

IRV – CYR WHEEL
CYR WORLD BATTLE
REGULATIONS

Hauke Narten
Melanie Hanisch

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version 4.4

CYR WORLD BATTLE

The 2026 Cyr World Battle Regulations are an initial version of a code of points based on experience gained at the IRV Cyr Wheel battles in 2011 (Arnsberg), 2015 (Lignano), 2022 (Sonderburg), 2024 (Almere), and 2026 (Göttingen). Consolidation, concept development, and validation were carried out by Melanie Hanisch and Hauke Narten (Head of Cyr Wheel, IRV). If you have any questions, please contact:

hnarten@wheelgymnastics.sport or
mhanisch@wheelgymnastics.sport

AMENDMENTS

AUG 2026: Initial publication.

KEY POINTS

- The Cyr World Battle is a competition format that determines the winner through one-on-one comparisons.
- Contestants begin with a group phase, in which the eight strongest contestants are selected.
- The competition concludes with eight one-on-one battles: four quarterfinals, two semi-finals, and two finals.
- A DJ provides the music, which is unknown to the contestants.
- A panel of judges selects the winner of each battle through direct comparison.

CONTENTS

CYR WORLD BATTLE **2**
Amendments . . . 2
Key Points . . . 2

1 General Information **4**
Competition Area and Safety Zone . . . 4
Rolling out of the safety zone . . . 4
Rolling out of the competition area . . . 4
Competition Clothing . . . 4

2 Cyr Battle - Procedure **5**
2.1 Group Phase . . . 5
2.1.1 Winners of a group . . . 6
2.2 Battle Phase . . . 6
2.2.1 Quarterfinals . . . 6
2.2.2 Semifinals . . . 8
2.2.3 Finals for Gold and Bronze . . . 8
2.3 Podium . . . 8

3 Judging criteria **9**
3.1 Judging panel 9
3.2 Criteria 9

1 GENERAL INFORMATION

COMPETITION AREA AND SAFETY ZONE

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

Performances must take place within the marked competition area and safety zone.

ROLLING OUT OF THE SAFETY ZONE

If the performer or the wheel (or both) leaves the safety zone, the performer must bring the wheel back into the competition area before continuing; neither the music nor the timer will be stopped. Leaving the competition area will be considered a loss of control and penalized by the judges.
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 performer may stay in the wheel while returning to the competition area. All deductions and consequences for leaving the safety zone still apply.

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. Each occurrence will affect the judges' verdict.

COMPETITION CLOTHING

- The performer may choose clothing or a costume.
- Clothing must not be too revealing.
- Clothing with written or implied messages must not discriminate on the basis of race, gender, sex, age, political views, or sexuality. Hate speech is not permitted.
- Loose props are **not** permitted, especially weapons or other dangerous objects.
- If the performer does not comply with these rules, the judges will ask them to change their competition clothing. If the performer refuses, the judges will disqualify them.

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

2 CYR BATTLE - PROCEDURE

The battle procedure is divided into two phases:

2.1 GROUP PHASE

In the group phase contestants are divided into groups. Depending on the total number of contestants, three formats are possible:

8 contestants	**no group phase**	**everyone advances directly to the quarterfinals**
9-28 contestants	**4 Groups with 2-7 contestants**	**2 winners per group move into 4 quarter finals**
29-56 contestants	**8 Groups with 3-7 contestants**	**2 winners per group move into 4 new groups of 4 contestants each**

For 9–28 contestants, the group phase will be arranged as shown in Figure 1.

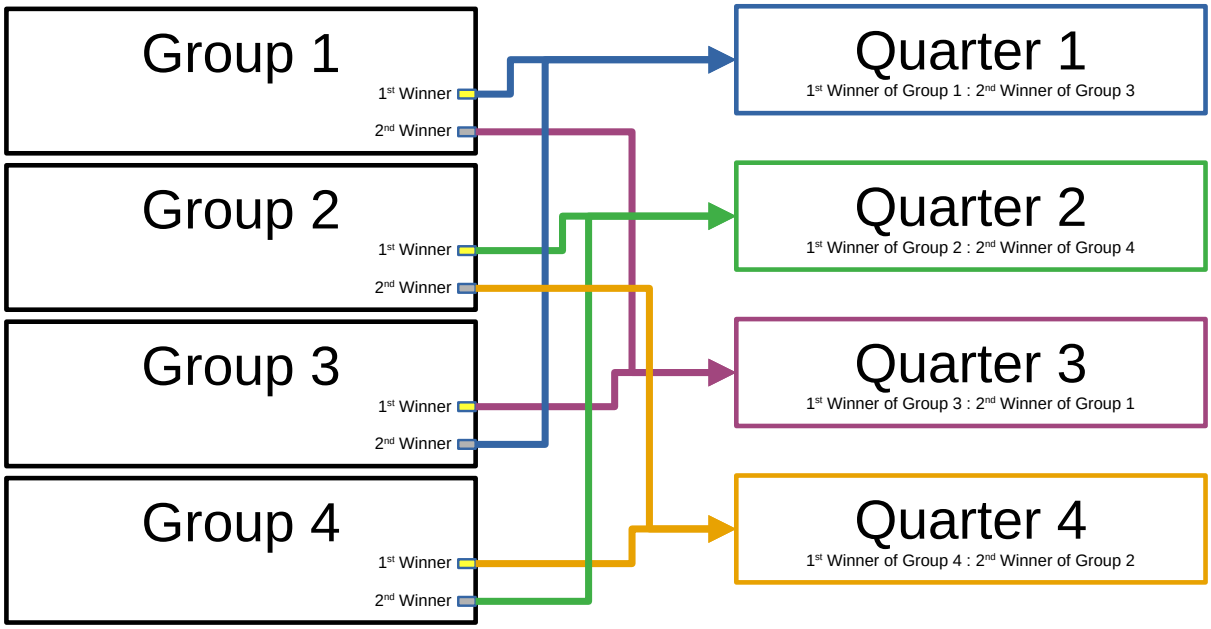


Figure 1: Four groups; two contestants from each advance to the battle phase.

For 29–56 contestants, an additional group phase will be held to reduce the number of contestants and create four groups, returning to the process described above. Figure 2 illustrates the eight-group format.
The competition timetable must accommodate this additional phase.

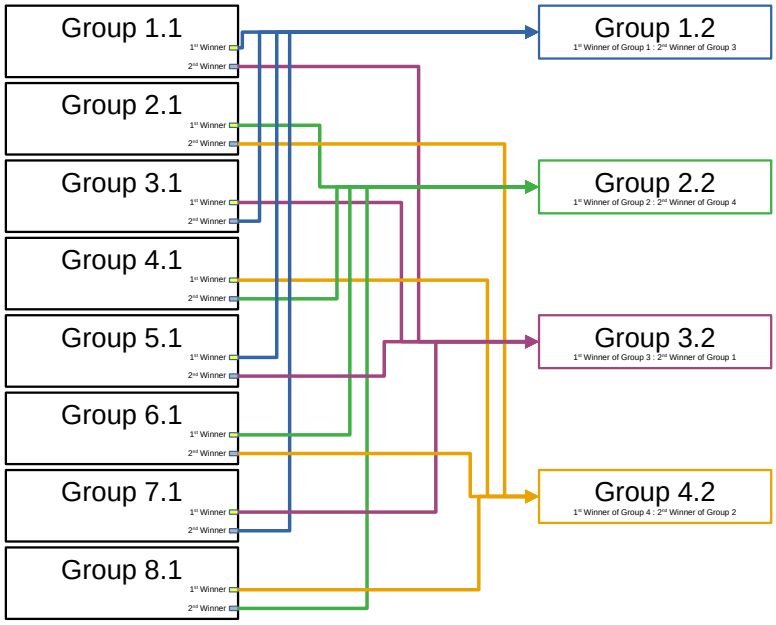


Figure 2: Eight groups feed into four new groups.

When a group is called, the contestants line up next to the competition area. They perform one after another in a single, fast sequence, for 45 secondseach. After all contestants in the group have performed, the judges announce the first- and second-place contestants.

The aim of the group phase is to select the eight strongest contestants for an exciting final competition that engages the audience and highlights the art of Cyr wheel in three fast-paced knockout rounds.

2.1.1 WINNERS OF A GROUP

Two contestants from each group advance to the next stage. The judging panel selects the first- and second-place contestants immediately after the final contestant in the group has performed.

The judges use the criteria on page 9. Although both contestants advance, the judges must identify the stronger contestant as first place and the runner-up as second place to maximize the chances of stronger contestants advancing in subsequent rounds.

2.2 BATTLE PHASE

In the battle phase, the eight group winners are placed in an eight-slot knockout bracket (see Figure 3).

2.2.1 QUARTERFINALS

In the quarterfinals, all eight finalists compete in one-on-one battles. Both contestants stand next to the competition area, and a coin toss determines who goes first (Contestant A). Each

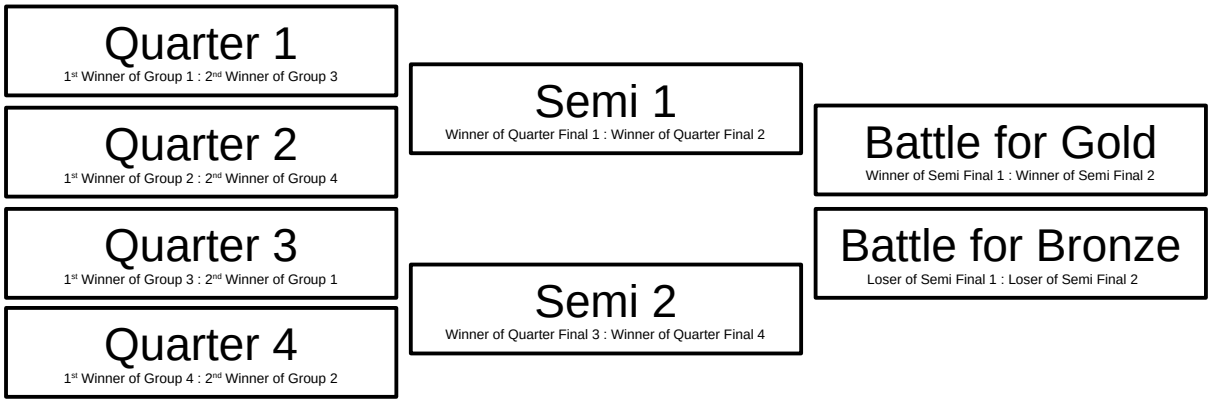


Figure 3: Eight-contestant knockout bracket.

battle follows this procedure:

1. Contestant A is ready in the competition area
2. Announcer says: "Your time starts now!"
3. Contestant A starts performing
4. Announcer says: "10 seconds!" at the 10-second mark
5. Announcer says: "This is your time" after 30 seconds
6. Contestant A stops performing immediately!
7. Contestant B is ready in the competition area
8. Announcer says: "Your time starts now!"
9. Contestant B starts performing
10. Announcer says: "10 seconds!" at the 10-second mark
11. Announcer says: "This is your time" after 30 seconds
12. Contestant B stops performing immediately!
13. Contestant A is ready in the competition area
14. Announcer says: "Your time starts now!"
15. Contestant A starts performing
16. Announcer says: "10 seconds!" at the 10-second mark
17. Announcer says: "This is your time" after 30 seconds
18. Contestant A stops performing immediately!
19. Contestant B is ready in the competition area
20. Announcer says: "Your time starts now!"

21. Contestant B starts performing
22. Announcer says: "10 seconds!" at the 10-second mark
23. Announcer says: "This is your time" after 30 seconds
24. Contestant B stops performing immediately!

2.2.2 SEMIFINALS

The semifinals follow the same procedure as the quarterfinals (see Subsection 2.2.1), with contestants advancing according to the bracket (see Figure 3). Each contestant performs twice for 30 seconds. The winner is announced immediately after the battle.

2.2.3 FINALS FOR GOLD AND BRONZE

The finals follow the same procedure as the quarterfinals (see Subsection 2.2.1), with contestants advancing according to the bracket (see Figure 3). Each contestant performs twice for 45 seconds. The winner is announced immediately after the battle.

2.3 PODIUM

The podium places are determined by the final battles:

Gold (1st place)	**Winner of the Battle for Gold**
Silver (2nd place)	**Loser of the Battle for Gold**
Bronze (3rd place)	**Winner of the Battle for Bronze**
4th place	**Loser of the Battle for Bronze**

3 JUDGING CRITERIA

The winner of a Cyr Battle is determined by a panel of judges qualified to assess performances according to the following criteria.

3.1 JUDGING PANEL

The judging panel consists of an uneven number of judges in order to eliminate the possibility of a tie. At least three judges are necessary to form a panel.

3.2 CRITERIA

Compared with a Cyr Wheel All-Around competition, the Cyr Battle is much more performative, but there are limits to what constitutes a successful battle round. Although skills outside or unrelated to the Cyr wheel may be entertaining, judges should focus on wheel-related movements. Contestants are not limited to showing only Cyr wheel skills; to convince the judges and earn the title **Cyr World Battle Champion**, they must demonstrate a high level of Cyr wheel mastery.

Name	**Description**
Loss of control	If the contestant loses control of their body or the wheel.
Cyr wheel skills	Evaluate the difficulty of the skills shown.
Cyr wheel vocabulary and creativity	Evaluate the contestant's ability to demonstrate a wide variety of skills and creatively modify skills and transitions. Penalize repeated skills.
Audience engagement	Evaluate the audience's reaction to the performance.
Adherence to timing	Evaluate contestants who exceed the time limit as if they had lost control of the wheel.
Responses to other contestants	Evaluate how well contestants respond to earlier performances. Reward well-executed, clever, and witty responses.

Each judge should reach a verdict according to these criteria. Experienced and well-trained judges should be able to assess whether a contestant has the potential to deliver an adequate performance in the next round. It is important, for the next and especially the final rounds, to select contestants who have the skills and vocabulary to entertain the audience for an additional (maybe final) battle round. Judges will have to consider whether an extraordinary performance can be sustained in the following rounds. For example, a very exciting costume, feature, or one very specific trick or movement may not have the same impact in subsequent rounds.