

SKATEBOARDING JUDGING CRITERIA

RELEASE 1.3 - 2022

Updated on June 25th, 2022



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1. JUDGING MISSION STATEMENT

A World Skate Judging Criteria has been created to foster and preserve the progression of skateboarding while highlighting the importance of creativity and originality of skateboarding in a competitive environment.

2. JUDGING PHILOSOPHY

Judging Skateboarding doesn't exist to standardize or create a definition of what is considered to be good skateboarding. Skateboard Judging is a tool to compare and rank the skateboard performances against each other within any given competition round. This must be done by using the same system of criteria applied to a globally unified and accepted process of their evaluation.

- Scoring is based on an individual's performance either in a jam session, run, and/or single trick attempt during that Competition Round only.
- Skateboard Judging does not rank with respect to past individual performances or potential abilities.
- Skateboard Judging ranks the skater's performance against the current global field of competitors.

3. SKATEBOARDING COMMON SENSE

“Skateboarding Common Sense” is an important factor to take into consideration for all Skateboarding judges. 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 in, discussing, and watching all aspects of Skateboarding and its associated culture. A judge with a high level of Skateboarding Common Sense will be able to impartially distinguish and evaluate a trick difficulty, the complexity of lines, historical references, traditional backgrounds, and multiple ways of possible executions on any given skateable terrain when ranking skateboarding performances within the field of the current global skateboard community.

4. OVERALL IMPRESSION IN RUN PERFORMANCES OR JAM SESSION PERFORMANCES

The judging panels will use the following Judging Criteria to formulate a single score based on the overall impression of an athlete's performance within the parameters of the competition.

Skateboarding Judging Criteria are the results of values, principles, and virtues generally shared and accepted by skateboard communities around the world.

5. WORLD SKATE GENERAL JUDGING CRITERIA

1. **Difficulty and Variety of Performed Tricks**

2. **Quality of Execution**

3. **Use of Course and Individual Obstacles**

4. **Flow and Consistency**

5. **Repetition**

6. INDIVIDUAL TRICK ATTEMPT JUDGING PHILOSOPHY

During the Individual trick attempt phase, the judging panels use the World Skate General Judging Criteria to evaluate athletes' performances against the global field of currently existing tricks.

Judging panels will closely examine the evaluation of identical or similar tricks from the same athlete regardless of where on the course they are done.

7. JUDGING SCALE

SCORING IN THE RUN OR JAM SESSION FORMAT

Scoring is based on a 0-100-point range on the following global scale with the use of two decimal numbers:

DNS	Did not start
Low level of criteria met	00.01- 29.99 points
Medium level of criteria met	30.00 -69.99 points

High level of criteria met	70.00 - 100 points
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SCORING IN THE INDIVIDUAL TRICK ATTEMPT FORMAT

Scoring performances during the Individual Trick Attempt phase will be based on a global scale with a 0-100-point range and the use of two decimal numbers:

DNS	Did Not Start
Non-make or Trick Attempt Score Refusal	0.00
Elementary level of criteria met	00.01 - 20.00
Basic level of criteria met	20.01 - 50.00
Standard level of criteria met	50.01 - 70.00
Advanced level of criteria met	70.01 - 80.00
Expert level of criteria met	80.01 - 90.00
Master level of criteria met	90.01 - 100.00

8. DEFINITIONS

RUN: The timed performance of an individual athlete on the course.

SPEED: An OBJECTIVE element of STYLE referring to how fast an athlete is going while executing a trick, run, or jam session.

STYLE: A distinctive manner or appearance by which a trick is executed. How a skater looks when they do a trick, or how a trick looks when executed. Every skateboarder's style is unique and some elements of style, like aesthetics, aggression, fluidity, and power will be subjective to each judge. Style is not absolute. An athlete who is known as "stylish" might not always execute a trick with style. An athlete not known for having a great style may execute a trick with style at times.

TRICK PERFORMED: The trick being judged at the given moment in time. This includes both makes and bails.

VARIETY OF TRICKS: A larger variety of tricks performed by an athlete in Run and Jam Sessions result in a proportionally higher final overall score.

The Variety of tricks, as one of the main "objective" judging criteria, is also encouraged in the Individual Trick Attempts.

USE OF COURSE: Refers to the manner in which an athlete navigates the course and utilizes the obstacles within. An athlete may choose to perform tricks on a few obstacles throughout the course or on many obstacles throughout the course. A wider, unique, and more difficult variety of course use is favorable.

VARIETY OF OBSTACLES: Refers to how many different obstacles the athlete uses in competition performance.

AESTHETICS: A SUBJECTIVE element of STYLE and how a trick looks when executed. For example, foot placement, and how the feet catch the skateboard, or arm movements.

An aesthetically good trick is well executed and pleasing to the eye. Aesthetics will be subjective criteria for each judge.

AGGRESSION: A SUBJECTIVE element of STYLE referring to bold, forceful, assertive, energetic skateboarding. Aggression will be subjective to each judge.

CONSISTENCY: An athlete's ability to land tricks, or tricks of a certain difficulty level, continuously without bailing and with full control during the entirety of his or her performance.

DIFFICULTY: The top criteria in both disciplines by which skateboarding tricks are judged in any competition. Difficulty encompasses how hard the trick performed is to execute, the obstacle on which the trick is executed, and if the trick or trick component is repeated, regardless of the obstacle, during an individual phase of the competition.

DISTANCE: An OBJECTIVE element of STYLE referring to how far an athlete travels while executing a trick, be it a grind, a slide, a manual, an air, an ollie, a flip trick, etc.

DID NOT START (DNS): Refers to an athlete not taking their run or jam session or a trick attempt. DNS could be the result of an injury, an equipment issue, or an athlete opting not to skate.

EXECUTION: How well a trick is done from start to finish. Execution incorporates style, speed, distance, and height at the beginning, middle, and end of the trick. The quality of landing is also included.

FLOW: Applies to contest runs and jam sessions only. Flow is how well an athlete assembles a sequence of tricks on the course, how well the course is utilized, and the style with which the athlete executes the performance. It also means the athlete's ability to connect the tricks within his or her performance in a continuous, organic, and spontaneous way.

FLUIDITY: A SUBJECTIVE element of STYLE referring to the ease by which an athlete executes the tricks. Fluidity will be subjective to each judge.

FIELD OF PLAY (FOP): The field of play and/or the (skate) Course, is the designated physical area within which athletes compete.

HEIGHT: An OBJECTIVE element of STYLE referring to how far off the ground or obstacle an athlete executes a trick. This also refers to how tall an obstacle is.

9. PRINCIPLES

JUDGING CRITERIA:

1. Difficulty and Variety of performed tricks

- **Obstacle selection**
 - influences the trick selection and difficulty
- **Trick selection**
 - Is influenced by obstacle selection and athlete's capacity

- **Originality and innovation (in runs, jam sessions, and mainly in individual trick attempts)**
 - A unique or innovative approach to the individual use of the course terrain and featured obstacles

2. Execution

- **Quality of trick execution (pre- and post-landing)**
- **Style of execution**
 - **Fluidity, Power, Aggression, personal Aesthetics** (as subjective criteria)
 - **Speed / overall Velocity** (as objective criteria)
 - **Height / Distance** (as objective criteria)
 - **Quality of Landing** (as objective criteria)

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' score.
- **Variety of used obstacles**
- **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, these alone will not in all likelihood be enough to win a competition. The values of difficulty, execution and the use of course and obstacles are more critical in formulating the 'overall impression' score.

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

- Trick Selection, Variety, and Originality are the main virtues in athletes' competition performances, together with the original form of their use on the specific course or any individual obstacle. Repetition of tricks or trick components, on the other hand, is considered antithetical and constitutes a potential penalization factor in the 'overall impression' evaluation and may reflect in the resulting scores.

- Scores are a 'marker' used by judges to create a competition-round ranking. For this reason, the same Run or Single Tricks performed in different competition rounds will not necessarily be scored identically.

The athlete is free to do any trick within his or her performance. However:

DURING THE RUN OR JAM SESSION FORMAT

Repetition of tricks already landed during a previous Run or Jam Session will be considered as indicative of limited originality within an athlete's trick repertoire; lacking variety in trick selection may therefore result in a lower 'overall impression' score at the end.

Repeating trick components, e.g., same-basis tricks performed in their multiple variations or adjusted with an additional enhancing factor will be considered as indicative of limited originality within the athlete's trick repertoire; lacking variety in trick selection may result in a lower 'overall impression' score at the end.

DURING THE INDIVIDUAL TRICK ATTEMPTS

Tricks already landed during the Run phase and performed once again within the individual Trick Attempts will be considered as indicative of limited originality within the athlete's trick repertoire; lacking variety in trick selection may result in a proportionally lower single trick score at the end.

It is within the discretion of the Judging Panel to evaluate the degree and gravity of repetition in the athletes' performances, either in their runs, jam sessions, or individual trick attempts, and the resulting impact on the final score.