



2015 JUDGING CERTIFICATION CLINIC



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To Be A Judge

To judge any freeskiing competition with confidence and accuracy a judge must be well trained in the following areas:

Overall Impression

A judge must be confident in Overall Impression format and criteria. Overall Impression is the key to creating an accurate ranking at every competition without restricting the progression of the sport.

Proper Trick Recognition

Proper trick recognition is one of the most important skills that a judge needs to have. A judge must know the tricks and identify every trick quickly and easily. Outside of the booth judges discuss tricks with the athletes, coaches and other judges in order to always have a current knowledge of tricks.

Estimation of Trick Difficulty

A judge must be able to accurately estimate the difficulty of every trick. Firsthand experience is preferable for understanding trick difficulty, so organizations have always looked to ex-competitors to transition into judging. The best way to gain knowledge of trick difficulty is to talk to the athletes.

Recognizing Execution and Mistakes

A judge needs to easily recognize and differentiate good execution from poor execution.

Steno Skills

Steno is the format of short-hand notes used to record the tricks and details of a run in progress. A judge's Steno Sheet is their most important tool in the judging booth. A judge must be able to steno a run in progress quickly and accurately. Overall Impression Judging is a system of comparing and ranking runs which is accomplished by the use of a steno sheet.

Ranking

Overall Impression Judging is different than traditional scoring where a point system is used. The focus of Overall Impression is to compare runs and build a ranking. A judge must be comfortable with this format and confident in their ability to create a ranking

Current Knowledge of Freeskiing

It is important for a judge to have a current knowledge of freeskiing tricks, progression and athletes. If there is a new or progressive trick, grab, style or trend, a judge should be aware of it and recognize it immediately. A freeskiing judge should have a greater knowledge of the sport than anyone else.

The Judging Team

One Head Judge and a minimum of five Scoring Judges is the standard for all top-level level events. At lower level events the judging panel is made up of one Head Judge and a minimum of three Scoring Judges. All judges must be knowledgeable and be able to work dynamically as a team.

It is important for a judge to be able to accept constructive criticism and maintain a high level of professionalism at all times.

Each judge is entitled to their opinion and has the right to rank each run as they see fit. If there are any large differences in scores that effect the ranking, the Head Judge will ask a judge to explain their reasoning for giving a drastically different score than the rest of the judging team. A judge must always be able to provide a legitimate explanation of their scores.

Overall Impression Philosophy

Overall Impression creates an environment that can adapt to the progression of freeskiing, allowing the athletes to move the sport forward without any mandated rules or restrictions. This philosophy, which was generated early on with the creation of X Games, has continually been refined to offer more consistent judging from event to event. The Overall Impression format of judging will always have a hint of subjectiveness, however it is the only way to keep progression in the hands of the athletes, and allow for the sport to continue to grow.

The Overall Impression Criteria is the most important information that you will take away from this clinic. Freeskiing is constantly evolving and cannot be restricted to a standardized system of numbers and points. Therefore it is up to the judges to keep the “free” in freeskiing by using the Overall Impression format. The Overall Impression Criteria encompasses everything that a judge takes into consideration when giving an overall impression score of 1 to 100.

OVERALL IMPRESSION CRITERIA

| Execution | Difficulty | Amplitude | Variety | Progression |

Execution

Execution encompasses many things: takeoff, grab, air control, style, and landing. There are many opportunities for deductions due to execution such as missed grabs, hand drags, backseat landings and crashes. It is important to recognize a well executed run as well as a poorly executed run and know how to rate each appropriately. Here are a few examples of good execution vs. poor execution.

✓ Good Execution

✗ Poor Execution

Clean take-off and pop	Rushed take-off or premature spin
Grabs held throughout the tricks	Missed grabs, short grabs
Maintained air control, smooth and clean	Arm swings, flailing, loss of control
Rails slid cleanly to the end	Did not stay on the rail the entire length
Clean landing	Hand drag, back-seat, butt check, crash

Difficulty

A judge must have the ability to accurately estimate the difficulty of every trick. This ability can come from personal experience, observations or gathering feedback from the athletes. Consider the following when determining difficulty:

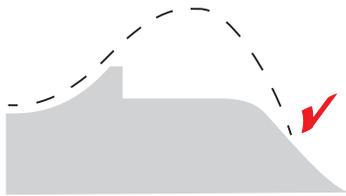
- Direction of Rotation: Every person has a natural direction that they spin; left or right. It does not matter which direction is natural, a judge is looking for athletes to spin in both directions. A run with both left and right spins is often times more difficult than a run without.
- Amount of Rotation: 180, 360, 540, 720, 900, 1080, 1260, 1440, 1620
- Direction of Take-Off: Forward or Switch
- Axis of the Trick: upright, off-axis, bio, inverted, flatspin/rodeo, doublecork (see pg. 18)
- Grabs: It is difficult to hold a grab throughout a rotation, some grabs are more difficult than others.
- Rails: Spinning onto and off of rails is both technical and difficult. (see pg. 19)
- Combinations: Linking hard tricks back-to-back increases the difficulty of a run and should always be taken into consideration. For example: switch left 10 to switch right 10
- Line Selection: Often times in a slopestyle course there are different feature options or lines an athlete can choose. During course inspection or at the beginning of practice every judge should ski the course or at least inspect the course to determine which features or line is more difficult.

Amplitude

Larger amplitude can accentuate a clean, well executed trick and leave a strong impression. Amplitude applies to both halfpipe and slopestyle. In slopestyle the AFP does not encourage or

reward athletes for going huge and land at the bottom of every jump. Proper amplitude on jumps can be recognized by a clean pop off of the lip and a high arc as they travel through the air. Look for the athlete to land in the “sweet spot” in the middle of the landing. In halfpipe, take note of the level of amplitude throughout a halfpipe run. Maintained amplitude requires excellent takeoffs, landings, and travel through the flat bottom which should be recognized and rewarded.

Good Amplitude



Poor Amplitude



Variety

A good pipe or slope run has a variety of tricks, direction of take-off, direction of rotation, grabs and axis’. Variety shows that the competitor has a complete repertoire of tricks.

 **Good Variety**

Multiple directions of take-off: forward and switch
Multiple directions of rotation: leftside and rightside, ally-oop (hp)
Multiple Axis’: upright, off-axis/corked, bio, inverted, flatspin/rodeo and doublecork (see pg. 18)
Multiple directions of take-off: forward and switch
Multiple grabs: Award a variety of grabs on each trick.

 **Poor Variety**

Repeated Trick: A repeated trick in the same run is the most obvious lack of variety.
Same Grab: The same grab is done on every trick is a lack of variety.
Revert: Landing switch and reverting to hit the next feature forward shows a lack of tricks and an inability to use variety to put together a complete run.

Progression

In order to recognize progression a judge must have a current knowledge of competitive freeskiing. New and progressive tricks keep our sport moving forward and should be rewarded. The following are elements of a run that can fall under the progression criteria:

- New and uncommon tricks
- New, uncommon or difficult grabs
- Creative line or use of the course
- New or more technical axis’ or rotations
- New variations of existing tricks or grabs

Reverts

In a run with good flow, the skier should never revert (change their direction of movement in between features). If a skier lands switch off of one feature he/she should continue switch into the next feature. Reverting in between features shows a lack of variety and skill and must be considered a negative in the overall impression of a run.

Steno

A judge's Steno Sheet is their most important tool in the booth. A judge needs to be able to steno runs quickly and accurately. When comparing runs and creating a ranking it is of the utmost importance that a judge can quickly refer to similar runs on their steno, compare each run and produce a score to rank each run. Judges should practice their steno skills often, judging along with televised events like the Dew Tour from home. An experienced judge can steno an entire run without taking their eyes off of the run in progress.

If You Miss A Trick

Missing a trick in a run happens; your view gets blocked, the monitor cuts out, you're just not looking up... It's important to remain calm if you miss a trick. Leave a blank space in your steno and continue to steno the rest of the run. After the run is complete you can ask the Head Judge to tell you what the missed trick was and how it was executed.

Recommended Steno Format

Every judge may have a slightly different system of steno. A judge should develop their own steno to a format that works best for them to record the most information as possible. The following is an example of a recommended steno key. If your steno is uniquely different, be sure to write a key of your steno on your sheet so the Head Judge can accurately read your steno.

Steno your tricks in the following order:

Direction of Movement | Direction of Rotation | Amount of rotation | Grab | Execution

Examples:

SL7 TG HD ≈ SWITCH LEFTSIDE 720, TAIL GRAB, HAND DRAG

R10 MG xxx = RIGHTSIDE 1080, MUTE GRAB, FULL CRASH

L@FS JG ↗ = LEFTSIDE ALLY-00P FLATSPIN 540, JAPAN GRAB, HUGE

L2-P2** = LEFTSIDE 270 ON, PRETZEL 270 OUT, PERFECT

TRICKS

L	LEFT
R	RIGHT
SL	SWITCH LEFT
SR	SWITCH RIGHT
@	ALLY-OOP
F	FLATSPIN
RD	RODEO
BF	BACKFLIP
FF	FRONTFLIP
FLR	FLAIR
LDC	LEFT DOUBLE CORK
RDC	RIGHT DOUBLE CORK
SLDC	SWITCH LEFT DOUBLE CORK
SRDC	SWITCH RIGHT DOUBLE CORK
LDF	LEFT DOUBLE FLATSPIN
RDF	RIGHT DOUBLE FLATSPIN
@LDF	ALLYOOP LEFT DOUBLE FLATSPIN
@RDF	ALLYOOP RIGHT DOUBLE FLATSPIN
SLDF	SWITCH LEFT DOUBLE FLATSPIN
SRDF	SWITCH RIGHT DOUBLE FLATSPIN

ROTATION

1	180	10	1080
3	360	12	1260
5	540	14	1440
7	720	16	1620
9	900	18	1800

RAILS

ST	STRAIGHT ON OR OFF
SW	SWITCH ON OR OFF
Fx	FRONTSIDE SWITCHUP
Bx	BACKSIDE SWITCHUP
F3x	FRONTSIDE 360 SWITCHUP
B3x	BACKSIDE 360 SWITCHUP
e≈	OFF THE RAIL EARLY
2	270 ON OR OFF
4	450 ON OR OFF
6	630 ON OR OFF
8	810 ON OR OFF
PZ	PRETZEL

GRABS

MG	MUTE GRAB
HM	HIGH MUTE GRAB
TG	TAIL GRAB
TT	TRUE TAIL GRAB/BLUNT
JG	JAPAN GRAB
SG	SAFETY GRAB
LK	LU-KANG GRAB
BK	BRO-KANG GRAB
DG	DOUBLE GRAB
NG	NO GRAB/MISSED GRAB
G?	QUESTIONABLE GRAB

*If you couldn't see clearly, but know it was grabbed

G	GRABBED
GG	GREAT GRAB

EXECUTION

X	LIGHT CRASH
XX	FULL CRASH
XXX	BIG CRASH, LOST EQUIPMENT
HD	HAND DRAG
BC	BUTT CHECK
BS	BACKSEAT LANDING
~	LIGHT BREAK IN FORM
≈	BREAK IN FORM, ARM SWING, ETC
≈≈	FLAILING, UGLY
*	STYLE, SOMETHING SPECIAL
**	CLEAN/SICK
***	THE SICKEST THING EVER!
↗	GOOD AMPLITUDE
↗↗	GREAT AMPLITUDE
↘	SMALL
↘↘	TINY
-	NO TRICK
(re)	REVERT
W≈	WASH OUT
e≈	OFF OF RAIL EARLY

Ranking

Overall Impression Judging is different than traditional scoring where a point system is used. The focus of Overall Impression is to compare runs and build a ranking. Scoring is the tool that judges use to place each run into the desired position in the ranking. Judges score a run to rank it above the runs which were worse and below the runs which were better.

Remember! It's all about the ranking, not the actual score.

EXAMPLE: You just witnessed a run that was above average for that competition. You would then review your steno to look at other above average scores you have already given. "Was that run better or worse than the run I scored an 88?" Worse. "Was that run better or worse than the run I gave an 82?" Better. Then give a score to place that run where you want in the ranking- above 82 and below 88- et voilà! an 85!

Establish the Range

Before every competition judges must closely watch practice to establish the Below Average Range, the Average Range and the Above Average Range. At the beginning of the competition it is important to identify what range a run falls into and score the first few runs into the appropriate range for *that* competition. The first 5 to 10 scores given become the anchor scores from which a judge will build a ranking.

Anchor Scores

Scores already given act as anchor scores. A judge will build a ranking by comparing runs to similar runs already scored. After comparing runs the judge will give a score to rank that run above or below the anchored runs as he/she sees fit.

Comparing Runs with Overall Impression Criteria

In a situation where it is hard to distinguish which of two similar runs was better, a judge will compare the runs based on criteria. This is why there are five criteria in Overall Impression. Which run had better execution, difficulty, amplitude, variety and progression? Whichever run is better in three of the five criteria will be ranked higher. Example: Run 1 had better execution, amplitude and variety. Run 2 had better difficulty and progression. Run 1 should get ranked higher as it was better in 3/5 of the criteria.

Positive Evaluation vs. Negative Evaluation

Depending on the level of competition, a judge will evaluate a run in two different methods. Positive Evaluation is a technique used at lower level regional competitions. With Positive Evaluation a judge rewards the good aspects of a run like difficulty and progression, while not being as harsh on slight insecurities and mistakes. At competitions where most athletes are competing at a very high level, a judge will be very critical of mistakes in execution such as missed grabs, backseat landings, and hand drags. This is referred to as Negative Evaluation, and is often the best way to differentiate multiple runs with equally high difficulty.

Range

Keep an Open Range

Keeping an open range of scores is a skill that is acquired with practice and experience in the judging booth. A judge must have the ability to spread out his/her range to allow for room to insert scores into the ranking.

Event To Event

Range will vary from event to event. Runs that fall into the average range can be considerably different based on the level of competition at each event. This is why it is important to establish the range during practice at every competition.

Recommended Point Range

There is no standardized point value system for overall impression. The following is a recommended point range for judges to use as a tool when placing runs into a point range.

Crash Range: 1-30 pts.

- 1-10 pts. is a crash at the start of the course
- 10-20 pts. is a crash on the first 1/2 of the course
- 20-30 pts. is a crash at the end of an otherwise good run

Below Average Range: 30-50 pts.

- Low degree of difficulty for *that* field of competitors
- Poor execution and missed grabs
- Reverts
- Major deductions: Hand drag, Butt check, Etc.

Average Range: 50-80 pts.

- Represents the ability level of the majority of the field of athletes
- Average degree of difficulty and execution for *that* field of competitors

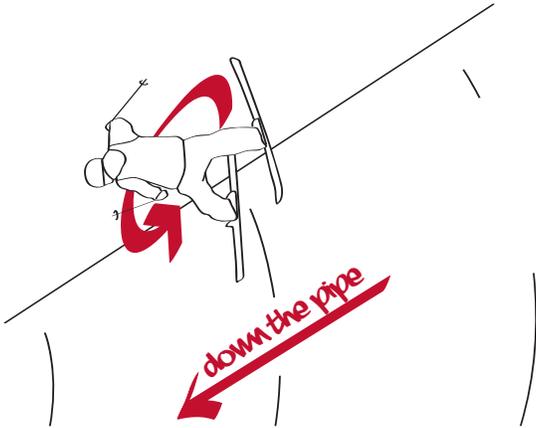
Above Average/Good Range: 80-90 pts.

- Good execution
- No deductions or insecurities
- A solid trick flow, left/right spins and good combinations
- Multiple difficult tricks

Excellent Range: 90-95 pts.

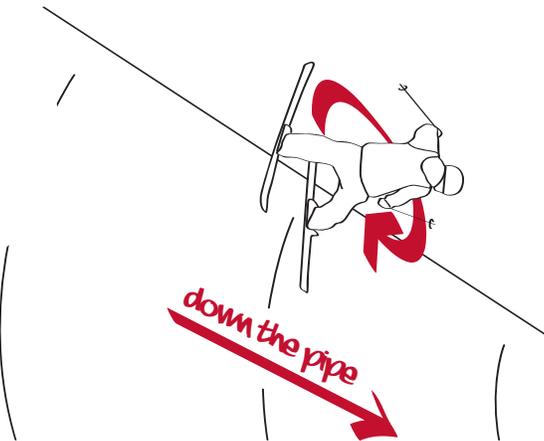
- Perfect execution
- Many difficult and technical tricks linked together consecutively
- A variety of rotations, grabs and axis'

Trick Recognition Halfpipe



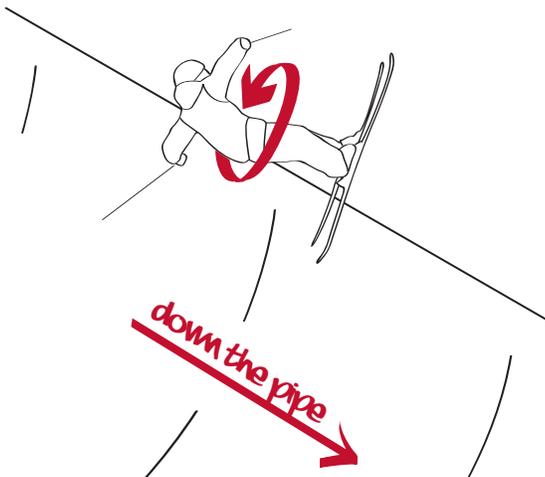
Leftside

A leftside trick in the halfpipe is a rotation to the skier's left side. The rotation is down-the-pipe while traveling down the pipe. Leftside rotations can only be done on the skier's right wall of the halfpipe.



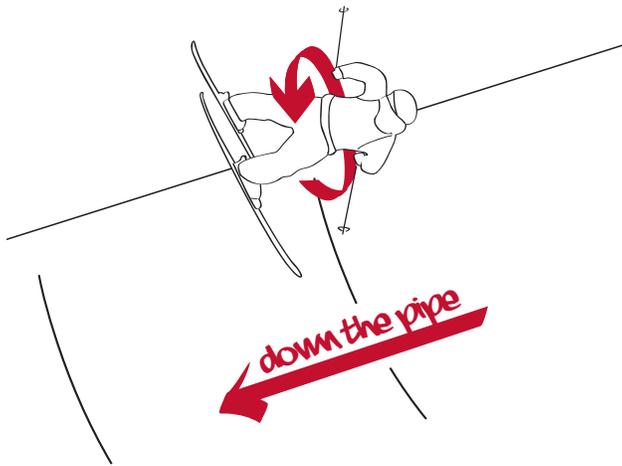
Rightside

A rightside trick in the halfpipe is a rotation to the skier's right side. The rotation is down-the-pipe while traveling down the pipe. Rightside rotations can only be done on the skier's left wall of the halfpipe.



Ally-Oop

In an Ally-Oop trick the skier rotates up the pipe while their direction of movement continues down the pipe. Look for ally-oop tricks to be performed to both the leftside and the rightside.

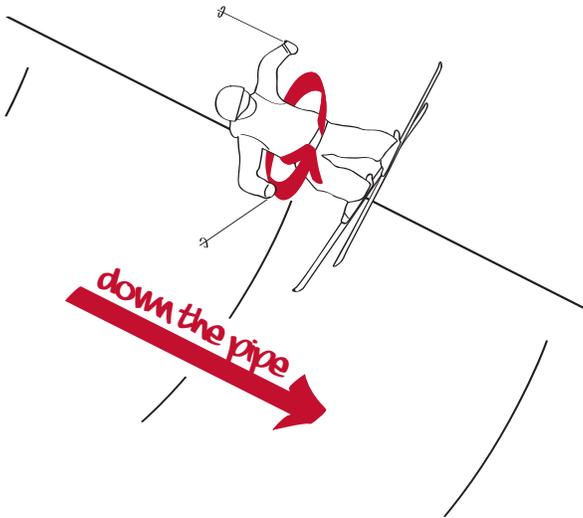


Switch

Also referred to as “switch down the pipe”. This trick can be identified by the switch takeoff and down-the-pipe rotation. The skier has limited vision down the pipe, or a “blind takeoff”, increasing the difficulty.

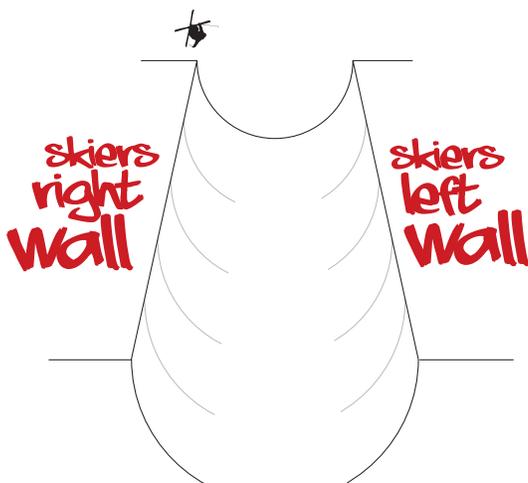
Switch Left: A switch leftside spin, done on the skier’s right wall, with down-the-pipe rotation and down-the-pipe travel.

Switch Right: A switch rightside spin, done on the skier’s left wall, with down-the-pipe rotation and down-the-pipe travel.



Switch Ally-Oop

As is the same with a forward takeoff ally-oop, a switch ally-oop is a rotation up the pipe while traveling down-the-pipe. The skier takes off switch and sets the rotation in the direction up the hill. Look for switch ally-oop to be performed to both the left and right sides.



TRICK TIP:

If the skier takes off forwards and lands forward, the amount of rotation must be one of the following:
540, 900, 1260, 1620

If the skier takes off forwards and lands switch, the amount of rotation must be one of the following:
360, 720, 1080, 1440



Trick Recognition Practice- HALFPIPE

	0 45	45 65	65 75	75 85	85 95
Trick 1					
Trick 2					
Trick 3					
Trick 4					
Trick 5					
Trick 6					
Trick 7					
Trick 8					
Trick 9					
Trick 10					
Trick 11					
Trick 12					
Trick 13					
Trick 14					
Trick 15					

Steno Practice

Steno the following 4 Halfpipe Runs:

	0 45	45 65	65 75	75 85	85 95
Steno 1					
Steno 2					
Steno 3					
Steno 4					



Halfpipe Practice Ranking

Watch the following 5 halfpipe runs. Score and rank them according to the Overall Impression Criteria. This is a good opportunity to practice your steno and discuss the runs amongst the group.

Women's Halfpipe Practice Ranking		0 45	45 65	65 75	75 85	85 95
WHP 1						
WHP 2						
WHP 3						
WHP 4						
WHP 5						

Rank	1st	2nd	3rd	4th	5th
Bib#					

Men's Amateur Halfpipe Practice Ranking		0 45	45 65	65 75	75 85	85 95
AM 1						
AM 2						
AM 3						
AM 4						
AM 5						

Rank	1st	2nd	3rd	4th	5th
Bib#					

Men's Pro Halfpipe Ranking		0 45	45 65	65 75	75 85	85 95
PRO 1						
PRO 2						
PRO 3						
PRO 4						
PRO 5						

Rank	1st	2nd	3rd	4th	5th
Bib#					

Trick Recognition- JUMPS



Leftside

A leftside trick is a forward takeoff and a rotation to the skier's left side (counter-clockwise).



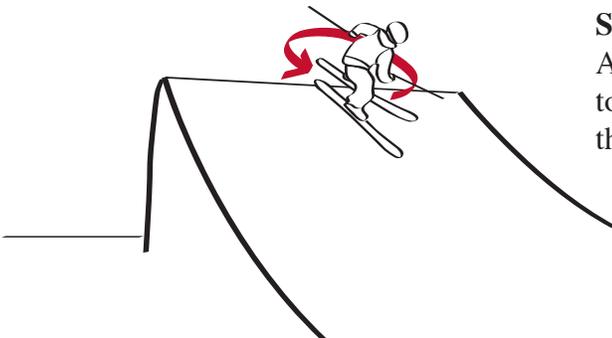
Rightside

A rightside trick is a forward takeoff and a rotation to the skier's right side (clockwise).



Switch Rightside

A switch rightside trick is a backwards takeoff and a rotation to the skier's right side. Typically a skier will be approaching the jump looking over their right shoulder.



Switch Leftside

A switch leftside trick is a backwards takeoff and a rotation to the skier's left side. Typically a skier will be approaching the jump looking over their left shoulder.

AXIS

In the air a skier can perform tricks that rotate on a variety of axis'. Know the different axis' and always consider different axis' as added difficulty and variety in a competition run.

Upright: Spun on a vertical axis, the skier will be head over feet upright. A regular 720 is an example of an upright axis.

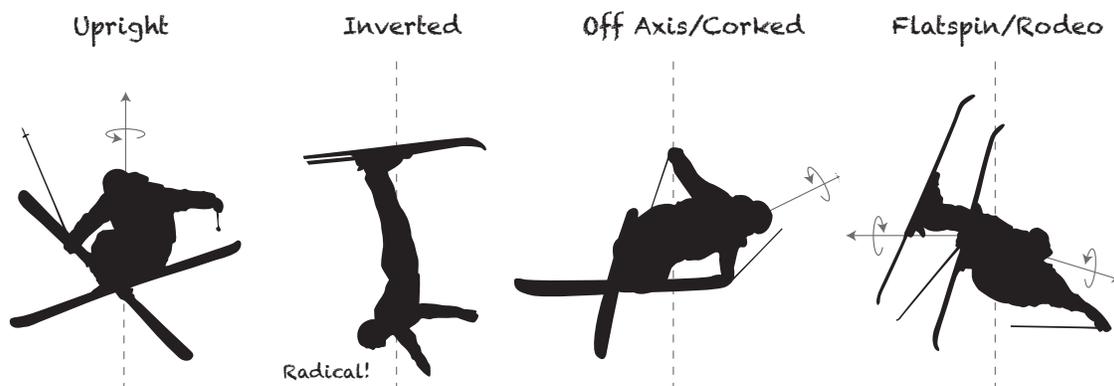
Inverted: Also known as a flip, these include but are not limited to front flip, back flip and flare.

Off Axis/Corked: Corked tricks often add style, but not necessarily difficulty. Look for the athletes to set the trick to the back. Two common examples are cork 7 and cork 9. Rotations in the halfpipe are typically corked due to the steep transitions of the halfpipe walls, so there is no need to make special steno notes about corking in the halfpipe.

Bio: Where a corked or off axis trick is corked to the back, a Bio is corked forward. If the forward cork gets inverted it can border on becoming a Misty. Bios are less common than corked tricks, and can be recognized at take off when the athlete sets the trick to cork forward.

Flatspin/Rodeo: A flatspin axis is in neither inverted nor corked. The skier will set to the back and rotate nearly parallel to the ground. Athletes and judges may refer to the same trick as either a flatspin or a rodeo, but for the most part both are the same axis. Some examples are: Flat 5, Flat 7, Ally-Oop Flat 5 (HP), Rodeo 7 and Rodeo 9. Double Flatspins are also seen in competition, for example Dub-Flat 7 and Dub-Flat 9.

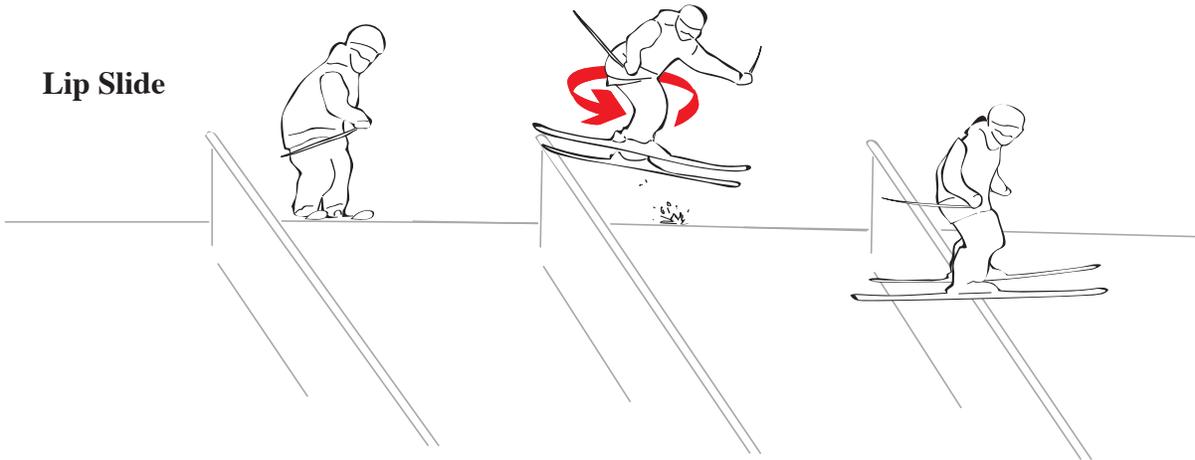
DoubleCork: A doublecork goes off axis two separate times in the same trick. Large rotations and airtime is required to successfully do a doublecork. Not to be confused with a double-flip, a double cork never goes completely inverted. Dub10, Dub12, Dub14.



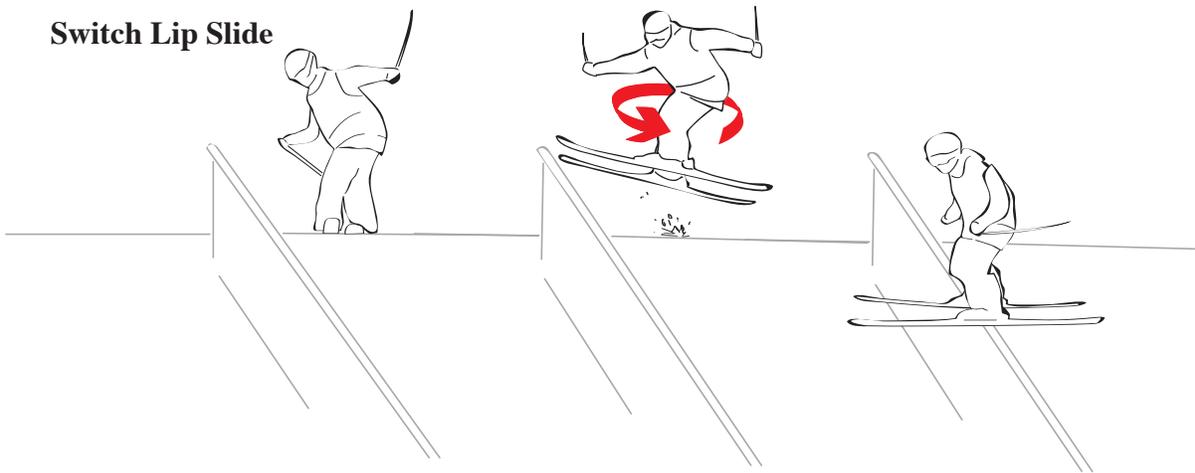
Trick Recognition- RAILS

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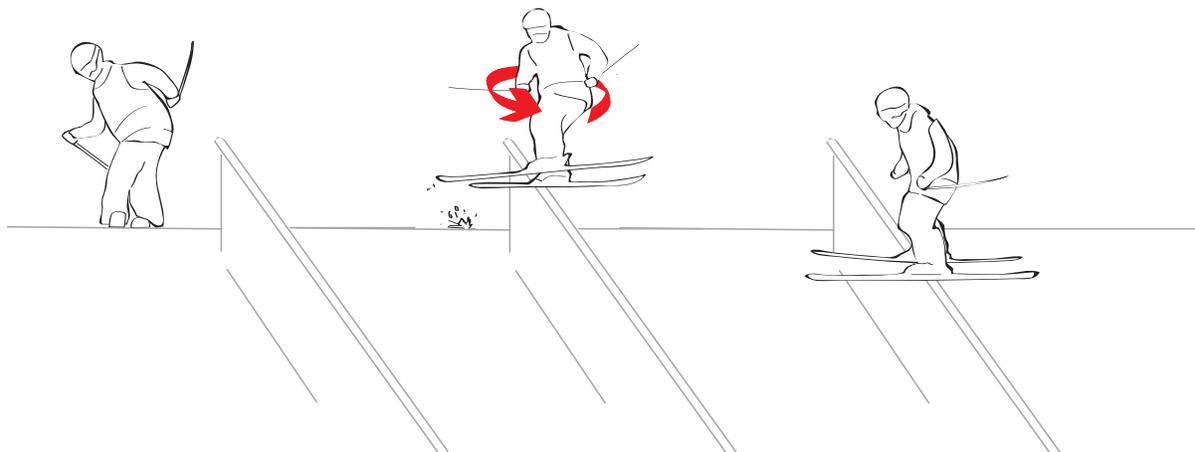
Lip Slide



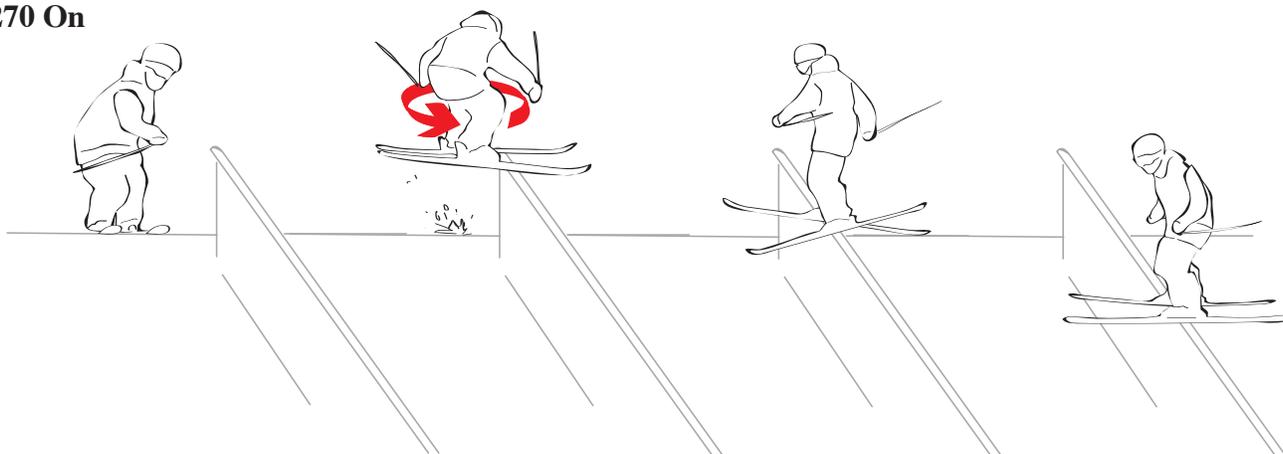
Switch Lip Slide



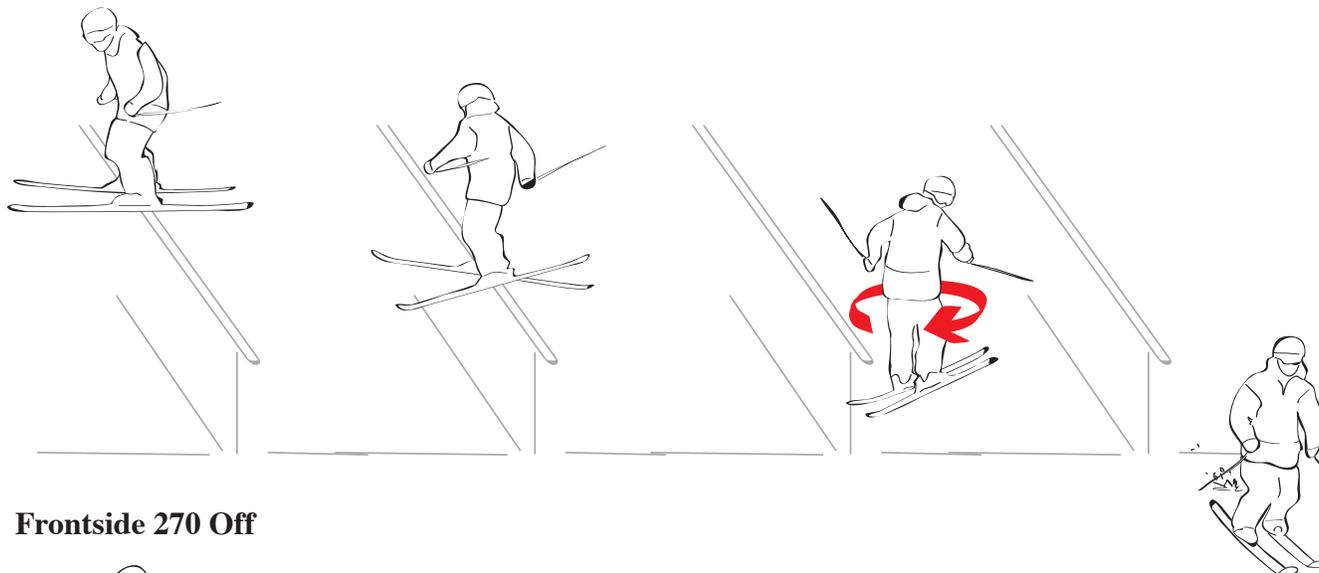
Switch Tails Over



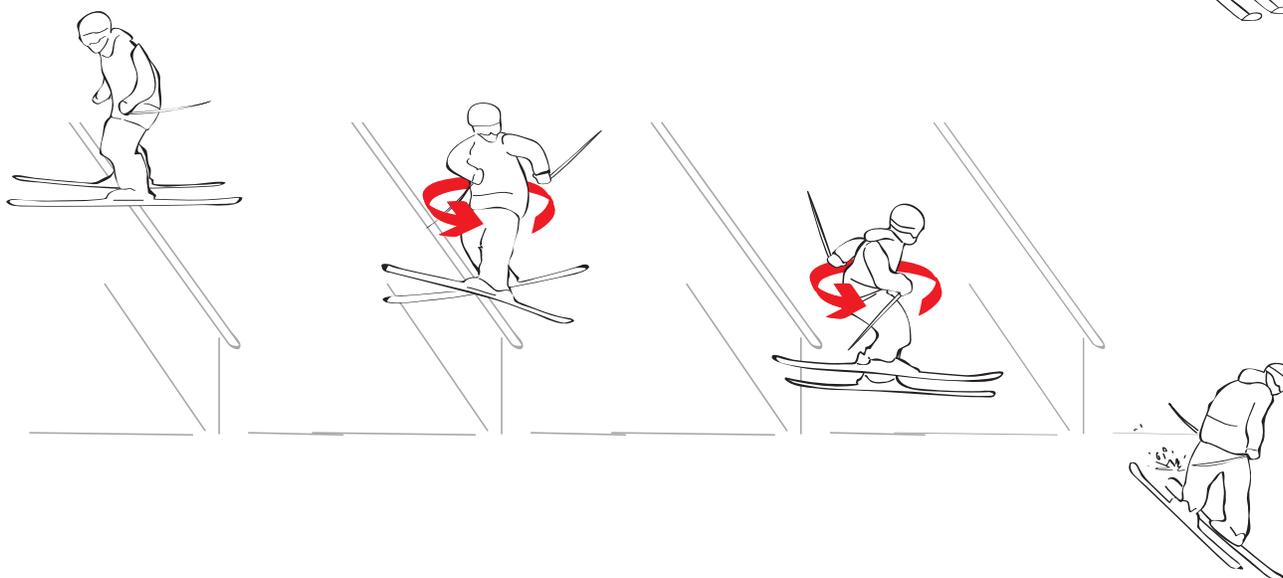
270 On



Backside 270 Off



Frontside 270 Off





Trick Recognition Practice- SLOPESTYLE

		0 45	45 65	65 75	75 85	85 95
Trick 1						
Trick 2						
Trick 3						
Trick 4						
Trick 5						
Trick 6						
Trick 7						
Trick 8						
Trick 9						
Trick 10						
Trick 11						
Trick 12						
Trick 13						
Trick 14						
Trick 15						

Steno Practice

Steno the following 4 Slopestyle Runs:

		0 45	45 65	65 75	75 85	85 95
Steno 1						
Steno 2						
Steno 3						
Steno 4						



Slopestyle Practice Ranking

Watch the following 5 slopestyle runs. Score and rank them using the Overall Impression Criteria.

Women's Slopestyle Practice Ranking		0	45	65	75	85
		45	65	75	85	95
WSS 1						
WSS 2						
WSS 3						
WSS 4						
WSS 5						

Rank	1st	2nd	3rd	4th	5th
Bib#					

Men's Amateur Slopestyle Practice Ranking		0	45	65	75	85
		45	65	75	85	95
AM 1						
AM 2						
AM 3						
AM 4						
AM 5						

Rank	1st	2nd	3rd	4th	5th
Bib#					

Men's Pro Slopestyle Ranking		0	45	65	75	85
		45	65	75	85	95
PRO 1						
PRO 2						
PRO 3						
PRO 4						
PRO 5						

Rank	1st	2nd	3rd	4th	5th
Bib#					



Before the Event

Contact The Head Judge: Before each event contact the Head Judge to obtain the event schedule, transportation, updates, etc. If any personal conflicts or issues arise in your schedule notify the Head Judge immediately. If you are going to be late to the competition for any reason contact the Head Judge by every means necessary until he/she is notified about the situation.

Watch Practice: Watching practice is an essential part of judging a competition. Overall Impression Judges use a relative range, which can differ from event to event. During practice is the time for judges to discuss the level of competition, identify the average runs, and establish the range.

Practice Judging: Athlete practice is also the time for the judges to practice. Once the judging panel has established the range, they will start discussing scores for runs witnessed in practice. This is the time to have the most discussion about runs and scores. By the time the competitions starts all judges should be on the same page.

In the booth

Proper Discussion in the Booth

Discussion amongst the judges during competition is not prohibited, but should be kept to a minimum. Especially when working with a new team of judges, discussion in the booth is helpful to create consistency. With a team of experienced judges discussions are infrequent or many times not necessary. Discussion after a run must be succinct and to the point.

A Head Judge should encourage the scoring judges to have reasonable and professional discussions as a group. The Head Judge can help initiate relevant dialog and engage as needed throughout the process, making sure that all judges are heard if they have something to address and that no one particular judge is dictating the discussions on the panel.

Call the Tricks

It is recommended to have one of the more experienced judges call the tricks out loud as each run is in progress. This ensures that all judges are recording the correct tricks on their steno. There is no reason to risk having a judge mistake a trick or record a trick incorrectly. So call the tricks!

Discuss and Compare Runs, Not Scores

If there is a discussion in the booth about a run, judges must only refer to runs and bib numbers, not scores. Remember, overall impression judges compare and rank runs, so the only relevant thing to discuss is; “Was this run better than that run?”



A Split Panel

If the judging panel disagrees or is a “split panel” about an important ranking (like a top five ranking) the Head Judge will have the judges compare the two runs based on the Overall Impression Criteria. If the split panel persists, the Head Judge will take a vote from the 5 judges. The run with 3/5 votes wins and all judges must comply to rank that run as desired by the majority of the judging panel.

Always Double Check the Final Results

After each heat and after the completion of the competition always review the final results sheet as a team to compare scores to look for any mistakes or miscalculations. It is possible for scores or bibs to get mixed up during tabulation, so it is important to always check for these errors before the results are released to the competitors.

During the Event

Be Helpful

Whenever possible, judges should help event organizers and the Head Judge as needed. Judges should offer assistance and insight regarding judging booth placement, competition format, course layout, weather conditions, safety, etc.

Be Available

Always attend athlete meetings and be prepared to answer questions. After the competition make yourself available to be approached by athletes or coaches and parents. You can answer questions or review runs, however any formal disputes or protests must be handled by the Head Judge.

Be Comfortable

Be prepared for cold weather. Heated judging booths are awesome but unfortunately not required. Dress and prepare yourself appropriately for the conditions.

Be Sharp

The use of alcohol and drugs is not permitted before or during the competition. That includes excessive drinking the night before. Smoking is not permitted in closed booths.

Be Professional

Maintain the highest level of professionalism at all times at a competition. Be respectful and professional to event organizers, staff and your fellow judges.

Be on Time

Arrive at the booth at the time specified by the Head Judge. Judges must never be the cause of delay at a competition, even if it's a powder day.

Competition Format

Heats

The HEAT SYSTEM helps to organize a large field of competitors for qualification rounds and is necessary for a judging team to accurately rank a large field of competitors using overall impression. Competitors are separated into heats at random and approved by the head judge. The optimum number of competitors in a heat is 25. There should *never* be more than 30 competitors in a heat.

For the safety of the athletes there must be a practice session in between heats to allow for the athletes to warm up and observe changes in the speed and snow conditions. The minimum practice time between heats is one run for each athlete.

Recommended Competition Format

- Divide the field of competitors into qualifying round heats of 25
- 2 runs each in qualifying heats, best run counts
- Minimum of 1 warm-up run per competitor in between heats
- From the qualifying round, 12 competitors move on to the finals
 - 2 HEATS: Top 4 from each heat plus the next 4 highest scores from both heats
 - 3 HEATS: Top 3 from each heat plus the next 3 highest scores from the 3 heats
 - 4 HEATS: Top 2 from each heat plus the next 4 highest scores from the 4 heats
- 12 competitor final: 2 or 3 run final, best run counts
- Minimum of 1 warm-up run per competitor in between final heats
 - Women's Final should run first- Womens Final Run 1, 2, (3)
 - Men's Final starts after the completion of the Womens Final- Mens Final Run 1, 2, (3)

Weather

Freeskiing is a winter sport and is inherently prone to inclement weather. The first concern at any event is the safety of the athletes, so it is important to allow the athletes to express all safety concerns. Here are the recommended steps to take in the event of bad weather:

Step 1) After the first practice session host an on-hill athlete meeting to gather feedback from the athletes regarding conditions and safety.

Step 2) Narrow the first round of competition down to 1 run. If all competitors in each heat can complete 1 run before the event has to be cancelled, then the event can still have full results; 1 run each to produce the final results.

Step 3) If the weather is stable enough to continue after everyone gets 1 run, proceed with giving each heat a second run.



Judging and Scoring

Number of Judges

For lower level event a B License certified Head Judge and a minimum of three B or C License certified scoring judges is required.

For top level event an A License Head Judge and a minimum of five A License certified scoring judges is required.

Drop High and Low Scores

At any high level competition it is recommended to drop the highest and lowest scores. There must be a minimum of five scoring judges to drop high and low, and the optimum number of scoring judges is six. Dropping the highest and lowest scores will eliminate the risk of a biased score effecting the final ranking.

Tabulation System

Electronic Tabulation Systems are mandatory at any high level competition. Electronic scoring systems eliminate the risk of calculation mistakes and human error. An electronic tabulation system is necessary to drop high and low scores. Scoring systems may be slightly different from event to event, so each judge must familiarize themselves with a new tabulation system before the start of the comp.

At lower level competitions electronic scoring is not required, however at a minimum there should be an excel sheet for inserting scores and sorting results.

Slopestyle Judging Booths

For top level events judges watch slopestyle runs from a live feed on a video monitor. This ensures that the judges can clearly see grabs and execution, but most importantly it allows the judge to get the overall impression of the run from top to bottom.

For lower level events where a live feed is not available, it is important for the judges to be able to see as much of the course as possible from one vantage point. The Head Judge should always work with the event organizers when determining booth location to ensure that the judges have the best view possible.

If it is not possible for the judges to see the entire course from a single vantage point, then it is necessary for the judging panel to be split into two separate judging booths. The Head Judges will assign judges to the two booths in the best way that he/she sees fit for fair judging. Each judging booth will be responsible for judging the features in their section of the course. For example: Two judges score the top three features and three judges score the bottom four features. There should never be more than two judging booths with split panel judging.



Judges Code of Conduct

- A judge shall conduct themselves in a professional manner at all times at a competition.
- Each judge shall be on time at the competition location. If there are any troubles regarding travel they shall contact the Head Judge by all means possible until the head judge is reached and informed about the situation and solution.
- Judges shall make themselves available to the Head Judge to perform any necessary tasks as requested.
- Judges shall refer all formal disputes or protests to the Head Judge.
- Judges shall work as a team and recognize that each judge has an equal right to their opinion.
- Judges shall not argue with other judges or Head Judge in front of athletes, officials or event organizers.
- Judges may not smoke, consume drugs or alcohol before or during the contest. This includes excessive drinking the night before.
- A judge must accept criticism calmly and maintain his/her composure at all times.
- A judge shall score and rank each competitor fairly, without bias, without regard to past impressions and without regard to the competitor's national affiliation, race, or sponsor.

