

# New York State Yoyo Contest 2025

## Rules and Judging System

### Pro 1A, 2A, 3A, 4A, 5A, Division Scoring

**Pro 1A-** This division is for the players who are more competitive or have competed in other yoyo contests. 1A yoyos are only allowed

**X-Divisions-** These divisions are designed for styles outside of the 1A Pro division. The 2A, 3A, 4A, and 5A divisions will all be scored separately and will crown their own champion. If you compete in multiple styles, we will give you ample time in the player order to prepare for the next division. Any style other than the division style will not be scored, only mistakes and major deductions will be counted.

**Tech-** 50% of the score. Clicks will be given in the [IYYF tech rules](#). Any repeating elements will not be counted as a click once they are performed. Difficulty of an element will be considered by judges and multi clicks will be awarded for elements with layered difficulty. The tech score will be averaged from the judges' clicks of the other competitors. The highest possible score is 50.

### Freestyle Evaluation

In general, evaluations are meant to promote players who put more thought into a well rounded freestyle and performance. All evaluations will be out of 10 points, with 5 categories making up 50% of the final score. The average player in a given evaluation category will receive a 5 (out of 10) score. Evaluations are given higher scores for successfully completed elements of a freestyle, not intent.

Risk- 10% of score. Players will be judged on the difficulty of tricks. The harder the trick, the higher the score. All types of risk will be considered as long as it pertains to the style of play. The highest possible score is 10.

Trick Diversity- 10% of the score. Players will be judged on the variety of tricks and types of elements used. The more diverse and unique the tricks are from each other, the higher the score. The highest possible score is 10.

Zoning- 10% of the score. This category will be judged on the use of space during the freestyle around their body, along with the stage. Players should consider an area where they can use a suitable amount of space for their freestyle. This will also include if the tricks being performed are in a manner which is easy to see. For example, using different parts of the stage to compliment the presentation of the trick. Additionally, doing tricks at varying spaces around and above the body. The highest possible score is 10.

Control- 10% of the score. Players will be judged on the cleanliness of their tricks, transitions, and control of the yoyo(s). This category is **not similar** to execution, which weighs the success rate of the tricks. This regards the control of the yoyo and smoothness of elements. The highest possible score is 10.

Musicality- 10% of the score. Players will be judged on their use of tricks cued to their music during the freestyle. Elements and yoyo specific movements that land on beats or specific cues of the song will increase this score. The highest possible score is 10.

*In the very unlikely event that a tie would occur, the higher of the Freestyle Evaluation score will break the tie.*

# Sport 1A Division Scoring

The Sport division is designed for all new players in the competitive field. This division will be only 1A, but we encourage you to compete in any of the non 1A pro divisions alongside. No tech will be used for this division. Players who have won any other competitions are highly encouraged to compete in the pro division.

All players will be judged on the following criteria:

Trick diversity (25%) - out of 25 points

Zoning (25%) - out of 25 points

Control (25%) - out of 25 points

Musicality (25%) - out of 25 points

Please refer to the Freestyle Evaluation for clear definitions of these criteria.

There are NO major deductions in this division :)

## **Duo's Division - Required elements:**

1. Both contestants must play the yo-yo at some point during the two minutes.
2. Players must interact in some way. (you don't want two players standing on stage, each doing their freestyle routine independently of the other.)

50 points Entertainment value\* – Judges base this score on how much they were entertained by the performance and the crowd's reaction.

30 points Uniqueness & Creativity (examples are: costumes, weird hats, stage props, stage sets, juggling, new tricks, props incorporated into the performance, use of other skill toys, dance, singing, skit performance, custom created music, magic, athletics, weird yo-yos, comedy lighting effects, body paint, etc.)

10 points Interaction (how interactive were the two players)

10 points skill elements (are the players skillful in their performance, or are there a lot of misses)

In case of a tie: Both tied duos will go on stage and throw a long sleeper while standing on one foot. If the sleeper stops or any player's lifted foot touches the ground, that team loses to the other team.

\*This is a very subjective score. Judges should consider crowd reaction/engagement as about 50% of this score. Keep in mind contestants can be very creative but, at the same time, not entertaining.

## **Deductions**

Stop (-1 point) Each time the yoyo stops spinning and the player needs to restart the spin or rewind the yoyo.

Switch Out (-3 points) Each time the yoyo is swapped out of the performance due to a malfunction in the yoyo. This does not count if the player is using two yoyos and then decides to use one yoyo after a specific time (soloham, double 5A). This also applies to any unwound yoyo at the end of the freestyle.

Snap/Yoyo Detach (-5 points) Any Yoyo during any style that comes apart, has its string break, or string snap will be counted as a 5-point deduction in any style.

# Freestyle Times and Seeding

Sport- 1-minute freestyle for all competitors (Any Style).

Pro 1A- 1-minute freestyle (Prelims) & 2-minute freestyle (Finals).  
Same rules for both rounds.

2A, 3A, 4A, 5A - 2-minute freestyle for all competitors.

Duo's - 2 minute routine for each team

## Rules

- Music must be appropriately cut to the time restrictions. A grace period of one second is permissible but any time over that will not be counted. (I.E. 1 minute 1 second)
- Sport 1A is only allowed for players who have not won a Yoyo contest before. If a player has won the sport 1A division before, they must compete in the pro division.
- Music should be PG-13. Try not to use songs with any swearing or foul language. Any questions regarding a song can be emailed to [newyorkyoyoclub@gmail.com](mailto:newyorkyoyoclub@gmail.com)
- The champion in the 1A-pro division will be seeded automatically to the finals in the next contest (Chandler Steele is seeded last to finals from 2024). The prelim qualifiers will be ordered reverse of the placings in the prelim round.
- The highest placing competitor from last year's New York State contest in non 1A pro divisions will go last in finals. The seeded players to the end of divisions are:
  - 2A - Takumi Segi
  - 3A - Colin Beckford
  - 4A - Ryan Connolly
  - 5A - Gabe Wurcel

# Results

- At the New York State Yoyo Contest, we believe in fully transparent scores. Within the following week of the contest, we will release the judge scores for each division, detailing raw clicks and evaluation scores from each judge. By doing so, we want to foster more integrity and less bias towards specific competitors.
- If there are any questions about a specific scoring criteria or rules, please feel free to reach out to head judge Ryan Connolly (@ryanc29 on Instagram, or ryanconnolly2001@gmail.com).