

New International Rules for Greenland Rolling Competition

I. – Ataasiakkaarluni Kinngusaqattaarnek – Individual Rolling

Rolls from the 35 competition maneuvers are divided into two separate events referred to as Entry Level rolls and Expert Level rolls.

Entry Level Rolls (aalisakkat class):

1. Innaqatsineq	Side Scull	2 pts
2. Palluussineq	Chest Scull	2 pts
3. Nalaasaarnek	Balance Brace	2 pts
4. Pakkalussatut	Butterfly Roll	2 pts
5. Kinnguffik paarlallugu nerfallaallugu	Standard Roll	2 pts
6. Pakassumillugu	Elbow Crook	3 pts
7. Siukkut pallortillugu masikkut	Storm Roll	3 pts
8. Kingumut naatillugu	Reverse Sweep	3 pts
9. Siukkut tunusumillugu	Behind Neck	4 pts
10. Kingukkut tunusumillugu	Reverse behind neck	4 pts
11. Paatip kallua tuermillugu illuinnarmik	Shotgun Roll	3 pts
12. Tallit paarlatsillugit paateqarluni masi.	Cross arm roll	5 pts
13. Nerfallartillugu Assakaaneq	Speed standard	1pt/roll
14. Norsamik nerfallaallugu	Norsaq layback	6 pts
15. Assamik nerfallaallugu	Hand layback	7 pts
16. Assak pegillugu nerfallaallugu	Fist layback	8 pts
17. Ujaqqamik tigummiserluni nerfallaallugu	Brick layback	9 pts

[Maximum score is 140 points assuming 5 speed rolls per side.]

Expert Level Rolls (puisit class):

18. Aariammillugu	Spine roll	3 pts
19. Kingup apummaatigut	Behind back roll	3 pts
20. Qiperuussineq paatit ammorluinnaq	Vertical sculling roll	4 pts
21. Masikkut aalatsineq	Deck sculling roll	4 pts
22. Isserfikkut aalatsineq	Back Deck sculling	5 pts
23. Qaannap ataatigut ipilaarlugu	Under Hull sculling	5 pts
24. Pallortillugu Assakaaneq	Speed Storm	1 pt/roll
25. Norsamik masikkut	Norsaq front to front	6 pts
26. Norsamik kingukkut	Norsaq back to front	6 pts
27. Assamik masikkut	Hand front to front	7 pts
28. Assamik kingukkut	Hand back to front	7 pts
29. Assak pegillugu masikkut	Fist front to front	8 pts
30. Assak pegillugu kingukkut	Fist back to front	8 pts
31. Ujaqqamik tigummerserluni masikkut	Brick front to front	9 pts
32. Ujaqqamik tigumme rserluni kingukkut	Brick back to front	9 pts
33. Ikusaannarmik pukusuk patillugu	Elbow	10 pts
34. Tallit paarlatsillugit timaannarmik	Strait Jacket	11 pts
35. Pusilluni paarnek	Paddling upside down	1pt/m

[Maximum score=240 points w/ 5 speed rolls/side & 20 meters upside down.]

1. Qaannat Kattuffiat rules apply with the following modifications:

- a. The judge will call out the Greenlandic names of the maneuvers to be performed and may then give the English translation if the competitor requests it. Alternatively the competitor may move ahead to the next listed roll without waiting for the judge to call it out.
 - b. Both the time remaining and the accumulated point total will be displayed in real time in such a way that the competitor can view them.
 - c. The time limit for Entry Level rolling (aalisakkat class) is 10 minutes.
 - d. The time limit for Expert Level rolling (puisit class) is 10 minutes.
 - e. For the fist and brick rolls, the competitor is responsible for paddling to wherever these items are located (a dock, assist boat, or floating platform) to get them. The clock does not stop during this time.
 - f. **Second try procedure:** If the first try for any given roll fails the competitor may try again but in doing so forfeits the opportunity to attempt that roll on the opposite side. In other words there are two attempts allowed per roll. The competitor can use one to roll on the left side and the other to roll on the right, or the competitor can use both to get two tries on one side.
2. Scoring – Instead of 1st 2nd and 3rd place titles, competitors are grouped according to their scores:
- a. Entry Level (aalisakkat class): 10 to 49 points = ammassat division.
 - b. Entry Level (aalisakkat class): 50 to 99 points = kapisilik division.
 - c. Entry Level (aalisakkat class): 100 pts or higher = eqalussuaq division.
 - d. Expert Level (puisit class): 50 to 99 points = aataaq division.
 - e. Expert Level (puisit class): 100 to 199 points = natersuaq division.
 - f. Expert Level (puisit class): 200 pts or higher and 138 points in Entry Level (aalisakkat class) = aaveq division.

II. - Iligiikkaarluni Kinngusaqattaarnek – Team Rolling

1. Teams

- a. A team consists of three people.
- b. Every team must have at least one female member.
- c. A team is not allowed to have more than one member who competes in the Expert Level (puisit class) event.
- d. A team is not allowed to have more than two members who have scored 100 points or more (eqalussuaq division) in the Entry Level (aalisakkat class) competition in a previous tournament.
- e. Every competitor in the team event must have participated in one of the individual events.

2. Equipment and Exercises

- a. Rolls from both the Entry and Expert Level lists are used.

- b. There is a second chance allowed under the following conditions: If a roll was completed but done poorly as determined by the judge, the judge may indicate why it was unsatisfactory and ask that the roll be repeated to clarify whether or not the competitor is able to do it properly. But if the first attempt is an actual failure, i.e. the competitor lost the proper orientation before recovering, there is no second attempt allowed.

3. Match procedure

- a. To start the match two teams must have all three of their members in their kayaks and on the water.
- b. By random selection one team (team A) goes first and sends one designated member into the judging area. That competitor does a single maneuver on one side starting with #5 Kinnguffik paarlallugu nerfallaallugu, the standard roll.
- c. Team B sends a member of their choosing into the judging area who must duplicate the maneuver done by the member of team A. If done correctly, the member of Team B then tries another roll from the list, which must be duplicated by the member of Team A. The two competitors continue alternating.
- d. After the first roll anything on either the Entry or Expert Level list is permissible, in any order. Repeating rolls previously done is also okay.
- e. No distinction is made between left and right. A roll done on the left or may be followed by the opposing competitor doing it on the right side.
- f. When an attempt fails, both competitors are eliminated from further competing and the team that completed the last move successfully wins that pairing. Team B (the team that did not go first) must then send in one of their remaining members who again starts with #5 Kinnguffik paarlallugu nerfallaallugu. Then the opposing team sends in one of their remaining teammates and the second pairing begins. Team A goes first in the third pairing.

5. Winning the match

- a. The team that wins two of the three pairings wins the match.
- b. If one team wins the first two pairings it is not necessary to continue with the third.

6. Additional rules

- a. Each time a competitor introduces a roll or maneuver, he or she must state the Greenlandic name of it to the judge. Other teammates are allowed to help them remember the correct words. If the maneuver performed is different than what was stated, the competitor loses the pairing.

- b. When a pairing starts, the opposing team does not have to select who will participate until after the other competitor completes #5 Kinnguffik paarlallugu nerfallaallugu, the standard roll.
- c. If the competitor who first attempts a given move fails, he or she loses that pairing. If it is the first move of the pairing (#5 Kinnguffik paarlallugu nerfallaallugu, the standard roll) then the opposing team will have an extra person to choose from in any remaining pairings.
- d. There is no restriction on the order in which teammates participate in the three pairings. The strongest or weakest can be chosen first, second or last, but no one can be used more than once.
- e. For the speed rolling maneuver, doing less than three in ten seconds will be considered a failed attempt. To match a challenge of 4 or more speed rolls, it is only necessary to do one roll less than the opponent has done.
- f. Whenever a roll worth nine points or more (excluding #'s 13 & 24 assakaaneq speed rolls and #35 pusilluni paarneq, paddling upside down) is selected and done successfully by both competitors, rolls or maneuvers that are not on the list then become eligible. For clarification the judge may ask that such a roll be repeated and/or explained. If it is deemed safe to do, successfully completed, and within the bounds of Kinngusaqattaarneq, the opposing team member must try to duplicate it, and thereafter either competitor may use non-listed rolls as the pairing continues. If the judge disqualifies the roll for any of the above reasons, the competitor must try something else.

III. Rolling Tournaments

1. A rolling tournament consists of 3 competitions: Entry Level rolling, Expert Level rolling, and team rolling, in that order.
2. The ranking of all competitors is calculated by adding the weighted value of their results in each event with 1st place = 21 pts, 2nd place = 18 pts, 3rd place = 15 pts, 4th=12 pts, 5th=9 pts, 6th=8 pts, 7th=7 pts, 8th=6 pts, 9th=5 pts, 10th=4 pts, 11th=3 pts, 12th=2 pts, and 13th=1 point.
3. Team results are likewise calculated with each of the three team members receiving 21 points for first place, 18 points for second place, and so forth.
4. **The team with the highest combined total of its top two members wins the tournament as a team. All three team members share the title and any prize.**