

IRV – CYR WHEEL ARTISTIC PROGRAMME REGULATIONS

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version 4.4

CYR ARTISTIC PROGRAMME

The CYR Artistic Programme Regulations are an edited version of the 2022 regulations prepared by Maria Sollohub (IRV) and Hauke Narten (technical advisor). If you have any questions, please contact:

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AMENDMENTS

DEC 2019:	The deduction for preventing a fall was moved from execution deductions to independent deductions.
DEC 2021:	The discretionary 0.2 difficulty bonus proposed in 2019 was not implemented and was removed from the regulations.
APR 2024:	The routine has no minimum length.
NOV 2025:	The maximum score was adjusted to 20 points, and the execution judges were eliminated.
AUG 2026:	The artistic impression evaluation was adjusted.

KEY POINTS

- A maximum of 13 difficulty skills may be listed on the pocket card; the 10 highest-value skills will count toward difficulty and composition.
- The gymnast may choose instrumental or vocal music; lyrics must not be offensive.
- Length of routine: maximum 3 minutes and 15 seconds.
- There are no restrictions on how the gymnast is in contact with the wheel or the floor.
- The gymnast may be outside the wheel during the routine.
- There is no limit on transition length.
- The gymnast is judged on difficulty and artistic impression, which contribute equally to the score.

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1 GENERAL INFORMATION

COMPETITION AREA AND SAFETY ZONE

Competition area:	13.5 x 13.5 m
Safety zone:	additional 2m to each side

The routine should be performed within the marked competition area and safety zone.

ROLLING OUT OF THE SAFETY ZONE

If the gymnast or the wheel (or both) leaves the safety zone, the gymnast must bring the wheel back into the competition area before continuing; the music will not be stopped. If the head judge asks the gymnast three times to return to the competition area and the gymnast does not respond after the third request, the head judge will instruct the judges to stop judging, and the routine will be considered finished.
If the quickest way to return is to remain in the wheel, and doing so does not cause danger or disturbance outside the safety zone, the gymnast may stay in the wheel while returning to the competition area. All deductions and consequences for leaving the safety zone still apply.

If the gymnast leaves the safety zone, a coach may assist and speak to them, but the gymnast must continue within 30 seconds. The music will not be stopped.
After the third instance of leaving the safety zone, the head judge will instruct the judges to stop judging from the point of the third interruption, and the routine will be considered finished. The gymnast may finish the routine even after judging has stopped.

ROLLING OUT OF THE COMPETITION AREA

If the wheel rolls out of the competition area but stays within the safety zone, the gymnast should continue the routine without stopping. The head judge will apply independent deductions.

DIFFICULTY CATALOGUE AND POCKET CARD

The difficulty catalogue and pocket card template are available from
www.wheelgymnastics.sport

The difficulty catalogue is also available as an interactive website with videos. A form is available for submitting new elements and videos.
Latest IRV CYR Difficulty Catalogue

COMPETITION CLOTHING

- The gymnast may wear regular gymnastics clothing or a costume for the Cyr Artistic Programme.
- The gymnast must keep the same costume throughout the routine.

- The costume must be in good taste and not too revealing or offensive.
- The gymnast's face must remain visible.
- The wearing of watches or dangling jewellery is not permitted.
- The use of loose props is **not** permitted.
- If the gymnast does not comply with these rules, the head judge will ask them to change their competition clothing. If the gymnast refuses, the head judge will disqualify them.

If there is any doubt about these regulations, please contact the IRV.

MUSIC - TECHNICAL SPECIFICATIONS

Free choice of instrumental or vocal music (lyrics must not be offensive).

Maximum routine length:
3 minutes and 15 seconds. The length of the routine is determined by the length of the music file. If the gymnast wishes to perform the beginning or end of the routine in silence, that silence must be part of the music file. Independent deductions apply if the gymnast assumes the final pose after the music file ends.
Uploading a music file that exceeds the allowed length will disqualify the gymnast from the artistic programme.

All music must be provided in digital format, as instructed by the competition organisers.

2 ARTISTIC PROGRAMME - SCORING SYSTEM

Maximum Score:	**20 points**

The total score for the artistic programme is based on a DIFFICULTY score of maximum 5 points and a score for ARTISTIC IMPRESSION of maximum 10 points.

These scores are combined as follows:

ARTISTIC IMPRESSION + (DIFFICULTY SCORE x 2) = maximum 20 points

Independent deductions may also be subtracted from the score, which is calculated out of 20 points.

The final score is thus calculated as follows:

FINAL SCORE:	**ARTISTIC + (DIFFICULTY x 2) – independent deductions (20 points maximum)**

3 ARTISTIC PROGRAMME - JUDGING PANEL

The Judging Panel for the artistic programme consists of **7** judges:

- **1 Head Judge:** Oversees the process, evaluates independent deductions and calculates the final score.
- **2 Difficulty Judges:** Evaluate skills and calculate the difficulty score.
- **4 Artistic Impression Judges:** Evaluate artistic score.

HEAD JUDGE

The head judge's responsibilities are:

- To give the signal to begin.
- To time the possible difference between the end of the music file and the adoption of the final pose.
- To identify and implement any "independent deductions" (Section 5).
- To calculate the final score.

DIFFICULTY JUDGE

The difficulty judges' responsibilities are:

- To decide on the recognition of skills and calculate the difficulty for the best 10 skills, based on the skill values A (0.1), B (0.2), C (0.3), D (0.4), E (0.5).
- To check that all skills counted have been listed on the gymnast's pocket card (see Pocket card and permitted number of skills).
- To check whether the gymnast has performed and listed the required 10 skills and to inform the head judge if not.
- To check whether the gymnast fulfils the composition requirements for the artistic programme and inform the head judge if any composition categories are missing (see Composition requirements). Categories can be missing for the following reasons:
  - No element from the category was shown
  - An Element was listed on the pocket card and attempted but not recognized
  - An Element of a category was shown but not listed on the pocket card
  - An Element of a category was shown and it is listed on the pocket card but it is not among the 10 most difficult elements in the routine
- The two difficulty judges must agree on one difficulty score for the routine, which they submit to the head judge. In case of a non agreement, the head judge will decide in favor of one of the two disputed scenarios.
- **Maximum difficulty score = 5.0**

ARTISTIC IMPRESSION JUDGE

The artistic impression judges' responsibilities are:

- To evaluate the artistic programme according to the given criteria (see page 14) and award an artistic impression score.
- If there are four artistic impression judges, each submits a score to the head judge, who discards the highest and lowest scores and averages the two middle scores to calculate the final score.
- **Maximum score for artistic impression = 10.0**

4 REQUIREMENTS

The requirements for the artistic programme are described below, while the relevant deductions are listed in section 5. The criteria for evaluating artistic impression are described in section 6.

STARTING POSITION

- The gymnast may start the artistic programme in any position inside the competition area.
- The gymnast must wait for a signal from the head judge before adopting the starting position.
- The gymnast or coach then signals for the music to start.
- The artistic programme begins with the signal to start the music.
- The gymnast may add an audible signal, beep, or other effect to the music to indicate to the gymnast when the music has started. As part of the music, this signal or effect is included in the artistic evaluation.

FINISHING POSITION

- At the end of the artistic programme, the gymnast must adopt their finishing position in a controlled manner. The wheel must remain on a controlled path inside the competition area. It may remain in motion or come to a complete stop, but it must not leave the safety zone.
- The finishing pose must be assumed no later than the end of the music file; otherwise, deductions will apply.
- The artistic programme finishes with the final pose of the gymnast.

GYMNAST OUTSIDE THE WHEEL

- The gymnast may be outside the wheel, with or without contact with it, during the artistic programme.
- There is no limit to the number of occurrences.
- The gymnast must maintain control of the wheel throughout the artistic programme, including when they are not in contact with it.

FLOOR CONTACTS

- Floor contacts are permitted if they are part of controlled movements and are not an attempt to conceal a fall.
- The head judge will evaluate whether a floor contact counts as a fall or is involuntary.
- The artistic judges will evaluate whether a floor contact is used to support the artistic impression or is the result of a loss of control.
- Difficulty skills must be performed without floor contact unless the skill is described with floor contact in the difficulty catalogue.

TRANSITIONS

- Transitions consisting of basic step/waltz skills, coin spins, turns and twists and spirals are permitted between difficulty skills. The artistic judges' evaluation of transitions is described under the Transitions criterion (see page 15).
- Transitions have no difficulty of their own.
- The artistic judges may deduct points for transitions performed uncleanly, without control, or in a manner inadequate for artistic purposes.

POCKET CARD AND PERMITTED NUMBER OF SKILLS

The gymnast must submit a written version of their routine (the pocket card) as instructed by the competition management. They may list a maximum of 13 difficulty skills from the latest IRV Cyr Difficulty Catalogue. The 10 highest-value skills will count toward difficulty and composition. The official IRV pocket card template is available at www.wheelgymnastics.sport, and its use is recommended. Any alternative format must contain a readable version of:

- full name
- gender (as specified for the competition category)
- junior or senior category
- a list of no more than 13 skills, one per line, including:

  element number (copied exactly from the catalogue)

  element description (copied from the catalogue)

  element category

  element difficulty value

IMPORTANT

- If the gymnast does not submit a pocket card, or if it is illegible, they will receive no difficulty points. The artistic programme score will be: **Final Score = Artistic – independent deductions (10 points maximum)**.
- If the gymnast performs a skill that is not listed on the pocket card, the difficulty judges will not award difficulty points for that skill, but the artistic judges will still evaluate the artistic impression.
- If the gymnast misses a skill, the difficulty judges will look for the next skill listed on the pocket card. If in doubt, the judges will try to interpret deviations from the pocket card in the most beneficial way for the gymnast.

COMPOSITION REQUIREMENTS

- The gymnast must successfully demonstrate at least one skill from each of the following categories (see the Difficulty Catalogue for their definitions).
  - basic step/waltz (category "W")
  - big spiral (category "BS")

  - small spiral/coin spin (category "CS")
  - turn/twist (category "T")
  - spin (category "SPIN")
  - element combinations (category "EC"); these skills are permitted only in the artistic programme

- A category counts as fulfilled (with no composition deduction) only if the element is eligible for the final score (i.e., it is among the 10 most difficult skills performed and is listed on the pocket card).
- If two or more elements have the same difficulty score, they are selected to cover as many categories as possible.

The difficulty judges are responsible for checking whether the composition requirements have been fulfilled. They will inform the head judge of any missing categories. Note: If 11 skills are performed, only the 10 most difficult skills will count toward the difficulty score and composition requirements.

COMPETITION AREA AND SAFETY ZONE

The artistic programme should be performed within the marked competition area and safety zone. For more information, see page 4.

FALLS

For information about falls and prevention of falls, see page 12.

5 DEDUCTIONS

FALLS

A fall is an unintended contact between the gymnast and the floor that helps the gymnast keep or regain control of the wheel. If the judges determine that the gymnast would have lost control of the wheel without the contact, the instance counts as a fall. For example, a fall occurs if enough of the gymnast's body weight is supported by the floor to keep or regain control of the wheel. A complete loss of control of the wheel also counts as a fall.

A fall during an element will most likely cause the difficulty judges not to recognize the element. It is the difficulty judges' responsibility to evaluate whether the fall occurred **after** the essence of difficulty had been demonstrated in its entirety.

If the gymnast falls out of the wheel, they may reposition it before continuing; the music will not be stopped. A coach may assist and speak to the gymnast, but the gymnast must continue within 30 seconds.

If the head judge asks the gymnast three times to continue and the gymnast does not respond after the third request, the head judge will instruct the judges to stop judging, the routine will be considered finished, and the music will be stopped.

After the third interruption, counting each fall and each roll-out of the safety zone, the head judge will instruct the judges to stop judging from that point, and the routine will be considered finished. The gymnast may finish the routine even after judging has stopped.

PREVENTION OF A FALL

A prevention of a fall is an unintended floor contact which does not influence the physics of the element or only by a negligible amount. That means that no significant weight or forces were applied to the floor. The gymnast would have been able to perform the element without this contact. A prevention of a fall during an element does not automatically cause the difficulty score to suffer. However, for an Element to be recognized the essence of difficulty for that element has to be shown unaffected by the floor contact.

INDEPENDENT DEDUCTIONS

The head judge is responsible for independent deductions.

Fault	Deduction
Missing composition category The difficulty judges will inform the head judge of any missing composition categories. Only a recognized skill can fulfil a composition category requirement. For example, if the only coin spin in the routine is not recognized or is not among the 10 most difficult skills, a deduction for a missing composition category will apply.	0.5 per missing category
Missing skills The difficulty judges will inform the head judge if the gymnast performed fewer than 10 skills. This may be the case if the routine is too short or the gymnast has to stop the routine after three interruptions (falls or roll-outs from the safety zone).	0.5 per missing skill
Wheel rolls out of the competition area The gymnast continues the routine without stopping.	0.1 per occurrence
Wheel rolls out of the safety zone The gymnast must return to the competition area with the wheel as quickly as possible.	1.0 per occurrence (also adds to the number of falls)
Prevention of a fall (see page 12) This deduction applies if the gymnast accidentally touches the floor in a manner that can be interpreted as "prevention of a fall".	0.5 per occurrence
Fall (see page 12) The gymnast may reposition the wheel after a fall. A skill that results in a fall may also incur deductions from the artistic and difficulty judges, in addition to this independent deduction from the head judge.	1.0 per occurrence
Finishing pose after the music file ends The gymnast's performance exceeds the maximum length.	0.5 for a noticeable violation An additional 1.0 for every 20 seconds

6 EVALUATION OF ARTISTIC IMPRESSION

Gymnasts select their own music, choreography, and costume for the artistic programme (see general information, page 4). Please note that for safety reasons the use of loose props is not permitted in IRV competitions.
The artistic impression judges evaluate the artistic merit of the programme based on the following criteria:

1) **Dedication to convey an artistic message (0 - 2.0 points)** The amount and quality of effort to communicate the artistic message throughout the performance. Movements without any contact or relation to the wheel are not evaluated in this category.
    - (∼2.0 points) Extraordinary combination of artistic expression during technical elements, transitions and in conjunction with the wheel. Cyr wheel skills blend seamlessly in and out of transitions from start to finish.
    - (∼1.5 - 1.9 points) Noticeable interruptions in artistic flow to accommodate technical elements.
    - (∼1.0 - 1.5 points) Clearly limited artistic vocabulary, both inside and outside technical elements.
    - (∼0.5 - 1.0 points) Artistic expression limited to sections without contact or relationship to the wheel.
    - (∼0.0 - 0.5 points) Minimal or very poor display of artistic dedication.
2) **Interpretation (0 - 2.0 points)** Judges evaluate the clarity and depth of the artistic interpretation:
    - Clarity and precision of interpretation
    - Sustained personification of the artistic idea or theme
    - Penalize performances in which the artistic idea depends solely on costume or make-up; movement and mastery in relation to the wheel should be the primary focus.
    - Layers of interpretation:
        - Reward movements and poses that align with the artistic idea.
        - Reward a particularly convincing display of one emotion or a broad range of emotions.
        - Penalize an unconvincing portrayal of the artistic idea.
3) **Musicality (0 - 2.0 points)** How well the choreography aligns with the music:
    - Precision of choreographic execution, including rhythm, timing, and amplitude.
        - Give special recognition to cue timing that respects the rhythm and restrictions imposed by the wheel.
        - Consider the quantity and quality of instances in which a musical cue is transformed into movement.
        - Parts of the choreography with no relation to the wheel do not contribute to this category.

4) **Transitions (0 - 2.0 points)** Evaluate the flow and creativity of transitions between skills and movements.

- Smoothness and flow of transitions.
- Variation and originality of entrances into or exits out of the wheel.
- Reward creative transitions between elements.
- Effective use of space and time throughout the performance.

5) **General appreciation (0 - 2.0 points)** Evaluate the overall impact, persuasion and coherence of the routine.

- Creativity and originality.
- Willingness to take risks in interpreting the music.
- Reward unconventional artistic choices.
- Coherence among the music, costume, and interpretation.
- A balanced routine that combines technical difficulty with artistic expression in relation to the wheel.
- Overall impact and memorability of the performance.

TOTAL POINTS AVAILABLE = 10
SCORE FOR ARTISTIC IMPRESSION = 0.0 – 10.0 points