

## Juggling and Tumbling

**Category Rules:** The category includes floor gymnastics and juggling. These were considered the stock in trade of the "jester" in period. Source material for documentation on Juggling and Tumbling is minimal. Leniency is recommended if it is evident that a sincere attempt to document the entry was made.

**Note:** Entries in this category should be performed in front of an audience to help assess audience interaction.

**Documentation** (0 to 4 points):

- 0: No documentation provided with entry.
- 1: Minimal information consisting of time, place and style.
- 2: As in #1, plus use of general sources; reliance on tertiary sources with perhaps one secondary source (ex: use of encyclopedia articles with a possible additional use of a book or article that refers to a period source.).
- 3: As in #2, plus a developed discussion making use of critical references; sources are largely secondary (ex: sources refer to period references; documentation discusses, compares, and contrasts the source's views).
- 4: As in #3, plus explanation of original research/experiment and relation of source material to it. Primary sources, if available, are emphasized (ex: sources used are from the appropriate period for the entry, such as period manuscripts, paintings or artifacts).

**Methods and Materials** (0 to 4 points):

- 0: Entry is completely modern with no relationship to period elements or practices.
- 1: Use of modern materials and methods to produce a performance that would not be accepted in period but either bears some relationship to an authentic work or which might be useful within SCA Culture.
- 2: Use of **both** modern materials and methods to produce a work that looks, feels or sounds authentic to the time period it purports to be.
- 3: Use of **either** modern materials **or** methods to produce a work that looks, feels or sounds authentic.
- 4: Use of totally authentic materials and methods.

**Scope** (0 to 6 points): Rank the ambition, **not** the success, of the entry on a scale of 0 to 6 points.

- 1: *Juggling:* Three ball cascade; three item ball cascade.  
*Tumbling:* Somersault from a standstill.
- 2: *Juggling:* Two balls in one hand; three club cascade; under leg; three ring reverse cascade; up to five items using two hands.  
*Tumbling:* Forward roll; backward roll; dive forward roll; backward roll to temporary handstand; egg rolls; leg rolls; straddle forward and backward rolls.
- 3: *Juggling:* Body bounces; three items in one hand; club cascade with occasional double flip; clawed cascade; mixed objects (two of one kind and one of another).  
*Tumbling:* Any of the items in #2 in combinations; headstands; cartwheels; round offs; handstands; flip-flop.
- 4: *Juggling:* Four balls; three mixed object cascade and reverse; three ball circles; club body throws (under leg, behind back); continuous body throw.

*Tumbling:* Any of #3 in combinations; walking on hands; headspring; forward walkover; non-primary hand cartwheels; pratfalls.

5: *Juggling:* Cross hand cascade; five ball cascade; two clubs in one hand.

*Tumbling:* Any of #4 in combinations; front handsprings; back handsprings; series of handsprings; high kicks and turns.

6: *Juggling:* Five ball reverse cascade; more than three clubs; crossed hand reverse or claw cascade.

*Tumbling:* Any of #5 in combinations with flips, front and back; flips with twists; aerial cartwheels; walkovers with twists, or in other than tucked position, or in combination.

**Skill** (0 to 6 points): How well is the performance done? Rank the success of the entry on a scale of 0 to 6 points for **each** of the following elements and average for the total Skill score (Total of element scores divided by 3).

- How well are the stunts performed? Did the juggler catch all of her/his items, or were there any misses or drops? Did the tumbler land on her/his feet or her/his face?
- How smooth are the transitions from one movement to another? There should be no breaks, hesitations or extra steps. Does the juggler maintain good control over all the objects?
- How effortless does the performer make the movements look?

**Creativity** (0 to 4 points): The scoring in this section refers to the choice of stunts and the order they were presented in.

0: Simple, obvious progression from easiest to more difficult moves. The performance is boring and predictable.

1: Some variation in objects juggled, in direction tumbled, and in skill levels displayed.

2: More variation in objects juggled, in direction tumbled, and in skill levels displayed.

3: Much variation in stunts, speed, and direction.

4: An unique, interesting and surprising performance which may include original stunts or the juggling of unusual objects.

**Judge's Observations** (0 to 6 points): Rank the performance as a whole. How well do all the separately judged parts fit together? The entry's overall effect is judged in this section. This is the only section of the Criteria where the judge may allow her/his personality, private opinions and personal preferences to influence scoring.

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*Editors:* Myrra de Blackwood, 1984; Myrra de Blackwood & Bronwyn ferch Gwyn ap Rhys, 1987; Thorhalla Carlsdottir af Bröberg, 1997 ; Gwyneth Banfhidhleir, 2003.