

# FREESTYLE NOW – BEENLEIGH BMX COMPETITION 29<sup>TH</sup> AUGUST 2015

## Competition categories, competition format, judging criteria

### ENTRY FEE

Pro level entry fee \$40 (per discipline) (skatepark or mini ramp)

Am level entry fee \$20 (per discipline) (skatepark or mini ramp)

Under 13 entry fee \$10 (skatepark only)

Pro - Prize money plus trophies (prize money will be determined on how many entrants)

Am – prizes plus trophies

Under 13 - prizes plus trophies

### Skatepark competition

#### Judging criteria – Competition format

Each competitor will get two 60 second runs

Three judges will judge according judging criteria.

Each run will be scored using the judging criteria.

The total of the two runs will be added together by each judge.

The total scores from the three judges are then added together to determine the total score for each competitor.

Highest points wins.

There will be three judges who will use their own discretion when marking scores. Each judge will be able to give a maximum score of 60 points for one run. Points will be added between all three judges to determine the final score. Judges will not need to explain their scores with competitors as the judge's decision is final.

**Difficulty** - Best score possible from one judge - 20 points

Definition - Tricks that are difficult to execute , Technical tricks ' Difficult lines within the park , Large gaps or high airs will also be taken into account

A run consisting of difficult tricks and lines will earn you higher points. The more difficult the tricks and lines in a run the higher the score

**Diversity** - Best score possible from one judge - 20 points

Definition - A run consisting of various types of tricks (grinds, stalls and airs) , Using the park to its full capability (tricking on as many obstacles as you can) , Using the park in ways that other competitors are not (original lines through the park or tricking parts of the park that no one is tricking.)

The more varied the run and the more obstacles ridden the higher the score.

**Consistency** - Best score possible from one judge - 20 points

Definition - A run that has been done without any feet touching by mistake or crashes , Tricks done but not pulled smooth will also come into account with consistency points , The less touches or crashes and the smoother the run the higher the score the competitor will receive.

A flawless run will receive higher points. Judges will be looking at how consistent the tricks are (including slipped feet, hands or balking on a trick). This also includes how smooth the trick is.

### Mini ramp battle jam competition

Competition will be a battle jam consisting of 4 - 6 rounds. (Depending on number of entrants)

Competitors will gradually be dropped out as the judges decide who is not standing out and keeping in form in the battle jam. (Basically staying rad during the jam).

This procedure will follow until the winner is determined.

Competitors will take turns on the ramp in a determined order.

After the first round a determined number of competitors (depending on competition numbers) will be dropped out and given a placing.

The remaindering number of competitors will get to roll on the ramp again in the next round.

At the end of each round a determined number of competitors (depending on competition numbers) will be dropped out and given a placing.

The remaindering number of competitors will get to roll on the ramp again in the next round.

This will continue until the final round

The final round is hope to have top 3 – 5 riders where the final placing will be determined

**\*\*\*Competition entry fees go towards competition managements and pro class prize money\*\*\***