.5.2 Ties	109
7D Artistic Freestyle Judging	110
7D.1 Introduction	110
7D.1.1 Pairs and Group Freestyle – Additional Judging Criteria	110
7D.2 Technical Score	110
7D.2.1 Quantity of Unicycling Skills and Transitions	110
7D.2.1.1 Pairs Freestyle:	111
7D.2.1.2 Group Freestyle:	112
7D.2.2 Mastery And Quality of Execution	112
7D.2.2.1 Pairs and Group Freestyle:	112
7D.2.3 Difficulty And Duration	113
7D.2.3.1 Pairs Freestyle:	113
7D.2.3.2 Group Freestyle:	114
7D.3 Performance Score	114
7D.3.1 Presence/Execution	114
7D.3.1.1 Pairs Freestyle:	115
7D.3.1.2 Group Freestyle:	115
7D.3.2 Composition/Choreography	115
7D.3.2.1 Pairs Freestyle:	116
7D.3.2.2 Group Freestyle:	116
7D.3.3 Interpretation of the Music/Timing	116
7D.3.3.1 Pairs Freestyle:	116
7D.4 Dismount Score	117
7D.4.0.2 Group Freestyle:	117
7E Règles à suivre par les organisateurs d'évènements	118
7E.1 Lieu	118
7E.1.1 Size Of Performing Areas	118
7E.2 Arbitres	118
7E.3 Communication	119
7E.3.1 Announcing Of Results	119
7E.4 Atelier Juges	119
7E.5 Groupes d'âge et Catégories	119
7E.5.1 Minimum Age Groups: Individual	120
7E.5.2 Minimum Age Groups: Pair	120

7 Freestyle : Artistique

7E.5.3	Minimum Age Groups: Group	120
7E.6	Categories for Smaller Competitions	120
7E.7	Pre-Event Practice Time	120
7E.8	Order Of Performance	121
7E.8.1	Media Types	121
7E.8.2	Music Volume	121
7E.8.3	Special Music Instructions	121
7E.9	Limiting Competitors	121
7E.9.1	Maximum Number of Competitors for Jr. Expert and Expert: In- dividual	121
7E.9.2	Method for Limiting the Competitors at Unicon: Individual	122
7E.9.3	Maximum Number of Competitors for Jr. Expert and Expert: Pair	122
7E.9.4	Method for Limiting the Competitors at Unicon: Pair	122
7E.9.5	Maximum Number of Competitors for Jr. Expert and Expert: Group	123
7E.9.6	Method for Limiting the Competitors at Unicon	123
7F	Judging Grids	124
7F.1	Technical Judging Grid	124
7F.2	Performance Judging Grid: Execution/Presence	125
7F.3	Performance Judging Grid: Choreography/Composition	126
7F.4	Performance Judging Grid: Music and Timing	127

7A Sommaire

7A.1 Définition

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.

7A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- Aucune protection n'est nécessaire
- N'importe quel nombre ou type de monocycle est autorisé.
- Be aware of advance registration requirements.
- Be aware of the time limits for your events.
- Be aware of judging criteria when creating an artistic routine.

7B Règlement compétiteurs

7B.1 Sécurité

Aucune protection n'est nécessaire

7B.2 Monocycles

Any type and any number.

7B.3 Pièces d'identités des riders

Aucune pièce d'identité des riders n'est requise.

7B.4 Contestations

Protests must be filed on an official form within 15 minutes of the posting of event results. Protest is only possible against mistakes in calculation or other mistakes not connected to a judge's subjective score. Protest against judges' scores is not permissible. The Chief Judge must resolve all protests within 30 minutes of receipt of the written form.

7B.5 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 24 hours prior to the actual competition as long as the category does not change. For Group Freestyle, it is recommended to sign up alternates for the routine. In the case of injury or illness, groups with alternates signed up may substitute riders up until the start of the routine. If a group does not

have alternates signed up, then they must get the permission of the Chief Judge to substitute riders and this is only allowed up to 24 hours prior to the start of that competition. If a group adds or subtracts riders so that they must change from Large Group to Small Group (or vice versa), this is allowed as long as it doesn't violate the per-country limitations for the competition and it is done at least 24 hours before the event. The Chief Judge must be notified of any changes or substitutions to be made.

7B.6 Competitions

7B.6.1 Group Freestyle Restrictions

Group Freestyle is divided in Large Groups and Small Groups Each rider may enter each competition (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.

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.

7B.6.1.1 Small Group

Minimum of three riders, maximum of eight.

7B.6.1.2 Large Group

Minimum of nine riders, no maximum number of riders.

7B.7 Catégories

Artistic Freestyle competitions are organized either by age group (Age Group, Junior Expert, and Expert) or by category (Novice, Intermediate, and Expert) as determined by the host.

7B.7.1 Choosing Categories

Category Name	Level
Novice	0-3
Intermediate	4-6
Expert	7-10

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.

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.

7B.7.2 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.

7B.8 Déroulement de l'évènement

7B.8.1 Time Limits

Artistic Freestyle competitions use the time limits outlined below.

7B.8.1.1 Time Limits For Age Groups

Competition	Age	Time Limit
Individual	0-14	2 minutes
	15+	3 minutes
	Expert Jr.	3 minutes
	Expert	4 minutes
Pair	0-14	2 minutes
	15+	3 minutes
	Expert Jr.	3 minutes
	Expert	4 minutes
Small Group	Expert Jr.	4 minutes
	Expert	5 minutes
Large Group	All	5 minutes

7B.8.1.2 Time Limits for Categories

Category Name	Time Limit
Novice	2 minutes
Intermediate	3 minutes
Expert	4 minutes

7B.8.2 Judging Method

7B.8.2.1 Judging Method: Individual

Riders' scores are divided into three parts called Technical, Performance, and Dismounts. Read the Artistic Freestyle Judging section to learn more.

7B.8.2.2 Judging Method: Pair

Same as Individual Freestyle. In Pairs, there is extra emphasis on teamwork; two person skills, etc. (See Judging Criteria for a full description.)

7B.8.2.3 Judging Method: Group

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. (See Judging Criteria for a full description.)

7B.8.2.4 Music Preparation

In Artistic Freestyle events, music is included in the judging and competitors should use it. Competitors must provide their music in a type that is supported, and has been announced by the Artistic Director. It is required to have at least one backup copy of all music in case of loss or damage. This backup copy must be provided in a format which is supported at the competition. 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. For recordable disks (CDs), competitors are also recommended to test their music on multiple players to make sure it will work at competition time.

7B.8.3 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 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.

7B.8.4 Les riders doivent être prêts

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. A rider may not perform before a different set of judges than those that judged the rest of their age group or category.

7B.9 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.

7B.9.1 Start Of Performance

The judging, the stopwatch, and the ‘performance’ all start at the same time. The Timer starts the watch at the beginning of the music, or at a signal from competitors, whichever comes first. The signal can be a nod, wave, bow, verbal cue (“Start!”) or any clearly understandable means. Any non-unicycling activities such as dancing, posing, acrobatics, etc., must be included within the time limit of the routine to be judged.

7B.9.2 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.

An acoustic signal will indicate the end of the time limit. This acoustic signal can be a generated sound from a computer/device, a buzzer, or a whistle. This acoustic signal must be clearly audible to the competitor(s), judges, and officials. 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.

7B.9.3 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.

7B.9.4 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.

7C Règlement juges et officiels

7C.1 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.

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.

7C.2 Training Officials

Competitions cannot be started until all key artistic officials have been trained and understand their tasks. For Artistic events, the Chief Judge is in charge. For certain artistic events, a minimum level of judging experience is required. See section 7C.4.

7C.3 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.

7C.4 Freestyle Judging Panel

At Unicon and continental championships there must be a minimum of five judges each of Technical and Performance for Age Group, Jr. Expert and Expert competitions (including Group). At Unicon a minimum of four Dismount judges are required for group routines. For smaller competitions there must be a minimum of three judges for Technical and Performance, and a minimum of two Dismount judges. There must be an equal number of Technical and Performance judges. 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 7C.4.8 for description of which teams/countries are required to provide judges. Judges must be at least 14 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.

Anything that happens in the course of the judging process (including, but not limited to, judge scores and discussions with the Chief Judge) is confidential and can not be discussed or shared.

7C.4.1 Sélection des juges

Une personne ne devrait pas être juge d'un événement si il ou elle est :

- Un parent, enfant ou frère/sœur d'un rider en course dans l'événement.

- 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.

7C.4.2 Assignment Of Age Group and Category Judges

Judges will be chosen from the list of judges as provided in section 7C.4.8. 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 7C.4.5. The final selection of judges will be chosen based on their accuracy scores from the remaining list.

7C.4.3 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 7C.4.1. Judges will also be eliminated from the list if they exhibit Judging weaknesses during their Age Group judging as described in Section 7C.4.5. At Unicons, if more than five judges each of Technical and Performance 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 7C.4.7.

7C.4.4 Le jury ne peut pas changer

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.

7C.4.5 Classement des performances par les juges

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.

7C.4.6 Reinstating Judges

If a judge has been labeled as having a Judging Weakness, they may have a chance to be reinstated 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.

7C.4.7 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.

7C.4.8 Nominating 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

7C.4.9 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.

7C.4.10 Atelier Juges

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.

7C.5 Scoring

To tabulate the scores in Artistic Freestyle events, 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.

7C.5.1 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.

7C.5.2 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.

7D Artistic Freestyle Judging

7D.1 Introduction

Judging for Individual, Pairs, and Group Freestyle is divided into three components, Technical, Performance, and Dismounts. They are weighted as follows:

Technical	45%
Performance	45%
Descentes du monocycle	10%

Qualified judges may judge one or more components (Technical, Performance, Dismounts) per competition category, except in the case of group freestyle. For each component, there are subcategories each of which **is always scored out of 10 points** (for the ease of judging). High scores are better. Scores such as 2.0, 2.2, or even 2.25 are encouraged to help differentiate between riders of similar ability. The subcategories for each component may be weighted differently as described below.

7D.1.1 Pairs and Group Freestyle – Additional Judging Criteria

The judging criteria listed in the following sections applies to Individual, Pairs, and Group Freestyle. In many sections, there is additional judging criteria for Pairs and/or Group Freestyle that judges also need to consider.

7D.2 Technical Score

The Technical part of the judging is broken into three subcategories. These subcategories are weighted as follows:

Quantity of Unicycling Skills And Transitions	25%
Mastery And Quality of Execution	37.5%
Difficulty And Duration	37.5%

7D.2.1 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.1). 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 Performance 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 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.

Exemples :

- ‘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 Performance (section 7D.3).

7D.2.1.1 Pairs Freestyle:

Number of skills should be counted for each rider separately. If a rider is not riding a 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.

7D.2.1.2 Group Freestyle:

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.

7D.2.2 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 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.

7D.2.2.1 Pairs and Group Freestyle:

Synchronization: Timing-synchronization with each other should be judged in Pairs and Group routines. High scores awarded for a routine if timing of every skills are well planed and accurate. Even though riders do not do the same skill/movement 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.

7D.2.3 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’.

Only ‘unicycling skills’ will be judged; non-unicycling skills only affect Performance scores. Dancing, juggling, and other non-unicycling skills can only affect the Performance score, and have no influence on this score. However, 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.

7D.2.3.1 Pairs Freestyle:

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 a 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.

7D.2.3.2 Group Freestyle:

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.

7D.3 Performance Score

The Performance part of the judging is broken into three subcategories. These subcategories are weighted as follows:

Presence/Execution	33.33...%
Composition/Choreography	33.33...%
Interpretation of the Music/Timing	33.33...%

Below you can find a definition of each subcategory as well criteria to be considered by the judges.

7D.3.1 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 presence
- Carriage
- Authenticity (individuality/personality)
- Clarity of movement
- Variety and contrast
- Projection

7D.3.1.1 Pairs Freestyle:

Additional Criteria:

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

7D.3.1.2 Group Freestyle:

Additional Criteria:

- Teamwork and cooperation
- Use of all riders effectively

7D.3.2 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 (Movements, tricks, costume and music to match for a unified experienced)
- Harmony (Interaction between tricks and body movements)
- Utilization (Utilization of space and pattern usage for proper floor coverage)
- Dynamics
- Imaginativeness (Imaginative, originality and inventiveness of purpose, movement and design)

7D.3.2.1 Pairs Freestyle:

Additional Criteria:

- Unity
- Shared responsibility in achieving purpose by both

7D.3.2.2 Group Freestyle:

Additional Criteria:

- Uniform coverage of the performance area

7D.3.3 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:

- Continuity and musical representation (Effortless proper musical realization to artfully characterize the routine)
- Expression of the music's style, character and rhythm
- Use of *finesse* to reflect the nuances of the music
- Timing

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 (fast movements to slow music or vice versa) 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.

7D.3.3.1 Pairs Freestyle:

Additional Criteria:

- Relationship between the partners reflecting the character of the music

7D.4 Dismount Score

The Dismount Score is calculated based on the number of major and minor falls as outlined below. 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.

Individual and Pairs Freestyle Dismount Score Calculation:

$$\text{Dismount Score} = 10 - \text{number of major dismounts} - 0.5 \cdot \text{number of minor dismounts}$$

7D.4.0.2 Group Freestyle:

At Unicon a minimum of four dismount judges must be appointed by the Chief Judge to count falls for group routines. At smaller competitions a minimum of two 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). Neither Performance nor Technical judges should count falls for group freestyle. 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.

Group Freestyle Dismount Score Calculation: The number of dismounts should be weighted by the number of riders in the group. The following formula is used:

$$\text{Mistake Score} = 1.0 \cdot \text{number of major dismounts} + 0.5 \cdot \text{number of minor dismounts}$$

$$\text{Final Dismount Score} = 10 - \frac{\text{mistake score}}{\sqrt{\text{number of riders}}}$$

The Final Dismount Score cannot be lower than 0.

7E Règles à suivre par les organisateurs d'évènements

7E.1 Lieu

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.

7E.1.1 Size Of Performing Areas

The minimum size for an Artistic Freestyle event must be 28 x 15 meters. 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.

7E.2 Arbitres

The host must designate the following officials for Artistic Freestyle:

- Artistic Director
- Chef des juges

7E.3 Communication

7E.3.1 Announcing Of Results

At Unicon and Continental Championships, final results will be announced at the awards ceremony. The protest period begins at the conclusion of the awards ceremony.

At other events, hosts can choose to announce results and the awards ceremony or continuously announce and/or post them for public view. If this second option is chosen, Results Sheets will be posted after each age category of an event. The protest period begins at this point.

Results Sheets show a summary of the overall results for each category. The summary includes the percentage each competitor received out of a total 100% (all competitors together) for Performance, Technical, and Overall, along with the number of major and minor falls from the Dismount category. Judge scores will never be shared. A sample Result Sheet can be found [here](#).

7E.4 Atelier Juges

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 2 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.

7E.5 Groupes d'âge et Catégories

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 into male and female in Individual Freestyle, but not in Pairs or Group.

7E.5.1 Minimum Age Groups: Individual

Unicon and Continental Championships: 0-14, 15-UP, Jr. Expert, Expert.

Other competitions: 0-14, 15-UP, Expert.

The decision to enter as Expert or Jr. Expert (if used) is optional, but must be stated in advance.

7E.5.2 Minimum Age Groups: Pair

Unicon and Continental Championships: 0-14, 15-UP, Jr. Expert, Expert.

Other competitions: Age Group (all ages), Expert.

Each rider may enter only once. The age of the older rider determines the age group for the pair. The decision to enter as Expert or Jr. Expert (if used) is optional, but must be stated in advance.

7E.5.3 Minimum Age Groups: Group

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

7E.6 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. See 7B.7.1 for a description of recommended categories.

7E.7 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.

7E.8 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 randomly determine performance order for age groups is completely up to the Artistic Director.

7E.8.1 Media Types

The Artistic Director is responsible for announcing what media types will be supported, and making sure the necessary equipment is provided.

7E.8.2 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. 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.

7E.8.3 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.

7E.9 Limiting Competitors

7E.9.1 Maximum Number of Competitors for Jr. Expert and Expert: Individual

Non-Unicon: Organizers of non-Unicon events can choose to limit the number of competitors using the guidelines below, come up with their own limit guidelines, 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.

7E.9.2 Method for Limiting the Competitors at Unicon: Individual

A country that has more interested individuals than allowed 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.

7E.9.3 Maximum Number of Competitors for Jr. Expert and Expert: Pair

Non-Unicon: Organizers of non-Unicon events can choose to limit the number of competitors using the guidelines below, come up with their own limit guidelines, 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.

7E.9.4 Method for Limiting the Competitors at Unicon: Pair

A country that has more interested pairs than allowed should select pairs 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.

7E.9.5 Maximum Number of Competitors for Jr. Expert and Expert: Group

Non-Unicon: Organizers of non-Unicon events can choose to limit the number of competitors using the guidelines below, come up with their own limit guidelines, 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.

7E.9.6 Method for Limiting the Competitors at Unicon

A country that has more interested groups than allowed should select group 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. 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.

7F Judging Grids

7F.1 Technical Judging Grid

Range of Scores	Quantity of Unicycling Skills and Transitions (0-10)	Mastery and Quality of Execution (0-10)	Difficulty and Duration (0-10)	Range of Scores
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 	

7F.2 Performance Judging Grid: Execution/Presence

Range of Scores	Presence	Carriage	Authenticity	Clarity	Variety	Projection	
9.00-10.00 <i>Outstanding</i>	Spellbinding presence	Refined line of body and limbs	Superb authenticity, rider is completely one with their character	Precise execution of body movements in a way that fit the overall routine	Excellent creativity with dispositions and expressions to convey overall routine	Exceptional projection, audience members feel engaged in the performance	
8.00-8.99 <i>Very Good</i>	Very good emotional, intellectual, and physical involvement	Very good carriage and lines	Very good authenticity	Almost all movements are precise and intentional	Rider uses a variety of dispositions and expressions in a way that engages the audience	Strong projection	
7.00-7.99 <i>Good</i>	Good engagement	Good carriage/lines	Good authenticity			Projection most of the time	
6.00-6.99 <i>Above Average</i>	Above average engagement	Above average line of body and limbs and good carriage	Above average authenticity, the rider is in character for the majority of the routine			Able to project about 75% of time	
5.00-5.99 <i>Average</i>	Average involvement or involvement in one or two ways	Average carriage/lines with some breaks	Average authenticity, there are moments when the rider is out of character	Average clarity, some movements look precise while others look unintentional	Average level of creativity with disposition and expression	Projection skills vary throughout routine	
4.00-4.99 <i>Fair</i>		Reasonable line of body and limbs				Projection only about 50% of time	
3.00-3.99 <i>Weak</i>	Occasional presence shown, eyes often downcast	Variable line of body and limbs/carriage/extensions	The rider is occasionally in character			Some variety with expression and disposition but rider often looks the same throughout the routine	Occasional projection
2.00-2.99 <i>Poor</i>		Poor line of body and limbs/carriage/extensions				Limited projection skills, cautious	
1.00-1.99 <i>Very Poor</i>	Very poor presence, rider shrinks from the performance	Very poor line of body and limbs/carriage/extensions	Very poor authenticity, the rider is almost never in character	Very poor clarity, few to no moves look intentional	Little variety with disposition and expression to fit the routine	Very limited projection skills	
0.00-0.99 <i>Extremely Poor</i>	No presence at all	Extremely poor line of body and limbs/carriage/extensions	Extremely poor authenticity, the rider is never in character	Movements don't look intentional at all	The expression or disposition remains the same the whole time	Projection skills lacking, labored	

7F.3 Performance Judging Grid: Choreography/Composition

Range of Scores	Purpose	Harmony	Utilization	Dynamics	Imaginativeness
9.00-10.00 <i>Outstanding</i>	Memorable moments distributed evenly throughout the routine to create a unified piece	Choreography gives the feeling of a completely unified dance, all parts of the performance create a balanced routine	Rider does an excellent job of using the whole space with movements that flow in various directions and patterns	Change of tempo incorporated seamlessly	Completely imaginative concept that creates a routine unlike something that has been done before
8.00-8.99 <i>Very Good</i>	Variety of innovative moves that develop concept	Choreography gives the feeling of a mostly unified dance	Excellent use of space	Change of tempo incorporated with ease	Great creativity in the creation of the routine
7.00-7.99 <i>Good</i>	Interesting moves derived from concept		Good use of space	Unity of rider(s) in use of tempo	
6.00-6.99 <i>Above Average</i>	Some interesting creative moves that use rhythm(s) effectively	Interesting composition that creates a routine that feels unified most of the time	Above average use of space	Above average variation of tempo	Above average amount of creativity and imagination used when creating routine
5.00-5.99 <i>Average</i>	Variable moves often related to concept		Average use of performance space, limited variety of patterns/directions of riding	Variable changes in tempo	Average amount of creativity and imagination used when creating routine
4.00-4.99 <i>Fair</i>	Routine correspondents well with concept	Choreography gives the feeling of a halfway unified dance	Elements generally well distributed but sometimes too much emphasis to one part of the performance space		Few changes in tempo
3.00-3.99 <i>Weak</i>	Some isolated groups of moves that fit concept				
2.00-2.99 <i>Poor</i>	Some moves do not appear to fit concept	Placement of moves lacks coherence	Poor variety of placement of moves in the performance space	Tempo does not change throughout routine	A small amount of creativity and imagination was used to create this routine
1.00-1.99 <i>Very Poor</i>	Many moves do not appear to fit concept				
0.00-0.99 <i>Extremely Poor</i>	Most to none moves do not appear to fit concept	Choreography does not give the feeling of a unified dance at all			No creativity at all, similar routines have been done many times before

7F.4 Performance Judging Grid: Music and Timing

Range of Scores	Continuity & Musical Realization	Expression	Finesse	Timing
9.00-10.00 <i>Outstanding</i>	Proper type of musical realization is used the entire routine with effortless continuity	Rider/music/nuances as one motivation from the “heart”	Rider superbly and expertly uses the nuances of the music to reflect the overall concept of the routine	The rider expertly uses their movements to create meaningful moments which, when put all together, produce a cohesive, well-timed routine
8.00-8.99 <i>Very Good</i>				
7.00-7.99 <i>Good</i>	Above average use of the proper musical realization for the majority of the routine	Rider/music/nuances work together to create one fluid routine for the majority of the time	Rider uses the nuances of the music for the majority of the routine but misses some key moments in the music	The rider creates a bond between the routine and the music that is apparent for the majority of the routine
6.00-6.99 <i>Above Average</i>				
5.00-5.99 <i>Average</i>				
4.00-4.99 <i>Fair</i>				
3.00-3.99 <i>Weak</i>	Rider uses the proper musical realization for some of the routine, music seems like background instead of inspiration	The routine has some cohesion but the music/nuances/rider are not fully integrated	Rider rarely uses the music as inspiration and does not utilize the nuances presented in the music to better the routine	The rider matches the timing of the music sometimes but often seems unconnected to the music during the routine
2.00-2.99 <i>Poor</i>				
1.00-1.99 <i>Very Poor</i>				
0.00-0.99 <i>Extremely Poor</i>	Rider never uses the proper type of musical realization, the routine could be done without any music and it would have looked the same	The routine seems disjointed and the music/nuances/rider seem completely disconnected	Rider never looks deeper into the music to utilize the nuances, routine has a monotone feeling	Movements seem unplanned and are placed in a way that leads to a lack of timing whatsoever

Part 8

Freestyle: Standard Skill

Contents

8A Sommaire	131
8A.1 Définition	131
8A.2 Résumé monocycliste	131
8B Règlement compétiteurs	132
8B.1 Sécurité	132
8B.2 Monocycles	132
8B.3 Pièces d'identités des riders	132
8B.4 Contestations	132
8B.5 The Skills List	132
8B.5.1 Skill Selection	132
8B.5.2 Skill Order	133
8B.5.3 Filling Out Judging Sheet	133
8B.6 Déroulement de l'évènement	133
8B.6.1 Time Limits	133
8B.6.2 Judging Method	133
8B.6.3 Musique	134
8B.6.4 Costume and Props	134
8B.6.5 Les riders doivent être prêts	134
8B.6.6 Rider's No-Signal Option	134
8B.6.7 Start Of Performance	134
8B.6.8 Body Form	134
8B.6.9 Descentes du monocycle	135
8B.6.10Assisting Riders	135
8B.6.11Line Figure	135
8B.6.12Circle Figure	135
8B.6.13Figure Eight	136
8B.6.14Mounts, Transitions, Axis, Single And Counted Short Skills	136
8B.6.15End Of Performance	136
8C Règlement juges et officiels	137
8C.1 Standard Skill Officials	137
8C.2 Training Officials	137
8C.3 Interruption Of Judging	137
8C.4 Competitor and Judging Forms	138
8C.5 Jury	138
8C.6 Operation Of The Judges	139
8C.7 Difficulty Devaluations	139
8C.7.1 Skill Verification	139
8C.7.2 Technical Mistakes	139
8C.7.3 Skill Completion	140

8 Freestyle: Standard Skill

8C.7.4 Start Of Figures	140
8C.7.5 Figure Order	140
8C.7.6 Figure Patterns	141
8C.8 Execution Devaluations	141
8C.8.1 Wave (~) = -0.5 Point	141
8C.8.2 Line (/) = - 1 Point	142
8C.8.3 Cross (+) = - 2 Points	142
8C.8.4 Circle (0) = - 3 Points	142
8C.8.5 Applying Lines, Circles, Crosses	142
8C.9 Totaling Scores	143
8D Règles à suivre par les organisateurs d'évènements	144
8D.1 Lieu	144
8D.1.1 Floor, Markings And Figure Shapes	144
8D.1.2 Riding Area Boundaries	144
8D.2 Arbitres	145
8D.3 Communication	145
8D.3.1 Announcing Of Results	145
8D.4 Groupes d'âge	145
8D.5 Media Types	146
8D.6 Music Volume	146
8E List of Standard Skills	147
8E.1 General Remarks About Standard Skill Riding	147
8E.1.1 Riding Position	147
8E.1.2 Body Form	147
8E.1.3 Riding Direction	147
8E.1.4 Pattern	147
8E.1.5 Transitions, And Single Short Skills	147
8E.1.6 Axis Skills	148
8E.1.7 Mounts	148
8E.1.8 Seat Out Figures	148
8E.1.9 One Foot Figures	148
8E.1.10 Wheel Walk Figures	148
8E.1.11 Coasting	149
8E.1.12 Transitions, Single Short Skills, Mounts Involving Seat Out Skills	149
8E.1.13 Transitions To/From Stand Up Wheel Walk	149
8E.1.14 Spins And Pirouettes	149
8E.1.15 Leg Around Skills	149
8E.1.16 Idling Figures	149
8E.1.17 Twisting Figures	150
8E.1.18 Stillstands	150
8E.1.19 Hopping Figures	150
8E.2 Standard Skill Scores and Descriptions	150

8A Sommaire

8A.1 Définition

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.’

Group Standard Skill is similar to Individual Standard Skill, but with four person teams (comprised of males and/or females), on standard unicycles only. Rules are published separately. This event is held at the discretion of the convention host.

8A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- Aucune protection n’est nécessaire
- Only a single standard unicycle may be used.
- A judging sheet listing the skills you will perform must be turned in by the deadline.
- Riders need to be aware of the proper use of the floor markings in performing line, circle, and figure-eight skills.

8B Règlement compétiteurs

8B.1 Sécurité

Aucune protection n'est nécessaire

8B.2 Monocycles

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

8B.3 Pièces d'identités des riders

Aucune pièce d'identité des riders n'est requise.

8B.4 Contestations

Les contestations doivent être déposée avec un formulaire officiel dans les 15 minutes après la publication des résultats de l'événement. Une contestation n'est possible que face à une erreur de calcul ou une autre erreur non-liée au score subjectif d'un juge. Le chef des juges doit résoudre toutes les contestations dans les 30 minutes après leur réception sous forme écrite.

8B.5 The Skills List

8B.5.1 Skill Selection

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.

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.

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.

8B.5.2 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.

8B.5.3 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.

8B.6 Déroulement de l'évènement

8B.6.1 Time Limits

Three minutes (all ages).

8B.6.2 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.

8B.6.3 Musique

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.

8B.6.4 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.

8B.6.5 Les riders doivent être prêts

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.

8B.6.6 Rider's No-Signal Option

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.

8B.6.7 Start Of Performance

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 8B.6.6. A final one-second acoustic signal will signify the completion of the three-minute allotment.

8B.6.8 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.

8B.6.9 Descentes du monocycle

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.

8B.6.10 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.

8B.6.11 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.

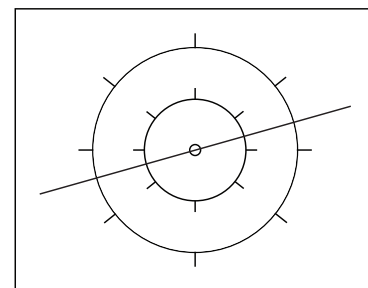


Figure 8B.1: Line Figure

8B.6.12 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

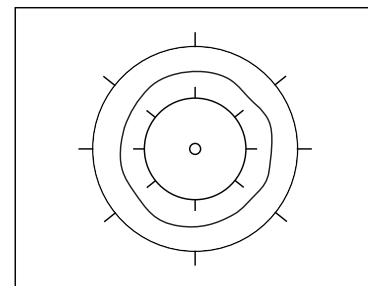


Figure 8B.2: Circle Figure

4 m circle. Crossing the 8 m line does not invalidate the figure. Circle figures should be as round as possible.

8B.6.13 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.

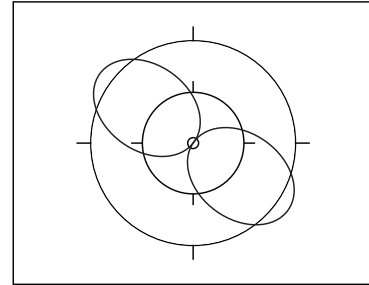


Figure 8B.3: Figure Eight

8B.6.14 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.

8B.6.15 End Of Performance

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 8C.7.3). 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.

8C Règlement juges et officiels

8C.1 Standard Skill 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.

8C.2 Training Officials

As the rules state, competitions cannot be started until all key artistic officials have been trained and understand their tasks. For Artistic events, the Chief Judge is in charge. For certain artistic events, a minimum level of judging experience is required. See section 7C.4.

8C.3 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.

8C.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.

8C.5 Jury

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.

8C.6 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.

8C.7 Difficulty Devaluations

8C.7.1 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.

8C.7.2 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)

8C.7.3 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.

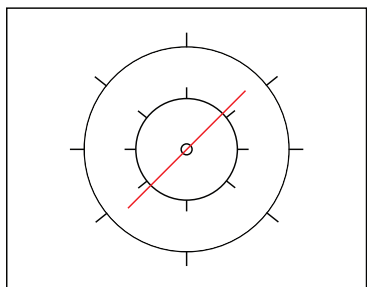


Figure 8C.1: 50% Devaluation

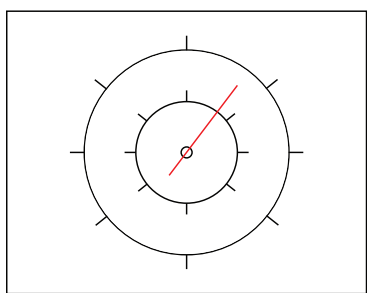


Figure 8C.2: 100% Devaluation

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 8C.1). If the rider is in position but only crosses one edge of the 4-meter circle, 100% is devaluated (see figure 8C.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 an 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.

8C.7.4 Start Of Figures

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

8C.7.5 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.

8C.7.6 Figure Patterns

Riding figures that the rider doesn't attempt to be ridden as described in section 8D.1.2 should receive 100% devaluation.

Example: The line figure is described as "...start outside the large (8m) 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 4m circle, then 100% is devaluated.

8C.8 Execution Devaluations

8C.8.1 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.

- 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

8C.8.2 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

8C.8.3 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.

8C.8.4 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.

8C.8.5 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.

8C.9 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.

8D Règles à suivre par les organisateurs d'évènements

8D.1 Lieu

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.

8D.1.1 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.

8D.1.2 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
- e. Outer circle (8 m diameter) for line and figure eights.

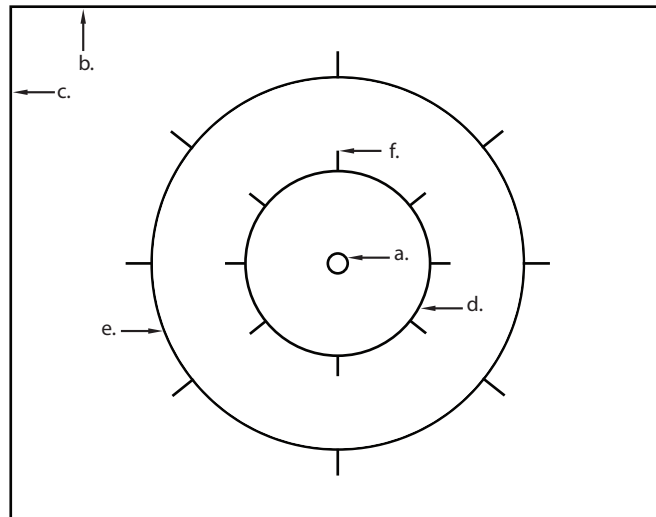


Figure 8D.1: Riding Area Boundaries

- 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.

8D.2 Arbitres

The host must designate the following officials for Standard Skill:

- Artistic Director
- Chef des juges

8D.3 Communication

8D.3.1 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.

8D.4 Groupes d'âge

The minimum age groups are 0-14, 15-UP. Best overall scores determine which competitors reach the Expert ranks.

Riders are divided male/female in Standard Skill.

8D.5 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.

8D.6 Music Volume

Volume level is controlled by the DJ, at instructions from the Chief Judge. 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.

8E List of Standard Skills

8E.1 General Remarks About Standard Skill Riding

Only figures listed in the following skills list can be used for the assembly of Standard Skill routines.

8E.1.1 Riding Position

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

8E.1.2 Body Form

The rider must show proper body form and shall not change this form during the execution of the entire figure. Proper body form must also be shown for the figure before and after transitions, even if not listed on the judging sheet. The body form may be relaxed when not performing figures, except for figures before and after transitions.

8E.1.3 Riding Direction

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

8E.1.4 Pattern

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

8E.1.5 Transitions, And Single Short Skills

Unless stated differently in the description of a transition, it starts and ends with the rider seated with both feet on the pedals. Before and after transitions, and single short skills entered on the score sheet as figures, at least one revolution of the wheel must be ridden in the start and end positions. If the start or end position of a transition or single

short skill is a counted short skill, that skill must be executed at least 50% as described, whether or not it is listed on the judging sheet.

Example 1: For the transition “Riding to Seat in Front”, the rider must ride at least one full revolution of the wheel with the seat in front.

Example 2: For the single short skill, 180° uni spin to idling 1ft, the rider must idle one foot $2\frac{1}{2}$ cycles.

8E.1.6 Axis Skills

Unless stated differently in the description, it starts and ends with the rider seated with both feet on the pedals. Before axis skills entered on the score sheet as figures, at least one revolution of the wheel must be ridden in the start position. After axis skills, at least one revolution of the wheel must be ridden. The ending position is not required to be the same as the starting position.

8E.1.7 Mounts

Unless stated differently in the description of a mount, it is to end with the rider seated with both feet on the pedals. After all mounts listed on the judging sheet as figures, at least one full revolution of the wheel must be ridden in the end position. For mounts ending in counted short skills, the skill must be executed at least 50% as described, whether or not it is listed on the judging sheet.

Example: For the Side Mount, the rider must ride at least one full revolution of the wheel in the riding position after mounting.

8E.1.8 Seat Out Figures

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

8E.1.9 One Foot Figures

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

8E.1.10 Wheel Walk Figures

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

8E.1.11 Coasting

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

8E.1.12 Transitions, Single Short Skills, Mounts Involving Seat Out Skills

Unless stated differently in the description of the figure, those beginning or ending in seat out skills are allowed to have one or both hands touching the seat, and the seat touching the body for the final or first hop, idle, or revolution. This includes, but is not limited to: unispins to seat out skills, transitions into and out of seat in front or back, leg around skills, side ride to seat in front, transitions out of seat drag in front or back, hopping wheel to pedals.

8E.1.13 Transitions To/From Stand Up Wheel Walk

In all transition skills from/to stand up wheel walk position, a second foot may briefly touch the wheel during the transition, but only one foot pushes the wheel forward. Unless clearly stated in the description, the rider must perform stand up wheel walk forward.

8E.1.14 Spins And Pirouettes

The rider must make a minimum of three full rotations for spins and pirouettes. Spins must be ridden around a fixed point and must not exceed a 1 meter diameter. If rider rotates more than required minimum number, the last required rotations are judged for spins. Pirouettes must be executed on 1 spot and the pedals may not move backward or forward during the pirouette. If rider rotates more than required minimum number, the first required rotations are judged for pirouettes.

8E.1.15 Leg Around Skills

All variations may begin or end with feet on the cranks or pedals and begin or end either riding, idling, or hopping unless otherwise specified.

8E.1.16 Idling Figures

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

8E.1.17 Twisting Figures

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

8E.1.18 Stillstands

The minimum time for stillstands is 3 seconds.

8E.1.19 Hopping Figures

In hopping figures, a minimum of 5 consecutive hops must be executed.

8E.2 Standard Skill Scores and Descriptions

Due to the length of this list, it is not included in the IUF Rulebook by default.

The full list of Standard Skills is available on the IUF website, under Publications: Other Guidelines: <https://unicycling.org/publications/>.

Part 9

Freestyle: X-Style

Contents

9A	Sommaire	153
9A.1	Définition	153
9A.2	Résumé monocycliste	153
9B	Règlement compétiteurs	154
9B.1	Sécurité	154
9B.2	Monocycles	154
9B.3	Pièces d'identités des riders	154
9B.4	Contestations	154
9B.5	Déroulement de l'évènement	154
9B.5.1	Définitions	154
9B.5.2	Musique	155
9B.5.3	Groupes de départ	155
9B.5.4	Numéros	155
9B.5.5	Durée du numéro	155
9B.5.6	Avancement	155
9B.5.6.1	Ties	156
9C	Règlement juges et officiels	157
9C.1	Directeur X-Style	157
9C.2	Chef des juges	157
9C.2.1	Groupes de départ	157
9C.3	Table des Juges	157
9C.4	Jugement	158
9D	Règles à suivre par les organisateurs d'évènements	159
9D.1	Lieu	159
9D.2	Arbitres	159
9D.3	Communication	159
9D.3.1	Publication des Résultats	159
9D.4	Atelier Juges	159
9D.5	Groupes d'âge et Catégories	160

9A Sommaire

9A.1 Définition

Dans le X-style, des groupes de maximum dix bikers jouent les uns contre les autres, et les trois meilleurs accèdent au round suivant. La compétition concerne seulement l'habileté. Les participants ont 1 ou 2 minutes pour démontrer leur talent. Pendant le round final, les trois meilleurs deviennent les gagnants de la compétition. Les juges sont sélectionnés dans d'autres groupes ou bien sont des volontaires qui ne participent pas à la compétition.

9A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- Aucune protection n'est nécessaire.
- N'importe quel nombre ou type de monocycle est autorisé.
- Les riders doivent s'attendre à juger d'autres groupes.

9B Règlement compétiteurs

9B.1 Sécurité

Aucune protection n'est nécessaire.

9B.2 Monocycles

Tout type et tout nombre peut être utilisé.

9B.3 Pièces d'identités des riders

Aucune pièce d'identité des riders n'est requise.

9B.4 Contestations

Les contestations doivent être déposées à l'aide d'un formulaire officiel dans les deux heures suivant la publication des résultats. Tous les efforts seront fournis pour que l'ensemble des demandes soit traité dans les 30 minutes à partir du moment où elles ont été reçues.

9B.5 Déroulement de l'évènement

9B.5.1 Définitions

Unicycle Skill: Les mouvements principaux doivent être effectués principalement sur et avec le monocycle.

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 upright with only the tire on touching the ground, this is a unicycle trick, because the main action is balancing the unicycle while doing the handstand.

9B.5.2 Musique

Un DJ joue une musique pour chaque passage. Le rider peut aussi apporter sa propre musique.

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

9B.5.3 Groupes de départ

Le groupe de compétiteur est séparé aléatoirement en groupe de départ de même effectif avec un maximum de 10 personnes.

9B.5.4 Numéros

Chaque compétiteur possède un numéro dans lequel il/elle montre ses compétences. Après le numéro le DJ attend la fin de la dernière figure pour arrêter la musique. Le compétiteur peut demander au DJ de lui donner une indication du temps restant durant le numéro.

9B.5.5 Durée du numéro

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

9B.5.6 Advancement

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.

9B.5.6.1 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.

9C Règlement juges et officiels

9C.1 Directeur X-Style

The X-Style Director is the head organizer and administrator of X-Style events. With the Convention Host, the X-Style Director determines the system used to run the event. The X-Style Director is responsible for the logistics and equipment for all X-Style events. With the Chief Judge, the X-Style Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The X-Style Director is the highest authority on everything to do with the X-Style competition, except for decisions on rules and results.

9C.2 Chef des juges

The Chief Judge is the head X-Style official, whose primary job is to make sure the rules are followed. The Chief Judge oversees the competition, deals with protests, and answers all rules and judging questions. The Chief Judge is responsible for seeing that all judges are trained and ready. The Chief Judge is also responsible for the accuracy of all judging point tabulations and calculations.

9C.2.1 Groupes de départ

If there are obvious critical groups (e.g. all the best riders in one group), the chief judge is allowed to modify the groups.

9C.3 Table des Juges

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.

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. (Pair judges are referred to as one judge below.)

9C.4 Jugement

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.

Exemples :

- 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.

9D Règles à suivre par les organisateurs d'évènements

9D.1 Lieu

X-Style should be held in a gym suitable for Freestyle riding.

9D.2 Arbitres

The host must designate the following officials for X-Style:

- Directeur X-Style
- Chef des juges

9D.3 Communication

9D.3.1 Publication des Résultats

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.

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.

9D.4 Atelier Juges

The host must schedule a judges workshop for training X-Style judges. This may be held just before the competition if the riders will also be judges.

9D.5 Groupes d'âge et Catégories

There can be two distinct tournaments for junior (age 14 or younger) and senior (age 15 and older) riders.

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.

Part 10

Urbain : Flat

Contents

10A Sommaire	164
10A.1 Définition	164
10B Règlement compétiteurs	165
10B.1 Sécurité	165
10B.2 Monocycles	165
10B.3 Identité des riders	165
10B.4 Réclamations	165
10B.5 Résultats	165
10B.6 Déroulement de l'évènement	166
10B.6.1 Les riders doivent être prêts	166
10B.6.2 Tour préliminaire	166
10B.6.2.1 Tour préliminaire chronométré	166
10B.6.2.2 Dernière figure (Preliminaire)	166
10B.6.3 Battles	166
10B.6.3.1 Battle Chronométrée	166
10B.6.3.2 Dernière Figure (Battles)	167
10B.6.4 Nombre de compétiteurs entrants dans les Battles	167
10B.6.4.1 Affectations des battles	167
10C Règlement juges et officiels	168
10C.1 Responsable Flat	168
10C.2 Chef des Juges	168
10C.3 Juges	168
10C.3.1 Jury	168
10C.3.2 Sélection des juges	168
10C.3.3 Le jury ne peut pas changer	169
10C.3.3.1 Evaluer les performances des juges	169
10C.3.4 Entraînement	169
10C.4 Jugement et notation du Flat	170
10C.4.1 Critères de jugement	170
10C.4.2 Notation du tour préliminaire	170
10C.4.3 Notation des battles	171
10C.4.4 Fair-Play	171
10C.4.5 Finales/Demi-finales	171
10D Règles à suivre par les organisateurs d'évènements	172
10D.1 Lieu	172
10D.1.1 Zone minimale	172
10D.1.2 Surface de pratique	172
10D.1.3 Report dû à la météo	172

10D.1.4	Musique	172
10D.2	Officiels	173
10D.3	Communication	173
10D.4	Catégories	173
10D.5	Entraînement	173

10A Sommaire

10A.1 Définition

Le Flatland est une compétition qui met en avant les compétences où les riders accomplissent des figures sur une surface plane. La compétition se compose de tours préliminaires, suivis d'une finale sous forme de "battles".

10B Règlement compétiteurs

10B.1 Sécurité

Les riders doivent porter des chaussures, aucun autre équipement de sécurité n'est nécessaire.

10B.2 Monocycles

N'importe quel nombre de monocycles standards (voir la définition dans le chapitre 1D.1) peuvent être utilisés.

10B.3 Identité des riders

Aucune pièce d'identité des riders n'est requise.

10B.4 Réclamations

Les réclamations doivent être déposées avec un formulaire officiel dans les 15 minutes qui suivent la publication des résultats de l'événement. Une réclamation n'est possible que face à une erreur de calcul ou une autre erreur non-liée au score subjectif d'un juge. Le chef des juges doit résoudre toutes les contestations dans les 30 minutes après leur réception sous forme écrite.

10B.5 Résultats

Les résultats finaux vont être continuellement annoncés et/ou affichés à la vue de tous. Les feuilles de résultats seront postées après chaque catégorie d'un événement. La période des contestations commence à ce moment là.

10B.6 Déroulement de l'évènement

10B.6.1 Les riders doivent être prêts

Le chef des juges choisi comment gérer les riders qui ne seraient pas prêts au moment de leur moment planifié de compétition. Ils peuvent être disqualifiés ou autorisés à se produire après le dernier compétiteur dans leur catégorie.

10B.6.2 Tour préliminaire

Le tour préliminaire de chaque rider est divisé en deux parties, *tour préliminaire chronométré* et *dernière figure*. Les riders avec les meilleurs scores du tour préliminaire passeront aux battles finales.

10B.6.2.1 Tour préliminaire chronométré

Le tour préliminaire durera une minute. Toutes les figures accomplies après que la minute soit écoulée ne seront pas prises en compte. Si le rider est dans un combo quand le temps se termine, il n'est pas autorisé à commencer une autre figure et à étendre son combo, il doit terminer son combo avec sa figure en cours. Quand le temps est terminé, les riders passent du *tour préliminaire chronométré* à la *dernière figure*.

10B.6.2.2 Dernière figure (Preliminaire)

Il y a deux essais pour la dernière figure dans le tour préliminaire. Le rider n'est pas obligé d'utiliser tous ses essais ou de tenter la même figure à chaque essai. Les riders peuvent passer un essai. Seulement le dernier essai sera noté. Un essai raté ne se soustrait pas au score.

10B.6.3 Battles

Dans une battle de Flat, deux riders s'affrontent en face à face, en exécutant tour à tour des figures. Les battles sont séparées en deux parties : *battle chronométrée* et *dernière figure*. Le gagnant de chaque battle est immédiatement déterminé après chaque battle par les juges. Le gagnant passe à la battle suivante et le perdant est éliminé, sauf si la battle est dans un tableau à double-élimination.

10B.6.3.1 Battle Chronométrée

Chaque battle durera deux minutes, sauf pour les quatre dernières. Ces demi-finales et finales des battles dureront de deux à quatre minutes selon ce qui a été convenu avec les deux riders de la battle. En cas de désaccord, ces battles dureront par défaut trois minutes. Le rider le mieux classé au tour préliminaire choisi quel rider commence la

battle. Il a y deux comptes à rebours, un pour chaque rider (chacun avec la moitié de la durée de la battle). Le chronomètre du rider correspondant démarrera et s'arrêtera quand il commencera et arrêtera de rouler. Chaque figure terminée après que le temps du rider soit écoulé ne sera pas prise en compte. Si le rider est dans un combo quand le temps s'achève, il n'est pas autorisé à commencer une autre figure et rallonger le combo, il doit terminer son combo avec sa figure en cours. Après que le temps d'un des riders soit terminé, l'autre rider roulera durant son temps restant. Quand le temps est écoulé pour les deux riders, ces derniers passent de la *battle chronométrée* à la *dernière figure*.

10B.6.3.2 Dernière Figure (Battles)

Il y a trois essais de dernière figure pour chaque rider dans les battles. Le rider qui a commencé la battle commence la dernière figure. Les riders se relaient pour tenter leur dernière figure. Les riders ne sont pas obligés d'utiliser tous leurs essais ou de tenter la même figure à chaque essai. Les riders peuvent passer un essai. Seulement le dernier essai sera marqué. Les autres essais ratés n'affectent pas le score.

10B.6.4 Nombre de compétiteurs entrants dans les Battles

Les compétiteurs avec les meilleures notes du tour préliminaire continuent sur les battles finales. Le nombre de compétiteurs qui avancent sur les finales est déterminé par le vote des juges, mais il ne peut pas dépasser 16 riders. Une simple majorité est nécessaire pour le vote. Si un nombre autre que 4, 8 ou 16 est choisi, des qualifications directes pour le tour suivant sont utilisées pour agrandir le groupe de rider jusqu'au plus grand tableau suivant. (Par exemple, 11 riders utiliseraient le tableau de 16 riders, et les 5 premiers riders obtiendraient une qualification directe lors du premier tour des battles).

10B.6.4.1 Affectations des battles

Les battles vont se dérouler selon les tableau suivants. L'utilisation du tableau à double élimination est optionnelle.

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

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

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

10C Règlement juges et officiels

10C.1 Responsable Flat

Le Responsable du Flat est le principal organisateur et administrateur du Flatland. Avec le responsable local de la convention, ils sont responsables de la logistique de l'événement, du matériel et du système utilisé pour le déroulement de l'événement. Ils doivent choisir le chef des juges. Ils sont chargés du déroulement de l'événement selon le planning et de répondre aux questions à propos de l'événement. Le Responsable Flat est la plus haute autorité sur tout ce qui est en lien avec la compétition de Flat, excepté pour les décisions sur les règles et les résultats.

10C.2 Chef des Juges

Le Chef des Juges est le principal officiel du Flat. Il est responsable de la sélection des juges, de la supervision de la compétition, de la gestion des réclamations, du bon suivi des règles, de répondre aux questions à propos des règles et des jugements. Le Chef des Juges est aussi responsable de la justesse de tous les tableaux et calculs des points de jugement.

Une interruption du jugement peut résulter d'un dégât matériel, de la blessure d'un compétiteur ou de l'interférence sur un compétiteur par une personne ou un objet. Le Chef des Juges détermine si le rider est en faute. Si il ne l'est pas, le Chef de Juges choisi quand ré-insérer le rider dans la compétition, avec le temps restant au rider. Le Chef des Juges peut être la même personne que le responsable Flat.

10C.3 Juges

10C.3.1 Jury

Il doit toujours y avoir un nombre impair de juges pour éviter les égalités.

10C.3.2 Sélection des juges

Une personne ne devrait pas être juge d'un événement si il ou elle est :

- Un parent, enfant ou frère/sœur d'un rider en course dans l'événement.

- Un coach, directeur sportif, entraîneur ou coéquipier du même club/équipe en course dans l'événement.
- Plus d'un juge de la même instance sur le même jury.

Si le nombre de juges disponibles est trop limité par les critères ci-dessus, les restrictions peuvent être éliminées en partant du bas de la liste et en remontant autant que nécessaire, mais seulement jusqu'à ce que le nombre de juges soit disponible.

10C.3.3 Le jury ne peut pas changer

Les membres du jury doivent rester les mêmes pour l'intégralité d'une catégorie. En cas d'urgence, le juge en chef peut renoncer à cette règle.

10C.3.3.1 Evaluer les performances des juges

Les juges sont évalués en comparant leurs scores à ceux des autres juges lors de compétitions précédentes. Si la performance d'un juge est jugée trop faible, il peut être éliminé du jury.

Caractéristiques des faiblesses de jugement :

- **Excès d'Égalités:** Utilise des égalités fréquemment (il va à l'encontre de l'objectif du jugement.)
- **Parti pris:** Classement des membres de certains groupes ou nations plus bas ou plus haut que les autres juges.
- **Incohérence:** Classement d'un grand nombre de riders significativement différent de la moyenne des autres juges.

10C.3.4 Entraînement

L'atelier de préparation des juges est organisé par le responsable du Flat ou le chef des juges. L'un ou l'autre dirige cet atelier. Cet atelier doit avoir lieu avant le début de la compétition. Les juges doivent avoir lu les règles avant le début de l'atelier. L'atelier comportera une partie d'entraînement. Chaque juge lira les règles, viendra à l'atelier, acceptera de suivre les règles et acceptera de pouvoir subir un retrait potentiel de la liste des juges disponibles s'ils montrent des faiblesses de jugement excessives, déterminées par le juge en chef.

10C.4 Jugement et notation du Flat

10C.4.1 Critères de jugement

Les tours préliminaires et les battles seront jugés selon les critères suivants. Le score total des riders est sur 40 points :

Difficulté (0 à 10 points):

Le score est attribué selon la difficulté technique des figures et des combos réussis durant les battles/préliminaires.

Régularité (0 à 10 points):

Le score est attribué selon les figures/combos réussis sur le nombre total de figures/combos tentés durant la battle/préliminaire.

Variété (0 à 10 points):

Le score est attribué selon la variété dans le genre de figures effectués durant la battle/préliminaire.

Style (0 à 5 points):

Le score est attribué selon la propreté et le style du rider durant la battle/préliminaire.

Dernière figure (0 à 5 points):

Le score est attribué selon la difficulté technique, la nouveauté, la créativité et le style. Le rider n'est pas obligé d'utiliser tous ses essais ou d'essayer la même figure à chaque essai. Seul le dernier essai sera comptabilisé. Les autres essais ratés n'affectent pas le score.

Guide de comptabilisation des points pour la dernière figure :

- 0 point : rien de réussi ou figure non-méritante
- 1 point : figure passable
- 2 points : figure acceptable
- 3 points : bonne figure
- 4 points : très bonne figure
- 5 points : figure incroyable

10C.4.2 Notation du tour préliminaire

A la fin de chaque run de qualification, les juges doivent rentrer ou retranscrire les scores du rider. Quand tous les runs préliminaires sont finies, les scores de chaque rider sont mis dans un tableau en additionnant les scores de chaque juge et ensuite les riders sont classés selon leur nombre total de points.

Si il y a deux riders à égalité de points, le score de la "dernière figure" des riders est utilisé pour rompre l'égalité. Si les scores de la "dernière figure" des riders sont identiques et qu'ils avancent dans les battles, les juges choisissent leur ordre de classement par un simple vote à la majorité.

10C.4.3 Notation des battles

Pour les battles, les juges doivent choisir un seul rider pour lequel ils voteront, ils ne peuvent pas mettre les riders à égalité. Les juges ne sont pas obligés de retranscrire les scores pour chaque catégorie durant les battles. Les juges doivent déterminer individuellement un gagnant. Le Chef des Juges collecte les résultats de chaque juge et le vainqueur est choisi par simple majorité. Le gagnant de chaque battle est annoncé directement.

10C.4.4 Fair-Play

Si un rider détourne ou retarde la compétition ou affiche une conduite anti-sportive, le Chef des Juges peut choisir d'avertir ou d'éliminer ce rider.

10C.4.5 Finales/Demi-finales

Le gagnant et le perdant de la finale prennent la première et la deuxième place de la compétition. Les perdants des demi-finales disputent une "petite finale" pour la troisième et la quatrième place. La petite finale est la seule battle obligatoire dans le "tableau des perdants".

10D Règles à suivre par les organisateurs d'évènements

10D.1 Lieu

10D.1.1 Zone minimale

Une zone de 11 x 14 mètres est requise. Les juges seront placés le long d'un des plus longs côtés. Les spectateurs peuvent être aussi proches des limites qu'ils le veulent à condition qu'il ne gênent pas ou ne bouchent pas la vue des juges.

10D.1.2 Surface de pratique

Les zones extérieures et goudronnées sont idéales pour le Flat. La surface de pratique doit être d'une texture et d'une qualité similaire dans toute la zone de compétition. Notez que les monocycles de Flat ont des pneus noirs et qu'ils peuvent parfois marquer ou endommager les surfaces intérieures. Bien qu'être à l'intérieur offre un abri et un contrôle sur la météo, beaucoup de surfaces intérieures ne conviennent pas. Le béton intérieur ne convient pas car il est le plus souvent poli, donc trop glissant. Les monocycles avec des pédales en métal et des pneus marquants sont autorisés. Le responsable de l'événement doit organiser la compétition là où les pneus marquants et les pédales en métal sont autorisés.

10D.1.3 Report dû à la météo

En cas de pluie ou de mauvais temps et d'une zone de Flat non couverte, les organisateurs devront reporter l'événement. La compétition devra être annulée si elle est jugée dangereuse pour les participants. Si l'événement est reporté ou déplacé vers un lieu couvert, les conditions devront être les mêmes (pédales en métal, pneus marquants, etc.). Le responsable de l'événement devra essayer de placer les événements qui peuvent être influencés par les conditions météorologiques dans les premiers jours de l'événement, donnant ainsi une grande période de temps pour les planifier à nouveau.

10D.1.4 Musique

Pendant le Flat, un DJ joue de la musique pour la compétition.

10D.2 Officiels

Le Flat doit avoir les officiels suivants :

- Responsable Flat
- Chef des Juges

L'hôte doit désigner le Responsable Flat bien en amont de l'évènement. Pour les évènements internationaux, il est recommandé que le Responsable Flat soit choisi au moins un an à l'avance afin qu'ils puisse être consulté dans la planification. Le Responsable Flat doit choisir le Chef des Juges. Le Chef des Juges peut être la même personne que le responsable Flat.

10D.3 Communication

Les hôtes doivent publier les détails de la zone de compétition disponible le plus en amont de la compétition possible, et les organisateurs des championnats internationaux au moins trois mois avant l'évènement. Pour les autres évènements, les organisateurs doivent préciser le lieu de la compétition de Flat au début de la convention/compétition au plus tard.

10D.4 Catégories

Des compétitions Hommes et Femmes devraient être proposées dans chacune des catégories suivantes : Junior Expert (0-14), et Expert (15+). La catégorie Avancée est optionnelles, cependant, elle n'est pas autorisée aux Unicon. Si il y a moins de 3 compétiteurs Junior Experts, ils pourront choisir si ils veulent entrer en lice en Expert ou en Avancé. Si il y a moins de trois Femmes ou moins de trois Hommes dans l'ensemble, les catégories Hommes et Femmes peuvent être fusionnées.

10D.5 Entraînement

Il n'y a pas d'exigences spécifiques pour que la zone de compétition soit disponible pour de l'entraînement pratique.

Part 11

Urbain : Street

Contents

11A Sommaire	176
11A.1 Définition	176
11A.2 Résumé monocycliste	176
11B Règlement compétiteurs	177
11B.1 Sécurité	177
11B.2 Monocycles	177
11B.3 Pièces d'identités des riders	177
11B.4 Contestations	177
11B.5 Résultats	177
11B.6 Déroulement de l'évènement	178
11B.6.1 Les riders doivent être prêts	178
11B.7 Préliminaires	178
11B.8 Phases finales	178
11C Règlement juges et officiels	179
11C.1 Street Director	179
11C.2 Chef des juges	179
11C.3 Juges	179
11C.3.1 Jury	179
11C.3.2 Sélection des juges	179
11C.3.3 Le jury ne peut pas changer	180
11C.3.3.1 Classement des performances par les juges	180
11C.3.4 Entraînement	180
11C.3.5 Street Comp Judging	181
11C.3.6 Fair-Play	181
11D Règles à suivre par les organisateurs d'évènements	182
11D.1 Lieu	182
11D.1.1 Street Comp Performing Area	182
11D.1.2 Problems With Required Obstacles	183
11D.1.3 Report dû au temps	183
11D.1.4 Musique	183
11D.2 Arbitres	183
11D.3 Communication	183
11D.4 Catégories	184
11D.5 Entraînements	184

11A Sommaire

11A.1 Définition

Le Street est une compétition qui met en avant les compétences où les riders effectuent des figures sur des obstacles urbains (escaliers, plateformes, rampes, rails, etc.). Les riders sont jugés sur leurs compétences et l'inventivité dont ils font part dans les mouvements et combos qu'ils font. La compétition est composée de tours préliminaires, suivis d'une finale.

11A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- Les riders doivent porter des chaussures et un casque.
- N'importe quel nombre ou type de monocycle est autorisé.
- Un rider peut passer son tour, en raison d'une blessure ou d'un problème de matériel.
- Vous devez prendre garde aux règles concernant le manque d'équipements.

11B Règlement compétiteurs

11B.1 Sécurité

Les riders doivent porter des chaussures et un casque. Les protège-tibias sont recommandés mais pas obligatoires.

11B.2 Monocycles

N'importe quel nombre de monocycles standards (voir la définition dans le chapitre ??) peuvent être utilisés.

11B.3 Pièces d'identités des riders

Aucune pièce d'identité des riders n'est requise.

11B.4 Contestations

Les contestations doivent être déposée avec un formulaire officiel dans les 15 minutes après la publication des résultats de l'événement. Une contestation n'est possible que face à une erreur de calcul ou une autre erreur non-liée au score subjectif d'un juge. Le chef des juges doit résoudre toutes les contestations dans les 30 minutes après leur réception sous forme écrite.

11B.5 Résultats

Les résultats finaux vont être continuellement annoncés et/ou postés à la vue de tous. Les feuilles de résultat seront postées après chaque catégorie d'un événement. La période des contestations commence à ce moment là.

11B.6 Déroulement de l'évènement

11B.6.1 Les riders doivent être prêts

Le chef des juges choisi comment gérer les riders qui ne seraient pas prêts au moment de leur moment de compétition planifié. Ils peuvent être disqualifiés ou autorisés à se produire après le dernier compétiteur dans leur catégorie.

11B.7 Préliminaires

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.

11B.8 Phases finales

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 did not make it into the finals.

11C Règlement juges et officiels

11C.1 Street Director

Le Responsable Street est le principal organisateur et administrateur du Street. Avec l'hôte de la convention, ils sont responsables de la logistique de l'événement, du matériel et du système utilisé pour le déroulement de l'événement. Ils doivent choisir le Chef des Juges. Ils sont chargés de faire se dérouler l'événement selon le planning et de répondre aux questions à propos de l'événement. Le Responsable Street est la plus haute autorité sur tout ce qui est en lien avec la compétition de Street, excepté pour les décisions sur les règles et les résultats.

11C.2 Chef des juges

Le Chef des Juges est le principal officiel du Street. Il est responsable de la sélection des juges, supervisant la compétition, gérant les contestations, assurant à l'événement le suivi des règles, et répondant aux questions à propos des règles et des jugements. Le Chef des Juges est aussi responsable de la justesse de tous les tableaux et calculs des points de jugement.

An interruption of judging can result from material damage, injury of a competitor, or interference with a competitor by a person or object. The Chief Judge determines if the rider is at fault. If they are not, the Chief Judge chooses when to insert the rider back into the competition, along with the rider's remaining time. The Chief Judge may be the same person as the Street director.

11C.3 Juges

11C.3.1 Jury

There are three judges per section for the preliminary rounds, and five judges for the finals.

11C.3.2 Sélection des juges

Une personne ne devrait pas être juge d'un événement si il ou elle est :

- Un parent, enfant ou frère/sœur d'un rider en course dans l'événement.

- Un coach, directeur sportif, entraîneur ou coéquipier du même club/équipe en course dans l'événement.
- Plus d'un juge de la même instance sur le même jury.

Si le groupe de jugement est trop limité par les critères ci-dessus, les restrictions peuvent être éliminées en partant du bas de la liste et en remontant autant que nécessaire, mais seulement jusqu'à ce que le nombre de juges soit disponible.

11C.3.3 Le jury ne peut pas changer

Chaque membre du jury doit rester le même pour l'intégralité d'une catégorie. Dans le cas d'une urgence, cette règle peut être abandonnée par le Chef des Juges.

11C.3.3.1 Classement des performances par les juges

Les juges sont classés en comparant leurs scores à ceux des autres juges avant les compétitions. Si la performance d'un juge est jugée trop faible, il peut être éliminé du jury.

Caractéristiques des faiblesses de jugement :

- **Excès d'Égalités:** Utilise des égalités fréquemment (il va à l'encontre du jugement.)
- **Parti pris:** Classement des membres de certains groupes ou nations plus bas ou plus haut que les autres juges.
- **Incohérence:** Classement d'un grand nombre de riders significativement différent de la moyenne des autres juges.

11C.3.4 Entraînement

The judges workshop is set by the Street Director or Chief Judge. Either the Street Director or the Chief Judge run the workshop. The workshop must be held before the competition. Judges should have read the rules prior to the start of the workshop. The workshop will include a practice session. Each judge will read the rules, attend the workshop, agree to follow the rules and agree to their potential removal from the list of available judges if they show excessive judges weaknesses, as determined by the Chief Judge.

11C.3.5 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:

1er	10 points
2ème	7 points
3ème	5 points
4ème	3 points
5ème	2 points
6ème	1 point
7ème et plus	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 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.

11C.3.6 Fair-Play

Si un rider détourne ou retarde la compétition ou affiche une conduite anti-sportive, le Chef des Juges peut choisir de prévenir ou d'éliminer ce rider.

11D Règles à suivre par les organisateurs d'évènements

11D.1 Lieu

11D.1.1 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 or 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.

11D.1.2 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.

11D.1.3 Report dû au temps

In the case of rain or bad weather and an uncovered Street area, the organizers should postpone the event and exchange all the affected parts of the course for dry ones (replacing pallets for example). The competition should be canceled if it is considered dangerous for the riders. If the event is postponed or moved to an indoor location, allowances must be the same (metal pedals, marking tires, etc.) 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.

11D.1.4 Musique

Dans le Flatland, un DJ joue de la musique pour la compétition.

11D.2 Arbitres

The host must designate the following officials for street:

- Street Director
- Chef des juges

The host must designate the Street Director well in advance of the event. For an international events, it is recommended that the Street Director is chosen at least one year in advance so that they may be consulted on scheduling. The Street Director must select the Chief Judge. The Chief Judge may be the same person as the Street director.

11D.3 Communication

Hosts must publicize details of the available competition area as far in advance of the competition as possible, and organizers of international championships at least three months prior to the event. For other events, the organizers must specify the venue for the Street competition by the beginning of the convention/competition at the latest.

11D.4 Catégories

There are no minimum categories other than male and female. If there are less than three females or less than three males overall, the male and female categories are merged.

11D.5 Entraînements

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.

Part 12

Urbain : Trial

Contents

12A Sommaire	188
12A.1 Définition	188
12A.2 Résumé monocycliste	188
12B Règlement compétiteurs	189
12B.1 Sécurité	189
12B.2 Monocycles	189
12B.3 Pièces d'identités des riders	189
12B.4 Contestations	189
12B.5 Déroulement de l'évènement	189
12B.5.1 Rider Responsibility	189
12B.5.2 Score Card	190
12B.5.3 Scoring Points	190
12B.5.4 Definition Of "Cleaning"	190
12B.5.5 Multiple Attempts	191
12B.5.6 Time Limit	191
12B.5.7 Prohibited Activities	191
12C Règlement juges et officiels	192
12C.1 Trials Officials	192
12C.1.1 Trials Director	192
12C.1.2 Chef des juges	192
12C.1.3 Line Judge	192
12C.2 Sécurité	192
12C.3 Scoring Methods	193
12C.3.1 Method 1	193
12C.3.2 Method 2	193
12D Règles à suivre par les organisateurs d'évènements	194
12D.1 Lieu	194
12D.2 Arbitres	194
12D.3 Communication	194
12D.4 Groupes d'âge	194
12D.5 Entraînements	195
12D.6 Competition Configuration	195
12D.7 Assignment of Line Judges	195
12D.8 Participation By The Course Setter(s)	196
12D.9 Course Preparation	196
12D.9.1 Numbering And Describing Sections	196
12D.9.2 Section Difficulty	197
12D.9.3 Assigning Difficulty Ratings to Sections	197

12 Urbain : Trial

12D.9.4 Course Planning: Location And Materials	198
12D.9.5 Course Design	199
12D.9.6 Time And Space-Saving Strategies	200
12D.10 Multiple Rounds	200
12D.11 Finale	200
12D.12 Tie Breaking	201

12A Sommaire

12A.1 Définition

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 is the winner.

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.

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.

12A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- You must wear shoes, shin guards, and a helmet.
- There is no restriction on type of unicycle.
- You may change unicycles during the competition.

12B Règlement compétiteurs

12B.1 Sécurité

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

12B.2 Monocycles

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

12B.3 Pièces d'identités des riders

The rider number must be visible on the rider or unicycle.

12B.4 Contestations

A protest can be lodged by anyone against an Line Judge'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 Line Judge, or when an Line Judge 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.

12B.5 Déroulement de l'évènement

12B.5.1 Rider Responsibility

The rider is responsible for knowing where a section starts and ends, and which route he or she is supposed to take.

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

If two or more riders are on overlapping sections at one time, the rider who started first has the right-of-way.

12B.5.2 Score Card

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.

12B.5.3 Scoring Points

The course is divided in different sections of easy, medium and hard lines. Easy lines are worth one point, medium lines are worth three points and hard lines are worth seven points. The objective is to score as many points as possible by successfully riding (“cleaning”) sections within the specified time period.

Difficulty	Points
Easy	1 point
Medium	3 points
Hard	7 points

12B.5.4 Definition Of “Cleaning”

Cleaning a section is defined as follows:

1. **Riding into a section.** This is defined as the moment a rider’s tire 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, or bearing caps to touch the ground or obstacle.
 - c. Riding or hopping outside the boundaries of the defined section. The unicycle 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 unicycle remains 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 wheel 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.

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 unicycle.

12B.5.5 Multiple Attempts

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.

12B.5.6 Time Limit

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.

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.

12B.5.7 Prohibited Activities

No rider may attempt any obstacle prior to the start of the competition.

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.

12C Règlement juges et officiels

12C.1 Trials Officials

12C.1.1 Trials Director

The Trials Director is the head organizer and administrator of trials events. With the Convention Host, the Trials Director determines the course, obtains permis, interfaces with the community, and determines the system used to run the event. The Trials Director is responsible for the logistics and equipment for all trials events. Trials Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Trials Director is the highest authority on everything to do with the trials events, except for decisions on rules and results.

12C.1.2 Chef des juges

The Chief Judge is the head Trials official, whose primary job is to make sure the competitors follow the rules. The Chief Judge makes all final decisions regarding rule infractions. The Chief Judge is responsible for resolving protests.

12C.1.3 Line Judge

The line judges are responsible for judging whether a rider has successfully cleaned a section.

12C.2 Sécurité

If an Line Judge or the Trials 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 Trials Director may also permit attempts only by highly skilled riders who believe they will qualify for the Finals.

12C.3 Scoring Methods

12C.3.1 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 a Line Judge 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 line judge 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 Trials 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

12C.3.2 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 line judges 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														

12D Règles à suivre par les organisateurs d'évènements

12D.1 Lieu

In the Trials 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.

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.

12D.2 Arbitres

The host must designate the following officials for Trials:

- Trials Director
- Chef des juges
- Line Judges

12D.3 Communication

12D.4 Groupes d'âge

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 1C.7.

12D.5 Entraînements

Ideally there should always be a separate practice area set up outside the competition area, for warming up prior to competing.

12D.6 Competition Configuration

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.

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.

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 12D.9.3 (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.

12D.7 Assignment of Line Judges

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

- One Line Judge 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 Line Judges.
- Each Line Judge can be assigned to judge several sections in the nearby vicinity. In this case, it is the responsibility of the rider to ensure that a Line Judge is watching when they attempt a section.
- Riders can be split into groups, and one Line Judge is assigned to each group. This Line Judge would then follow the group around as they go from section to section.

- At small events, there may not be a need for Line Judges. Riders waiting to attempt a section may serve as Line Judges 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.

12D.8 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 refrain from riding on the course prior to the competition, including while they are designing and building the sections.

12D.9 Course Preparation

In all competitions, section difficulty should be evenly represented at all levels from the most beginner to the most expert riders.

12D.9.1 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 12D.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:

<p>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.</p>	
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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.

12D.9.2 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.

12D.9.3 Assigning Difficulty Ratings to Sections

Assigning difficulty ratings to sections is optional, except if required to set section restrictions for competition categories (see section 12D.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.

12D.9.4 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.

12D.9.5 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.

12D.9.6 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.

12D.10 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 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.

12D.10.1

12D.11 Finale

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. If there are fewer than 6 competitors in the highest level category, no final is necessary. The results from the prelims will be taken as the final results and the top rider will be declared the champion. 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 group.

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.

12D.12 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.

Part 13

Urban: Jumps

Contents

13A Sommaire	204
13A.1 Définition	204
13A.2 Résumé monocycliste	204
13B Règlement compétiteurs	205
13B.1 Sécurité	205
13B.2 Monocycles	205
13B.3 Pièces d'identités des riders	205
13B.4 Contestations	205
13B.5 Number of Attempts	205
13B.6 Broken Unicycle	206
13B.7 Event Flow: High Jump	206
13B.8 Event Flow: Platform High Jump	206
13B.9 Event Flow: Long Jump	207
13B.10 Event Flow: Long Jump on Platform	207
13C Règlement juges et officiels	209
13C.1 Jump Officials	209
13C.1.1 Jump Director	209
13C.1.2 Chef des juges	209
13C.1.3 Judge	209
13C.2 Number of Judges	209
13D Règles à suivre par les organisateurs d'évènements	210
13D.1 Lieu	210
13D.2 Arbitres	210
13D.3 Entraînements	210
13D.4 Setup: High Jump	210
13D.5 Setup: Platform High Jump	211
13D.6 Setup: Long Jump	211
13D.7 Setup: Long Jump on Platform	211

13A Sommaire

13A.1 Définition

In High Jump, the rider and unicycle jump over a bar, without knocking it down, and ride away without a dismount. In Platform High Jump the object is to jump from the ground to a platform, with no pedal or crank grabs. In Long Jump, the rider jumps as far as possible from a jump marker, to a landing without a dismount. In Platform Long Jump, the rider attempts to jump as far as possible from a short pallet run-up to a landing pad without a dismount.

13A.2 Résumé monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles actuelles.

- For Long Jump, shoes, gloves, knee pads and a helmet are required.
- For Long Jump on Platform, shoes, knee pads, and a helmet are required.
- For High Jump and Platform High Jump, shoes and a helmet are required, and shin pads are strongly recommended.
- There are no restrictions on unicycle wheel size or crank arm length.

13B Règlement compétiteurs

13B.1 Sécurité

For Long Jump and Long Jump on Platform, riders must wear shoes, a helmet and knee pads. 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 knee pads are optional.

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

13B.2 Monocycles

Standard unicycles must be used (see definition in chapter 1D.1). 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.

13B.3 Pièces d'identités des riders

The rider number must be visible on the rider or unicycle.

13B.4 Contestations

Les contestations doivent être déposées à l'aide d'un formulaire officiel dans les deux heures suivant la publication des résultats. Tous les efforts seront fournis pour que l'ensemble des demandes soit traité dans les 30 minutes à partir du moment où elles ont été reçues.

13B.5 Number of Attempts

For both the preliminary and final round, the maximum number of attempts per rider at any one distance is three. Attempts can be made at any provided distance and riders may skip distances as they choose. If a rider attempts any distance, they must successfully complete it before attempting a higher distance. However each attempt must be at the same or higher distance. This means that a rider cannot attempt a longer distance, fail, and then attempt a shorter distance. The best successfully completed attempt is the rider's result.

In addition, for the preliminary round riders have *maximum of 12 total attempts* to complete their best performance.

13B.6 Broken Unicycle

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

13B.7 Event Flow: 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.

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 in control for the attempt to count.

13B.8 Event Flow: 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 3 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.

13B.9 Event Flow: 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.

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.

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.

13B.10 Event Flow: 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 (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

13 Urban: Jumps – Règlement compétiteurs

any direction from the pallet run-up, it counts as an attempt. The farthest non-fouling, successful jump is recorded.

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 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.

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.

13C Règlement juges et officiels

13C.1 Jump Officials

13C.1.1 Jump Director

The Jump Director is the head organizer and administrator of jump events. With the Convention Host, the Jump Director determines the course, obtains permis, interfaces with the community, and determines the system used to run the event. The Jump Director is responsible for the logistics and equipment for all jump events. Jump Director is in charge of keeping events running on schedule, and answers all questions not pertaining to rules and judging. The Jump Director is the highest authority on everything to do with the jump events, except for decisions on rules and results.

13C.1.2 Chef des juges

The Chief Judge is the head Jump official, whose primary job is to make sure the competitors follow the rules. The Chief Judge makes all final decisions regarding rule infractions. The Chief Judge is responsible for resolving protests.

13C.1.3 Judge

The judge is responsible for determining whether a rider has successfully completed a jump.

13C.2 Number of Judges

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

For Long Jump on Platform there has to be at least one judge.

13D Règles à suivre par les organisateurs d'évènements

13D.1 Lieu

13D.2 Arbitres

The host must designate the following officials for Jump Events:

- Jump Director
- Chef des juges
- Judge

13D.3 Entraînements

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.

13D.4 Setup: High Jump

Around the High Jump apparatus a circle with a radius of 3 meters must be marked. This circle is start and finish line. 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.

13D.5 Setup: Platform High Jump

The structure consists of two parts: a platform and a landing surface. The top surface of the platform must be at least 120 x 80 cm in size. 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 firmly affixed to the top of the platform that is 120 x 80 cm in size. If the top surface of the platform is larger than 120 x 80 cm, the landing surface must be attached to the platform such that one of the 120 cm sides is aligned with the edge 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.

13D.6 Setup: Long Jump

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 2B.6.15). 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.

13D.7 Setup: Long Jump on Platform

The riding area consists of a run-up platform and landing platform of the same height and width.

Both platforms should be fixed together so that they do not move when jumped from or landed on. It is recommended to cover the pallets with plywood or a similar material of sufficient friction to allow for safe landings. If EUR pallets are used, a minimum of 24 EUR pallets would be needed (with spares recommended). A Long Jump on Platform competition needs a minimum area of 12x2 meters.

Run-up platform:

If EUR pallets are used, the platform must be three pallets high by five pallets long, requiring 15 pallets. The pallets should be placed the “wide” way such that the dimensions of the run-up platform are 43.5cm H x 4m L x 1.2m W. If EUR pallets are not used the run-up platform must be between 3.5 and 4.5 meters long, 1 to 1.5 meters wide and 40 to 45 cm high.

Landing platform:

If EUR pallets are used, the platform must be three pallets high by three pallets long, requiring 9 pallets. The pallets should be placed the “wide” way such that the dimensions of the take-off platform are 43.5cm H x 2.4m L x 1.2m W. If EUR pallets are not used the take-off platform must be between 2 and 3 meters long, 1 to 1.5 meters wide and 40 to 45 cm high.

Part 14

Sports Collectifs : Hockey

Contents

14A Sommaire	216
14A.1 Préface	216
14A.2 Résumé du monocycliste	216
14B Règlement compétiteurs	217
14B.1 Monocycles	217
14B.2 Pièces d'identités des riders	217
14B.3 Contestations	217
14B.4 Crosses	217
14B.5 Nombre de joueurs	217
14B.6 Pénalités	218
14B.6.1 Coup-Franc	218
14B.6.2 6.5 M	218
14B.6.3 But de pénalité	219
14B.6.4 Mise en jeu	219
14B.6.5 Prison	219
14B.7 Déroulement de l'évènement	220
14B.7.1 Durée du match	220
14B.7.2 Séance de pénaltys	220
14B.7.3 Riding The Unicycle	220
14B.7.4 Contact With The Ball	221
14B.7.5 Obstacle	221
14B.7.6 Start and Stop	221
14B.7.7 Restart After A Goal	221
14B.7.8 Ball Out Of Bounds	221
14B.7.9 Moving The Goal	221
14B.7.10 Ball In Spokes	221
14B.8 Fautes	222
14B.8.1 General Considerations	222
14B.8.2 Right Of Way	222
14B.8.3 SUB (Stick Under Bike)	222
14B.8.4 SIB (Stick In Bike)	222
14B.8.5 Insults	223
14B.9 Goal Shots	223
14B.9.1 Goal Shot With Arms Or Hands	223
14B.9.2 Long Shot	223
14B.9.3 Ball In The Outside Of The Net	223
14B.10 Sécurité	223
14B.10.1 Clothing	223
14B.10.2 Throwing Sticks	223

14 Sports Collectifs : Hockey

14B.10.3 Top Of The Stick	224
14B.10.4 High Stick	224
14B.10.5 Exaggerated Roughness	224
14C Règlement juges et officiels	225
14C.1 Hockey Director	225
14C.2 Board of Referees	225
14C.2.1 Members Of The Board Of Referees	225
14C.2.2 The Referees	225
14C.2.3 The Secretary	225
14C.2.4 The Timer	226
14C.2.5 Before The Game	226
14C.2.6 Général	226
14C.2.7 Referee Hand Signs	227
14D Règles à suivre par les organisateurs d'évènements	230
14D.1 Lieu	230
14D.2 Arbitres	230
14D.3 Playing Field	231
14D.3.1 Dimensions	231
14D.3.2 Goals	231
14D.3.3 Markings	231
14D.4 Ball	232
14D.5 Practice Time	232

14A Sommaire

14A.1 Préface

Unicycle hockey is a variant of hockey which is played on unicycles with a tennis ball. It is usually played in a gym. These rules cannot cover every situation. Teams have to agree on a specific amount of elbowroom before playing. The different backgrounds of the players and the conditions of the location have to be considered. Fairness of everyone involved is vital.

14A.2 Résumé du monocycliste

Cette section est prévue en tant que présentation des règles mais ne remplace pas les règles proprement dites.

- Un joueur ne peut prendre part au jeu que lorsqu'il est sur un monocycle. Après être tombé, il ou elle doit remonter au même endroit, mais doit d'abord s'écarter de l'action de jeu si nécessaire.
- Un joueur ne doit pas s'appuyer sur le but ou sur le mur.
- Le jeu est sans-contact afin de ne pas mettre en danger les autres. La crosse du joueur opposé peut être touchée par sa propre crosse uniquement aux alentours de la balle. Cependant, ce contact ne doit pas être violent.
- Au début et après chaque but tous les joueurs doivent aller dans leur propre moitié de terrain. Ensuite le jeu reprend dès qu'un joueur de l'équipe qui a la possession ou la balle dépasse la ligne médiane.
- Le joueur peut toucher la balle une fois avec le plat de la main (mais pas marquer de but directement).
- L'extrémité haute de la crosse doit constamment être recouverte avec une main pour éviter les blessures des autres joueurs.
- Le plat de la crosse doit constamment être en-dessous des hanches de tous les joueurs alentours.
- Un joueur qui tient sa crosse de façon à ce que quelqu'un roule dessus commet une faute, que ce soit par inadvertance ou intentionnel.
- Un but est invalidé si la balle se trouvait dans la propre moitié de terrain du joueur et qu'elle n'a été touché par personne après cela (long tir).
- Le coup-franc est indirect, i.e. après le tir un autre joueur doit toucher la balle.

14B Règlement compétiteurs

14B.1 Monocycles

Only standard unicycles may be used. The maximum outer diameter of the wheel is 640 mm (24+ Class) as defined in section 1D.1. In addition, 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.

14B.2 Pièces d'identités des riders

Tous les joueurs d'une équipe doivent porter des t-shirts de la même couleur. La couleur doit être clairement différente de celle des adversaires. Durant les tournois ou autres grands événements chaque équipe doit avoir deux jeux de t-shirts de couleurs différentes.

14B.3 Contestations

Les contestations doivent être déposées à l'aide d'un formulaire officiel dans les deux heures suivant la publication des résultats. Tous les efforts seront fournis pour que l'ensemble des demandes soit traité dans les 30 minutes à partir du moment où elles ont été reçues.

14B.4 Crosses

Toutes les crosses autorisées pour jouer au hockey sur glace ou au floorball (hormis celle du gardien) peuvent être utilisées. Les crosses fendues ou avec des échardes apparentes doivent être collées ou réparées avant de jouer. Une extrémité supérieure en caoutchouc est recommandée.

14B.5 Nombre de joueurs

Une équipe est composée de cinq joueurs (plus des remplaçants). Le remplacement d'un joueur par un autre est possible à tout moment. Ce n'est pas nécessaire de le préciser à l'Arbitre. Le nouveau joueur doit rentrer sur le terrain là où l'autre est sorti. Chaque joueur peut être le gardien à n'importe quel moment. Le gardien n'a pas de droits spéciaux. Pour prendre part à un match, une équipe doit avoir au moins trois joueurs.

14B.6 Pénalités

Dans chaque cas de violation des règles l'Arbitre doit pénaliser l'équipe attaquante, sauf s'il décide de ne pas interrompre le jeu (avantage).

14B.6.1 Coup-Franc

Le coup-franc est la pénalité standard pour toute violation aux règles. Il s'applique dans tous les cas exceptés ceux explicitement mentionnés dans les sections ??-??. Le coup-franc est joué au niveau de là où la violation a été commise. Exceptions : si une équipe obtient un coup-franc dans la zone de but adverse, le coup-franc est joué depuis le point de corner (corner) le plus proche. Si une équipe obtient un coup-franc dans sa zone de but, le coup-franc est joué à une distance de 1 m devant la ligne de but (balle du gardien).

Le coup-franc est indirect. Le joueur effectuant le coup-franc ne peut toucher qu'une seule fois la balle jusqu'à ce qu'il y ait un contact avec un autre joueur. La balle doit être frappée avec la crosse, pas traînée, déplacée ou soulevée avec la crosse. Les joueurs adverses doivent garder une distance avec leur monocycle et leur crosse d'au moins 2.0 m de la balle.

14B.6.2 6.5 M

Si une action de jeu licite aurait menée à une opportunité directe de marquer un but, un "6.5 M" est donné. Les situations suivantes sont une entrave à une chance directe de marquer et doivent être sanctionnées par un 6.5 M pénalty :

- Un joueur attaquant subit une faute dans la zone d'opposition avec le goal alors qu'il est en bonne position pour marquer.
- Un joueur attaquant subit une faute en se dirigeant vers le but adverse avec un seul adversaire face à lui.

La balle est placée sur le point des 6.5 m. Un joueur de l'équipe en défense va au gardien et doit s'asseoir avec le bas de la roue de son monocycle à moins de 0,5 m de la ligne de but. L'autre équipe choisit un joueur pour tirer le 6.5 m. Tous les autres joueurs doivent quitter la zone de but. Ensuite l'arbitre siffle, le gardien doit rouler librement et ne pas se reposer sur le but. Le 6.5 m est direct. Le joueur qui exécute le coup-franc ne doit toucher qu'une seule fois la balle. La balle doit être frappée par la crosse pas traînée, déplacée ou soulevée avec la crosse. Si le but n'est pas marqué, le jeu reprend dès que la balle touche le poteau, que le gardien touche la balle ou que la balle dépasse la ligne de but sur les côtés du but. Un 6.5 m accordé à la fin ou après que le temps soit écoulé est exécuté mais le jeu ne continue pas après un tir raté.

14B.6.3 But de pénalité

Si l'équipe en défense empêche un but d'être marqué par une action illégale et si, d'après l'appréciation de l'arbitre, la balle se dirigeait directement vers le but et y serait certainement rentrée sans être touchée par un autre joueur, un but de pénalité peut être accordé à l'équipe attaquante. Si il y a un doute quant à la certitude d'un but, un 6.5 m doit être accordé comme décrits dans la section ??.

14B.6.4 Mise en jeu

Pour reprendre le jeu sans pénaliser l'une des équipes, un entre-deux peut être utilisé. Pour cette confrontation, l'Arbitre lâche la balle entre deux joueurs des deux équipes. Le jeu commence quand la balle touche le sol. Un entre-deux durant le jeu est exécuté à l'endroit où se trouvait la balle quand le jeu a été interrompu. Exception : dans la zone de but, l'entre-deux est exécuté au point de corner le plus proche.

14B.6.5 Prison

L'Arbitre peut envoyer un joueur en dehors du terrain pour deux minutes, cinq minutes ou pour le reste du match. Ce sera fait dans le cas d'un comportement anti-sportif mais aussi pour une ignorance intentionnelle ou dangereuse des règles. Pendant qu'un joueur est dans la prison, l'équipe ne peut pas faire rentrer un remplaçant à la place de ce joueur.

Les arbitres doivent prendre en compte les indications suivantes lorsqu'ils sanctionnent un joueur :

2 minutes :

- Retard intentionnel du jeu
- Fautes répétées du même joueur
- Faute intentionnelle
- Jeu dangereux
- insolence envers l'arbitre (Insolence constante envers l'arbitre ou contestation des décisions)
- Utilisation intentionnelle de matériel et de vêtements incorrects
- Un ou plusieurs joueurs en trop sur le terrain de manière intentionnelle

5 minutes

- Fautes répétées par un joueur qui a déjà reçu 2 minutes de pénalité
- Faute intentionnelle dangereuse
- Comportement violent envers les autres joueurs, leur équipe d'officiels ou leurs spectateurs

Exclu pour le reste du match :

- Fautes répétées par un joueur qui a déjà reçu 5 minutes de pénalité
- Violences répétées d'un joueur qui a déjà reçu 5 minutes de pénalité
- Violence contre les arbitres

14B.7 Déroulement de l'évènement

14B.7.1 Durée du match

Le temps de jeu est donné par le planning de jeu et est un temps de jeu relatif. Le temps s'arrête seulement quand l'Arbitre demande un temps-mort. Les équipes changent de côté durant la pause. Au début de chaque période, tous les joueurs doivent être dans leur propre moitié de terrain. Chaque période commence par un entre-deux au point central. Si le jeu termine par une égalité et qu'un vainqueur est nécessaire, le jeu continu avec du temps additionnel. Si il y a encore match nul, un vainqueur est désigné par une séance de pénaltys.

14B.7.2 Séance de pénaltys

Trois joueurs de chaque équipe ont un pénalty chacun. Si il y a toujours égalité, chaque équipe tire un pénalty supplémentaire jusqu'à ce qu'il y ait un vainqueur. Il est possible qu'un joueur tire plusieurs fois. Cependant, dans tous les cas, au moins deux autres joueurs doivent tirer avant que ce même joueur puisse tirer à nouveau.

Pour un pénalty, tous les joueurs, hormis le gardien qui défend, quittent la moitié de terrain correspondante. Le gardien doit être proche de la ligne de but, au moins jusqu'à ce que le joueur attaquant ait un contact avec la balle. L'Arbitre place la balle sur le point central et le joueur qui tire, après le coup de sifflet de l'arbitre, jouera la balle de là, en essayant de marquer un but. La balle doit toujours rester en mouvement et ce, en direction de la ligne de but (pas de mouvement vers l'arrière autorisé) et une fois tirée, le jeu est considéré comme terminé. Aucun but ne pourra être marqué sur un rebond de quelque sorte (exception faite quand la balle est loin du poteau et/ou du goal puis directement dans le but), et à chaque fois que la balle passe la ligne de but, le tire est considéré comme terminé.

14B.7.3 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.

14B.7.4 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 14B.9.1.

14B.7.5 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.

14B.7.6 Start and Stop

Starting and resuming the game is always initiated by the Referee's whistle. If a team starts to play before the Referee's whistle, it is stopped immediately by two or more quick consecutive blows of the whistle. Then, the previous Referee ruling is repeated. When the Referee blows the whistle during the game, it is interrupted immediately.

14B.7.7 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.

14B.7.8 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.

14B.7.9 Moving The Goal

The players are not allowed to move the goal.

14B.7.10 Ball In Spokes

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

14B.8 Fautes

14B.8.1 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 may a player 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 to a high stick (see section 14B.10.4), it is always considered exaggerated roughness. Intentional delay of the game is not permitted.

14B.8.2 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. However, the idling or resting player must ensure the stick does not SUB players as per rule 14B.8.3.
- 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 in possession of the ball may choose the direction.
- If two players are approaching each other directly or at an obtuse angle, both must take care to avoid contact. If contact occurs, the referee will penalise the player deemed to have caused the contact.
- In all cases not mentioned above, it is up to the Referee to make a decision.

14B.8.3 SUB (Stick Under Bike)

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

14B.8.4 SIB (Stick In Bike)

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

14B.8.5 Insults

A player must not insult the Referee or other players.

14B.9 Goal Shots

14B.9.1 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.

14B.9.2 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.

14B.9.3 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 a hole in the back or side of the net, a free shot is given against the team whose player last played the ball.

14B.10 Sécurité

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.

14B.10.1 Clothing

All items that protrude from the body that may cause injury (for example watches, necklaces, earrings) must be removed. In instances where this is impossible, the items must be covered sufficiently to remove likelihood of injury. Shoes must be worn and shoelaces must be short or tucked in. The following optional clothing is suggested: knee pads, gloves, helmets, safety glasses and dental protection.

14B.10.2 Throwing Sticks

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

14B.10.3 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.

14B.10.4 High Stick

The blade of the stick must always be below the players' own hips and the hips of all players in the vicinity who might be endangered. 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.

14B.10.5 Exaggerated Roughness

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

14C Règlement juges et officiels

14C.1 Hockey Director

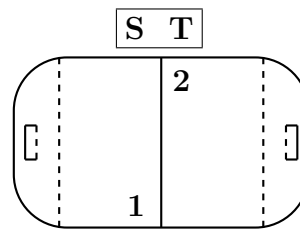
The Hockey Director is the head organizer and administrator of hockey events. The Hockey Director is responsible for the logistics and equipment for the hockey competition. The Hockey Director is in charge of keeping events running on schedule.

14C.2 Board of Referees

14C.2.1 Members Of The Board Of Referees

The Board of Referees consists of:

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



14C.2.2 The Referees

The two Referees are positioned on opposite sides. 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.

14C.2.3 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.

14C.2.4 The Timer

The Timer checks the time of play with a stopwatch and/or with a score board. The time is started whenever the Referee starts the game by blowing the whistle. Each period is ended by the sound of the score board (e.g. horn, bell, gong) or the blowing of a whistle by the timer. The Timer also stops the time whenever the Referee requests a time out.

14C.2.5 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?
- Do all players fulfill the safety rules for clothing (see section 14B.10.1)?
- 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.

14C.2.6 Général

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.

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”.

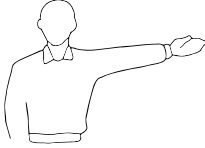


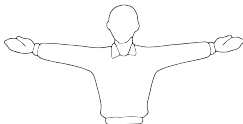

After each interruption of the game the Referee briefly explains the decision. In addition the corresponding hand sign is shown.








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 more players being 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.

If a referee is hit by the ball, the game is only interrupted if the contact has changed the course of play to benefit either team. In this case, the game is resumed with a face-off.

14C.2.7 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>“6.5 m” Point with the index finger to the 6.5 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>
	<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>“SUB and SIB” Hit your shinbone with the edge of your hand.</p>
	<p>“Obstacle” Cross arms in front of the chest.</p>
	<p>“Body contact” Strike the clenched fist of one hand into the open palm of the other hand directly in front of the chest.</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>
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14D Règles à suivre par les organisateurs d'évènements

14D.1 Lieu

Hockey should be played in a gym that is large enough to house the playing field. The surface should be smooth to protect stick blades while still allowing traction for tires. Indoor court surfaces that provide some absorption of falls such as sprung floors are ideal to reduce injuries.

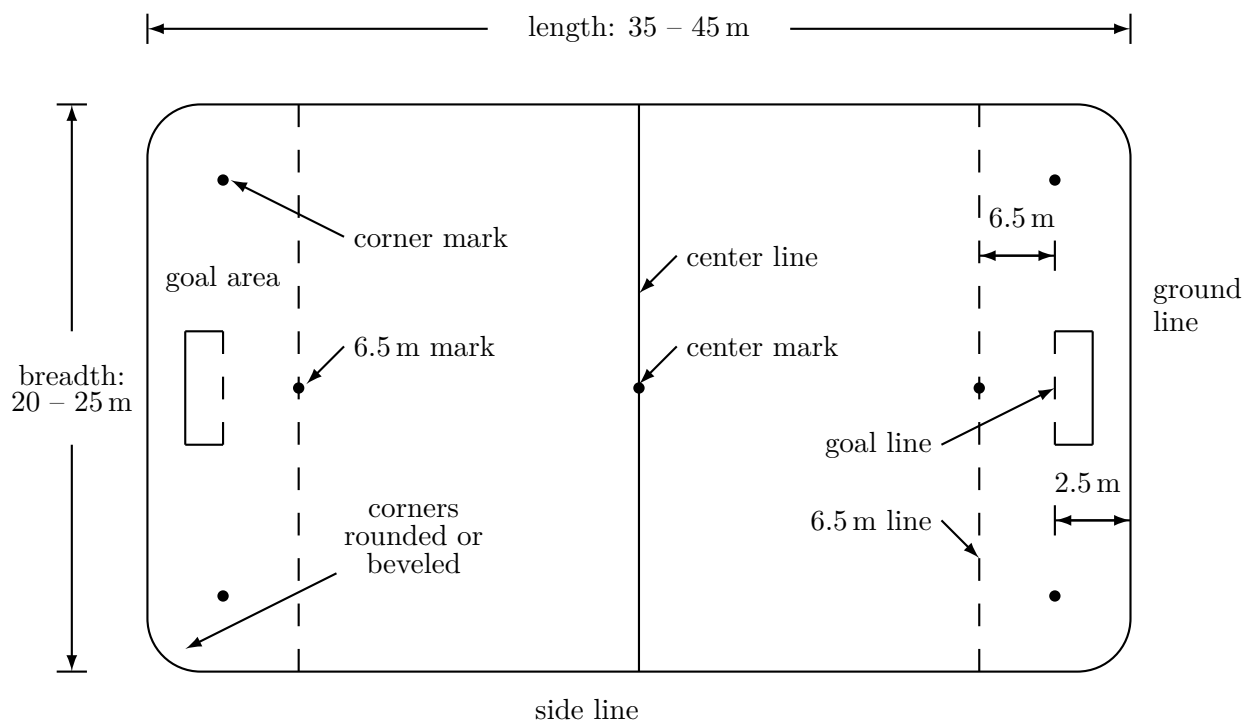
14D.2 Arbitres

The host must designate the following officials for each hockey tournament:

- Hockey Director
- Board of Referees

14D.3 Playing Field

14D.3.1 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.

14D.3.2 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.

14D.3.3 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 the boundaries. 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.

14D.4 Ball

A tennis ball that rebounds off concrete greater than 30 percent of the height from which it was dropped is used.

14D.5 Practice Time

At a tournament, sufficient practice time and/or warm up time must be offered to the participants.

Part 15

Sports collectifs : Basketball

Contents

15A Sommaire	235
15A.1 Définition	235
15A.2 Résumé monocycliste	235
15B Règlement compétiteurs	236
15B.1 Sécurité	236
15B.2 Monocycles	236
15B.3 Pièce d'identité du monocycliste	236
15B.4 Réclamations	236
15B.5 Déroulement de l'évènement	236
15B.5.1 Joueur sur le monocycle	236
15B.5.2 Joueurs à terre	237
15B.5.3 Contact de la balle avec un monocycle	237
15B.5.4 Pas et marchés	237
15B.5.5 Sur place, sur place pédales horizontales et saut	237
15B.5.6 Balle au sol	238
15B.5.7 Fautes	238
15B.5.8 Zone des Quatre Secondes	238
15C Règlement juges et officiels	239
15C.1 Responsable Basketball	239
15C.2 L'Arbitre du Match	239
15C.3 Signes de l'arbitre	240

15A Sommaire

15A.1 Définition

Dans les compétitions de l'IUF, le monobasket est pratiqué selon les règles internationales du basketball classique avec quelques changements. Les éléments ci-dessous, combinés avec les règles internationales du basketball classique, sont celles qui seront utilisées pour les UNICON.

15A.2 Résumé monocycliste

Cette section est destinée à résumer les règles mais ne remplace pas les règles elles-mêmes.

- Soyez conscients que les règles suivantes s'ajoutent aux règles internationales du basketball.
- Vous devez porter des chaussures.
- Tous les joueurs d'une équipe doivent porter des t-shirts de la même couleur.
- Soyez conscients des contraintes sur le monocycle pour le basketball.

15B Règlement compétiteurs

15B.1 Sécurité

Des chaussures doivent être portées.

Suggestions vestimentaires pour le confort et la sécurité :

- Lacets courts ou lacets rentrés
- Absolument aucun bijou (montres, colliers, boucles d'oreilles)

15B.2 Monocycles

Seuls des monocycles standards peuvent être utilisés. Le diamètre extérieur maximal de la roue est 640 mm (24+ Catégorie) comme défini dans la section ???. De plus, les monocycles ne doivent avoir nulle part des parties coupantes ou saillantes qui pourraient causer des blessures. Colliers de serrage manuels ou boulons, par exemple, doivent être repliés et pas excessivement long. Les pédales doivent être en plastique ou en caoutchouc.

15B.3 Pièce d'identité du monocycliste

Tous les joueurs d'une équipe doivent porter des t-shirts de la même couleur. La couleur doit être clairement différente de celle des adversaires. Durant les tournois ou autres grands événements chaque équipe doit avoir deux jeux de t-shirts de couleurs différentes.

15B.4 Réclamations

15B.5 Déroulement de l'évènement

15B.5.1 Joueur sur le monocycle

Le joueur ne peut jouer la balle que lorsqu'il est sur le monocycle. Un joueur est considéré comme ("sur le monocycle") quand il est assis sur la selle, avec les deux pieds sur les pédales, et sans autre appui. Une fois que le joueur est sur le monocycle, il est considéré comme sur le monocycle jusqu'à ce qu'une partie de son corps touche le sol. Le joueur qui lance la balle dans le terrain doit être sur le monocycle.

15B.5.2 Joueurs à terre

Si un contact se fait entre la balle et un joueur ou un monocycle à terre, la balle sera remise à l'autre équipe. Les arbitres peuvent autoriser un contact accidentel entre la balle et un joueur à terre ou un monocycle si ce dernier ne dérange pas le cours du jeu. Un joueur à terre doit s'écarter avec son monocycle en dehors du passage dès que possible sans déranger le cours du jeu. Si ce n'est pas possible, le joueur devra laisser son monocycle où il a atterri jusqu'à ce qu'il puisse être récupéré sans être gênant. Une violation donnera lieu à une faute d'obstruction.

Le monocycle d'un joueur à terre est considéré comme faisant partie du joueur. En ce qui concerne les fautes, un monocycle immobile sans monocycliste est considéré comme ayant établi une position ; un monocycle sans monocycliste en mouvement est considéré comme hors de contrôle. Ainsi, si un autre joueur est heurté par un monocycle abandonné en mouvement, une faute sera sifflée. Si un joueur à terre tente de jouer la balle ou de gêner un autre joueur, une faute technique sera sifflée.

15B.5.3 Contact de la balle avec un monocycle

C'est une violation pour un joueur de frapper ou arrêter la balle avec n'importe quelle partie de son monocycle ou de sa jambe, un contact accidentel avec le monocycle d'un joueur ou ses jambes n'est pas une violation. Tant que le joueur est en contact avec le monocycle, roulant ou non, il est considéré comme faisant partie du joueur quand la balle sort des limites après avoir rebondi sur le monocycle. Si cela arrive, l'autre équipe reçoit la possession de la balle.

15B.5.4 Pas et marchés

Une violation "marché" apparaît lorsqu'un joueur tient la balle plus longtemps que la limite du nombre de pas prescrite. Un pas équivaut à un demi-tour de roue ; signifiant que chaque tour de roue est l'équivalent de deux pas parce que pédaler avec une jambe ne fait avancer la roue que d'un demi-tour. Après que le joueur ait établi son pied de pivot (le pied d'en bas en "sur place"), le joueur ne devra pas changer de pied de sur-place ou faire un pas avant qu'il ait commencé à dribbler. Si un joueur est sur le point de passer la balle ou de shooter, alors le joueur est autorisé à faire un pas complet sans dribbler.

15B.5.5 Sur place, sur place pédales horizontales et saut

Le sur place est l'équivalent du pied de pivot et est donc autorisé. Sur place pédales horizontales (twisting), quand les pédales restent à la même hauteur, pendant que vous bougez le monocycle de gauche et droite est aussi considéré comme votre pied de pivot, et donc autorisé. Le joueur doit aussi rester dans un rayon d'un mètre depuis le point de départ du sur place ou du twisting. Un joueur ne peut pas bondir (sauter de haut en bas de manière répétitive avec le monocycle) pendant qu'il tient la balle. Les bonds en dribblant sont autorisés.

15B.5.6 Balle au sol

Tous les joueurs peuvent ramasser une balle qui roule ou qui est arrêtée sur le sol. Cela peut être dangereux, donc on doit faire attention à ne pas faire une faute sur le joueur penché pour ramasser la balle. Un joueur peut arrêter la balle avec sa main ou pousser une balle arrêtée à un coéquipier pour qu'il la ramasse.

15B.5.7 Fautes

Une faute est une action illicite qui peut être commise par un joueur d'une équipe contre un joueur de l'équipe opposée. Si un contact survient au-delà de ce qui est jugé comme raisonnable, ou si un joueur obtient ainsi un avantage injuste, une faute est commise. Les exemples de fautes incluent pousser, faire tomber, frapper ou tenir un joueur adverse et toute conduite antisportive. Une faute donne lieu à la remise de la balle à l'équipe adverse et/ou des lancers-francs.

Une violation survient lorsqu'un joueur enfreint l'une des règles du basketball. Une violation donne lieu à la remise de la balle à l'équipe adverse. Les exemples de violations incluent les marchés, les reprises de dribble, les retours en zone, les portés de balle et les sorties des limites du terrain.

15B.5.8 Zone des Quatre Secondes

La zone des trois-secondes devient la zone des quatre-secondes.

15C Règlement juges et officiels

15C.1 Responsable Basketball

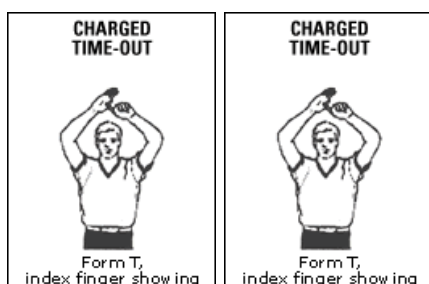
Le Responsable Basketball est l'organisateur et l'administrateur principal des événements de basketball. Le Responsable Basketball est en charge de la logistique et du matériel pour la compétition de basketball. Le Responsable Basketball est chargé du bon déroulé des événements selon le planning.

15C.2 L'Arbitre du Match

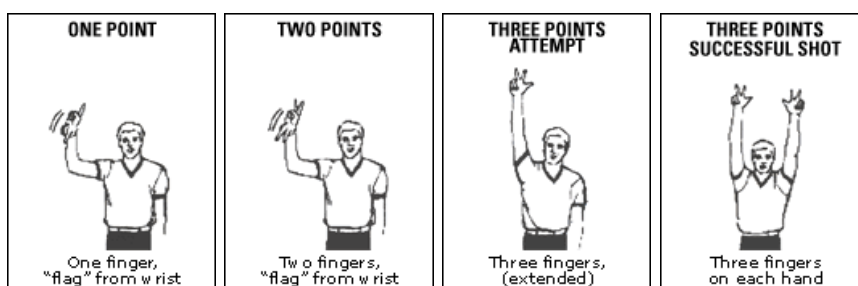
L'Arbitre du Match est le principal officiel pour un match, dont le travail principal est de s'assurer que les compétiteurs suivent les règles. L'Arbitre du Match prend toutes les décisions finales à propos des infractions aux règles. L'Arbitre du Match est responsable du traitement des réclamations.

15C.3 Signes de l'arbitre

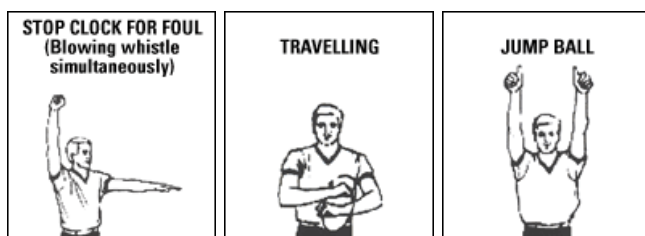
Signes administratifs



Signes des scores



Signes des violations



Credits

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, Mary Koehler, Steve Koehler, Rolf Sander, Olaf Schlote, Rocco Schulz, Tomislav Šoić, Patricia Wilton, and Scott Wilton.

Committee

Past committee and subcommittee heads are in bold.

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