

SKATEBOARDING JUDGING CRITERIA
Street & Park for Season 2, 2020



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1. JUDGING MISSION STATEMENT

World Skate Judging Criteria has been created to foster continual progression of the sport while highlighting the importance of creativity and originality of skateboarding in competition.

2. JUDGING PHILOSOPHY

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

- Scoring is based on judging a moment in time. Judging does not rank with respect to past performance or ability; with respect to gender; with respect to adversity, e.g. coming back from an injury or bad slam, etc.
- Judging ranks the skater's performance against the CURRENT field—tricks and execution only.

3. OVERALL IMPRESSION

- The judging panel will use the below criteria to formulate a single score based on the overall impression of a skater's performance within the parameters of the competition.

4. JUDGING CRITERIA FOR STREET (in order of priority)

- Difficulty
 - Trick Performed
 - Obstacle Selection
 - Repetition
 - Tricks
 - Trick Components
- Execution
 - Quality of Execution (pre-landing and post-landing)
 - Style
 - Fluidity / Power / Aggression / Aesthetics (subjective)
 - Speed (objective)
 - Height / Distance (objective)
 - Quality of Landing (objective)
- Use of Course
 - Quantity of Tricks
 - More tricks are typically better, but a higher number of tricks will not necessarily result in a higher score, as the value of difficulty and execution are more important in formulating an overall impression score.
 - Variety of Obstacles
- Flow (in runs and jams)
- Consistency (in runs and jams)
 - While consistency is a key factor in any high-level skateboarding performance, consistency alone will not be enough to win a competition—as the value of difficulty, execution, and use of course are more important in formulating an overall impression score.

5. JUDGING CRITERIA FOR PARK (as a general overview)

- **Difficulty**
 - Trick Selection / Variety
 - Obstacle Selection
- **Quality of Execution**
 - Style
 - Fluidity / Aesthetics
 - Speed / Power
 - Height / Distance
- **Use of course**
 - Use of Obstacles
 - Lines / Flow
- **Consistency**

Resume:

A combination of these key factors, with consideration of the skater's creativity within his or her performance, allows each judge in the judging panel to formulate his/her overall impression for a score assigned to each individual performance.

6. JUDGING SCALE

PARK SCORING AND STREET SCORING IN JAM SESSION OR IN RUN FORMAT

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

DNS **Did not start**

Low level of criteria met

0-49 points

Medium level of criteria met

50-79 points

High level of criteria met

80-100 points

STREET SCORING IN THE OLYMPIC STREET FORMAT (2/5/4)

Street Scoring is based on a 0 -10 point range on the following scale and with the use of two decimal numbers:

DNS **Did not start**
0 **non-make**

Low level of criteria met

0.01 - 3.99

Medium level of criteria met

4.00 - 7.99

High level of criteria met

8.00 - 10

7. GLOSSARY

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

An aesthetically good trick is well executed AND pleasing to the eye. Aesthetics will be subjective to each judge in both disciplines.

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

Consistency: A skater's ability to land tricks repeatedly without bailing and with full control during the entirety of his or her performance.

Course: The course is the field of play (FOP).

Difficulty: The top criteria by which skateboarding tricks are judged in 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 obstacle, during an individual phase of the competition.

Distance: An OBJECTIVE element of STYLE referring to how far a skater 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 a skater not taking their run or jam or a trick attempt. DNS could be the result of an injury, an equipment issue, or a skater 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. Quality of landing is also included.

Flow: Applies to contest runs and jams only. Flow is how well a skater assembles a sequence of tricks on the course, how well the course is utilized, and the style by which the skater executes their performance.

Fluidity: A SUBJECTIVE element of STYLE referring to the ease by which a skater executes their tricks. Fluidity will be subjective to each judge.

Field of Play (FOP): Field of play, or Course, is the designated physical area on which skaters compete.

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

Jam or Jam Session: A timed performance of a group of skaters competing all together on the course against one another.

Judging Criteria: The set of principles by which skateboarding is scored in competition. Difficulty, execution, use of course, flow, and consistency make up this set of principles.

Moment in Time: Refers to the exact time in which a trick, run or jam is executed. The present. Judging does not take into account past performance or ability, gender, adversity, e.g. coming back from an injury or bad slam, etc.

Non-make: Refers to a skater not rolling away or landing a trick. Also known as “bailing”.

Obstacle Selection: The obstacles that a skater chooses to use and execute his or her tricks on during a competition. A wider, unique, and more difficult variety of obstacle use is favorable.

Overall Impression: The culmination of all the elements of a skater’s performance in competition by which the skater is judged and scored: Difficulty, execution, use of course, flow, and consistency combine to result in an overall impression.

Power: A SUBJECTIVE element of STYLE referring to the way in which a skater uses his or her dynamic force to increase the height and/or distance of a trick. Power will be subjective to each judge.

Quality of Execution: Refers to how well a trick is performed. Quality execution incorporates the clear pronouncement of each part of the trick. E.g. referring to street skateboarding: how well a trick is flipped, caught, locked into and dismounted from an obstacle etc. Excludes landing.

Quality of Landing: An element of STYLE referring to how well a skater rolls away from a trick once they hit the landing surface. A quality landing has a skater's feet solidly on his or her board, without foot movement, loss of speed, wobbling, swerving, tail tapping or dragging, off-balance body movement, or hands or other body parts touching the ground.

Quantity of Tricks: Refers to how many different tricks and trick types a skater performs during a run or a jam session. Repeating the same or similar tricks on different obstacles may result in a lower score, as a wider variety and unique tricks are favorable.

REPETITION OF TRICKS

FOR STREET

The athlete is free to do any trick within his or her performance. However, repetition of the same tricks during the individual Trick Attempt phase is not recommended.

Performing the same tricks on the same obstacle within the same event phase will not improve an athlete's score.

Repetition of tricks already landed in a Run or Jam Session may result in a lower overall score at the end.

FOR PARK

Repetition of identical runs throughout the event phases is not recommended. Same run performed repeatedly may result in a lower overall impression score in the following event phase.

REPETITION OF TRICK COMPONENTS: Repeating trick components, e.g. for street kickflip crooked grind, kickflip nose grind, kickflip 5-0 grind, can result in a lower overall impression score for individual trick attempts, runs, or jams.

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

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

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. A skater known as "stylish" might not always execute a trick with style. A skater 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: Larger variety of tricks performed by a skater in Run and Jam Sessions result in proportionally higher final overall score. Variety of tricks is also highly preferred and recommended for the Individual Trick Attempts.

USE OF COURSE: Refers to the manner in which a skateboarder navigates the course and utilizes the obstacles on it. A skater may choose to perform tricks on a few obstacles throughout the course or 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 skater uses in competition. A skater may choose to perform tricks on a few obstacles throughout the course or many obstacles throughout the course. A wider, unique, and more difficult variety of obstacle use is favorable.