

Competition categories and format for both bmx and skateboard

Skatepark competition

- Beginner/novice – each competitor will get 2 x 1 minute runs on the full skatepark course. Winners will be determined by an accumulation of points. There will be no finals and competitors win prizes and trophies
- Expert/pro – each competitor will get 2 x 1 minute runs on the full skatepark course. The top 6 will be determined by an accumulation of points and they will go into a battle format final where the top 5 will share in \$1000 prize money.

Halfpipe competition (Expert/pro only)

- Competition will be a battle jam. Competitors will gradually be dropped out as the judges see fit. This procedure will follow until the winner is determined. The top 5 will share in \$1000 prize money.

Expert/pro prize money break down - \$4000 total purse

Skateboard Park – 1st \$500 – 2nd \$250 – 3rd \$150 – 4th \$50 – 5th \$50 – total prize purse \$1000

Skateboard Halfpipe – 1st \$500 – 2nd \$250 – 3rd \$150 – 4th \$50 – 5th \$50 – total prize purse \$1000

Bmx Park – 1st \$500 – 2nd \$250 – 3rd \$150 – 4th \$50 – 5th \$50 – total prize purse \$1000

Bmx Halfpipe – 1st \$500 – 2nd \$250 – 3rd \$150 – 4th \$50 – 5th \$50 – total prize purse \$1000

Judging criteria and format

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 50 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.

Consistency – Best score possible 10 points

- Definition: A run that has been done without any feet touching by mistake or crashes. The less touches or crashes the higher the score

Diversity – Best score possible 10 points

- Definition: A run consisting of a mixture of different tricks and park usage. The more diverse the run and the more of the skatepark used the better your score.

Coping tricks – Best score possible 10 points

- Definition: Any type of trick that is done on the coping, deck or platform of an obstacle where the rider reentries. This includes rails, ledges and ramps. {example tail taps, grinds, manuals}

Technical tricks – Best score possible 10 points

- Definition: Any type of trick that is technical in composition. The more technical tricks that are done in a run the higher the score.

Airs – Best score possible 10 points

- Definition: Any tricks that are done whilst in the air including ramps, jumps and hops. The harder the tricks that are done the higher the score.

Battle finals format

The top 6 competitors will be placed in a battle format final. This gives the opportunity for competitors to go head to head with each other finalist in a format that will allow 6th place to get the opportunity to take on 1st place. The qualifier runs will determine the battle order.

Round 1

6th place will get to take on 5th place with alternating two 45 second runs each. The winner will be voted by the judges. The winner from this round will get to battle against the 4th place finalist. The competitor who is knocked out from this round will then get to vote in the next round of battles and has place 6th in the competition

Round 2

The winner from round 1 will now get to take on the 4th place finalist. Each competitor will get two alternating 45 second runs. The winner will be voted by the judges including the knocked out competitor from round 1. The winner from this round will get to battle against the 3rd place finalist. The competitor who is knocked out from this round will then get to vote in the next round of battles and will have placed 5th in the competition.

Round 3

The winner from round 3 will now get to take on the 3rd place finalist. Each competitor will get two alternating 45 second runs. The winner will be voted by the judges including the knocked out competitors from round 1 and 2. The winner from this round will get to battle against the 2nd place finalist. The competitor who is knocked out from this round will then get to vote in the next round of battles and will have placed 4th in the competition.

Round 4

The winner from round 3 will now get to take on the 2nd place finalist. Each competitor will get two alternating 45 second runs. The winner will be voted by the judges including the knocked out competitors from round 1, 2 and 3. The winner from this round will get to battle against the 1st place finalist. The competitor who is knocked out from this round will then get to vote in the next round of battles and will have placed 3rd in the competition.

Round 5 – Final battle to determine 1st and 2nd

The winner from round 4 will now get to take on the 1st place finalist. Each competitor will get two alternating 45 second runs. The winner will be voted by the judges including the knocked out competitors from round 1, 2, 3 and 4. The judge's votes will be counted and 1st and 2nd place will be announced at presentations.

Times and schedule

Saturday 12th March – skateboard competition

10:30 – 11:30 – Round 1 of park course skateboard competition – two classes – beginner /novice & expert/pro

12:15 – 1:15 – Round 2 of park course skateboard competition – two classes – beginner /novice & expert/pro

1:15 – 1:45 – Battle format finals for skateboard expert/pro class

2:00 – 3:00 – Mini vert ramp skateboard battle competition

Sunday 13th March – bmx competition

10:30 – 11:30 – Round 1 of park course bmx competition – two classes – beginner /novice & expert/pro

12:15 – 1:15 – Round 2 of park course bmx competition – two classes – beginner /novice & expert/pro

1:15 – 1:45 – Battle format finals for bmx expert/pro class

2:15 – 3:15 – Mini vert ramp bmx battle competition