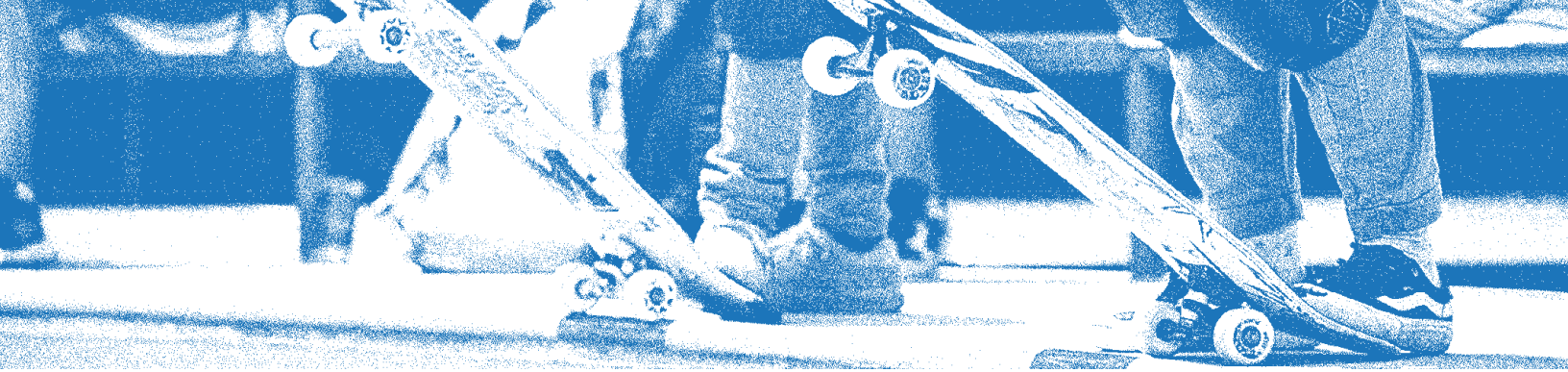




UNDERSTANDING SKATEBOARD JUDGING

A Simplified Guide

A Simplified Guide



Introduction

World Skate official's responsibility is to ensure that World Skate sanctioned Skateboarding competitions run efficiently and fairly for all competitors. Judges are responsible for the safe conduct and accurate judging of all events.

World Skate judging criteria has been created to foster the continual progression of the sport, while highlighting the importance of creativity and originality of skateboarding in a competition environment.

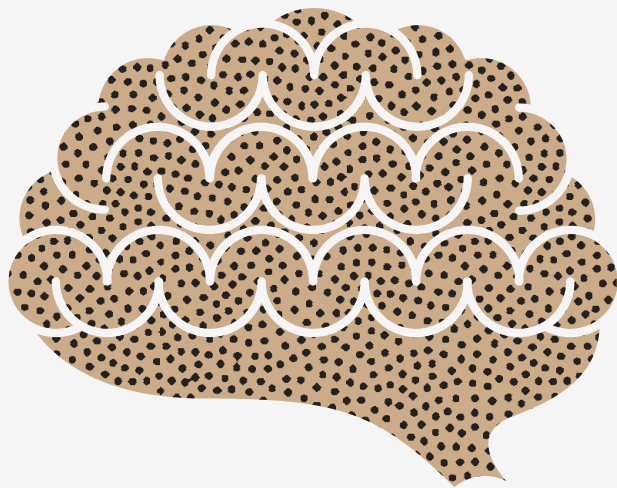
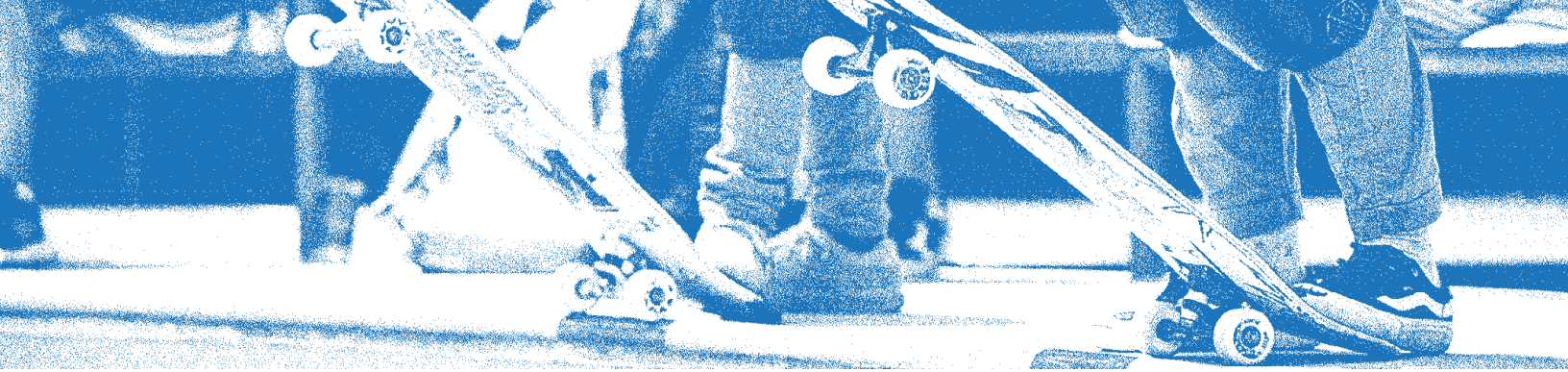
Judging Skateboarding doesn't exist to standardize or create a definition of what is considered good skateboarding; it is strictly a tool to rank the performance of skateboarders against each other within any given competition.

The goal of this handbook is to provide judging guidelines for all World Skate sanctioned events and to educate on the best ways to be an effective and efficient Skateboarding judge. This handbook is a work in progress; it will evolve and change to better accommodate competitive skateboarding and the athletes.

Ethics and Code of Conduct

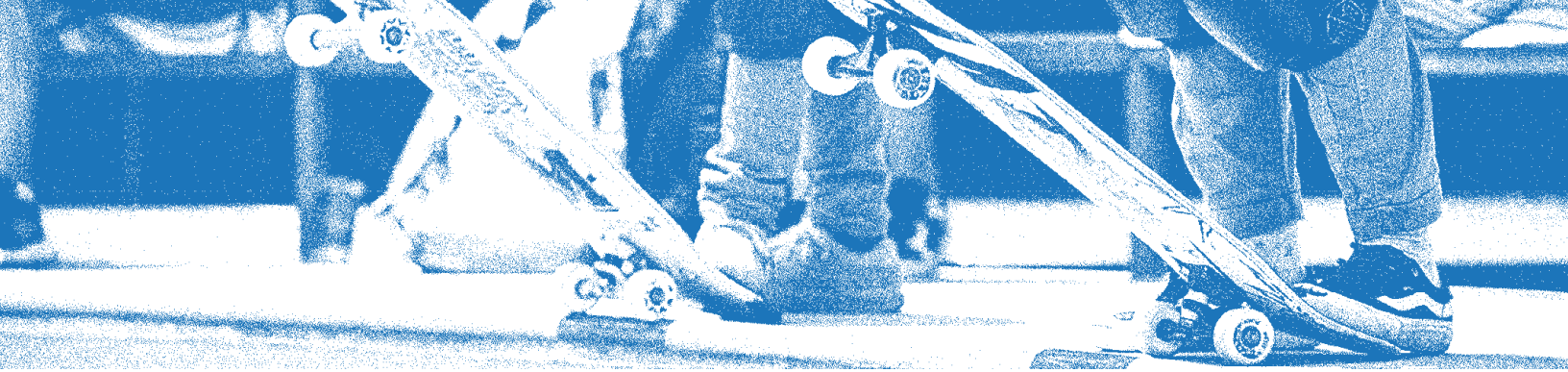
World Skate judges must abide and follow the "Code of Conduct" which can be found [here](#).





Skateboarding Common Sense

Having a high level of “Skateboarding Common Sense” is mandatory for anyone wanting to become a competitive Skateboarding judge. Skateboarding common sense is a comprehensive understanding of the mechanics of every skateboard maneuver and their constantly evolving significance throughout the history of the sport. Skateboarding common sense is something that comes from years of active personal experience, participating, discussing, and watching all aspects of Skateboarding and the culture associated with it. When ranking Skateboarding performances within the field of the current global Skateboard community, a judge with a high level of Skateboarding common sense will be able to impartially distinguish and evaluate trick difficulty, complexity of lines, historical references, traditional backgrounds, and the multiple ways of Skateboarding on any given terrain.



Judging Panel

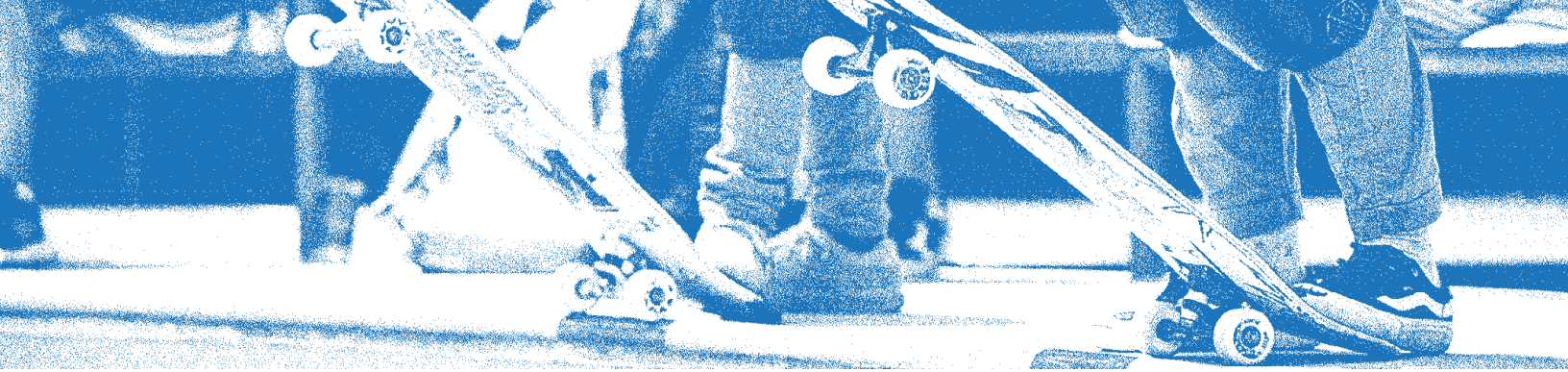
The Judging Panel is appointed by World Skate and sourced among the World Skate International Skateboarding Judges; listing 5 Judges and 1 Head Judge.

- Head judge: is the highest authority in the judging panel.
 - The head judge enforces compliance with competition regulations and defers to the TD for any disqualification issues.
 - The head judge provides a final and official statement on the following matters:
 - Landed versus bailed tricks, runs and jams.
 - Timing related validity of tricks.
- Judges: evaluate athlete performances to determine the event's final rankings, as by World Skate Judging Criteria.

Minimum Requirements to be a Judge

- A Skateboard judge must have had personal skateboard experience. Persons without any personal experience of skateboarding are not eligible to become a skateboard judge at any World Skate sanctioned events.
- A Skateboard judge must contain a high level of "Skateboarding Common Sense". They must have a deep knowledge and understanding of all skateboard tricks along with their mechanics, and their difficulty. This does not mean that a Skateboard judge is required to execute all tricks personally, but he/she must be able to tell the difference between them and fairly gauge their difficulty.
- A skateboard judge on the international level must be able to communicate well in English with their fellow judging colleagues and all other members of the event organization.
- World Skate judges must be at least 18 years of age.

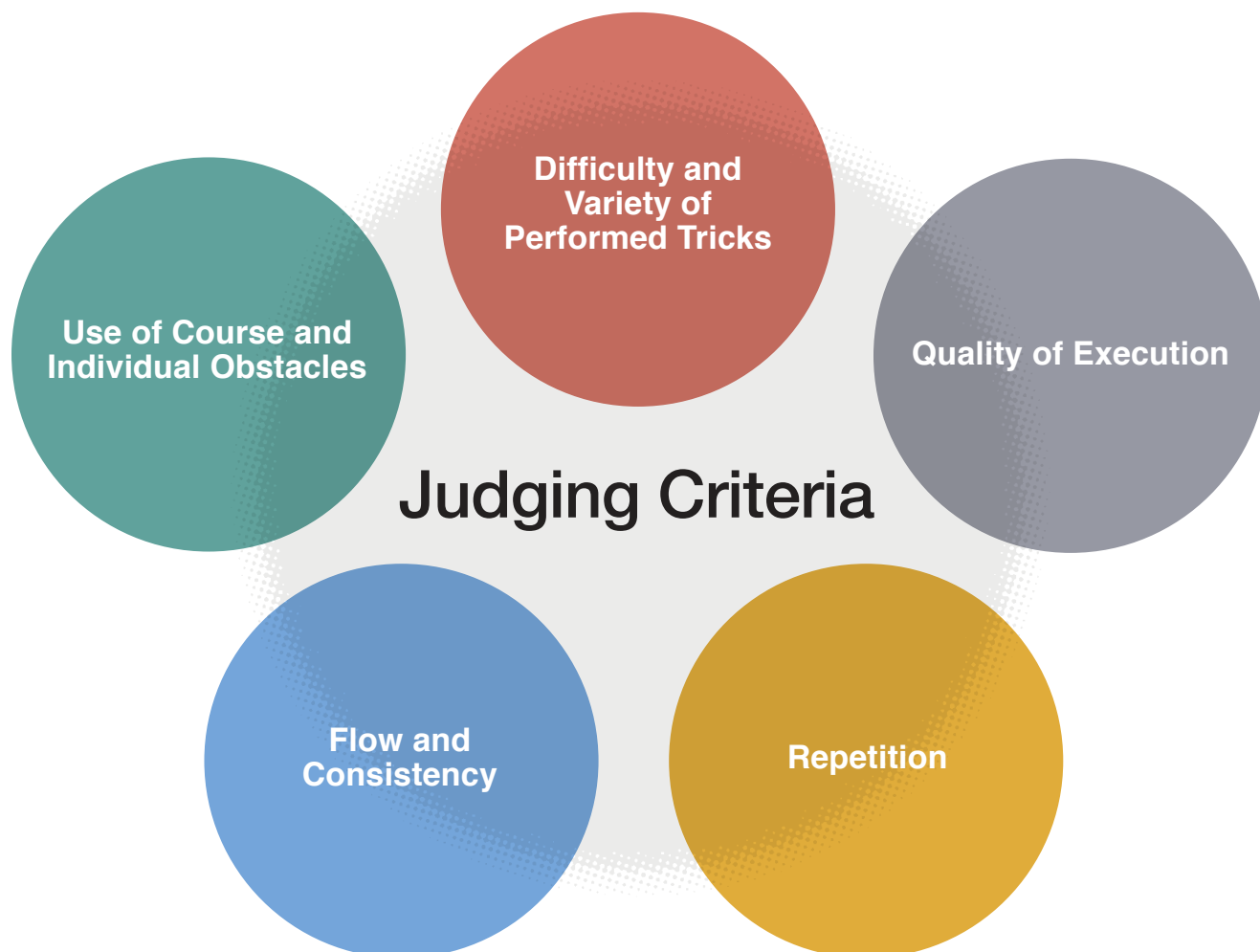


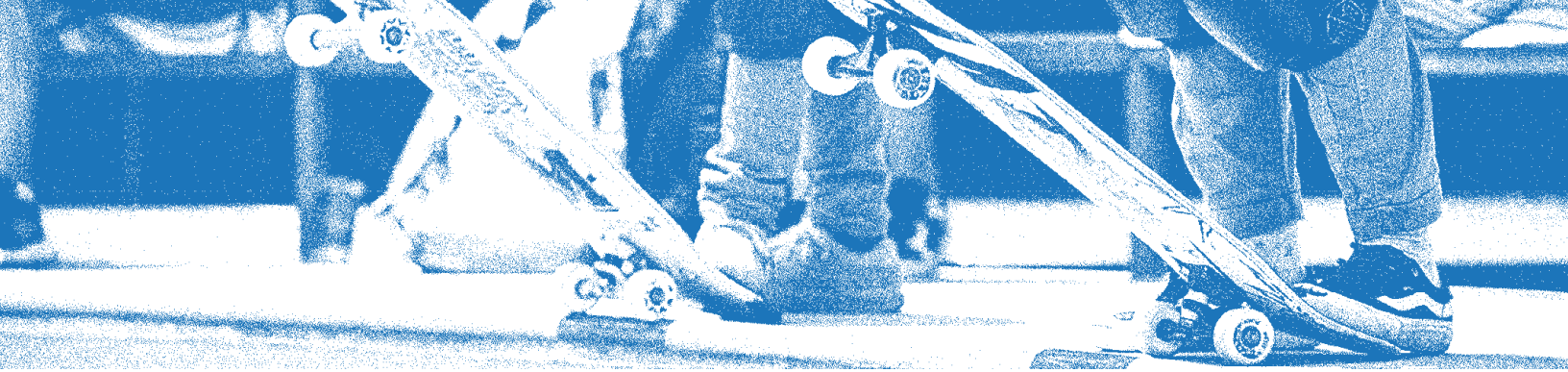


Overall Impression

Overall Impression is a way to evaluate an entire performance, with all elements of the judging criteria combined, but not placing a major emphasis on any one single facet. The rationale for utilizing the “Overall Impression” judging system is to judge more effectively by taking the whole performance into consideration, rather than a specific criteria area.

Judging Criteria





Judging Criteria Breakdown

Many factors are in place to assist judges in determining the rankings throughout a competition. The judging panel will use the criteria listed below to formulate a single score of an athlete's performance, within the parameters of the competition. The score of an athlete's performance is then used to compare his/her performance against other athlete performances within that competition round only. Scoring must therefore be judged and measured by the same criteria at all times.

1. Difficulty and Variety of performed tricks

- Obstacle selection
- Trick selection
- Originality and innovation (in runs, jams, and individual trick attempts)

2. Execution

- Quality of trick execution (pre and post landing)
- Style of execution
 - Fluidity, power, aggression (as a subjective criterion)
 - Speed / overall velocity (as an objective criterion)
 - Height / distance (as an objective criterion)
 - Quality of landing (as an objective criterion)

3. Use of course and featured obstacles

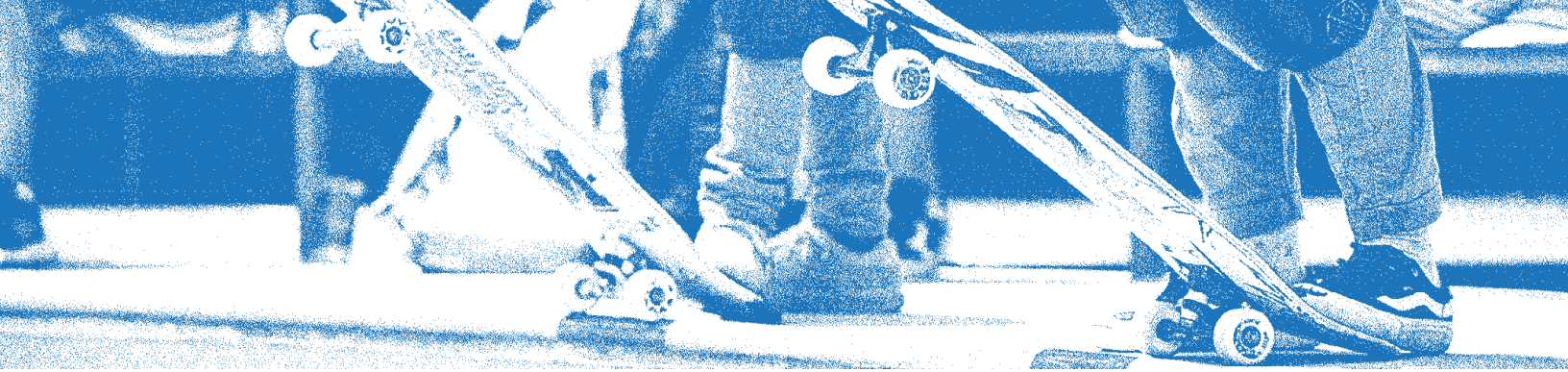
- Quantity of tricks performed in runs or jam sessions
 - More tricks are typically better, but a higher number of tricks will not necessarily result in a higher point evaluation. The values of difficulty and execution are more decisive in formulating an overall impression and score.
- Variety of obstacles used
- Connecting tricks in lines

4. Flow and Consistency (in run and jam sessions)

- While flow and consistency are key factors in any high-level skateboarding performance, both alone will not be enough to win a competition. The values of difficulty, execution, and the use of course and obstacles are critical in formulating the overall impression and score.

5. Repetition (in runs, jams, and especially in individual trick attempts)

- Trick selection, variety, and originality are the main virtues in an athlete's performance, together with the original form of a tricks use on the specific course or any individual obstacle. Repetition of tricks or trick components, on the other hand, lack of variety and originality and could result in a lower overall impression and resulting scores.
- Repetition of tricks or their components is strongly discouraged for the individual trick attempts in the Olympic Street Format and is subject to World Skate Competition Rules.



Definition Of A Landed Trick

We define landing as the completion of a trick with 4 wheels touching the riding surface and the athlete being in control of their skateboard. Characteristics of a landed trick:

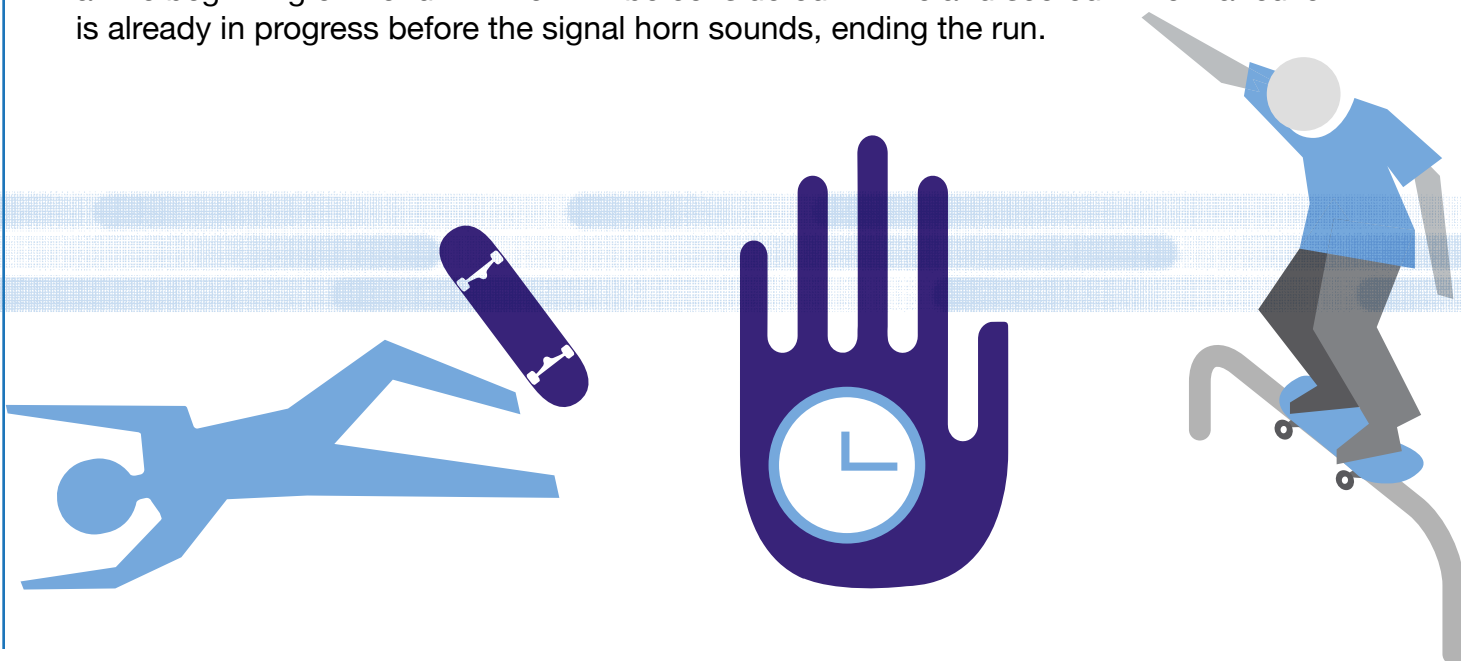
- Both feet must be on the board and not touching the riding surface, even partially, with body weight on them.
- Hands can touch the ground as long as they are not the exclusive means by which the athlete stays on the board.
- A well-executed landing happens when a trick is completed (executed) with full control of the board and athletes' body. Both feet are firmly positioned on the board in a secure stance and hands did not touch the ground. Well executed landings may score higher than tricks not executed with full control.

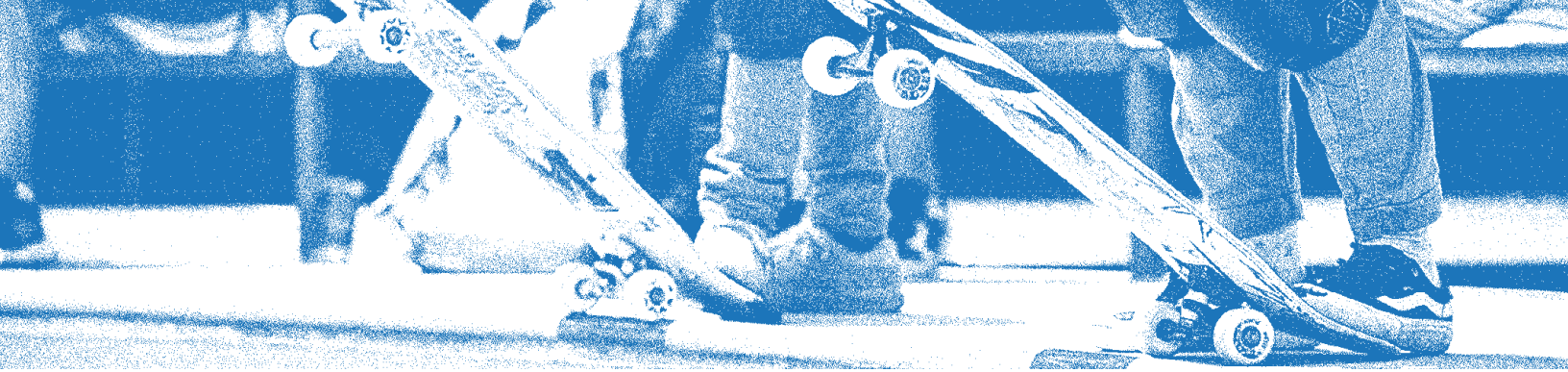
Definition of a Bail

The definition of a bail is a trick that is not landed. Bails are at the sole discretion of the head judge. Bailed tricks are scored as a "0" in the trick section. Bails during the run section will be factored into the overall score of the run. Putting a foot down on the ground is always a bail. Dragging toes or putting hands down will be scored as a make if momentum is maintained and carried forward.

Timekeeping

For all run and trick attempts, athletes have five seconds to begin after the course manager's signal. The clock is triggered by the timekeeper when the athlete places both feet on their board at the beginning of the run. A trick will be considered in time and scored if the maneuver is already in progress before the signal horn sounds, ending the run.





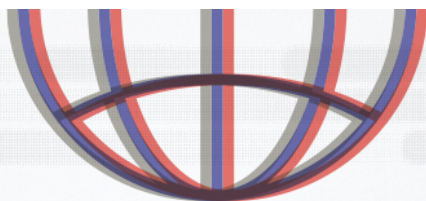
Computation of Scores

Every Skateboard judge must understand the importance of their respected scores given out during any competition. For every World Skate sanctioned event 5 total judges are used to input scores and a head judge oversees the entire judging panel. After an athletes' performance each judge will submit a number-based score to evaluate that performance within that current competition round.

Both the highest and lowest scores submitted will get “dropped” and will not count, the remaining three scores are then added together, and the total sum is averaged to provide the final score.

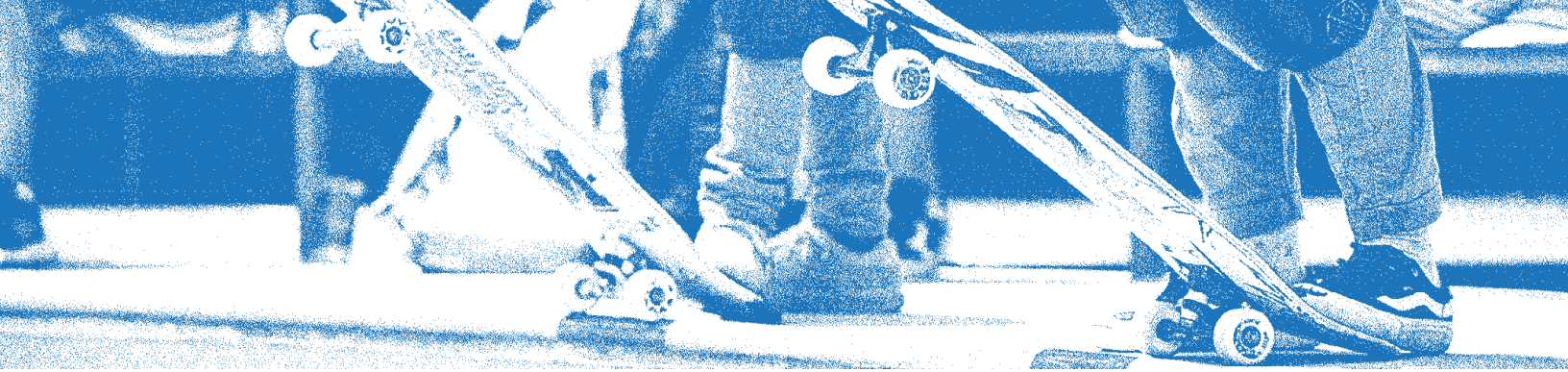
It is very important that judges use the full scale and are not afraid to give high scores to good performances and low scores to bad performances. Qualified judges should be aware of the global level of current Skateboarding and judge each athlete fairly against that benchmark.

Even though the score of every single athlete is extremely important, the ranking which they receive is the most important factor. Experienced judges can adjust their scoring scale to the current competition to assure the correct ranking is achieved. Due to the nature and complexity of skateboarding, it is critical that pre-set numerical values are never appointed to tricks or runs. Skateboarding can't be measured or quantified based on pre-set criteria as it is in other traditional sports.



Computation of Scores

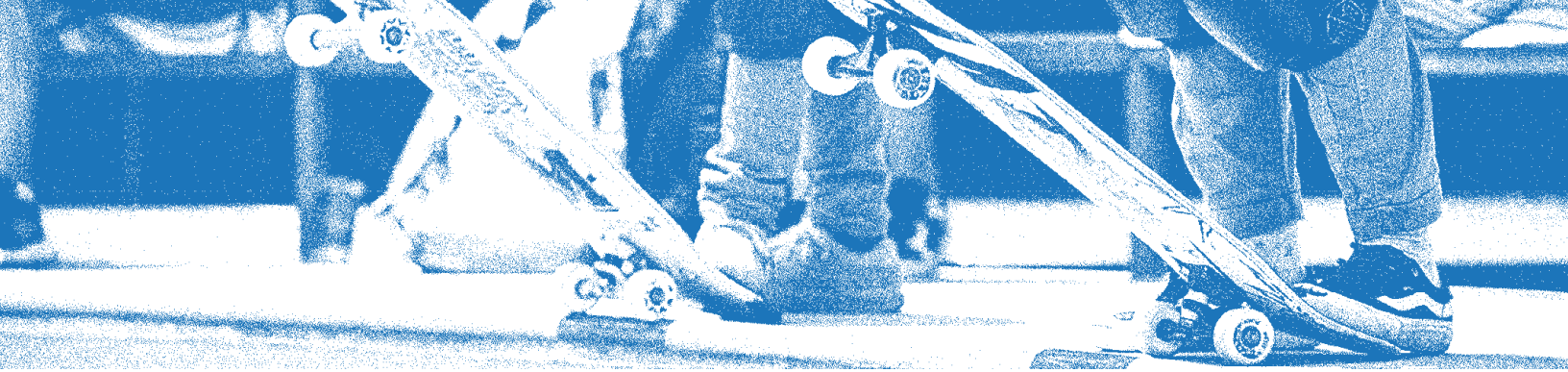




Judging Process Description

- Communication
 - Communication between judges is necessary to ensure that all information is taken into consideration and account for the most accurate evaluation of the athletes' performance.
- Observation of run or trick attempt
 - Observing the entire performance by the judging panel, in real time, as it is being performed.
- Notation
 - In a competition environment the judging panel will take notes to provide a detailed recap of every performance.
- Analysis
 - The judging panel will analyze the performance and compare it to every other performance within that competition round.
- Scoring
 - The judging panel will submit scores based on the judging criteria that is used to evaluate performances.
 - Each judge will issue a score based on the overall impression of that performance.
- Validation
 - Every score is evaluated by the head judge to make sure the judging panel is aligned.
 - The head judge can then finalize the inputted scores.
- Confirmation
 - This occurs once the head judge has finalized the inputted scores.
- Public display of score
 - After scores are finalized, they are published for all athletes, coaches, and the general public to view.





Park and Non-Olympic Street Scoring Scale

Park and Non-Olympic street scoring is based on a 0-100 point range. Two decimal numbers are allowed. 100 is the highest score an athlete can achieve for their Skateboard performance.

We will use the following scale guidelines to make these classifications clearer and more understandable. Please note that we are not stating any named or categorized tricks in order to prevent their firm evaluation.

Levels of Criteria	Point Range
No Trick Tried or Landed	0
Low Levels of Criteria Met	0.01–49.99
Medium Levels of Criteria Met	50.00–79.99
High Levels of Criteria Met	80.00–100



DNS (DID NOT START):

- Did Not Start is used to refer to athletes that completed a competition check-in, but later did not skate any of the competition runs, jam sessions, and/or trick attempts. DNS athletes are normally ranked at the bottom of the competition round in which they refused or were unable to skate.

0.00 (ZERO NON-MAKE):

- Zero points (0) can be given to an athlete who did not attempt, nor make any skateboard tricks during their performance.

0.01-49.99 Scoring Range:

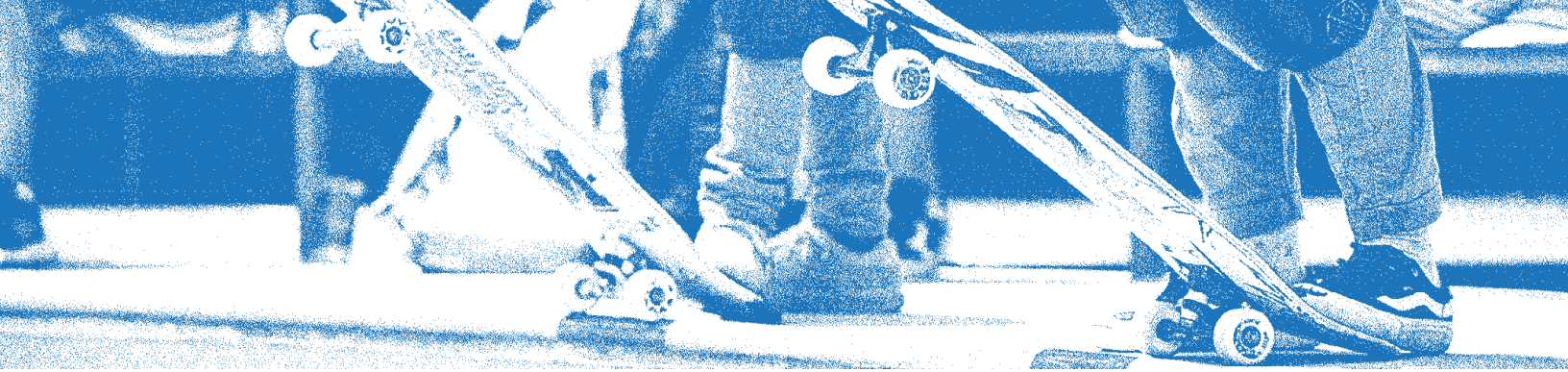
- This point range may be used for scoring low levels of Skateboarding within a competition round. Doing basic tricks, lacking in originality, style, flow, and use of course or simply having too many bails may result in scores within this point range.

50.00-79.99 Scoring Range:

- This point range may be used for scoring average to above average levels of Skateboarding within a competition round. More difficult tricks performed with better style, fewer bails, and a wider use of the course may result in scores within the point range.

80.00-100.00 Scoring Range:

- This point range may be used for scoring very good to amazing levels of Skateboarding within a competition round. The most difficult tricks with few or zero bails performed with great style, originality, and on the most difficult obstacles may result in scores within this point range.



Olympic Format-Street Scoring Scale: 2/5/4

Olympic street scoring is based on a 0-10 point range. Two decimal numbers are allowed. 10 is the highest score an athlete can achieve for their skateboard performance.

In the 2/5/4 format, athletes perform 2 runs of 45 seconds each, followed by 5 single trick attempts. The Top 4 scores from all 7 attempts are added for the final overall score.

We will use the following scale guidelines to make these classifications clearer and more understandable. Please note that we are not stating any named or categorized tricks in order to prevent their firm evaluation

Levels of Criteria	Point Range
No Trick Tried or Landed	0
Low Levels of Criteria Met	0.01–4.99
Medium Levels of Criteria Met	5.00–7.99
High Levels of Criteria Met	8.00–10



DNS (DID NOT START):

- Did Not Start is used to refer to athletes that completed a competition check-in, but later did not skate any of the competition runs, jam sessions, and/or trick attempts. DNS athletes are normally ranked at the bottom of the competition round in which they refused or were unable to skate.

0.00 (ZERO NON-MAKE):

- Zero points (0) can be given to an athlete who did not attempt, nor make any skateboard tricks during their performance.

0.01-4.99 Scoring Range:

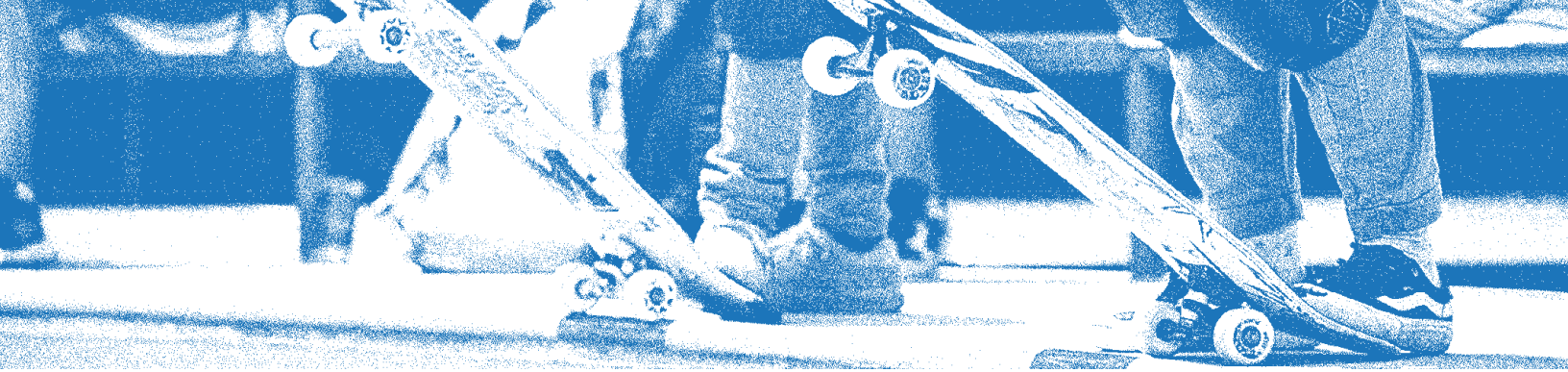
- This point range may be used for scoring low levels of Skateboarding within a competition round. Doing basic tricks, lacking in originality, style, flow, limited use of course or simply having too many bails may result in scores within this point range.

5.00-7.99 Scoring Range:

- This point range may be used for scoring average to above average levels of Skateboarding within a competition round. More difficult tricks performed with better style, fewer bails, and a wider use of the course may result in scores within the point range.

8.00-10.00 Scoring Range:

- This point range may be used for scoring very good to amazing levels of Skateboarding within a competition round. The most difficult tricks with few or zero bails performed with great style, originality, and on the most difficult obstacles may result in scores within this point range.



Breaking Ties:

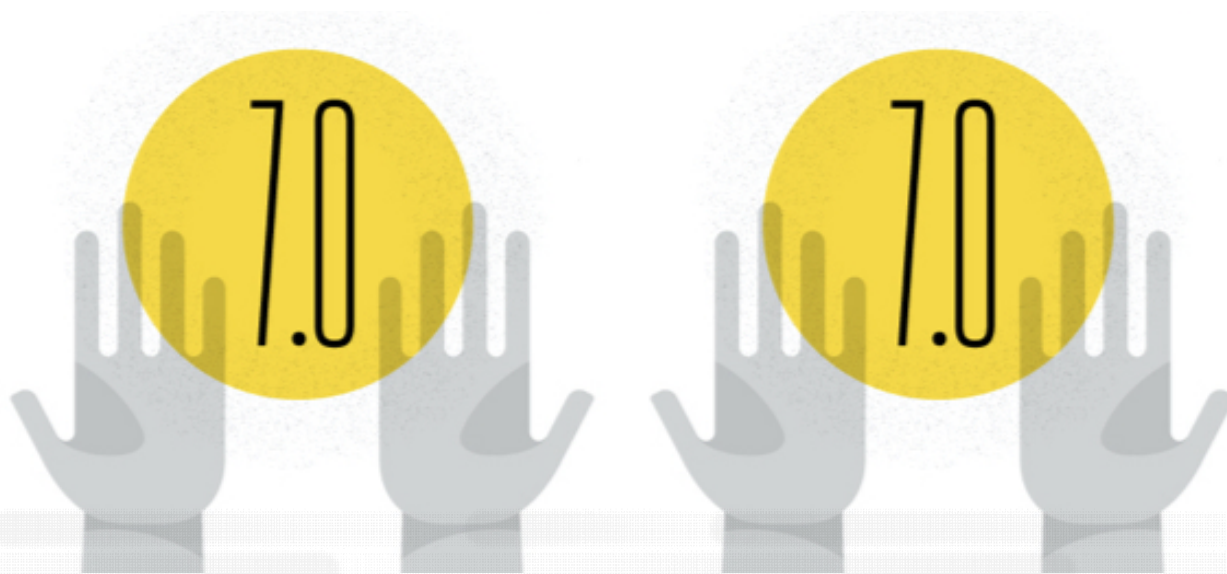
When a tie score for two or more athletes appears, the below process is used to break it:

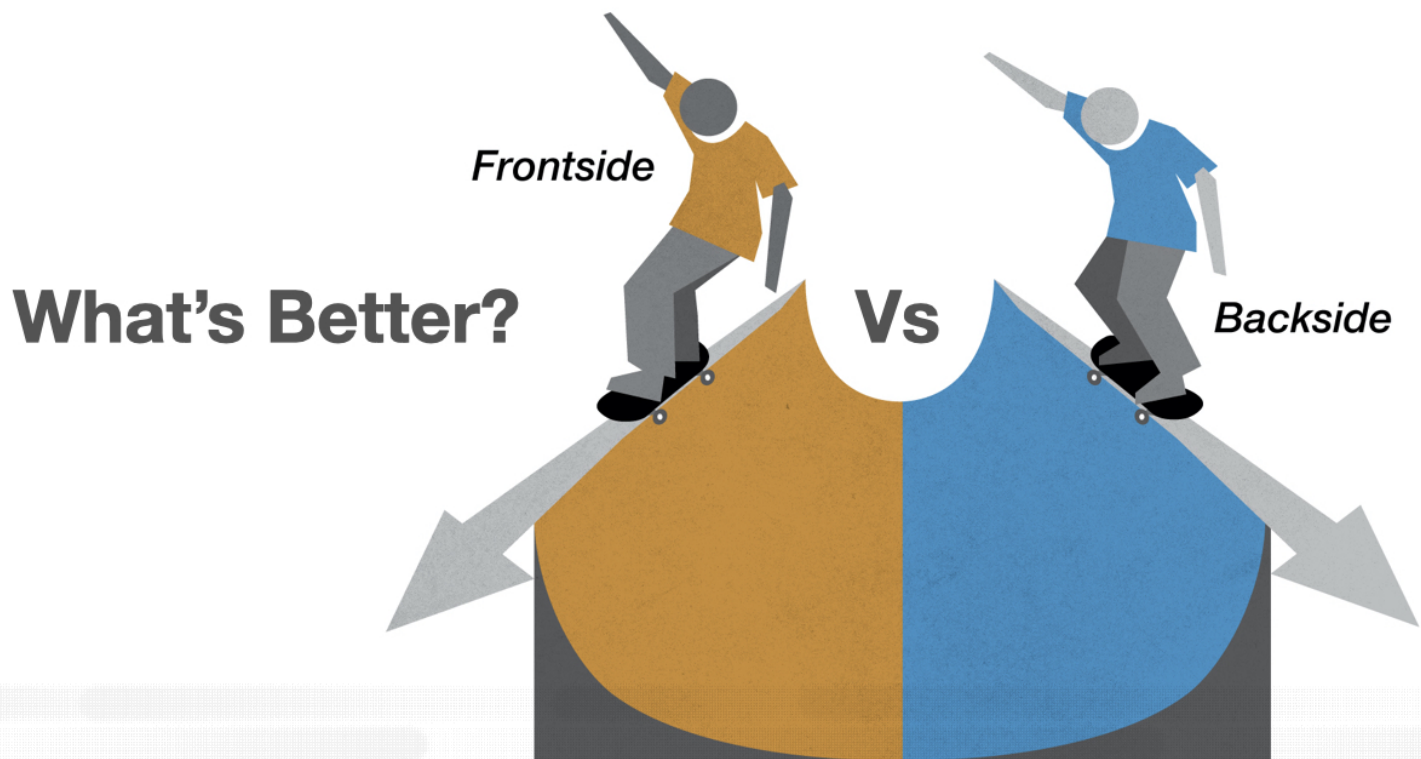
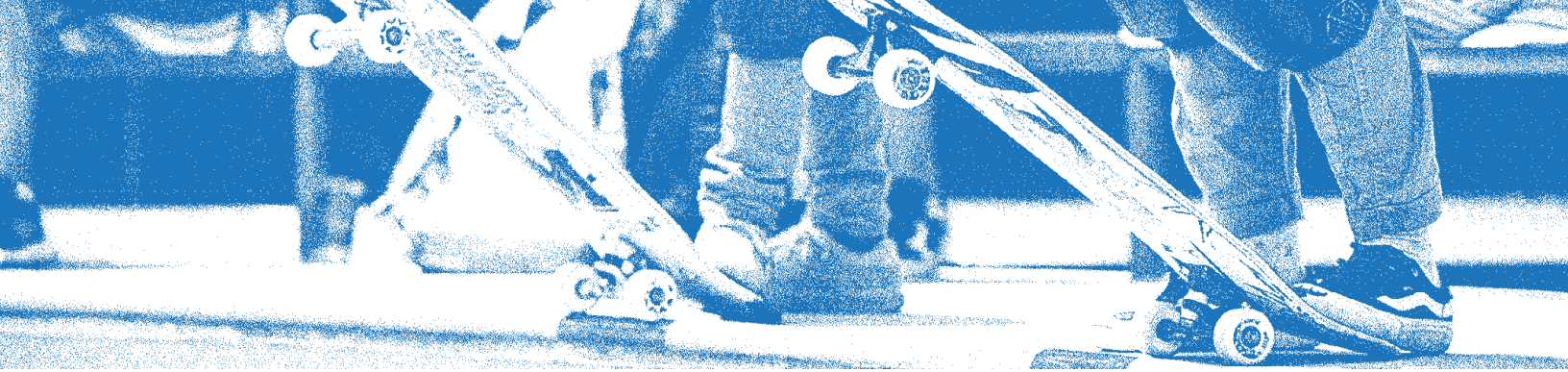
Park and Non-Olympic Street Format Tie Breaker:

- The score of the second-highest run decides the tie-break.
- If the tie is not broken, the jury votes to break the tie. Each judge has one vote. The head judge records the voting process and breaks the tie in the final results and ranking.

Olympic Street Format Tie Breaker: Prelim or Finals:

- The score from the best run decides the tie-break.
- If still tied, judges will be asked to vote (electronically) on who is first.
- In the case of several ties, the judges will be asked again to vote for the second-best, etc...





Frequently Asked Questions (FAQ)

What is harder and which is scored higher? Frontside or Backside?

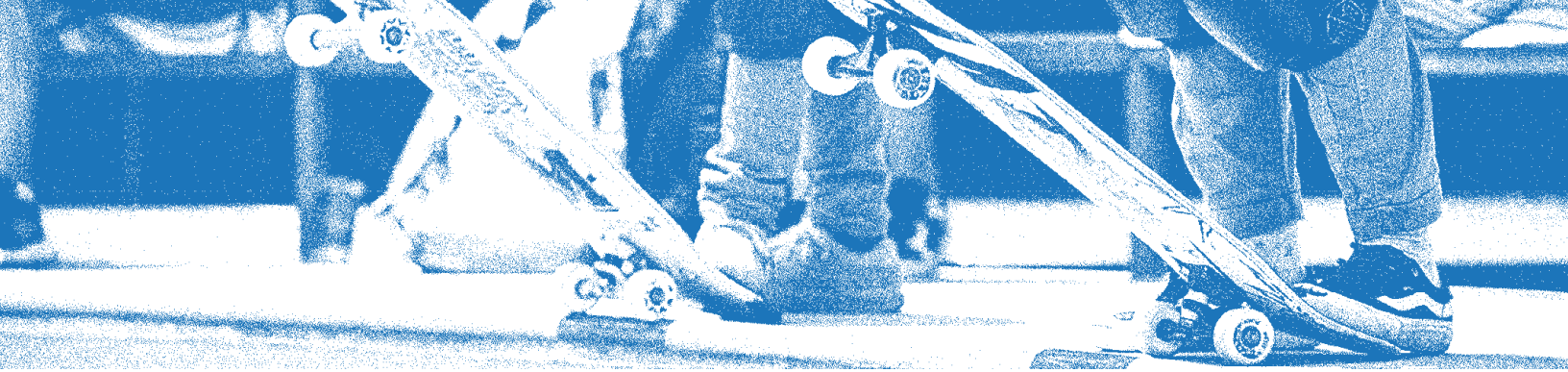
- Everyone has tricks that are more natural for them to perform than others. The natural way could be frontside for some people and backside for others. Therefore the answer could always change depending on the athlete, obstacle, and trick performed.

Will the same run or trick be scored identically throughout a competition?

- All athletes are scored against each other only for their performances within a given competition round. Judges are always applying the same set of criteria to rank them fairly and accordingly. Athletes are free to decide if their performance in the advancing competition round changes or not. They will be judged using the same criteria and within that particular round only. However, this does not mean that the scores remain identical to the ones achieved in the previous round. Judging is simply a tool. Therefore, firmly applied points or trick categories in between rounds don't apply here. Some athletes may improve their performances and higher their ranking with appropriate scores. Causing that others, with a repeated performance, may descent on the ranking and achieve an accordingly lower score. A score does not constitute a fixed performance value. It only manifests athlete's ranking position based on a numerical evaluation of the overall impression. All within one competition round.

How come he did not advance to the semifinal with so many tricks in one run? Do more tricks score higher?

- Judges consider the full spectrum of criteria when formulating the "overall impression" of an athlete's performance, not just the amount of tricks performed. A higher total number of tricks executed alone may not meet the other applied criteria.



Frequently Asked Questions (FAQ)

How come my daughter did not make the cut today? She is the youngest one here and she skated her best. Shouldn't she be scored higher?

- Every athlete is judged equally within that competition round and is only judged on their skateboarding performance. Age and/or gender are never used as a judging criteria.

Why are athletes' performances that are limited to only certain obstacles or a small portion of the field of play scored less?

- Every athlete should understand how their performance measures against other athletes. Athletes shall always use the whole range of the Field of Play (FOP). Using all obstacles in the course, connecting them into lines of various tricks is what forms a good and balanced overall impression of an athlete's performance. Limiting your performance only to a small portion of the FOP or to a section with a low profile or low difficulty of an obstacle, does not create an overall impression that meets all of the judging criteria.

What is a landed trick?

- Being in full control of your body movements, while having both feet clearly on the skateboard and riding away after landing an executed trick is considered a MAKE. Everything else, i.e., landing with toes touching the ground, wobbling or needing to manual to stay on the board, will affect the overall impression or may be considered as a BAIL. The head judge will carefully consider the severity level when making the decision and addressing the athlete and judging panel.

Does it count if an athlete bails right after the buzzer?

- If an athlete starts a trick before the buzzer, the MAKE or BAIL are both counted in the performance list.

This trick was scored with 9 points last year, why was it scored with 6 points this year?

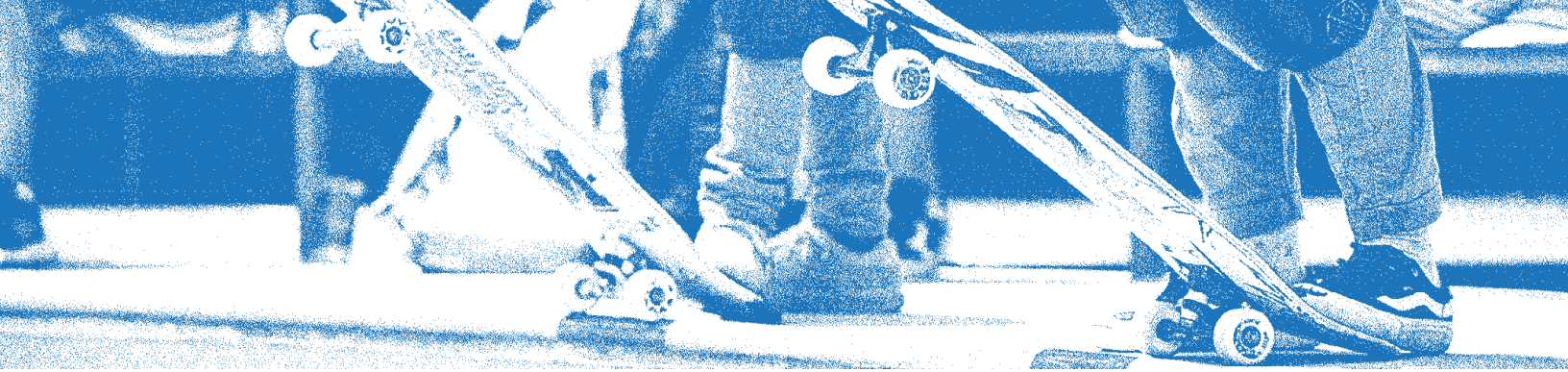
- There are no points firmly assigned to any tricks. Skateboarding is constantly evolving, and new tricks are being discovered and obstacles designed.
- The judging scale, on the other hand, has only 100 or 10 points to fit all the athletes with their performances. The scale does not expand. It provides a chart where skateboard judging is a tool to rank athletes according to their current performance level.

Why was the time stopped when the time of the Park Run was not over yet? Why is it different in Street?

- In park discipline, putting one or both feet off the board is generally considered a BAIL. When this situation occurs, especially in the semifinal or final round where runs are held in the time-until-the-fall format, the timekeeper stops the time of the athlete's performance.
- In the street discipline, where runs are held in the full time format, the head judge is the highest authority of the judging panel and decides on the MAKE or BAIL status. Bails do not determine the end of the run, the run does not stop until time has expired.

When does the time of a run start?

- The time keeper starts time when athletes place both feet on the board and commence their performance. This applies to both disciplines.



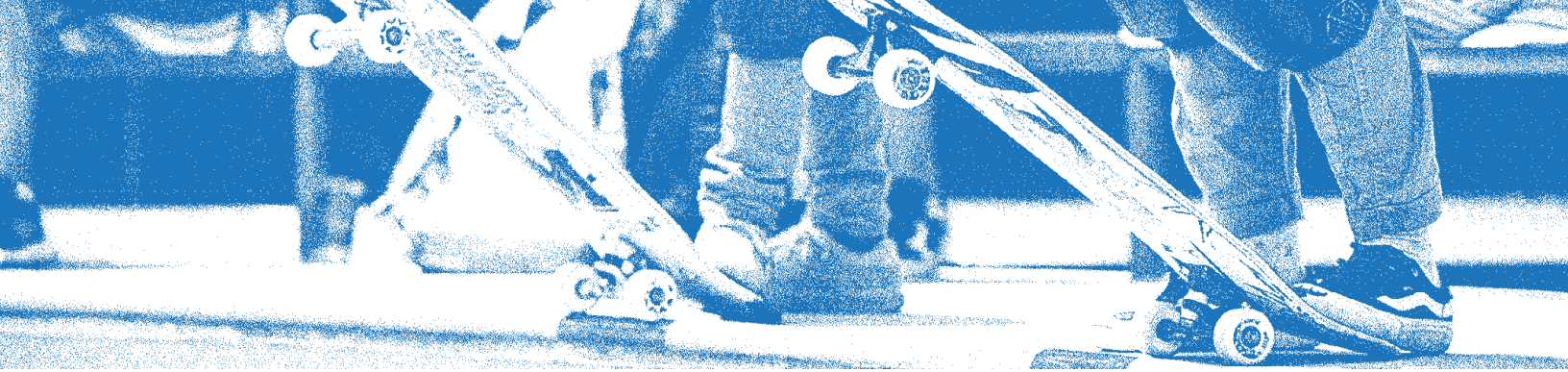
Frequently Asked Questions (FAQ)

Why are the judges and head judge talking to each other before submitting scores?

- The head judge can point out previous scores for similar tricks or runs that can assist the judging panel on the range to score the performance. They also point out tricks or details that some judges might have missed while taking notes or when executed in a hard to observe area of the FOP. The judging panel though always comes to their own conclusion on where to rank a performance. The head judge does not collude in the scoring process.
- After the first athletes have taken their run or performance during any round of the competition, the judges will commonly use what is called an “Anchored Score” to evaluate that performance. The judges and head judge may discuss the point range to score the first run/performance within the competition and come to the conclusion of a score range to be submitted.

Judging Panel





Frequently Asked Questions (FAQ)

Why are women scored so low?

- During skateboarding's history, two parallel judging segments developed. One for men and one for women. This led to a situation where women were scored based on their gender performance level and with subtly adjusted criteria. This was no longer acceptable with the new Olympic status and the inclusion of its values.
- Today, everyone is judged equally and fairly, based on the same criteria and for their performance only. The progression of women's skateboarding is rapidly accelerating and therefore the scores are rising quickly too.

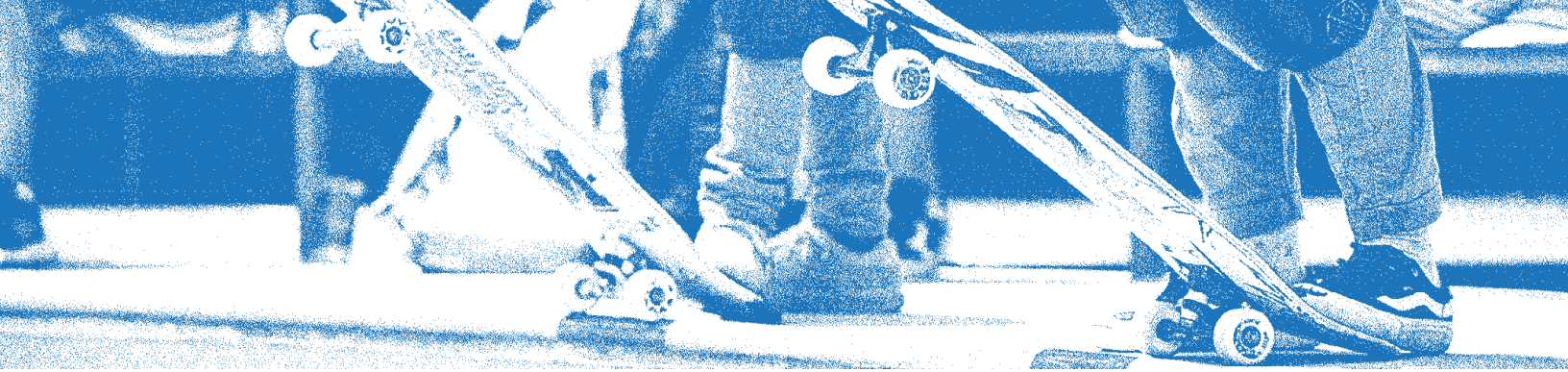
What are the judges writing? How are they using their notes?

- It is very important for judges to take notes and to be able to remember all the performances thanks to well described notes.
- Personal notes help judges to be time efficient and more accurate.
- The objective of note taking is that at any given time during or after the competition a judge who took the notes can easily provide a detailed recap of every trick and the way they were executed.

Are skaters able to do any trick they want during a competition?

- Within the limits of the FOP and the allocated time for their performance, athletes are absolutely free to choose and perform any trick they like.





Frequently Asked Questions (FAQ)

What about style in runs and tricks, how will it be judged and how does it count in the score?

- It is always nice to see people who have a well defined and unique style and watch them skate. Some people have it and some people don't. It is a very subjective criterion to measure and for this reason, the impact of style on the overall scoring exists but it's marginal. In RUNs it is being scrutinized mainly within the Execution of the tricks criterion and the Flow & Consistency Criterion. In SINGLE tricks attempts it is the Trick Execution criterion.

Is there a way for athletes and NGBs to re-evaluate the scores after they are public?

- Once the results are validated, confirmed and public, they are final and can't be changed. Athletes and NGBs can submit a request for clarification to the World Skate Event Secretary. As a reply to their request, they will receive a detailed explanation on the scoring process. However, the score will remain unchanged.

Is there a judge from each continent?

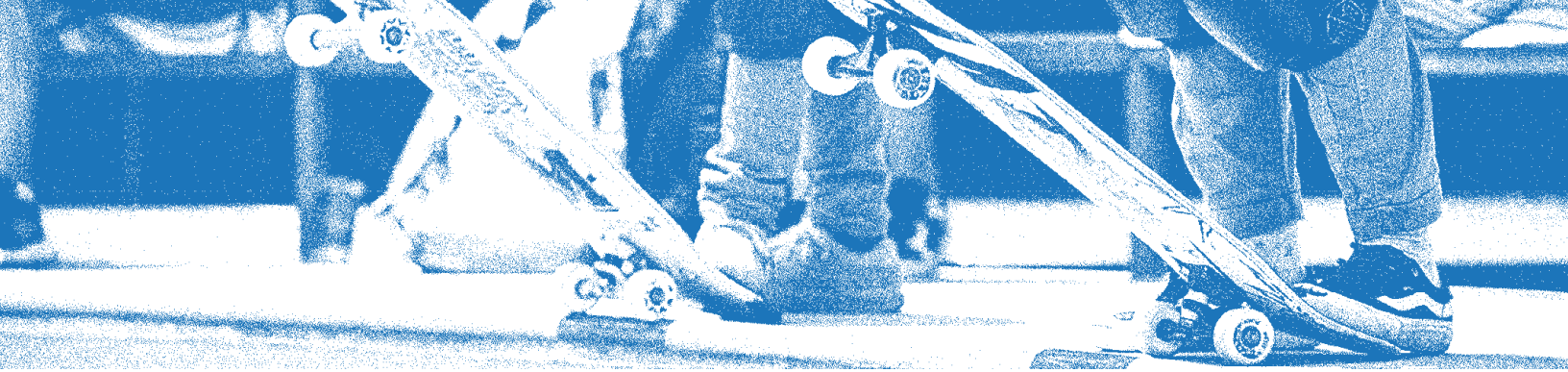
- World Skate is doing its best to deliver continental balanced judging panels for each of its sanctioned events. While we are working toward having a sufficient number of qualified judges from all continental regions, we must put the quality of judging first. For this reason not all continental regions will always be represented in every World Skate Judging Panel.

How do we create future judges in skateboarding?

- Every NGB or National Federation shall start with a basic skateboard judging educational process within their country. NGBs shall create and provide opportunities to their candidates to gain judging experience and improve their professional skills on local and national level of skateboard events, at first. Fostering qualified judges is an ongoing and long term process that requires cooperation between NGBs and the local skateboarding communities. Please stay in contact with your local National Federation or NGB.

Will the format of the tournament at the Olympics differ from the "regular" events organized by World Skate?

- The format of the Olympic Games in Street will be held in the Olympic Street format and the format for Park will be held in the regular WS Park format.



Frequently Asked Questions (FAQ)

What are some of the tools judges use to help them score Skateboarding more accurately and efficiently?

- Judges in skateboarding are watching practice sessions prior to the competition heats and making their personal notes. During the competition itself, the process of anchoring the score, note-taking and instant video replays are the tools used by the judging panel to evaluate and score the athlete performances.

Do Skateboard judges use penalties or negative markings?

- There is no fixed deduction of points for bails or less than a perfect landing, for example. While judges are taking detailed notes on everything that happens during a performance, the judgment is always for the overall impression of a run or trick performance.

Could you explain the head judge responsibilities? What does he or she do? Does the head judge score the skaters?

- The head judge is the leader of the judging panel. They are the only representative inside and outside of the judging booth. The head judge oversees the workflow of the judging panel, calls out the makes or bails, and together with the technical delegate, decides competition related situations to the judging panel. Head judges do not score the skaters.

Does the atmosphere of the spectators and their reaction to the tricks affect the score?

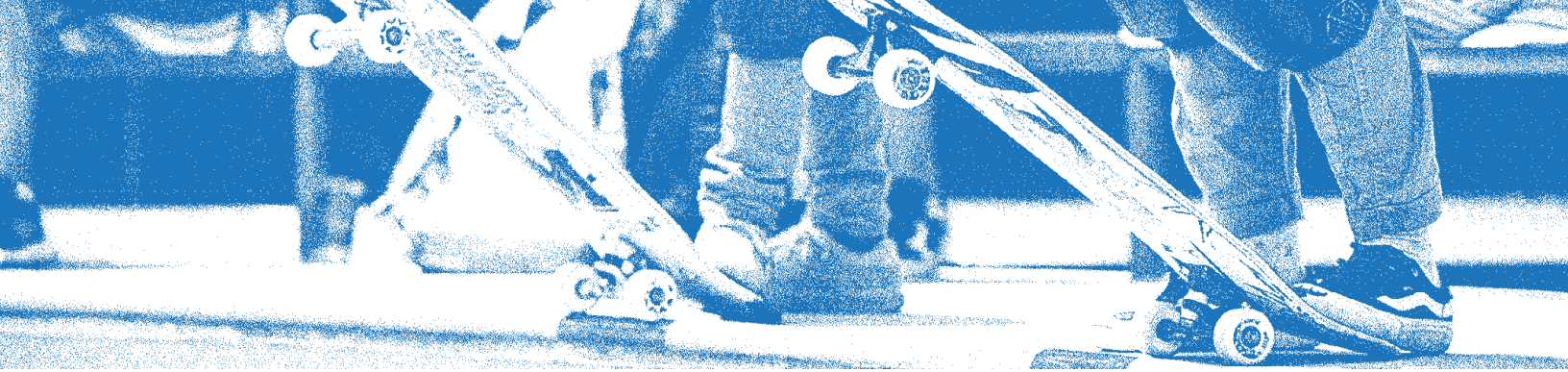
- No, the atmosphere in the venue must never affect the judging process.

What adjustments, if any, would judges need to take to judge Adaptive Skateboarding?

- The first guidelines on adaptive skateboarding are being prepared. World Skate is taking the initiative and will communicate all information with time in advance to all NGBs and athletes worldwide. Please stay in touch with your local National Federation or NGB.

Is there a list of World Skate accredited judges?

- World Skate Sports Department keeps a list of accredited judges that has been used for the appointment of judging panels. This list of judges has been used for both Olympic Qualification events as well as the Tokyo 2020 Olympic Games.
- World Skate is planning to start a WS International Judging Certification program. This program will be initiated shortly after the completion of the Summer Olympic Games in Tokyo. All NGBs will be informed about the program structure, requirements on potential candidates along with the necessary steps to be taken to participate with time in advance. The Program will start on the Continental basis for Level 1 certification. Each NGB within the designated continental area will be able to register their candidates for this program. Please stay tuned for details and stay in touch with your National Federation or NGB.



Frequently Asked Questions (FAQ)

How do judges evaluate tricks that are done for the first time in a competition? (NBDs - Never before done tricks)

- With the rapid progression in skateboarding, NBDs or Never Before Done tricks happen quite often in the competition environment. Judges apply their Skateboarding common sense and their experience in judging while evaluating these NBDs under the WS Judging Criteria scrutiny, as they happen.

Are athletes allowed to wear anything they want? What are the limitations to dress codes? Does wearing certain clothing or protective gear affect their score?

- Athletes are not judged by their appearance, the clothing or protective gear they wear. Athletes are allowed to wear anything they want when it comes to style, colors, sizes and materials used to produce such garments. However, some portrayed graphic designs (such as logos, signs or slogans) may be subject to international or domestic legal regulations. As well as subject to a potential breach of WS Competition Rules or IOC regulations when worn at the Olympic Games.

What does “validation” by the head judge mean?

- Validation is a process ensuring that all scores are entered in the right numerical format and correctly into the scoring system. If a head judge sees and suspects a potential mistake or a technical problem within the scoring system interface, they simply suggest the relevant judge(s) to double check their input scores before these are finalized. Only the judges are responsible for the scoring. The head judge does not enter scores.

Are judges able to write down each trick while evaluating a competition run? Does each trick receive its own score or how is the overall score determined?

- Experienced judges on the international and global level are able to take notes of all tricks landed or bailed in an athletes' performances throughout the duration of any event. Each of the qualified judges has a personal system of note taking they've developed and mastered throughout the many years of their judging experience. Note taking skill is one of the crucial and required qualifications, along with their work experience and their active skateboarding background. Overall impression in RUN format is not processed as an evaluation of a set of individual trick scores, but as a summarized outcome of the entire performance. During the INDIVIDUAL TRICK ATTEMPT phase of an Olympic Street Format event, each trick of the five allocated attempts receives its own score. This score is based on the application of the World Skate Judging Criteria and subsequent evaluation of the particular trick attempt.



Thank You

