

SKATEBOARDING

JUDGING CRITERIA

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1. JUDGING MISSION STATEMENT

World Skate Skateboard Judging Criteria are standards and principles for evaluating skateboarding performances in the Olympic competitive environment.

These applied standards exist to provide structure and guidelines when quantifying the value of competition performances.

World Skate judging criteria do not discriminate against or restrict skateboarding styles, trick selection, obstacle use, or other forms of personal and artistic expression.

The Judging Criteria aim to create fair-play conditions that allow skateboarding to progress and evolve naturally in the Olympic competitive environment.

2. JUDGING PHILOSOPHY

The World Skate Judging Criteria exists only to provide structure and context for quantifying competitive Skateboarding. Our aim is not to constrict or define what is deemed “good skateboarding.” Rather, we aim to create an atmosphere in which all athletes are provided an opportunity to succeed. Skateboarding Judging Criteria do not exist to standardize or create a definition of what is considered good skateboarding, but to provide a framework for quantifying it.

Skateboard Judging evaluates and ranks skateboard performances against each other while applying an unbiased set of judging criteria.

The judging process is done round by round, and the performances within each round are compared. The Judging Criteria remain consistent under the rules and format throughout different events and seasons. Evaluation and point awards:

- Are based on an athlete’s performance in a run, and/or single trick attempt, or jam session, only within a particular competition round.
- Do not consider past individual performances or potential abilities of any athlete, as distributed scores are unique to each competition
- Each athlete’s performance is ranked against the current (round) field of competitors.

3. SKATEBOARDING COMMON SENSE

Skateboarding Common Sense is the foundation for judging skateboarding. It is the reasoning and basis for the judges' conclusions to ensure fair and accurate evaluations. It originates from:

- Personal experience gained from practicing skateboarding
- Acquired understanding of its mechanics and execution nuances
- Understanding skateboarding’s historical background and retrospective timeline of competition-level skateboarding
- Thorough technical knowledge of skateboarding’s current state

4. WORLD SKATE JUDGING CRITERIA FOR RUN PERFORMANCES

Skateboarding Judging Criteria are based on values, principles, and virtues shared and accepted by skateboard communities worldwide.

1. Difficulty of Performed Tricks

Difficulty of tricks is the most distinctive criterion by which skateboarding tricks are judged in any competition.

Difficulty encompasses how hard the trick is to execute and considers the obstacle on which it is executed.

2. Variety of Performed Tricks

An athlete's performance with a wider variety of tricks, with corresponding or with a higher difficulty caliber, produces a proportionally stronger final overall impression, which is reflected in the awarded point score.

3. Quality of Trick Execution and Landing

This criterion measures how well a trick is executed from start to finish. Execution incorporates style, speed, distance, energy, and height for each trick's beginning, middle, and end phases. The quality of landing is a decisive part of execution.

4. Use of the Course and Individual Obstacles

How an athlete navigates and utilizes the obstacles within the Field of Play can have a substantial impact on the overall score. A Run Performance that efficiently navigates an athlete through the course while utilizing the key obstacles, keeping speed and composure, is a central focus of this criterion. More difficult, unique, and creative lines that can accentuate the presentation and difficulty of tricks (or a combination of tricks) will be rewarded. A wider, unique, and more difficult sequence of tricks and a creative approach are also-favorable.

More tricks are typically better regarding score, but a higher number of tricks does not necessarily result in a higher point evaluation. The values of difficulty, variety, and execution are the decisive factors in formulating an 'overall impression' score.

5. Consistency of the performance

Consistency is the athlete's ability to continuously land tricks without falling off their skateboard throughout their RUN performance. Being unable to complete the full allocated time of a run performance is considered a lack of consistency. A run performance with flawed or imperfect trick execution or limited substantial maneuvers is deemed to lack consistency, resulting in a lower awarded score.

6. Flow of the performance

Flow refers to the athlete's ability to connect the tricks in their performance in a continuous, fluent, and aesthetically pleasing way. It is how well an athlete assembles and presents a sequence of tricks on the course. Stepping off an athlete's skateboard between tricks in the run performance in Street discipline may be considered a lack of flow.

7. Repetition within the performance

While athletes have the freedom to attempt any trick during their performance, the repetition of tricks or trick components or the continual use of specific obstacles in the same run performance or jam session will be proportionally penalized.

5. THE CONCEPT OF OVERALL IMPRESSION

The concept of Overall Impression is applied in Run or Jam-Session performance evaluations.

When evaluating, the judging panels consider all Judging Criteria combined to appraise and quantify the levels of these criteria met within the athletes' run performances.

This all-inclusive evaluation and summation of Judging Criteria is called "Overall Impression".

An Overall Impression is quantified with a point award corresponding to the ranking position of the athlete's performance within the event round.

6. WORLD SKATE SINGLE-TRICK ATTEMPTS JUDGING CRITERIA IN 2/3/2 AND 3/3/2 EVENT FORMAT

1. Difficulty of Performed Tricks

The definitive criterion by which skateboarding tricks are judged. Difficulty is how hard the trick is to execute.

2. Quality of Trick Execution

This is how well a trick is done from start to finish.

Execution incorporates style, speed, distance travelled, and height. These criteria are all considered in the maneuver's lead-up, middle, and landing parts. The quality of the landing is a critical factor.

3. Obstacle Selection

Obstacle selection refers to the characteristics of the obstacle for single-trick attempt execution. This refers to the size and other attributes of the selected obstacle. Attributes that may increase or decrease the end-difficulty level of the performed trick.

4. Pure Repetition

Within one competition round, the same tricks previously executed in the counted/best run and subsequently repeated during the Single trick attempts on the SAME OBSTACLES will be scored with a ZERO (0.00). This is considered "a pure repetition".

Other than Pure Repetition, athletes can perform any tricks previously executed in their best run with additional components or variations, or on different obstacles without any penalization.

7. WORLD SKATE SINGLE-TRICK ATTEMPTS JUDGING CRITERIA IN 2/5/3 EVENT FORMAT

1. Difficulty of Performed Tricks

The definitive criterion by which skateboarding tricks are judged. Difficulty is how hard the trick is to execute.

2. Quality of Trick Execution

This is how well a trick is done from start to finish.

Execution incorporates style, speed, distance travelled, and height. These criteria are all considered in the maneuver's lead-up, middle, and landing parts. The quality of the landing is a critical factor.

3. Obstacle Selection

Obstacle selection refers to the characteristics of the obstacle for single-trick attempt execution. This refers to the size and other attributes of the selected obstacle. Attributes that may increase or decrease the end-difficulty level of the performed trick.

4. Repetition

In the traditional 2/5/3 Street event format, all tricks already landed during the counted run performances and executed once again within the Single Trick Attempt phase of the same event round will be considered repetitive.

This also includes maneuvers with additional trick components or variations of already landed tricks.

Repetition will result in a proportionally lower single-trick score.

The judging panel will evaluate the degree and gravity of repetition in the athletes' performances and the resulting impact on the final score.

8. THE CONCEPT OF SINGLE-TRICK ATTEMPTS JUDGING

In the Single Trick Attempts, progressive, risky, and innovative maneuvers are highly valued.

When evaluating single-trick attempts, the judging panels use the Judging Criteria to appraise the levels met within a single-trick attempt performance.

The judging criteria are applied to formulate a point evaluation corresponding to the ranking position of a particular trick amongst all currently existing skateboard tricks.

The point value and ranking position assigned to single tricks are dynamic and correspond with the evolution and progression of skateboarding.

The evaluation process acknowledges the current single-trick ranking for each gender category.

Variety in tricks is encouraged, though scoring for repeated tricks differs across formats.

9. JUDGING SCALE

Scoring is based on a 0-100-point range using two decimal numbers/places.

Awarded points are only a tool to create an event round ranking.

There are no firm and absolute evaluations for any performances.

The same run or tricks may score differently in various rounds or events, depending on the scale calibration.

The Judging scale is calibrated to the number of participating athletes, their gender category and the overall level of skateboarding in a particular event round.

The estimated point ranges are used only as a scale calibration benchmark.

DNS	Did Not Start
Non-Make or Trick Attempt Score Refusal	0.00
Elementary level of criteria is met	00.01 - 20.00
The basic level of criteria is met	20.01 - 50.00
A standard level of criteria is met	50.01 - 70.00
An advanced level of criteria is met	70.01 - 80.00
The expert level of criteria is met	80.01 - 90.00
The master level of criteria is met	90.01 - 100.00