

Pen Spinning World Tournament 2017

Official Rulebook

-Drafted by the PSWT17 Committee-

Written by

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## Introduction

This rulebook is divided into three sections. **Section 1** will deal with community registration and the selection process. **Section 2** will outline, round-by-round, the tournament structure and will elaborate on the match format. **Section 3** will expound upon the judging process and the scoring criteria.

### Section I: Registration and Spinner Selection

#### A. Registration

In order to cover expenses, there will be a registration fee of **\$10.00 USD per community** and an additional fee of **\$5.00 USD per spinner**. Registration fees are only paid after the roster is finalized. PayPal funds and Bitcoins (BTC) are accepted. Please contact the organizer to initiate a transaction or to request an alternate payment method. Payment plans may be negotiated. If you wish to sponsor a community or a particular spinner, please notify the organizer. Potential wildcards will be financed by the WT Committee (if selected, no fee is required). Payments are due **July 30<sup>th</sup>, 2017**.

Every community must register in order to allow their spinners to participate. To register, you must send an email to [worldpenspinning@gmail.com](mailto:worldpenspinning@gmail.com).

Some communities are not wholly representative of a particular country. This is often due to spinners forming teams or conglomerates based on common ideals, mutual goals, and comradery.

To counteract the problem of spinners creating new boards just for the sake of entering a world competition, each community will be assessed and screened by the Pen Spinning World Tournament Committee. The following will be taken into consideration: forum/board longevity, average skill level, and member demographics.

Each community must have a tournament organizer. All official communication regarding the tournament will be directed to the contact person of each community. The contact person **must** understand English.

#### B. Spinner Selection

As the organizer for your community, you must indicate **the desired number of spots** in your email. This is the number of spinners from your community that will take part in the tournament.

A request for a number of spots should be in accordance with the number of **world-class (elite)** spinners from your community. Please note that during registration, **it is highly recommended** that you specify exactly who will participate.

The minimum number of spots that a single community can request is **one (1)**. The maximum number of spots you can request is **eight (8)**.

After receiving all the registrations, the organizers will now allocate spots to each community according to their request. This should take around 1-2 week to settle.

Disclaimer: Keep in mind that you may be asked to reduce the number of spots in order to satisfy the requests of communities that have yet to register or are in greater need of spots. Be prepared to remove one or more spinners from your lineup.

All slot allocations will be performed at the discretion of the World Tournament Committee. The WT committee will evaluate the lineups in comparison the number of spots available.

We will try to accommodate every request. The total number of spots available for the tournament is **64**. If there are slots remaining, they will be open for wildcard submissions.

You must select your spinners and register your community by **July 9<sup>th</sup>, 2017**.

Send your formal registration email to [worldpenspinning@gmail.com](mailto:worldpenspinning@gmail.com).

## Section II: Tournament

### A. Introduction

The World Tournament 2017 is an individual competition starting in **July 2017**. It consists of **six (6)** rounds and will end in **December 2017**.

### B. Structure

For the 1<sup>st</sup> round, the spinners are divided into 8 groups with an equal number of spinners.

This year, round one will include 64 spinners.

In the **group stage**, spinners will be placed randomly into different groups. Most, if not all, group lineups will include spinners from different communities. The best spinners from each group will advance to the next round. From the 2nd round onwards, the spinners will battle in a traditional 1v1 knockout format (single elimination).

The **top 4** of each group will advance to the 2nd round. The ranking among this top 4 will be **not** be relevant for determining the matchups in the next round.

For the 2nd round, each group will be randomly paired with another group. According to their group pairings, the remaining spinners within each group will be randomly matched with the spinners in the opposing group for a traditional 1v1 battle.

From the 3rd round to the final round, remaining spinners will be randomly matched against each other.

The winner of the 6th round (final round) will be declared **champion!**

In concurrence with the final round, a 3<sup>rd</sup> place match will also take place.

In summary, the tournament will progress as follows:

Round	Number of Spinners	Description
1	64	Group stage, spinners ranked, top 4 proceed to round 2
2	32	Groups will be randomly paired, remaining spinners will be randomly matched.
3	16	Random Matchup
4	8	Random Matchup
5	4	Random Matchup
6	2(4)	Final Match
		3 <sup>rd</sup> Place Match

### C. Match Format

Videos should be between **10 and 30 seconds**. This time limit is enforced from the moment the first moment the first trick **begins** to the moment the last trick **ends**.

Videos should be **new material** (previously unreleased).

For supplemental judging material, it is **HIGHLY** recommended that you include a slow-motion rendition of your combo either at the end of the video submission or as another video entirely. It is also recommended that you include a download link for your video.

Videos should **NOT** be edited in a way that alters the spinning or changes the overall appearance of the combo (i.e. cut, segments restrung).

Videos should be uploaded onto YouTube. If this is not possible, you may send the video as an attachment to [worldpenspinning@gmail.com](mailto:worldpenspinning@gmail.com) or upload it to a file sharing site.

For the first round, it is suggested that you send your video to your community's contact person. Otherwise, videos should be e-mailed directly to the organizer.

## Section III: Judging

### A. Preface

The judging process, criteria, and scoring distribution for WT17 have changed significantly since the last world tournament. Since 2015, the WT Committee has developed a new scoring guide in efforts to make the judging assessments more inclusive towards alternative approaches to combo construction. In the past there have been many qualms with the judging system and match decisions. There will always be a difference of opinion, but this is our sincere effort to eliminate questionable and superficial judgments.

### B. Judges

Judges for WT17 are handpicked by the organizer and WT Committee.

The judges will be prescreened and assessed by the WT Committee for competency. Factors such as skill level, general PS knowledge, years of activity and judging experience will be considered during the approval process.

There are expectations for the judges to follow a strict format.

1. The judges are **REQUIRED** to include comments along with their scores. The rationale is that competitors need qualitative assurance that the judges are taking ample time to review their combos. Feedback and constructive criticism is also important. Comments should be no shorter than 140 characters. English is strongly preferred, but you may write in your native language if you feel you can better explain yourself that way.
2. The judges are **REQUIRED** to follow the scoring distribution format. See the Criteria section.
3. The judges are encouraged to collaborate and discuss the WT combos together. The organizer will set up a platform for the judges to communicate with each other.
4. The judges are **REQUIRED** to submit their scores to the organizer in a timely manner.
5. Judges who fail to abide by the rules will be subject to dismissal and replacement.

Judges are required to email their score reports to [worldpenspinning@gmail.com](mailto:worldpenspinning@gmail.com)

### C. Criteria

The arbitrary ranges in certain categories exist to offer a more flexible approach to scoring while still adhering to the objective description of the particular criterion.

#### *Execution*

➔ Execution refers to the smoothness and control of the entire combo. It also refers to the pace/flow of the combo along with the quality of the tricks executed. Judges should examine how well the spinner's smoothness, control, fluidity, pacing, and finger placements contribute to the overall aesthetic of the combo. The focus of this criteria is refinement.

Grade	Description
9-10	The spinner demonstrates a mastery of all tricks performed. The combo's smoothness and control are exemplary. The combo is tremendously aesthetic and contains no obvious errors.
7-8	The spinner executes most of the tricks performed adequately. The combo's smoothness and control are decent. Though there may be a minor flaw, combo has notable aesthetics.
5-6	The spinner makes an attempt to execute the combo properly but has a few noticeable errors throughout the combo. There are noticeable inconsistencies in combo fluidity and control. There is no emphasis on the aesthetic.
3-4	The spinner fails to create a smooth combo. There is little sense of control. The combo is fragmented and choppy executed. There is at least one fatal error in the combo.
1-2	The spinner fails to produce a coherent combo and does not exhibit any sense of control or smoothness. There are multiple major mistakes throughout the combo.
0	The pen is dropped during the combo.

## Difficulty

- There are varying perceptions of difficulty. As an effort to reconcile the disparities between the differing ideologies, a more contemporary concept is proposed. There are two types of difficulty: **Physical** difficulty and **Technical** difficulty. They are not mutually exclusive.

Physical difficulty refers to executing tricks that have high probabilities of failure due to environmental factors, spatial constraints and the momentary separation of the pen from the tangible control of the hand. These tricks are often obvious and flamboyant. Examples of physically difficult tricks: “power” tricks, top spins, body-environment tricks, etc. Physically difficult tricks are often done continuously or as a high number of rotations.

Technical difficulty involves tricks done almost exclusively with the fingers and digits. Complex micro-movements and intricate linkages often require high amounts of dexterity. These tricks are sometimes quick and subtle. Examples of technically difficult tricks: flush sonic variations, pass variations (dual, tri, square, ...), wiper sequence variations, etc. Although the rate of failure is dependent on a spinner’s overall skill, technically difficult tricks have a relatively quick reset period considering the pen is likely to remain in your hand if failed. Unlike technical tricks, physically difficult tricks are often projected farther away from the hand if failed.

Another layer of difficulty is the ability to link tricks in a more complex manner rather than performing them as single tricks strung one after another. A difficult combo should have very difficult tricks **AND** very difficult linkages.

Both concepts should be taken into consideration when assessing the overall difficulty of a combo.

Grade	Description
9-10	The combo is indescribably difficult.
7-8	The combo is highly difficult.
5-6	The combo is moderately difficult.
3-4	The combo is of substandard difficulty
1-2	The combo is scarcely difficult
0	Only very basic tricks and linkages are used.

## Originality

→ Pen spinning is intrinsically an individualistic form of object manipulation. Originality is a key component of the art form. The base level describes the use of existing concepts, tricks or linkages in unconventional variations. It also refers to the use of unpopular tricks in interesting ways. Creativity not only involves inventing new tricks, but also involves developing original linkages. Expanding the creative boundaries of pen spinning and pioneering new concepts is vital to the progression of art.

Grade	Description
9-10	The combo contains multiple original and creative concepts which are exceptional and key to the appeal of the combo.
7-8	The spinner uses at least one original element which is exceptional and key to the appeal of the combo.
5-6	The spinner uses multiple creative elements which are useful to the appeal of the combo, but none are original.
3-4	The spinner uses at least one creative element which is useful to the appeal of the combo.
1-2	The spinner makes an attempt to be creative or original, but the result is not convincing or useful.
0	The spinner makes no attempt to be creative.



## Effectiveness

→ This element makes a reappearance since its first debut in the WT09 criteria. Assessing the effectiveness of a particular combo involves a holistic evaluation. The judges will need to place themselves in the mind of each spinner and determine the overall aim of the combo. A seasoned judge would be able to use the predictability of a spinner to speculate and grasp the general concept behind the combo. Questions to ponder: Was this spinner successful in achieving the perceived goal? How did the spinner perform in comparison to his opponent? What impact has this combo had on the tournament and the pen spinning scene? Does this skill level of this combo adhere to the current standards of pen spinning? How potent were the aesthetics? Has the spinner exceeded your expectations or has the spinner failed to meet them? Has the spinner improved? While examining a combo, does the spinner appear to have adapted to his opponent?

Note that this is the most subjective and open ended criteria. Though experimental, this category is meant to offer a comprehensive evaluation of the combo. Hopefully the judges will be able to have a deeper analysis of each combo they score. Every judge will have his or her preferences. There is a diverse judging committee so obtaining a general consensus shouldn't be too difficult.

Grade	Description
5	The combo extremely effective. The spinner has raised the current standard and/or has set a trend.
4	The combo highly effective. It is impactful and will leave a lasting impression.
3	The combo is moderately effective. It meets the current standards and expectations.
2	The combo lacks cogency and falls short of expectations.
1	The combo is unremarkable and falls short of current standards.
0	The combo is ineffective. It falls short of all standards and expectations.

## Presentation

➔ Presentation refers to the visual appeal of the video. This includes the camera quality, the angle setup, the aesthetic of the background surface, and the pen in contrast to the background. To a lesser extent, you may consider the hands and body. Presentation deals with the beautification of the non-PS related elements to supplement the combo. This criterion does **NOT** take into account the actual spinning or trick/linkage aesthetics. As such, the scoring distribution for presentation will be scaled accordingly.

Grade	Description
2	The presentation is aesthetic and does not obscure the actual spinning.
1	The presentation is decent and the spinning is largely visible. The spinner may go slightly off camera during the video.
0	The presentation inadequate and detrimental. The spinning is highly obscured.

### D. Compiling Results

Each judge must send their results to the organizer via email for compiling.

For the 1st round, each judge must provide a ranked list of all 8 spinners in each group and highlight the top 4. This is another reminder that the judges must include comments alongside their grades for each and every spinner. Based on the judging, a spinner's position in each list will be factored into averaged rankings.

The votes from every judge are then tallied. The number of times a spinner appears in a judge's list is also counted. At this stage, it does not matter if a spinner was ranked #1 or #4, all votes are equal. The top 4 spinners with the most votes of each group will advance. In case of tie, we count the number of first-rank votes for the tied spinners. If the tie persists, we count the number of second-rank votes and so forth.

For the knockout rounds (2nd round and beyond), each judge must submit their vote for the winner of each match they are evaluating supplemented by the scores and comments.

The winner of each match is the competitor who has collected the most votes. In case of tie, we count the sum of points given by the judges.

The votes from every judge will be revealed publicly.

# PENALTIES

Due to the professional nature of this competition, penalties will be enacted to ensure the quality of the tournament. Both spinners and judges of each community are expected to abide by the rules and regulations.

There will be a **three (3) strike system**. A violation from either a judge or a spinner will count as **one (1) strike**.

The following is a list of violations:

Communities:

1. Failure to pay the registration fees by the due date; the community/participant must forfeit the reserved slot(s). If issues arise from miscommunication or from an error on behalf of one of the community managers, the WT committee will mediate between all parties to resolve the situation.

Participants:

1. Unpardoned late submissions; opponent may waive the penalty if done in a timely manner
2. Cheating; this will result in automatic disqualification
3. Unpardoned time limit violation
4. Obvious trolling; it ruins the professionalism and integrity of the event

Judges:

1. Late Results
2. Incorrect scoring format

If a community earns 3 strikes, they will be reviewed after the tournament by the WT committee. The committee may decide to administer a yearlong community ban from world events, ban specific spinners for their misconduct from the next world events, or reduce the number of spots the community can request for the next WT.

Hopefully none of this will happen. Just follow the rules and stay positive!

## ~AWARDS~

**1<sup>st</sup> Place: \$100 USD**

**2<sup>nd</sup> Place: \$50 USD**

**3<sup>rd</sup> Place: \$25 USD**

**+other awards may be announced near the end of  
the tournament**

## **Tentative Schedule**

Each round, spinners will have **2 weeks** to film their videos. For the 1<sup>st</sup> round, judges will have **2 weeks** to submit their results. For later rounds, judges will have **1 week** to submit. Therefore the 1<sup>st</sup> round will take **4 weeks** while rounds afterwards will take **3 weeks**.

Deadlines are **subject to changes** and will be announced on the official website.

**July 30th, 2017 (30-7-2017):** Start of the 1st round. Groups will be revealed. (Payment Due)

**August 13th, 2017 (13-8-2017):** Deadline to submit 1st round videos.

**August 27th, 2017 (27-8-2017):** Results are revealed. Matchups for the 2nd round.

**September 10th, 2017 (10-9-2017):** Deadline to submit 2nd round videos.

**September 17th, 2017 (17-9-2017):** Results are revealed. Matchups for the 3rd round.

**October 1st, 2017 (01-10-2017):** Deadline to submit 3rd round videos.

**October 8th, 2017 (08-10-2017):** Results are revealed. Matchups for the 4th round.

**October 22nd, 2017 (22-10-2017):** Deadline to submit 4th round videos.

**October 29th, 2017 (29-10-2017):** Results are revealed. Matchups for the 5th round.

**November 12th, 2017 (12-11-2017):** Deadline to submit 5th round videos.

**November 19th, 2017 (19-11-2017):** Results are revealed. Matchups for the 6th round.

**December 3rd, 2017 (03-12-2017):** Deadline to submit 6th round videos.

**December 10th, 2017 (10-12-2017):** Results are revealed.