

FREESTYLE NOW SKATEPARK COMPETITION JUDGING CRITERIA AND COMPETITION FORMAT

JUDGING CRITERIA

- **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
- **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

COMPETITION FORMAT

- Three judges will judge according to the above criteria.
- Each competitor will get two 60 second runs.
- Each run will be scored using the above 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.