

MWWO Event Rules

Freestyle Jam Rules

- Single elimination event
- There will be separate events for single whip and double whip
- Competitors are divided into novice and advanced groups
 - The competitor can pick to be in novice or advanced, but if they have won anything in any whip cracking competition they will have to compete in the advanced division.
 - The host reserves the right to override the competitor's selection in order to provide fairer competition
 - Only winners of the advanced divisions will be eligible for the grand champion award
- Competitors have 1 min to show off, then the other person goes. Who goes first is decided with a coin toss
- Competitors are not allowed to engage with audience before the timer starts
- If the event of equipment failure - timer will not stop but the competitor can switch to a backup whip
- No additional props allowed, i.e. juggling, targeting.
- 3 judges, each have their one specific thing they are judging on
 - One judge is scoring on difficulty of tricks completed
 - One judge is scoring on quality of cracks (loud, no missed cracks)
 - One judge is scoring on entertainment quality
 - Judges use simultaneous show of hands to pick the winner

Judge 1: The "Technical" Judge (Difficulty)

Focus: What are they doing?

- **Transitions:** How do they get from one trick to the next? Look for "wraps" or "body flows" that connect cracks without stopping the momentum.
- **Complexity:** Are they performing "multi-crack" patterns or just single cracks?
- **Ambidexterity:** Are they using both hands effectively?
- **Innovation:** Did they do something you've never seen before?

Judge 2: The "Sonic" Judge (Quality of Crack)

Focus: How does it sound?

- **Consistency:** Is every crack sharp and "crisp"?
- **Rhythm:** If they are doing a volley or a fast routine, is the timing even? (Think of a drummer).

- **Volume:**
- **Cleanliness:** Scoring down for "ghost cracks" (where the whip moves but doesn't pop).

Judge 3: The "Performance" Judge (Entertainment)

Focus: How does it look to the crowd?

- **Stage Presence:** Do they have confidence? Are they moving around the space or standing like a statue?
- **Drops/Tangles:** Every time they drop a whip or tangle, the "illusion" is broken. Score down for resets.
- **Flow:** Does the routine have a beginning, a middle, and a big "finale"?
- **Style:** Does the competitor have a unique "flair" or "attitude" that makes them stand out?

Freestyle Grand Champion

- Only competitors in the advanced divisions are eligible for the Grand Champion Award
- Points are awarded as follows
 - 1st place 5 pts
 - 2nd place 4 pts
 - 3rd place 3 pts
 - Participant 1 pts
- In the event of a tie for GC, the tied competitors will have a best 2-3 jam format.
 - Jam 1 - double whip
 - Jam 2 - single whip
 - Jam 3 - coin toss will decide single or double whip

WHIP GAMES

General requirements for all the following events:

- Any style of single tail whip is permitted i.e. bullwhips, performance hybrids, stock whips, snake whips, etc.
- Minimum actual whip length of 6' (measured from heel knot to end of cracker)
- Max cracker length of 12". No chainsaw (multiple knotted) crackers.
- In the event of equipment failure the timer will not stop but the competitor can switch to a backup whip
- Competitor can have a moment to determine their distance from the targets before the time starts and can optionally mark that distance with an object

Tower Topple Rules

Goal: shortest time to topple the tower 5 times

- A minimum distance will be set from the target stand appropriate for 6' long whips to hit the target with the fall or cracker
 - Competitor is not allowed to touch or cross the line. If they do when the tower is toppled, the topple will not count.
- Time starts with "ready, set, go!"
 - Time will start with the tower set
 - Competitor is responsible for resetting the tower themselves
 - One minute max time limit
- Scoring
 - Tower has to be knocked over to rest on its side, making it wobble does not count.
- Winner is the person with the shortest time to topple the tower five times

Quick Draw

Goal: Cut the target before your opponent does

- Host will provide a T shaped target stand that will hold 2 targets at the same height
- A minimum distance will be set from the target stand appropriate for 6' long whips to hit the target with the fall or cracker.
 - Touching or crossing the line is a loss by DQ
- Targets will be single piece of pasta noodle
- Competitors will start by gripping the whip handle with at least one loop ½ way down thong, held at hip
- Judge will blow a whistle to indicate "Go"
- Competitors will try to be the first one to break their pasta noodle
 - The only permitted cracks will be Cattleman's crack and overhand flick
 - They can crack multiple times if needed
 - Pasta must be broken on the downward motion of the crack, not the upswing
 - Judge will decide which side hit their target first. If it's too close to call, the judge can call it a draw and they will try again until a winner can be identified

Obstacle Course

Goal: Complete as many of the stations as possible in the shortest amount of time

- Time starts with "ready, set, go!"
- The exact stations may vary on the day of the event but may include:
 - Overhead crack with one arm, behind the back pass pass or some sort of toss to the other hand and another overhead crack

- Straddle a bench & crack the whip, sit down & crack the whip, lay down & crack the whip
- Compass cracks - face the north do a crack, face the east do a crack, face the south etc
- Cut a pasta target
- Scarf grab - scarf will be loosely held in a stand. Competitor must use the whip to crack the scarf out of the holder. Catching the scarf in their hand will take 5 seconds of their final time
- Pop a balloon
- Contestants have five chances to complete each challenge or may simply “pass” on the station
- Results shall be recorded as number of stations completed and time.
- Winner is the most stations completed in the shortest time

Whip Making Competition

- **Divisions:** There will be two separate divisions: Leather and Synthetic.
- **Eligible Whips:** Any single-tail, cracking whip of any length may be entered.
- **Multiple Entries:** Multiple whips can be entered by the same person; however, a separate entry fee must be paid for each entry.
- **Recency:** All entries must have been completed within the 12 last months prior to the event date.
- **Maker Presence:** The maker does not need to be present to win. If an award is won by an absent maker, the person who entered the whip is responsible for delivering the award to them.
- **Maker Descriptions:** Entrants may submit an optional short paragraph describing the build and design for the judge(s). This description should be typed up, mounted on card stock, and attached to the handle of the whip. It **must not** include any information identifying the maker.
- **Blind Judging:** All entries will be assigned a number tag. The maker's name will not be revealed to the judges to help prevent favoritism.
- **Maker's Marks:** Any explicit maker's marks should be covered with painter's tape prior to entry. (It is understood that a judge may still recognize a maker's specific style or "hand.")
- **Scoring:** Judge(s) will score each whip from 1–50 in two categories:
 - **Overall Appearance:** Clean plaiting, intricacy of design, and color choices.
 - **Functionality:** How easily and effectively the whip cracks.
- **Awards:** 1st, 2nd, and 3rd place awards will be given to the highest summed scores in each division.