



JUDGES MANUAL SNOWBOARD

EDITION 2015/2016

**INTERNATIONAL SKI FEDERATION
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1	Selection of Headjudge and Judges for FIS events: Halfpipe and Big Air.....	4
2	Rights and Duties of FIS Snowboard Judges.....	5
3	Judging Regulations.....	6
4	Qualifications – License (Halfpipe and Big Air).....	8
5	Judges Training.....	9
6	Halfpipe Judging Criteria for FIS World Cup.....	10
7	List of Materials.....	14
8	Checklist for Head Judge.....	18
9	Snowboarding basic trick dictionary.....	18
10	Trick Steno System.....	32
11	Memoryboards.....	32
12	FIS Snowboard Judges Stand Requirements	35
13	Competition Format for FIS World Cup in Halfpipe.....	36
14	Construction of Halfpipe Competition Site	40
15	Halfpipe Site.....	43
16.	Big Air.....	44
17	Competitors Equipment.....	50
18	Public Address System.....	50
19	Judges Stand for Big Air.....	50
20	Big Air Judging.....	51
21	Big Air Judging criteria.....	51
22	Tie Breaking for Big Air.....	54
23	Big Air site.....	55
24.	Slopestyle.....	56
25	Ranking Slopestyle.....	62
26	Example of Slopestyle site.....	63

ORGANISATION

The Judges Manual includes official rules from the ICR, FIS-Points-Rules, COC-Rules and WC-Rules. It is a highly recommended guide, but not an official rule book.

1 Selection of Headjudge and Judges for FIS events: Halfpipe, Big Air and Slopestyle

1.2 Selection Criteria

All Headjudges and Judges for the upcoming World Cup season will be selected during the fall meetings of the FIS Snowboard Committee at the latest. The Judges for CoC- and FIS-Events will be selected when the final calendar planning is completed.

1.3 Nations Nominations

The Nations propose the judges to the Judges Working Group*. The Snowboard Committee approves the FIS SJWG proposal. In case of OWG, WSC or WJC, the proposals of the FIS SJWG and the Snowboard Committee are subject to the final approval from the council.

There are no maximum WC events for judges but rotation is strongly recommended.

*) In case the SJWG proposes a judge, the respective National Association has to approve the nomination in advance. The SJWG chairman to be responsible for the Nations` confirmation.

OWG/

YOG: Nation proposals to be made in by council requests but no later then 18 months prior to the games.

WSC/

WJC: Nation proposals to be made in the spring meeting approximately 12 months prior to the event.

WC: Nation proposals to be made in the fall meeting of the respective season.

UVS: Nation proposals to made in the spring meeting approximately 12months prior to the event.

At level 2, 3 and 4 events several judges from the host nation will be allowed.

Lower level events can be used as test events for new formats (please see WG minutes).

1.4 FIS SJWG meetings

Annual spring meetings of the FIS SJWG to be established and continued. In any case, the FIS SJWG should meet during the finals or one of the last World Cup events.

2. Rights and Duties of FIS Snowboard Judges

2.1 A snowboard judge has the right to:

- Receive rule books and other materials to train as a judge
- To have access to the judges stand during competition
- Be reimbursed for their expenses (see item 5)
- Receive daily compensation (see item 5)
- Receive lift tickets during all training and competition days
- Attend all official events and functions
- Check results and judges memory boards
- Attend all official trainings

2.2 Duties of a snowboard judge:

- To have a thorough and complete knowledge of the FIS Snowboard rules.
- A FIS snowboard judge must attend a minimum of one international judges clinic. each second year and also attend the national judges clinic each second year to maintain the judging license.
- Have a valid license and be qualified to judge at the competition concerned.
- Contributes to all judging decisions.
- Be bound by all the guidelines and rules set forth in the FIS snowboard rule book.
- Follow the FIS Snowboard judging criteria.
- Maintain their judging standard qualification.
- Judge each rider without bias regardless of their person or nationality.
- Be at the judges stand 15 minutes before the start of the competition or at the time announced by the Headjudge.
- Wait on the judges stand 15 minutes after the competition or longer if the Headjudge requests.
- If necessary, check and help with the calculation of results.
- Be at the team leaders meeting before the competition day.
- Inspect the competition site in due time.
- Watch the official training.
- If a Snowboard judge does not follow these regulations in all points, the license is subject to review by the FIS Snowboard Judges Working Group.

2.3 Rights and Duties of the Headjudge

- Is appointed by the FIS SJWG
- Shall have a valid judging license to Headjudge at the competition concerned
- Shall have a complete knowledge of the FIS judging procedure and follow the rules and guidelines set forth therein.
- Is responsible for the coordination of judges before and during competition.
- Is responsible to coordinate accommodation and transportation for all judges at the competition in question.
- Is a member of the jury with voting rights.
- Shall participate at all jury and team captain meetings whenever possible, the HJ should present the panel of judges at the last meeting before competition.
- Is responsible to see that all judges follow the FIS Snowboard judges criteria. If a judge does not follow the criteria, is not acting in a professional manner or is unfit

to judge, the Headjudge may replace the judge in question. If there are no other judge available, the Headjudge can score the event.

- Check results and judging memory boards with the other judges and confirm to the TD as soon as they are official.
- Inspect the location of the judges stand and construction at least one day before the first competition day, any revisions required to the judges stand to be presented to the TD prior to the last training day.
- Ensure that the standard of the accommodations and transportation are fulfilled:
 - All the rooms should be booked in the same hotel.
 - Hotels should be as close to the venues as possible.
 - The Headjudge should have a single room.
 - Scoring judges should also have single rooms. If single rooms are not possible, no more than 2 judges are allowed per room.
 - Organizers to supply contacts, names and phone numbers of hotel.
 - Transportation from the hotel to the team captains meeting and to the competition site has to be provided.
- Is responsible to collect the money for expenses and daily compensations for all judges from the Organizing Committee before the first day of competition.
- Is responsible for coordinating all judging requirements at site with the event organizers and the TD.

3. Judging Regulations

3.1 Judging Procedure

- The judges use the FIS Snowboard criteria at each FIS competition
- The judges shall work independently, unless the Headjudge calls a meeting.
- Each judge shall make a permanent written record of his/her scores at all times.
- In the event of a protest, the Headjudge and judges involved shall review the permanent written record and, if necessary, consult with other scoring judges and use any other means available to the Headjudge to review the protest. The Headjudge shall have the final say in determining the score that will be used.
- No scores shall be released as official until verified and approved by the Headjudge.
- For open scoring the marks are shown to the public immediately after the Headjudges approval.

3.2 Number of judges

- At World Championships and Olympic Winter Games there will be 8 judges, this includes headjudge, an assistant headjudge and 6 scoring judges. Special provision may be added for a reserve judge. It is mandatory that all scoring judges be from different countries.
- There are a minimum of 7 judges (including the Headjudge) at each FIS World Cup and at FIS Junior World Championships and Youth Olympic Games.
- At FIS CoC and FIS level events, it is recommended to use 4-6 judges.

3.3 Expense Accounts

A Judge has a right of reimbursements for his travel expenses up to CHF 600 (Highway taxes included) as well as free accommodation and meals during the assignment. This rule also applies to inspections as well as the trip to the competition (train, first class for longer distance, airfare, tourist class or car per kilometre, CHF 0.70 or equivalent) In addition a fixed daily rate of CHF 100*¹ is added for the travel days to and from, as well as each day of assignment. Double charges (e.g travelling home on the same day as the last competition) are not permitted. Overnight accommodation during the journey to and from the assignment is necessary, must be justified and reimbursed separately.

- This rule applies to all jury members at the Olympic Winter Games and FIS World Championships.

*¹ The maximum payment of 600 is valid for all races except Olympic Winter Games, World Championships, World Cup and Continental Cup unless due to geographic considerations an exception is granted.

3.4 Organizing Committee Costs

World Cups

To be described in the respective books of duties between FIS and the Organizer.

Continental Cups (EC, NAC, SAC)

- At all Continental Cups the cost of travel and compensation must be paid to the Judges by the organizer.
- The FIS SJWG can decide to use only five judges or less at these competitions.
- Lunch for judges on training and competition days.
- Accommodation and meals (see above for World Cups)
- Travel expenses to events. Car travel km charge is set at 0.7 CHF per km. Air travel is to be booked at the lowest rates.
- The Judges compensation is to be paid for judging days and two travel days only, (e.g. 2 days - Qualification and Final day) i.e: day's judged. The compensation is 100 CHF per day.
- In the event of a cancellation, the judges will receive compensation for days judged only. In the case of a competition being canceled the day of the competition, if the judges are on the stand, they will get the compensation for that day. The judges will get reimbursed for out of pocket expenses incurred as a result of a cancellation, this includes advanced air ticket.
- Headjudge must coordinate judges travel that are assigned to the events. Example: If two judges travel from same region, they should travel by one car.

3.5 Judges (Competition Levels)

Level 3–4 Competitions (FIS and Nationals)

One (1) Judge must be from a foreign nation

Level 2 Competitions (COC)

One (1) scoring Judge must be from a foreign nation and the Head Judge should be from a foreign nation.

Level 1 Competitions (WC, WJC, WJC, OWG and YOG)

All Judges must be from different nations (except the Head Judge and one scoring judge can be from the same nation

If due to “force majeure” or other issues the FIS together with a competition Jury can make exceptions to the composition of the judging panel. In level 2, 3, or 4 competitions. In level 1 competitions only the FIS can authorize exceptions.

4. Qualifications – License

FIS Snowboard Judges

A, A-prov, B, B-prov can be issued by the FIS SJWG only. National associations can issue up to a C level license.

4.1 A-License

A-License Judges may judge at all levels of FIS Snowboard competitions.
Be Head Judge at all FIS competitions including Olympic Winter Games, Youth Olympic Games and World Championships.

4.2 B-License

B-License Judges may judge FIS World Cups, Youth Olympic Games, Continental Cups and lower.
Be Head Judge at FIS Continentals and lower.

4.3 C-License

C-License Judges may judge FIS Continentals and lower.
A maximum of 2 C-License judges per Continental event is allowed.
Be Head Judge at all National events.

Licenses	OWG	YOG	WSC	WC	UVS	CoC	FIS	NC
A-Judges	X	X	X	X	X	X	X	X
B-Judges		X		X	X	X	X	X
C-Judges						X*	X	X

*) Only a maximum of 2 (two) C-licensed judges per FIS Continental Cup competition

4.6 Prerequisite for a A-License

- Have judged a minimum of two (2) FIS World Cups in the last three years.
- Approved by the FIS Snowboard Judges Working Group.
- Have attended a minimum of two International FIS Judges seminars in the last three years.
- Have been judging for a minimum of four (4) years.

4.7 Prerequisite for a B-License

- Have judged a minimum of three (3) FIS Continental Cups.
- Have judged a minimum of 1 FIS Snowboard World Cup in the last two years.
- Approved by the FIS Snowboard Working Group.
- Have attended minimum of one International FIS Judges Seminar.
- Have been judging for a minimum of two (2) years.

4.8 Prerequisite for a C-License

Their C-License is an National License and are based on the NSA's rules and structure. FIS SJWG will track the C-licensed judges as a help for the NSA's.

4.9 In General

- A Nation can only issue a C-License. In order to get a higher license, the judges need to attend an International FIS judge's clinic and be approved by the FIS Snowboard Judges Working Group.

Snowboard judges selection criteria for Olympic Winter Games

- A judge must have a FIS Snowboard A-License
- A judge has to be nominated by the FIS Snowboard Judges Working Group
- A judge must have been a judge at a minimum of eight FIS World Cups (including FIS World Championships) two years prior to OWG.
- A judge should have a good command of the English language
- Judges should be from different areas, Asia, Southern Hemisphere, Europe, Scandinavia and North America.
- A Headjudge should have been a judge (not a Headjudge) at the previous Olympics.
- All National Associations can propose judges to the FIS SJWG, if they meet all the criteria.

5 Judges Training

5.1 Sanctioning of International judges clinics

All International Judges clinics/seminars are sanctioned by the FIS SJWG.

5.2 Selection of proctors/instructors

- It is mandatory that all proctors/instructors for international judges clinics have attended clinics and have been approved by the FIS SJWG.
- The proctor/instructor for international clinics shall be a FIS A license judge.
- Anyone qualified to teach at international judges clinic must submit their name in writing to FIS SJWG chair, three weeks before the spring FIS meeting.
- Selection of the proctor/instructor will be based on a number of factors:
 - Capacity to prepare the course material.
 - Attitude
 - Ability & Experience
 - Knowledge of the sport
 - Experienced Headjudge at FIS World Cups.

6 Halfpipe Judging Criteria

6.1 Halfpipe Judging

- For each Halfpipe Event, three (3) – (6) judges shall independently evaluate the competitor's performance based upon the judges criteria, plus the Head Judge. In case that there are 5 scoring judges, all scores will be counted. When there is a minimum of 6 scoring judges, the highest and the lowest score will drop out and then add the 4 middle scores are averaged.
- Judges must give scores during the Halfpipe events in accordance with the Halfpipe judging Criteria. They must be available to the Head Judge during preparation and throughout the event.
- Judges can use score cards to mark score by bib number and must keep a memory board to note the tricks, falls and other specifics.
- The official score is the one on the judges memoryboard.
- No discussions are allowed concerning competitors scores unless initiated by the Headjudge.
- No competitor, team representative, or spectator will be allowed to approach the judges stand or speak with the judges during the competition.
- Any protest or problem arising from the judging will be dealt with by the Headjudge and the competition jury.

6.2 Snowboard Halfpipe Scoring System

Each judge must use a 100 point system for example 2, 6, 87, 93 etc. Each judge can give a maximum of 100 points for each competitor

The score of the Judges will be averaged for each competitor run and XX,XX out of 100 will be displayed as total score for that particular run.

6.3 Overall Impression

All judges will score the run by evaluating the run from start to finish with an overall precision. The judges evaluate the precise nature of the run in relation to maneuvers attempted, both individually and as a sequence. The overall composition of the run is very important as the judges evaluate the sequences of tricks, the amount of risk in the routine, and how the rider uses the pipe. The judges take falls, mistakes and stops into consideration and can deduct up to 25 % of the points of the run/judge for each fall/stop. (See deduction scale: 2617.2)

Judges must have a good trick knowledge. Without understanding the trick, it must be very hard to finalize a result.

As an overall impression judge you must consider
(These are not in any particular order)

Amplitude:

Greater amplitude increases the risk of the trick.

Difficulty:

There is more than just the number of rotations that affects the difficulty.

Judges consider:

- Switch take offs or landings
- Frontside or Backside rotations,
- Take offs, on heel or toe,
- Different grabs
- Blind landings
- Hard combinations and the sequence of tricks
- Different rotation axis (Longitudinal/Lateral Axis, Vertical Axis)
- Alley oop

Performing grabs can change the difficulty of the trick. Boning or tweaking can increase the difficulty and also where you grab on the board and what hand during different rotations.

When performed with amplitude and good execution, straight airs can be highly rewarded

Execution:

Control should be maintained during the whole run, from start to finish. The riding should be done with good stability and fluidity. Each individual trick should be performed with full control. When an athlete decides to perform a trick, he/she should reach the position chosen and show that this is the position he/she wants. In rotations flips and different hybrids, the rotation should be done in one manoeuvre and control should be held, demonstrated in one unique movement with an equal rotational rhythm from beginning to the end. "The trick should look easy".

If the intention of a grab is done, the grab should be made on the board and not anywhere else. (boot grab, Binding grabs etc...) Performed grab/grabs are very important in all kind of manoeuvres and a missed or weak grab will influence the judges score radical.

Take offs and landings should be performed on the higher part of the halfpipe. Before landing, tricks must have been completed in preparation for landing.

Variety:

When the athlete performs the run, variety must be a key factor. Mixing different tricks into a good run. Straight airs, alley oops, air to fakies and spinning different ways:

Backside/ Frontside, Left/Right, Longitudinal/Lateral Axis, Take offs and landings should be a mix of switch and normal. Grabbing the board with different grabs on different spins.

Pipe Use:

The run should be performed from start to finish. Judges count the run until he/she has crossed the finish line.

Take offs and landings should be performed on the higher part of the halfpipe.

Progression:

By rewarding progression we help to push the sport forward.

Introducing new tricks that have not been performed before

Risk taking:

To perform difficult tricks earlier in the run .

We want to see the athletes to push their run to its maximum but not beyond.

Combinations:

To have difficult trick combinations in a row in the halfpipe instead of separating them with easier tricks

Consideration:

For a judge to “know” how difficult tricks and combos are, judges need to have communication with athletes and coaches to see their opinion. This item should be discussed with coaches at official coaches meetings during the season. Not at each competition. Difficulty is very individual and athletes, judges and coaches may disagree with each other when discussing difficulty scales. But judges must have a clear opinion when working on a competition what is easy and what is difficult.

6.4 Deduction**Deductions for falls per judge will be as follows:**

1 - 10	Small mistakes including flat landings, deck landings, sliding, light hand touches and other instabilities.
11 - 20	Medium mistakes including stop full, extended hand drags, heavy hand touches, light butt checks and reverts.
21 - 25	Major mistakes including heavy butt checks, body checks and complete bails.

The deduction by the Judges is taken from the score that would have been given with a correct completed landing on the tricks.

For example a competitor, considered to be not under control could be awarded 45 points by a Judge for the run and receive a 20 point deduction for a major landing fault, thus giving the competitor a score of 25.

6.5 Considerations of the judging Criteria

The main problem for the judge panel is to determine what the ideal is and what is not. To help judges in assessing a Halfpipe run, three key concepts are considered: First we have the concept of “variety”. If the athlete can do a large number of different tricks, he shows a high mastery of the sport and is thus better than someone who can only do a limited number of maneuvers. A second concept is “difficulty”. A good rider must be able to perform tricks that are difficult. Third, each trick must be performed with ideal “execution”. This is where discrepancies in judging are often being challenged.... What is ideal execution? The answer - it’s up to the discretion of the judge, such is the nature of a judged competition. For example: one who performs a method air by barely bending his knees and just touching his board has **not** performed the trick in a difficult and well executed manner compared to someone

who grabs his board, pulls it over his head, holds it, and straightens his legs. It's up to the judge to make this discretion.

Obviously, experience and observation are the keys when it comes to judging execution, and difficulty. Therefore we must stress the importance of judge training. If a judge isn't properly trained, his scores will reflect it in their inaccuracy and inconsistency.

6.6 Finish Line

The finish line indicates the final point of take off that will be considered by the judges. If a rider takes off and performs a trick on or before the line, the trick (and any fall) will count.

6.7 Tie-Brake

Ties for competitors which are out of the competition (do not advance to Semifinals or Finals) will remain as final results and listed with the same rank already on the partial result lists (e.g. Qualification Results, Semifinals Results).

Ties occurring out of different heats will not be broken

6.7.1 Single Run

If a tie exists, the comparison of the two highest competitor scores in the tied run shall be determine the winner. If they are still tied, the comparison of the highest three scores in the tied run shall determine the winner. If they are still tied, they will remain tied and the competitor with higher bib will be ranked first.

6.7.2 Two Run Combined

- If a tie exists in a two run combined score, the competitor with the highest two scores runs shall be determine the winner. If they are still tied, the highest three scored runs shall determine the winner. If they are still tied they will remain tied and the competitor with higher bib will be ranked first.

6.7.3 Two Run Final (Best of two runs)

- If two (2) or more competitors obtain the same score in the best run of two, a comparison of the two (2) highest Judges marks in the best run of two (2) shall determine the winner. If they are still tied, the highest three scores in the tied run will determine the winner. If they are still tied, then comparison of the two (2) highest Judges scores of the other final run will determine the winner. If they are still tied, the highest three (3) Judges scores of the other final run will determine the winner
- If they are still tied, they will remain tied and the competitor with the higher bib number will be ranked first.

6.7.4 Ties to qualify for the finals

- If two or more competitors are tied for the last place to qualify for the finals in the first run, all tied competitors will be qualify for the finals. In such a case the number of qualifiers in the second run will be accordingly.

6.8 Special Procedures: Halfpipe

Stops: If a competitor stops in the Halfpipe for more than 10 seconds, the competitor will be scored to that point. The competitor should exit the course as soon as possible.

7 List of Materials

Judging Supplies

The Head judge should organize memory boards for the judges together with the starlists for the judges panel. Also Head judge should inform the selected judges to bring their own materials that judges use during the competitions. Each judge are responsible of their own: pencil, pencil sharpeners, clipboard and erasers. Also, judges should remember to bring snacks during events.

The organizer should be responsible for:

- Supplies:
 - Access to a copy machine
 - Stapler and extra staples
 - 1 hand calculator (as big as possible, fresh batteries)
 - Score board for results close to Judge Stand and up on start
 - Hot & cold drinks and a variety of snacks/food during event
- Furniture:
 - Tables that are needed
 - Chairs with backrests
- Staff:
 - Official scoring secretary and three assistants to be used to run scores, record runs on score board (only if used)
 - Starter and co-starter

8 Checklist for Head Judge

Name of competition: _____

Before competition

- Judges have been selected for competition
- headjudge _____
- Judge 2 _____
- Judge 3 _____
- Judge 4 _____
- Judge 5 _____
- Judge 6 _____
- Judge 7 _____

Contact person from Organising Committee

Name of Contact person _____

Phone number _____

- Transport has been organised by Organisations committee
- Accommodation have been organised by Organisations committee
- All the judges know the judge contact person

Arrival

- Ski passes to all the judges
- Food coupons
- See if judges have arrived
- Check if the judges have good accommodation
- Check if there is something special going on e.g. beer tickets to Party

Check / Competition site with Chief of Competition and TD

- Inclination _____
- Length _____
- Width _____
- Fences _____
- Start area _____
- Finish area _____

Get input about Competition site from the coaches/ riders

Check judge stand with Chief of Competition and TD

- View over Arena _____
- Enough height _____
- Large enough _____
- Stable _____
- In the centre _____

Competition Committee Meetings

First meeting

- Discuss competition program
- Discuss the material you need (list of supplies)
- Meet chief of scoring

Second meeting

- Discuss condition of Arena
- Time schedule for program

OK from

- TD _____
- Chief of comp _____
- Chief of scoring _____
- Speaker _____
- Starter _____
- All assistants _____

Material for Judges Stand

- Radios
- Blankets
- Food and drinks (coffee, soft drinks, water)
- Judge cards, pencils, staples, memory boards, start lists etc.

Team captains meetings day before competition

- Introduce judges
- Report from TD and chief of competition
- Competition format and judging criteria
- Present Competition program

Judge meeting night before competition

- Discuss the day's official training
- Discuss condition of Arena
- Discuss judge stand
- Set the time for presence at the judge stand
- Transportation issues if necessary to Judges Stands

Competition

- Make sure that you have the FIS rule book

Arrive early to check:

- Judge stand _____
- Fencing _____
- Start area _____
- Finish area _____
- Discuss the order of seating
- Distribute starting lists and judge material to judges
- Practice scoring
- Radio check with TD and starter
- Placement of finish line (last point of take off)
- Check judge scores between qualification and finals

Post competition

- Wait 15 min for protest time
- Check result with chief of scoring
- Fill in Headjudge report and send it to FIS judges working group
- Participation at the award ceremony
- Thank members of Organising Committee
- All the judges have been paid
- All the judges have transportation arranged
- Closure with TD

PARTS OF THE PIPE

LIP: Top of the pipe.

TRANSITION: Radius of the pipe.

FRONTSIDE WALL: Front wall.

BACKSIDE WALL: Back wall.

	Frontside wall	Backside wall
A Regular:	Riders Right	Riders Left
A Goofy:	Riders Left	Riders Right

Tricks in Halfpipe (can also be used for other disciplines)

AIRS: Tricks over the lip of the pipe.

HANDPLANTS: Tricks in which the rider leans one or two hands on the lip.

LIPTRICKS: Tricks on the lip, not included in the other two classifications.

AIRS

Rotation under 360° (Around vertical Axis):

Grab	Backside wall	Frontside wall
Front Hand toe side	Mute	Slob
Front Hand heel side	BS Air	Lien Air
Back Hand toe side	Indy	FS Air
Back Hand heel side	BS Stalefish/Freshfish	FS Stalefish
Back Hand tail side	BS Tailgrab	FS Tailgrab

BS = Backside, FS = Frontside

To Tail: Landing the tail knocking the lip.

To Nose: Landing the nose knocking the lip.

To Rock: Landing with the board over the lip. (The nose points out of the pipe).

To Disaster: Landing with the board over the lip. (The nose points into the pipe).

These types of landings must be done on purpose, they won't affect the riders score as long as

Lien to Tail: A Fs air, front hand grabs the nose, and lands knocking with the tail on the coping.

Body Jar: Bs Air landing with the tail on the coping. Similar Lien to Tail, but only Backside.

Half Cabs: Fakie 180° to fakie.

Rotation over 360° (Around some axis):

Anyone of the previous airs can be performed with a rotation: 360°, 540°, 720°, 900°, 1080°, with or without grab:

Caballerials (Cabs): Fakie 360° around the vertical axis, BS or FS, (If it is backside caballerial, it is simply caballerial). I.e. Caballerial Indy Nosebone, Caballerial Tailgrab, Caballerial Lien to Tail...

Grab	Bs/Fs wall
Front hand toe side	Gay Twist
Front hand heel side	Less Twist
Back hand toe side	Caballerial Indy
Back hand heel side	Caballerial Stalefish
Back hand tail side	Caballerial Tailgrab

Mc Twist: Frontflip Backside 180°. Is like a 540° inverted. The most usual is performed Bs and grabbing Mute. Also exist other combinations, with or without grabs, Frontside, Mc Twist 720°...

Haakon Flip: Switch backflip frontside 360°.

F Rodeo Flip 720°: Backflip frontside 360°.

Rodeo Flip: Frontside 540° semiinverted.

Cork screw: Backside 540° semiinverted.

Backflip: Mortal back. (2 kinds)

- 360° around lateral axis.
- 90° backflip 90°.

Frontflip: Mortal front.

Misty Flip: Frontflip with a horizontal rotation backside 180° (Mc Twist in Straight Jump).

Mc Hawk: Fakie 720° Mute. Double Gay Twist.

Wet Cat: Mc Twist 900°.

Crippler: Backflip frontside 180°.

F Rodeo 900°: Backflip Frontside 540°

Michalchuk Flip: Backflip Backside 180°.

Rippey Flip: Backflip lien 360°.

STYLE OF THE TRICK:

Position of the legs on the board.

Nosebone: Back leg bent, and front leg boned (straightened)

- FS Nosebone
- Indy Nosebone
- Tailgrab Nosebone
- Stalefish Nosebone

Tailbone: Front leg bent, and back leg boned.

- Mute o Slob Tailbone
- Mc Twist Tailbone
- Stalefish Tailbone

Sad-Melanchollie-Melon: Similar Nosebone, but grabbing with front hand heel side, and the nose points to the ground.

- Lien Sad
- BS Sad

Mosquito: Same as Sad, but the nose points to the sky.

Method: Is an air with the two legs bent with an angle 90°. The body bends backwards. Only the grab is heel side.

- Lien Method
- Bs Method
- Stalefish Method

Straight Legs: Is an air with the two legs straightened.

- Fs Straight Legs
- Indy Straight Legs

Japan: Is a mute air with the front knee tucked.

Crossbone, Tweaked: An air with a straight back leg and crossing behind the front leg.

- BS Crossbone
- Lien Crossbone

John Thomas: Back hand grabs toe side, and the back leg tucked.

HANDPLANTS

Fs Invert: Front hand on coping, and back hand grabs toe side.

Miller Flip: Fs Invert 360°.

Unit: FS Invert 540°.

Bs Invert: Back hand on coping, and front hand grabs toe side.

Egg Plant: Front hand on coping, and back hand grabs toe side.

Egg Flip: Egg Plant 360°.

Mac Egg: Egg Plant 540°.

Andrecht: Similar Bs Invert, but grabbing heel side.

Layback Air: Only Fs. Back hand on coping, and front hand grabs toe side. (if grabs heel side is named Andrecht Layback Air).

Ho-Ho Plant: Invert with the two hands on coping.

Elguerial: Fakie to Andrecht (360°). Also can be performed 540° or 720°.

Fs Handplant Stalefish: Similar Fs Invert, but grabbing Stalefish.

Bs Egg Plant Stalefish: Similar Egg Plant, but grabbing Stalefish.

Stilmasky: Back hand on Coping, front arm between the legs grabbing heel side. (only Bs).

Jtear: Frontside 540° inverted, with back hand on Coping.

LIPTRICKS:

Rocks: The board lands perpendicular on coping, the nose points out of the pipe.

- Rock to Fakie
- Rock & Roll (Bs Rock)
- Fs Rock.

Disaster: The board perpendicular on coping, the nose points into the pipe.

- Fs o Bs Disaster
- Cab to Disaster

Slides: Slide with some part of the board on coping, rails or some surface.

- Noseslide
- Tailslide
- Lipslide (Disaster Slide)
- Bs o Fs Rock Slide
- Bluntslides
- Nosebluntslides

Blunts: Board in vertical position with the tail on the coping.

- Blunt to Fakie
- Bs o Fs Blunt

Noseblunts: Board in vertical position with the nose on the coping.

- Fakie Noseblunt
- Bs o Fs Noseblunt

- Revert:** Land a trick reverting in the transition.
- Disaster Revert - Noseslide Revert
- Nollie:** Knock the snow with the nose and the tail takes off before.
- Nose Pick:** Static position with the nose on the coping.
Fs & Bs Fifty-fifty (slide with the board in longitudinal direction, along the coping).
- Nosepong:** Ollie forward knocking with the nose doing a nollie.

SLOPESTYLE RAIL TRICK GUIDE

Trick families

To make the terminology as simple as possible, we can talk about three major trick families within the rail trick terminology, which together make up the foundation of all different rail tricks. These are 50-50's, boardslides and lipslides. Within each trick family there are several variations of tricks and combos. All these tricks can be performed both frontside and backside (assumed that the rail/box has a so called street approach and not a kicker straight in front of the rail/box).

Frontside and backside

The trick becomes a frontside trick when the rail is on your toe side from the approach where you take off from the snow, which means you approach it from the side and not straight in front of it. Thus, the trick becomes a backside trick when the rail is on your heel side from your approach. Be aware that the term Cab (for switch frontside) is only used when it is a 180-degree rotation or more. If it is a simple 50-50, boardslide or lipslide performed switch, it is only called switch frontside/backside. (Frontside and backside abbreviations: **F** and **B** (**sw F** and **sw B** if performed switch))

Rotations up on the rail

When a rider does a rotation up on the rail, the standard is to do backside rotations from the frontside approach (take off from toe edge) and frontside rotations from the backside approach (take off from heel edge). If the rider does a frontside rotation from the frontside approach (take off from toe edge) or a backside rotation from the backside approach (take off from heel edge) it is called **hard way** (abbr: **hw**). Backside hard way and switch backside hard way rotations are almost always performed with a nollie (nose ollie take off) instead of an ollie as it becomes more natural.

Rotations off the rail

Rotations off 50-50's, nose- and tailpresses are always half-circle or full-circle rotations such as 180's, 360's, 540's (abbr: **1, 3, 5**) and so on and are described with the original terms frontside, backside, cab (switch frontside) and switch backside.

The rotations off the rail on boardslides, lipslides and bluntslides are never half-circle or full-circle rotations, but always something in between as the rider slides sideways in a 90-degree angle. The rotations are therefore 270's, 450's, 630's (abbr: **2, 4, 6**)

and so on. The 90-degree rotations, which are the least the rider has to do off the rail, are only mentioned as **to forward** (abbr: **tfo**)(landing in natural direction; regular or goofy) or **to fakie** (abbr: **tfa**) (landing switch). If the rotation off the rail continues the same way as up on the rail the rotation degree is the only thing that is mentioned, e.g. a backside 270 off a frontside bluntslide is simply called “front blunt 270” as the rider has already started a backside rotation to perform the frontside bluntslide. If the rotation off the rail is the opposite way as the approach to the rail it is called a **pretzel** (abbr: **pr**), e.g. a backside 270 off a backside boardslide is called “back board pretzel” (the rotation degree is usually only mentioned on pretzel 450’s and beyond since the pretzel 270 is the basic pretzel) as the rider starts a frontside rotation to perform a backside boardslide and then changes to a backside rotation off the rail.

50-50 (abbr: **50**)

A basic trick where the rider slides the rail with the board pointing in the same direction as the rail with a centred position.

Nosepress (abbr: **np**)

A more technical kind of a 50-50 where the rider leans forward to put pressure on the nose to be able to lift the rear foot so that it is not in contact with the rail. It is quite common to do a **tail tap** (abbr: **tt**) at the end of the rail and this should not be seen as a failed nosepress as it is made on purpose. To dip the tail right at the landing on the rail or during the nosepress is not desirable though.

Tailpress (abbr: **tp**)

A more technical kind of a 50-50 where the rider leans backward to put pressure on the tail to be able to lift the front foot so that it is not in contact with the rail. Also called 5-0 (five-o) which is the original skateboard term. It is quite common to do a **nose tap** (abbr: **nt**) at the end of the rail and this should not be seen as a failed tailpress as it is made on purpose. To dip the nose right at the landing on the rail or during the tailpress is not desirable though.

Boardslide (abbr: **bs**)

The rider slides sideways in a 90-degree angle with the rail between the bindings. A frontside boardslide is performed from the frontside approach and the rider rotates the board backside 90 before landing on the rail. A backside boardslide is performed from the backside approach and the rider rotates the board frontside 90.

Noseslide (abbr: **ns**)

A kind of boardslide where the rider does not keep the rail between the bindings but instead slides on the nose (preferably outside the front binding). Frontside noseslide is performed like a frontside boardslide but on the nose instead of between the bindings and backside noseslide is performed like a backside boardslide but on the nose instead of between the bindings.

Lipslide (abbr: **lip**)

A trick where the rider rotates the tail over the rail and lands in a 90-degree angle with the rail between the bindings. A frontside lipslide is performed from the frontside approach rotating the board frontside 90 before landing on the rail. A backside lipslide is performed from the backside approach rotating the board backside 90.

Tailslide (abbr: **ts**)

A kind of lipslide where the rider does not keep the rail between the bindings but instead slides on the tail (preferably outside the rear binding). Frontside tailslide is performed like a frontside lipslide but on the tail instead of between the bindings and backside tailslide is performed like a backside lipslide but on the tail instead of between the bindings.

Bluntslide (abbr: **bl**)

A trick that is similar to the boardslide but instead of keeping the rail between the bindings, the board is tweaked out over the rail so that the tail slides the rail (preferably outside the rear binding). Thus a frontside bluntslide is performed like a frontside boardslide but with both feet tweaked out over the rail and a backside bluntslide is therefore performed like a backside boardslide but with both feet tweaked out over the rail.

There is also a trick called **Noseblunt** (abbreviation: **nbl**) which is performed more similar to a lipslide but with both feet tweaked out over the rail so that the nose slides the rail. A frontside noseblunt is performed like a frontside lipslide but with both feet tweaked out over the rail and a backside noseblunt is therefore performed like a backside lipslide but with both feet tweaked out over the rail.

Taps and stalls

Sometimes rail features are placed sideways in the slope, where they are called spines instead of rails and are not necessarily made to slide. Some may be placed to be able to jump over and some may be placed on top of quarterpipes etc. so that you can jump up on them and then jump back in the direction you came from. On these types of features, taps (abbr: **t**) and stalls (abbr: **st**) are often performed. These are not specific rail tricks, as they do not need rails or boxes to be performed. They can as well be performed on bonk features like barrels for example. A tap is usually performed when you jump over the feature and touch it with either the nose or the tail, e.g. Frontside 360 noisetap (abbr: **F 3 nt**). Another trick that is common on these features is the Miller flip (abbr: **mf**), which is a kind of inverted 360 where you touch the rail/bonk feature with a hand to help the rotation back from the inverted position. It is desirable to use only one hand while the other hand grabs the board.

The stall tricks are performed like the different slide tricks but standing still on the rail/bonk feature instead of sliding. It is not unlikely that even hand plants are performed on these features.

Examples of rail tricks and combos with steno system

Frontside boardslide (if performed "to forward" it is not necessary to mention it)

Abbr: **F bs**

Frontside bluntslide to forward (if bluntslides are performed "to forward" it should be mentioned as it is quite unnatural and often seen as more difficult than "to fakie")

Abbr: **F bl tfo**

Frontside boardslide pretzel 270 (Front board pretzel)

Abbr: **F bs pr**

Frontside bluntslide 270

Abbr: **F bl 2**

Frontside tailpress backside 180

Abbr: **F tp B 1**

Cab 180 hard way 50-50 backside 180

Abbr: **C 1 hw 50 sw B 1**

Backside 180 switch 50-50 cab 360

Abbr: **B 1 sw 50 C 3**

9.1 Glossary of tricks

Air to Fakie: Any trick in the halfpipe where the wall is approached riding forward, no rotation is made, and the snowboarder lands riding backward.

Alley Oop: A term used to describe any manoeuvre in the halfpipe where one rotates 180 or more degrees in an uphill direction; that is, rotating backside on the frontside wall, or rotating frontside on the backside wall.

Andrecht: A rear handed backside handplant with a front-handed grab.

Backside: The backside of the snowboard is the side where the heels rest; the backside of the snowboarder is the side to which his/her back faces.

Backside Air: Any air performed on the backside wall of the halfpipe.

Backside Rotation: Rotating clockwise for a regular-footer, and rotating counterclockwise for a goofy-footer (e.g. backside 360). Note: When riding switch-stance, the exact reverse applies and a regular-footer will rotate counterclockwise and a goofy-footer will rotate clockwise.

Backside Turn: A turn where the heel edge faces to the outside of the turn while the snowboard is riding on the toe edge. In other words, a right turn for a regular-footer and a left turn for a goofy-footer.

Backside Wall: When standing at the top of the halfpipe and looking down toward the bottom, the backside wall is the left wall for regular-footers and the right wall for goofy-footers. If you ride straight down the centre of the halfpipe your backside wall is behind you.

Bevel: The degree of angle to which the edges of a snowboard are tuned. Snowboards used for racing and carving should have a greater bevel than, say, a snowboard used in the halfpipe.

Blindside: A term given to any rotation where the snowboarder has oriented themselves "blind" to their takeoff or landing and must stretch to look over their

shoulder. Such a technique usually increases the difficulty. (e.g. A backside alley oop air in the halfpipe is often harder than a frontside alley oop air because it is blindside).

Boned: A term used to explain the emphasis of style in a trick. In other words, if someone "boned out a method" they would grab hard and create an emphasis of the manoeuvre such that his/her legs or arms may appear extended or stretched to a maximum degree. To "Bone" means to straighten one or both legs.

Bonk: The act of hitting an object with the snowboard (e.g. A tail bonk could be hitting a picnic table with the tail of the snowboard).

Caballerial (Cab): A halfpipe trick that begins fakie, spins 360 degrees, and lands riding forward. Named after skateboarding guru Steve Caballero. Also see Half-Cab and Gay Twist.

Canadian Bacon Air: The rear hand reaches behind the rear leg to grab the toe edge between the bindings while the rear leg is boned.

Cant: A term used to describe the angle at which either foot is positioned medial or lateral from a vertical axis. In other words, how much angle beneath your feet from side to side bends your knees together or apart.

Chicken Salad Air: The rear hand reaches between the legs and grabs the heel edge between the bindings while the front leg is boned. Also, the wrist is rotated inward to complete the grab.

Corkscrew: A term used to describe a sideways rotation, either free-riding or in the halfpipe.

Crail Air: The rear hand grabs the toe edge in front of the front foot while the rear leg is boned.

Cripler Air: An inverted aerial where the snowboarder performs a 180-degree flip. In other words, the rider approaches a halfpipe wall riding forward, becomes airborne, rotates 90 degrees, flips over in the air, rotates another 90 degrees, and lands riding forward.

Crossbone Method Air: A method air where the back leg is boned. See "Method Air"

Crooked Cop Air: Free-riding version of the mosquito air. See "Mosquito Air"

Detune: The process of dulling, slightly, the edges of the snowboard. Most people detune the edges around the nose and tail so they don't catch in the snow.

Double Grab: Basically, doing two separate tricks while in the air. One goes off of a jump, grabs the board one way, then grabs it in another way, then lands.

Double Handed Grab: Simultaneously grabbing the snowboard with both hands while in the air.

Duckfoot: A term used to describe stance angles with toes pointing outward, like a duck.

Effective Edge: The length of metal edge on the snowboard which touches the snow; it is the effective part which is used to make a turn. Therefore, it does not include the edge of the tip and tail.

Eggplant: A one-handed 180-degree backside rotated invert in which the front hand is planted on the lip of the halfpipe wall.

Elgeurial: An invert where the halfpipe wall is approached fakie, the rear hand is planted, a 360-degree backside rotation is made, and the rider lands going forward.

Erotic Air: Front hand grabs heel side, between the legs.

Fakie: A term for riding backward. See also Switchstance

Fall Line: The path of least resistance down any given slope.

Flat Bottom: The area in a halfpipe between the two opposing transitional walls.

Flatground: Term used to describe tricks performed on a flat slope without obstacles. (e.g. nose slide, blunt slide, tail wheelie, etc.)

Flex: Term used to describe the stiffness and pattern of how a snowboard flexes, i.e., stiff, medium, soft.

Free-riding: Snowboarding on all types of terrain for fun. i.e., no contests, no halfpipe, no gates, no rules, etc.

Freestyle Snowboarding: The kind of snowboarding which is mostly associated with riding the halfpipe, but which may also be used to describe any type of snowboarding which includes tricks and manoeuvres.

Fresh Fish Air: The backside version of the stale fish. See "Stale Fish"

Frog Air: Similar FS Air, with the arm between the legs

Front Hand: The hand closest to the nose of the snowboard. In other words, the left hand for regular-footers and the right hand for goofy-footers.

Frontflip: Mortal front.

Front Foot: The foot mounted closest to the nose. A regular-footer's left foot and a goofy-footer's right foot.

Frontside: The frontside of the snowboard is the side where the toes rest; the frontside of the snowboarder is the side to which his/her chest faces.

Frontside Air: A true frontside air is performed on the frontside wall of a halfpipe and the grab is Indy. The indy grab is with the rear hand between the bindings on the toe edge; in this particular manoeuvre, the front leg is usually boned. Technically there is no such thing as a "frontside indy," but sometimes it helps as a description. Also a frontside air can be any air performed on the frontside wall of the halfpipe.

Frontside Rotation: Rotating counter-clockwise for a regular-footer and rotating clockwise for a goofy-footer (e.g. frontside 360). Note: When riding switch-stance, the exact reverse applies and a regular-footer will rotate clockwise and a goofy-footer will rotate counter-clockwise.

Frontside Turn: A turn where the toe edge faces to the outside of the turn while the snowboard is riding on the heel edge. In other words, a left turn for a regular-footer and a right turn for a goofy-footer.

Frontside Wall: When standing at the top of the halfpipe and looking down toward the bottom, the frontside wall is on the skier's right for regular-footers and the skier's left for goofy-footers. If you were to ride straight down the centre of the halfpipe, you would be facing your frontside wall.

Fs Invert: Front hand on coping, and back hand grabs toe side.

Goofy-Footed: Riding on a snowboard with the right foot in the forward position. In other words, the right foot is closest to the nose, furthest from the tail, and in between the left foot and the nose.

Grab: To grab either edge of the snowboard with one or both hands.

Haaken Flip: An invert done in the halfpipe where the rider approaches the frontside wall riding switch. At the lip the rider flips backward into the pipe and rotates 720 degrees spinning frontside down the pipe.

Half-Cab: Cannot be performed in the halfpipe. It is the free-riding version of the caballerial in which one rotates 180 degrees from fakie to forward off of a straight jump. Also see "Caballerial" and "Gay Twist".

Halfpipe: A snow structure built for freestyle snowboarding. It consists of opposing radial transition walls of the same height and size. Snowboarders utilize the halfpipe to catch air and perform tricks by traveling back and forth from wall to wall while moving down the fall line.

Handplant (Backside): A 180-degree handplant in which both hands, or the rear hand may be planted on the lip of the wall and the rotation is backside.

Handplant (Frontside): A 180-degree handplant in which the front hand is planted on the lip of the wall and the rotation is frontside.

Handplant (Layback): A 180-degree handplant in which the rear hand is planted on the lip of the wall and the rotation is frontside.

Hard Boots: Footwear designed for use in carving and racing. Boots are stiff and may use hard plastics to provide maximum support. Similar to alpine ski boots.

Heel Edge: A snowboard has two different edges. The heel edge is the one at which the heels rest.

High Back Bindings: A binding system that includes a highback component that extends perpendicularly from the board, lies flat against ones calf, and provides support for the back of the leg, especially for edging and turning on the heel edge. Invented by snowboarder Jeff Grell.

Ho Ho: A general term given to any two-handed handplant.

Hucker: One who throws himself/herself wildly through the air and does not land on his/her feet.

Indy Air: A true "Indy Air" is performed backside with the rear hand grabbing between the bindings on the toe edge while the rear leg is boned. The term "Indy" may also be used to simply describe the location of the grab.

Invert: A trick where the head is beneath the level of the board and the snowboarder balances on one or two hands.

Inverted Aerial: A manoeuvre where the snowboarder becomes airborne and upside down at any given moment.

Inverted 180: See "Crippler".

Inverted 540: See "McTwist".

Inverted 720 (720 McTwist): An inverted aerial where the snowboarder performs a 720-degree rotational flip. In other words, the snowboarder approaches the wall riding forward, becomes airborne, rotates 720 degrees in a backside direction while performing a front flip, and lands riding fakie.

J-Tear: An invert where the athlete rotates roughly 540 degrees in a frontside direction while planting one or both hands on the lip of the wall. Invented by Mike Jacoby.

Japan Air: The front hand grabs the toe edge in between the feet and the front knee is pulled to the board.

Jib: Describes a type of riding that most closely resembles street skateboarding. "Jibbers" commonly slide rails, bonk trees and perform flatground tricks.

Late: A term used to describe incorporating something into a trick just before its completion and landing. (e.g. "A Method to Late 180" would mean doing a method air and at the last possible second rotating 180 degrees and landing fakie).

Leash: A retention device used to attach the snowboard to the front foot so that it doesn't run away.

Lien Air: The front hand grabs the heel edge and the body leans out over the nose. Must be done on the frontside wall. Named after skateboarder Neil Blender (Lien is Neil spelled backwards).

Lip: The top edge portion of the halfpipe wall.

Lip Trick: Any trick performed on or near the lip of the wall of the halfpipe.

McEgg: An invert where the rider plants the front hand on the wall, rotates 540 degrees in a backside direction, and lands riding forward.

McTwist: An inverted aerial where the rider performs a 540-degree rotational flip. In other words, the rider approaches the halfpipe wall riding forward, becomes airborne, rotates 540 degrees in a backside direction while performing a front flip, and lands riding forward. Named after skateboarder Mike McGill.

Mc Hawk: Fakie 720° Mute. Double Gay Twist.

Melonchollie Air: The front hand reaches behind the front leg and grabs the heel edge in-between the bindings while the front leg is boned.

Method Air: The front hand grabs the heel edge, both knees are bent, and the board is pulled to level of the head.

Michaelchuck: An invert done in the halfpipe on the backside wall where the rider does a back flip with a 180-degree backside rotation.

Miller Flip: An invert where the halfpipe wall is approached riding forward, the front hand is planted, a 360-degree frontside rotation is made and the rider lands riding fakie.

Misty Flip: The free-riding version of the McTwist. It is a partially inverted 540-degree front flip that is performed off of a straight jump. Therefore the approach is riding forward and the landing is fakie.

Mosquito Air: A halfpipe trick in which the front hand reaches behind the front leg and grabs the heel edge between the bindings. The front knee is then bent to touch the board tuck-knee style.

Mute Air: The front hand grabs the toe edge either between the toes or in front of the front foot.

Nollie: Much like an ollie, only you spring off of your nose instead of your tail. See "Ollie".

Nose: The front tip of the snowboard.

Nose Grab Air: The front hand grabs the nose of the snowboard.

Nose Poke Air: Any manoeuvre where you bone your front leg and "poke" the nose of the snowboard in a direction away from your body, usually while grabbing. (e.g., Indy Nose Poke Air).

Nose Slide: To slide along the ground or an object solely on the nose of the snowboard.

Nuclear Air: The rear hand reaches across the front of the body and grabs the heel edge in front of the front foot.

Ollie: A method to obtain air without a jump by first lifting the front foot then lifting the rear foot as you spring off of the tail.

Palmer Air: A kind of method where the grab is near the nose, the board is pulled across the front of the body and the nose is pointed downward. Named after Shaun Palmer.

Phillips 66: An invert where the rider approaches the halfpipe wall riding fakie, plants the rear hand on the lip of the wall while doing a "front flip" and lands in the transition riding forward. Named after skateboarder Jeff Phillips.

Plate Binding: A binding system in which hard boots, similar to those used in downhill skiing, are attached to the board by a flat "plate." Similar to ski bindings. However, most snowboard bindings are non-releasable.

Pop Tart: Airing from fakie to forward in the halfpipe without rotation.

Quarterpipe: A halfpipe with only one wall. In other words, a snow-sculpted shape that contains a transition and a vertical, and is used as a jump to catch air.

Rail: There are two rails on a snowboard, each comprised of a sidewall and an edge.

Rail Slide: To slide the rails of the snowboard onto almost anything, other than a flat slope. Some good rail sliding surfaces include: fallen tree branches/logs, the coping of a halfpipe, a picnic table.

Rear Hand: The trailing hand closest to the tail of the snowboard. In other words, the right hand for regular-footers and the left hand for goofy-footers.

Rear Foot: The foot mounted closest to the tail. A regular-footer's right foot and a goofy-footer's left foot.

Regular-Footed: Riding on a snowboard with the left foot in the forward position. In other words, the left foot is closest to the nose, furthest from the tail, and in between the right foot and the nose.

Revert: To switch from riding fakie to forward, or from forward to fakie, usually while the snowboard is still touching the ground.

Rippey Flip: Backflip lien 360°.

Roast Beef Air: The rear hand reaches between the legs and grabs the heel edge between the bindings while the rear leg is boned.

Rocket Air: The front hand grabs the toe edge in front of the front foot (mute) and the back leg is boned while the board points perpendicular to the ground.

Rolling down the windows: A phrase used to describe when someone is caught off balance and they rotate their arms wildly in the air to try and recover.

Rodeo Flip: An invert done riding fakie or forward where the rider rotates frontside or backside while flipping. Can be done with a 540, 720, 900 and 1080.

Sato Flip: An invert done on the frontside wall of a halfpipe where the rider does a front flip with a 180-degree rotation frontside.

Seatbelt Air: The front hand reaches across the body and grabs the tail while the front leg is boned.

Shifty Air: A grabless trick where the upper torso and lower body are twisted in opposite directions and then returned to normal. Usually the front leg is boned.

Sick (Slang): An expression used to describe something really exceptional--clothing, a trick, a run, etc.

Sidecut Radius: The measure (usually in cm) of the circle radius to which the sidecut of a snowboard corresponds. A small circle or sidecut (under 900 cm) will make tighter turns than a large sidecut (over 900cm).

Sintered Base: High molecular-weight base formed by the heating and compression of small fragments of P-tex. Sintered bases absorb and hold wax better and are more durable than extruded bases, i.e. they are faster.

Sketching: The act of riding along precariously and nearly falling.

Slob Air: The front hand grabs mute, the back leg is boned and the board is kept parallel with the ground.

Soft Boots: Footwear designed for use in freestyle and free-ride snowboarding. Boots are soft and pliable and allow a large range of motion while maintaining sufficient support.

Stalefish Air: The rear hand grabs the heel edge behind the rear leg and in between the bindings while the rear leg is boned.

Stance: The position of one's feet on the snowboard. Includes: stance types, such as regular or goofy, and also stance specifications, such as widths and angles.

Step-In Binding: Binding system in which no major manual adjustment is needed to attach and detach the boot from the binding. You simply "step in" and then pull a lever or a latch to "step out." It has been developed for hard as well as soft boot binding configurations.

Stiffy Air: Any manoeuvre in which both legs are boned and a grab is incorporated. (e.g. Mute Stiffy).

Switchstance (Switch): The term for performing a trick while riding backward. It is important to note that it's a specific term given to a manoeuvre that is performed exactly like riding forward. The only difference is the rider is going backward as if he/she were a goofy-footer instead of a regular-footer, or vice-versa, hence the term "switched stance." Thus, any trick may be performed switchstance. Also, see Fakie

Tail: The rear tip of the snowboard.

Tail Grab Air: The rear hand grabs the tail of the snowboard.

Tail Poke: Any manoeuvre where you bone your rear leg and "poke" the tail of the snowboard in a direction away from your body, usually while grabbing.

Tail Slide: To slide along the ground or an object solely on the tail of the snowboard.

Tail Wheelie: To ride solely on the tail of the snowboard with the nose in the air.

Taipan Air: The front hand reaches behind the front foot and grabs the toe edge between the bindings. The front knee is then bent to touch the board tuck-knee style.

Toe Edge: A snowboard has two different edges. The toe edge is the one at which the toes rest.

Transition (Tranny): The radial curved section of a halfpipe wall between the flat bottom and the vertical. A snowboarder pumps and rides the transition to gain speed, to catch air and to land.

Traverse: To ride perpendicular to the fall line. A halfpipe rider traverses from wall to wall in the halfpipe.

Tuck Knee: A technique where one knee is bent and the ankle bent sideways to touch the knee to the snowboard between the bindings. (e.g. Tuck Knee Indy Air).

Twin Tip: A type of snowboard designed for freestyle snowboarding. It has an identical tip and a tail so that the board may be ridden similarly in both directions.

Vertical (Vert): The vertical top portion of a wall in a halfpipe that allows the snowboarder to fly straight up into the air and not out of the pipe or into the pipe.

Wall: The wall of a halfpipe is comprised of a transition and a vertical section.

Wet Cat: A 900-degree rotation on a McTwist.

50/50: To slide with the board parallel to the coping. Also see "Grind".

180 Air: The snowboarder rotates 180 degrees in the air and lands riding fakie. In the halfpipe, the rider approaches the wall riding forward, rotates 180 degrees, and lands riding forward.

360 Air: The snowboarder rotates 360 degrees in the air and lands riding forward. In the halfpipe, the rider approaches the wall riding forward, rotates 360 degrees, and lands riding fakie. This trick may also be performed by riding fakie and landing riding forward; in which case it is called a caballerial. See "Caballerial".

540 Air: The snowboarder rotates 540 degrees in the air and lands riding fakie. In the halfpipe, the rider approaches the wall riding forward, rotates 540 degrees, and lands riding forward.

720 Air: The snowboarder rotates 720 degrees in the air and lands riding forward. In the halfpipe, the rider approaches the wall riding forward, rotates 720 degrees, and lands riding fakie. Of course, it may also be performed switchstance by riding fakie and landing riding forward.

900 Air: The snowboarder rotates 900 degrees in the air and lands riding fakie. In the halfpipe, the rider approaches the wall riding forward, rotates 900 degrees, and lands riding forward.

10 Trick Steno System

A Trick Steno system should be used and each judge has their “own” way of writing. This could be done as follows.

10.1 Halfpipe, Slopestyle and Big Air

Grabs

Backside Air	B	Air To Fakie	AF
Frontside Air	F	Stailfish	S
Mute	M	Nosebone	N
Rocket Air	R	Truck Driver	TD
Japan	J	Bloody Dracula	BD
Indy	I	Fakie to Forward	FF
Tailgrab	T	Stiffy	S
Lien	L	Sad	Sd
Canadian Bacon	Cb	Roast Beef	Rb
Chicken Salad	Cs	Seatbelt	Sb
Crail	Ca	Handplant	Hp
Alley Oop	Au	Andrecht Handplant	Ahp
HoHoplant	Hopl	Dew Plant	Dpl
Melon	Me	Tai Pan	Tp

10.2 Rotations (Horizontal and vertical spins)

El geurial	Elg	720°	7
Frontside Rodeo	FR	900°	9
Rodeo Alley Oop	Rau	1080°	10
Haakon Flip	H	1260°	12
Crippler	Cr	1440°	14
Backflip	Bf	1660°	16
Caballerial	C	1800°	18
Gay Twist	Gt	Double	D
Les Twist	Lt	Double Cork	DT
Michealchuk	Mch	Triple	T
McTwist	Mct	Triple Cork	3C
360°	3	Quadruple Cork	4C
Wild Cat	W	Under Flip	UF
Front Flip	FF	Miller Flip	Mf
540°	5		

10.3 Slopestyle and Big Air

Take Offs on Rails and other features

Frontside	F
Backside	B
Toe	To
Heel	He

Rail Tricks

Boardslide	Bs
Lipslide	Ls
Noseslide	Ns
Tailslide	Ts
50 -50	55
Nosepress	Np
Tailpress	Tp
180°	1
270°	2
450°	4
630°	6
810°	8
990°	99
Pretzel	Pr
Hardway 'take off)	HW

11 Memory Boards

Memory boards will be used to make a permanent written record of his/her scores at all times.

The Memory boards layout can be "Landscape" when many tricks are performed. These different Memory boards can be found on the FIS ftp site.

11.1 Halfpipe Overall Impression

Memory Boards Judge: 1 2 3 4 5
 Ladies Men Qualification/Heat 1 2 3 Finals

Nr	NOTES	Fall	Tot	0-20	20-30	40+	50+	60+	70+	80+	90+

11.2 Big Air Overall Impression

Memory Boards Judge: 1 2 3 4 5
 Ladies Men Qualification/Heat 1 2 3 Finals

Nr	NOTES	Fall	Tot	0-20	20-30	40+	50+	60+	70+	80+	90+

Big Air Finals (2 out of 3)

Nr	NOTES	Fall	Tot	0-20	20-30	40+	50+	60+	70+	80+	90+

11.3 Slopestyle

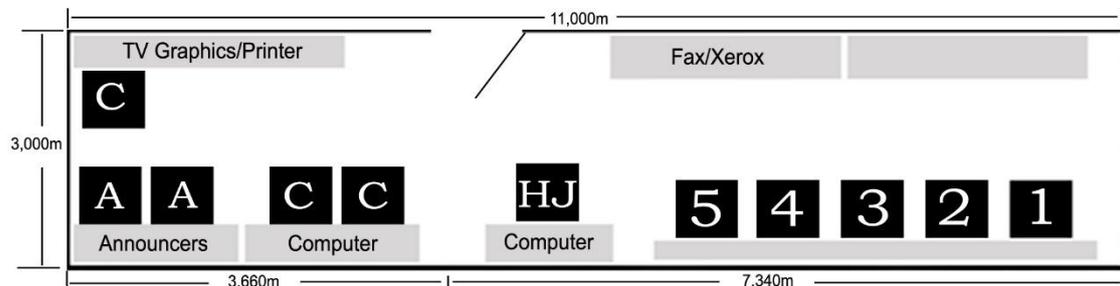
Memory Boards Judge: 1 2 3 4 5
 Ladies Men Qualification/Heat 1 2 3 Final

Nr	NOTES	Fall	Tot	0-20	20-30	40+	50+	60+	70+	80+	90+

12 FIS Snowboard Judges Stand Requirements

Explanatory Notes:

1. Permanent, fully enclosed buildings are preferred.
2. **Minimum size (HP, SBS, BA)** of stand interior to be recommended 11m x 3m for FIS World Cup.
Requirements for FIS World Championships and Olympic Games may call for the stand to be larger.
(e.g. TV, video, computer, sound)
3. The stand is positioned so that judges, announcers, scoring and timing can see the entire course.
4. Entrance should be by staircase in the middle back of the stand, and have a door to restrict access during competition. Alternately, an internal staircase with entrance at the uphill back of stand can be used. **Entry can never be from the front of the stand.**
5. The entire judges stand should be adequately heated.
6. Computer/Announcer section **must be dry, heated and totally enclosed** against wind, snow and rain.
7. The stand is to have a sloping, waterproof roof. Cantilever roof in judges' section as per detail below.
8. Clean 110 volt or 220 volt mains power to be provided to front and back of the computer/announcer section.
9. The floor of the stand should be dry, slip resistant and free of obstacles and holes.
10. It must be possible for the judges to have visual contact with the announcer and scorer.
11. Portable toilet must be located close to judges stand.
12. **IMPORTANT:** If other users require space on the stand (i.e. TV, video, sound), sizes need to be increased to accommodate them, however the location and space reserved for FIS users should not be compromised.
13. If the announcer, TV-Graphics and Copy machine is not more than 5 meter away from the Judges Stand, than the size of the Judges Stand can be smaller (minimum 6m x 2,5 m)
14. If there is 6 judges, e.g: double up formats, Headjudge should be placed in the center of the judges stand with 3 judges on each side.



13 Competition Format for FIS World Cup in Halfpipe

13.1 FIS Competition Format HALFPIPE World Cup 2015/2016

Before the TC meeting, the jury (Headjudge, Technical Delegate and Chief of Competition) with the Race Director will decide which format will be used.

Heat Competition Format

Qualification:

Competitors will be grouped into heats of: Men: 20-30 per heat, Ladies 15-25 per heat.

The seeding will be done as follows:

- Number of heats will be decided by the jury before the TC meeting, based on time and entered participants on competition.
- If a semi-final will be used will be decided by the jury before the TC meeting, based on time and entered participants on competition.
- Competitors will be ranked according to their highest ranking on current FIS WC, CoC points list or FIS points list in Halfpipe. (If competitors are tied the higher points in the second category will decide their position. If they are still tied their position will be decided by draw.)
- In FIS WC competitions the competitors can be ranked using the World Snowboard Points List instead. Which list will be utilized has to be announced prior to the Team Captains (Draw) Meeting.
- If there will be two heats, the competitors will be divided with even and odd ranking:
Heat 1: Ranking 1, 3, 5, 7 etc. **Heat 2:** Ranking 2, 4, 6, 8 etc.
- If there will be three heats, each third competitor will be in each heat from the ranking:
Heat 1: Ranking 1, 4, etc. **Heat 2:** Ranking 2, 5, etc. **Heat 3:** Ranking 3, 6, etc.
- Every heat will receive warm-up for 15-30 minutes (decided by the jury), directly followed by the two qualification runs with the best run to count.

Qualification to Final will be as follows if there is NO Semi-Finals:

Men

With two (2) heats: top six (6) ranked competitors from each heat.
With three (3) heats: top four (4) ranked competitors from each heat.
With four (4) heats: Top three (3) competitors for each heat advance

Ladies

With two (2) heats: top three (3) ranked competitors from each heat.
With three (3) heats: top two (2) ranked competitors from each heat.

Qualification to Final will be as follows if there are Semi-Finals:

Men

With two (2) heats: top three (3) ranked competitors from each heat. (3+3=6)

With three (3) heats: top two (2) ranked competitors from each heat (2+2+2=6)

With four (4) heats: top 2 (2) ranked competitors from each heat. (2+2+2+2=8)

Ladies

With two (2) heats: top two (2) ranked competitors from each heat. (2+2=4)

With three (3) heats: top 1 (1) ranked competitors from each heat. (1+1+1=3)

Semi-final to Final will be as follows:

Men

With two (2) heats: Rank: 4th - 9th competitors from each heat. (6+6=12)

With three (3) heats: Rank: 3rd - 6th competitors from each heat. (4+4+4=12)

With four (4) heats: Rank 3rd – 5th competitors from each heat (3+3+3+3=12)

Ladies

With two (2) heats: Rank: 3rd - 5th competitors from each heat. (3+3=6)

With three (3) heats: Rank: 2nd -3rd competitors from each heat. (2+2+2=6)

The will receive two more runs and the following will advance to Final:

Men with one (1) + two (2) + three (3) heats where 6 competitors already have advanced to finals from Qualification: Top ranked competitors: 1st–6th advance to the Finals

With four (4) heats where 8 competitors have already advanced to Finals from Qualification: Top ranked competitors: 1st – 4th advance to Finals **Ladies**

With two heats: Top rank: 1st – 2nd

With three heats: Top rank: 1st – 3rd

Finals: (6 Ladies and 12 men)

Start order for Halfpipe finals using heat formats will be:

Same start order for final run 1 and Final run 2 based on results from qualification

Start order for finals will be: In case of two (2) heats the competitors will be seeded according to their results in the qualifications. The first ranked competitors of each heat will start as 11 and 12 based on their score from qualifications highest score last. The second ranked from each heat will start as 9 and 10 based on their scores from qualifications highest score last etc.

In case of three (3) heats, the first ranked competitors 1 of each heat will start as 10, 11 and 12 based on their score from qualifications. The second ranked from each heat will start as 7, 8 and 9 based on their score from qualifications highest score last etc.

Final rank as follows:

Without Semifinals:

Ladies	1-6	Best run out of Final run 1 or 2
	7-end	Best run out of Qualification run 1 or 2
Men	1-12	Best run out of Final run 1 or 2
	13-end	Best run out of Qualification run 1 or 2

With Semifinals:

Ladies	1-6	Best run out of Final run 1 or 2
	7-12	Best run out of Semifinal run 1 or 2
	13-end	Best run out of Qualification run 1 or 2
Men	1-12	Best run out of Final run 1 or 2
	13-18	Best run out of Semifinal run 1 or 2
	19-end	Best run out of Qualification run 1 or 2

13.2 Double-up Format (only for Qualification)

The Judges will be divided into two (2) different judging panels with one (1) Head Judge. Each of the two (2) panels will consist of 3 Judges. The Judges will judge the competition based upon an Overall Impression basis.

Qualification

Competitors will be grouped into heats of:

Men: 20-30 per heat, Ladies 15-25 per heat.

The seeding will be done as follows:

- Number of heats will be decided by the Jury before the Team Captains Meeting, based on time and number of entered participants in the competition.
- If a semi-final will be used it will be decided by the Jury before the Team Captains Meeting, based on time and number of entered participants in the competition.
- Competitors will be ranked according to their highest ranking on current FIS points list in Halfpipe. (If competitors are tied they will be decided by draw.)
- If there will be two heats, the competitors will be divided with even and odd ranking:
 - Heat 1: Ranking 1, 3, 5, 7 etc. Heat 2: Ranking 2, 4, 6, 8 etc.
- Every heat will have a scheduled warm-up of between 15-40 minutes (time to be decided by the Jury), directly followed by the two qualification runs with the best run to count.

Judge Panel 1 (one) scores both Runs from Heat 1 and Heat 3,
Judge Panel 2 (two) scores both Runs from Heat 2 and Heat 4.

Finals and Semifinals are based on Heatformat. ICR Rule: 2604.3

13.3 Competition format – only for FIS competitions in Halfpipe

13.4 Heat Format

Qualification:

Riders will be grouped into heats of 25-35 riders and all riders will receive two runs.

Finals:

20 men and 10 Ladies are qualified for the finals.

Best run out of two will be used.

Final ranking as follows:

Ladies	1-10	Best run out of 2
	11-end	Result of Qualification
Men	1-20	Best run out of 2
	21-end	Result of Qualification

13.5 Jam-Session (Only for FIS level events + only for Finals)

12 men and 6 Ladies will be in Finals.

Two groups of three Judges (A-B), all judging Overall Impression. Each competitor will ride for a total of one (1) hour or such time as determined by the Competition Jury. The 2 best total panel scores out of each competitors runs will be added together to determine the final result.

13.6 Semi-Final Format (Only for FIS and COC level events)

After utilizing one (1) of the qualification formats an additional Semi-Final run can be added by the Jury to further break down the competitor finals field size. The use of a Semi-Final format must be announced by the Jury at the team Captain Meeting held prior to the start of competition.

Recommended: Semi-Final field sizes between 15 – 25 competitors. Each competitor will receive one (1) run with each judge utilizing an Overall Impression judging format. The top ranked 5 – 10 competitors will advance to the finals.

13.7 Finals (minimum 12 Men / minimum 6 Ladies – best 1 runs out of 3)

A minimum of ten (10) men and six (6) ladies will make 3 runs each.

Only the highest individual score out of 3 runs will be counted.

Start order will be as in rule 2604.3.4

14 Construction of Halfpipe Competition Sites

14.1 Halfpipe

Halfpipe Definition

The Halfpipe is a channel constructed in the snow. The bottom of the Halfpipe is almost flat and it should be small bent with a nice continuation from the transition of the walls. The walls are concave and elevated to almost vertical. The Halfpipe is orientated directly in the fall line. The riders go from one wall to the other, to achieve the greatest Amplitude and the most difficult tricks.

Technical Data---Oversized Pipe

	TECHNICAL DATA	MINIMUM	RECOMMEN DED	MAXIMUM
I	Inclination	15°	16,5°	18°
L	Length	120 Meter	130 Meter	150 Meter
W	Width	15 Meter	16.5 Meter	19 Meter
H	Inner height walls	4.2 Meter	4.5 Meter	5.0 Meter
T	Transition Radius Should be as an ellipse!	5.0 Meter	5.2 Meter	5.8 Meter
V	Vertical	40cm @ 85	50cm @ 85	60cm @ 85
F	Roll out deck	1 Meter	1,5 Meter	2 Meter
D	Drop in Area	Flat to 2 Meters		
O	Outside fence from Banners	0,5 Meter		
F	Banner fence from wall	1,5 – 2 Meters		

The steeper pipe.... the wider pipe, the flatter pipe....the narrower pipe.

The radius of the walls should be as an ellipse and should not be built as one radius!

14.2 Quantity of work

It is necessary to build the pipe at least 10 days before the event and the pipe should be ready 3-5 days before the competition. To build the walls you need 1-2 snowcats; it takes approximately 15 hours (longer in bad snow conditions). After the snowcats have completed the base of the walls, you need a pipe machine to make the whole pipe (walls, transition, bottom) smooth. If there is no pipe machine, you will need at least 10-15 people working with shovels to do the job of the pipe machine.

Starting platform

The starting platform is for the riders to drop into the pipe; it needs to be identical across the entire pipe. There should not be any disadvantage for regular footed or goofy footed riders. The platform should be flat and horizontal in order to allow the riders to start without slipping down the pipe. To access the platform, it is practical to cut wide steps in order to walk up on the top of the wall. During competition these

steps should be outside the pipe and not in the inrun of the pipe. Then riders will sit in the steps and putting on their boards. In bad snow conditions, the platform can easily be made of metallic staging, wood boards and only a few inches of snow.

Inner height of walls

The inner height of walls is constant from the top of the pipe to the bottom.

Finish area

The finish area is extended past the end of the pipe and should be flat and level. The judges stand is almost at the end of the finish area and directly facing the pipe.

14.3 Choosing the site

Altitude

It is not advisable to build a Halfpipe at an altitude which cannot guarantee permanent snow through out the season.

Public Access

It is most beneficial to situate the competition stadium closest to public areas like the base facilities, lift stations, restaurants and villages. Thus providing easy access for spectators.

The Site

The site should be around 60 m wide, The Halfpipe, with decks included, must be estimated at 20 m. Also 20 m on each side of the pipe should be available for snowcats work. The site should be about 150 m in length. Allow 100 m for the pipe itself and 50 m for the finish, with the judge's platform included.

The Slope

The slope must be between 14 – 22 degrees for the inner slope of the channel. It is understood that the slope can be corrected when the Halfpipe is constructed but this demands more snow and more work. The slope can be broken at the start to the finish, but the inner slope of the pipe needs to be constant.

Lay of the land

A natural channel can be used, providing that the snowcat can pass in the channel and work on the top of the walls. The arrangement of a natural channel or the construction of an artificial channel in the terrain reduces considerably the snow construction and the maintenance of the pipe. Much less snow is necessary.

Lift, Electricity and Accessories

When choosing a site it is important that the facilities for material transportation, public transportation and electrical installations should be taken into the consideration

Orientation

NORTH or SOUTH orientation is the best while NORTH orientation guarantees permanency of the pipe and least maintenance, it is the worst for photographers (rarely sunny, half-lights, etc.) Riders suffer more from the cold with the walls often hard and icy.

SOUTH orientation is the best. It is warm for the public, for the riders and the organizers. It is also ideal for photographers but it requires more maintenance.

If the site is oriented EAST or WEST, one of the Halfpipe walls will be exposed to sunshine all day while the other is in shadow. One wall will be soft from the sun and the other wall will be icy because of the shadow.

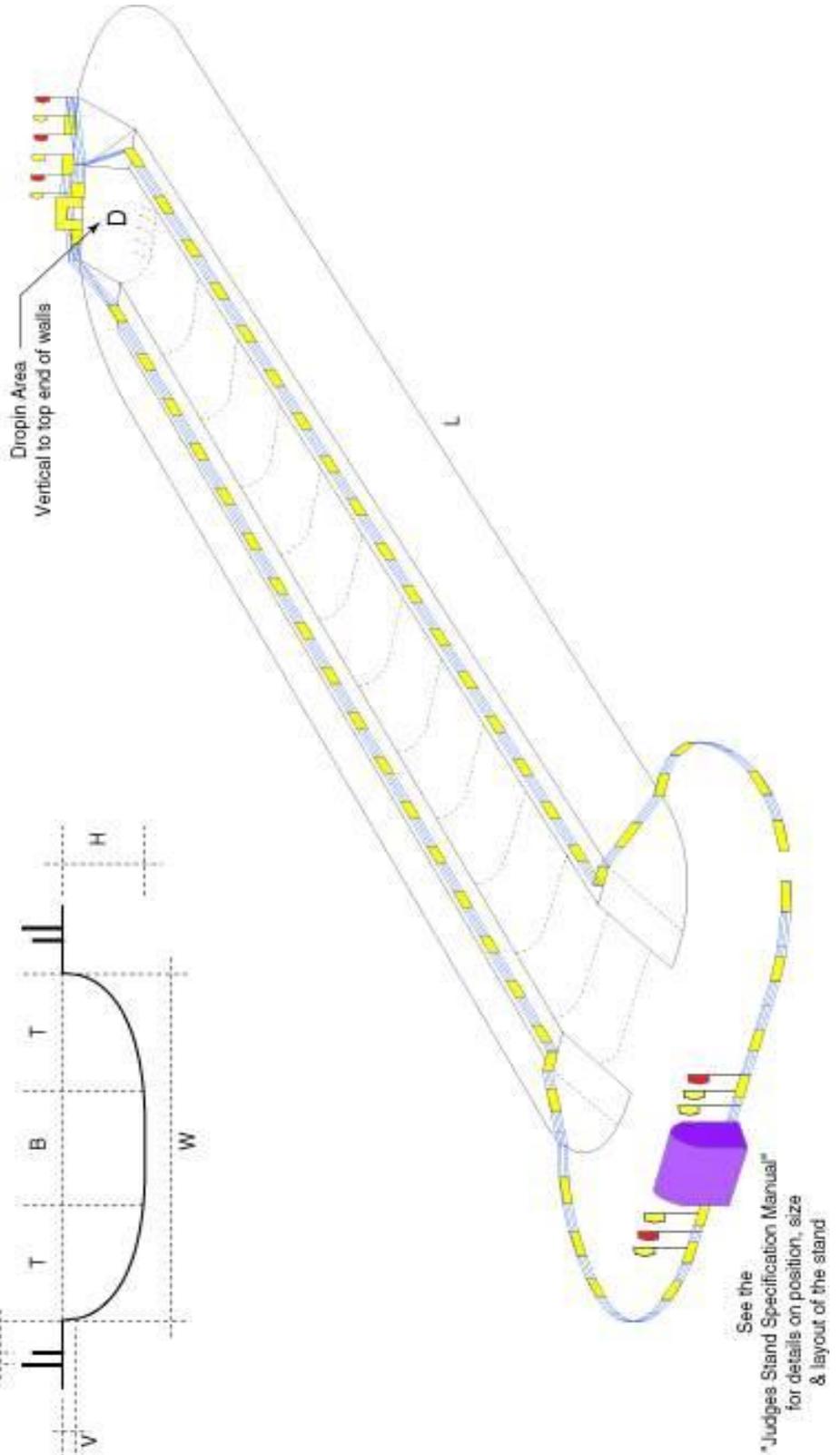
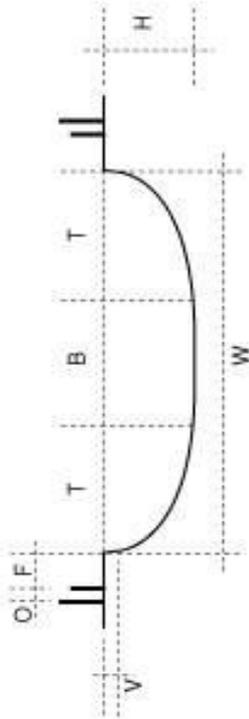
Snow

A considerable amount of snow must be moved for the Halfpipe construction. About 1500 – 2000 Cubic meters of packed snow. Equipment to take snow from an upper area down to the Halfpipe site is very important.

15 Halfpipe Site

	Technical Data	Minimum	Recommended	Maximum
	Inclination	15°	18°	20°
W	Length (wall to wall)	100m	110m	120m
H	Wall height	13m	15m	17m
T	Wall height	3m	3.5m	4m
T	Transition	4m	5m	6m
V	Vertical*		0.3m @ 85°	
B	Bottom Flat*		5m maximum	
D	Drop In Area*		2m	
F	Banner fence from wall*		1.5m	
O	Outside fence from banners*		0.5m	

*These measurements are recommendations to aid in consistency between pipes.



16 Big Air

16.1 Big Air Technical Data for FIS World Cup

In-Run

Pitch:	22°	(±2°)
Length:	60m	(±2m)
Width:	8m minimum	
Flat area before jump:	0° for 5-10m	

Jump

Width:	5m minimum
Height:	3m - 3.5m
Take off angle:	25°
Jump take off to knoll:	12m

Landing Hill

Pitch:	33°	(±2°)
Width:	22m minimum	
Length:	35m	
Transition to flat:	10m	

Finish Area

Width:	30m
Depth:	30m
Pitch:	0° - 3°

16.2 Big Air, Competition site

The Big Air site must conform to Specifications.

The Big Air site must be finished and ready for training at least one day before the start of competition. The drop in must allow the rider to have the correct speed for the jump and the landing has to have the correct angle to accommodate both flips and spins.

16.3 Training

Training for the Big Air is mandatory. There will be a starter at training to regulate the flow of the riders. Training times will be communicated by the Chief of Comp. during the first TC meeting.

16.4 Competition Format

Heat Competition Format

Qualification:

Competitors will be grouped into heats of: Men: 5–35 per heat, Ladies: 5–25 per heat.

The seeding will be done as follows:

Number of heats will be decided by the jury before the TC meeting, based on time and entered participants on competition.

- Competitors will be ranked according to their highest ranking on the current FIS WC, CoC points list or FIS points list in Big Air. (If competitors are tied the higher points in the second category will decide their position. If they are still tied their position will be decided by draw).
- In FIS WC competitions the competitors can be ranked using the World Snowboard Points List instead. Which list will be utilized has to be announced prior to the Team Captains (Draw) Meeting. If there will be two heats, the competitors will be divided with even and odd ranking:
Heat 1: Ranking 1, 3, 5, 7 etc. **Heat 2:** Ranking 2, 4, 6, 8 etc.
- If there will be three heats, each third competitor will be in each heat from the ranking:
Heat 1: Ranking 1, 4, etc. **Heat 2:** Ranking 2, 5, etc. **Heat 3:** Ranking 3, 6, etc.
- Every heat will receive warm-up for 15-30 minutes (decided by the jury), directly followed by the two qualification runs with the best run to count.

Qualification to Final will be as follows:

Men / Ladies

With a two heats format: minimum top six (6) men and minimum top three (3) ladies ranked competitors from each heat will advance to the finals.

With a three heats format: minimum top four (4) men and top two (2) ladies ranked competitors from each heat will advance to the finals.

16.5 Finals: (Minimum 12 Men / minimum 6 Ladies best 2 runs out of 3)

In the finals, minimum twelve (12) men and minimum six (6) ladies will have the opportunity to take two or three jumps. Only the two highest individual scores will count if three jumps are performed. If only two jumps are performed, highest individual score will count.

Start order for final jump 1:

In case of two (2) heats the competitors will be seeded according to their results in the qualifications. Number 1 of each heat will start as last and second last in Finals based on their qualification scores. Number two from each heat will start as third last and fourth last based on their qualification scores etc.

In case of three (3) heats the competitors will be seeded according to their results in the qualification. Number 1 from each heat will start at last, second last and third last based on their qualification scores. Number 2 from each heat will start as fourth, fifth and sixth last based on their qualification scores.

Start order for final jump 2:

The start order for final jump 2 is the same as final jump 1.

Start order for final jump 3:

The number of athletes that will take a third jump can be varied according to Jury decision prior to the event.

Start order will be the same order as final jump 1 and 2.

Ranking:

The final score of each competitor will be the two highest scores from of the 3 jumps performed. These two jumps must be different. If only two jumps are performed the highest individual score will count

Jumps are different if there is:

- a different direction of approach to the jump e.g. regular / normal stance or switch stance.
- a different take off e.g. Frontside or Backside
- Straight front flips / straight back flips

16.6 Knockout Competition Format

Qualification:

Competitors will be grouped into heats of: Men: 15 – 30 per heat

The seeding will be done as follows: (See Art. 2804.4.2)

- Number of heats will be decided by the Jury before the Team Captains meeting, based on time and entered participants on the competition.
- Competitors will be ranked according to their highest ranking on the current FIS WC, CoC points list or FIS points list in Big Air. (If competitors are tied the higher points in the second category will decide their position. If they are still tied their position will be decided by draw.)
- In FIS WC competitions the competitors can be ranked using the World Snowboard Points List instead. Which list will be utilized has to be announced prior to the Team Captains (Draw) Meeting.
- If there are two heats, the competitors will be divided within even and odd rankings:
Heat 1: Ranking 1, 3, 5, 7 etc. Heat 2: Ranking 2, 4, 6, 8 etc.
- If there are three heats, each third competitor will be placed in each heat from the rankings:
Heat 1: Ranking 1, 4, 7 etc. Heat 2: Ranking 2, 5, 8 etc.
Heat 3: Ranking 3, 6, 9 etc.
- Every heat will receive a warm-up period of from 15-30 minutes (decided by he Jury), to be directly followed by the two (2) qualification jumps with the best scored jump of the two (2) to count.

Qualification to Final will be as follows:

Men

With two (2) heats: top eight (8) ranked competitors from each heat

With three (3) heats: top five (5) ranked competitors from each heat + the top one following highest scored competitors from all the remaining competitors.

Ladies

With two (2) heats: top four (4) ranked competitors from each heat

With three (3) heats: top two (2) ranked competitors from each heat+ the top two (2) one following highest scored competitors from all the remaining competitors.

Finals: (16 men/ 8 Ladies – head to head)

Pairing for Head to Head final

Pair 1: Place 1 – Place 16

Pair 2: Place 8 – Place 9

Pair 3: Place 5 – Place 12

Pair 4: Place 4 – Place 13

Pair 5: Place 3 – Place 14

Pair 6: Place 6 – Place 11

Pair 7: Place 7 – Place 10

Pair 8: Place 2 – Place 15

A head to Head final consist of:

- 1/8-finals
- 1/4-finals
- 1/2-finals
- small and big finals

– 1/8-finals

The winners of the 1/8-finals pairs qualify to the 1/4-finals

– 1/4-finals

The winners of the 1/4-finals pairs qualify to the 1/2-finals

– 1/2-finals

The winners of the 1/2-finals pairs qualify to the big final

The losers of the 1/2-finals pairs qualify to the small final

– Small and Big Finals

The winner of the big final will be ranked 1st

The loser of the big final will be ranked 2nd

The winner of the small final will be ranked 3rd

The loser of the small final will be ranked 4th

- Two jumps / best jump to count
- Winner goes further
- Highest score from Qualifications will start as No. 2 throughout the finals
- Rank 1-2: Ranking from Big Final
- Rank 3-4: Ranking from Small Final
- Rank 5-8: Ranking from Qualification results
- Rank 9-16: Ranking from Qualification results

The competitor can only perform a maximum of two (2) of the same tricks during the knock-out format in finals. (maximum of four (4) winning jumps.)

Semi-final qualifier to Final will be as follows:

Men

With two (2) heats: Ranking 5-12 from each heat (8+8=16)

With three (3) heats: Ranking 4-8 from each heat (5+5+5=15)

Ladies

With one (1) heat: Ranking 5-13 from that heat (8)

With two (2) heats: Ranking 3 – 6 from each heat (4+4=8)

Competitors will receive two more jumps and the best one will count and the following competitors will advance to the finals

Finals:

Men

(16 men – head to head)

Parings for Head to Head final:

Pair 1: Place 1 - Place 16

Pair 2: Place 8 - Place 9

Pair 3: Place 5 - Place 12

Pair 4: Place 4 - Place 13

Pair 5: Place 3 - Place 14

Pair 6: Place 6 - Place 11

Pair 7: Place 7 - Place 10

Pair 8: Place 2 - Place 15

Ladies

(8 ladies – head to head)

Parings for Head to Head final:

Pair 1: Place 1 - Place 8

Pair 2: Place 4 – Place 5

Pair 3: Place 3 – Place 6

Pair 4: Place 2 - Place 7

A Head to Head final consist of:

- 1/8-finals

- 1/4-finals

- 1/2-finals

- small and big finals

- 1/8-finals

The winners of the 1/8-finals Pairs qualify to the 1/4-finals.

- 1/4-finals

The winners of the 1/4-finals Pairs qualify to the 1/2-finals.

- 1/2-finals

The winners of the 1/2-finals Pairs qualify to the big final.

The losers of the 1/2-finals Pairs qualify to the small final

- Small and Big Finals

The winner of the big final will be ranked 1st.

The loser of the big final will be ranked 2nd.

The winner of the small final will be ranked 3rd.

The loser of the small final will be ranked 4th.

- Two jumps / best jump to count.

- Winner goes further.

- Highest score from Qualification will start as nr 2 throughout the finals

- Rank 1-2: Ranking from Big Final

- Rank 3-4: Ranking from Small Final

- Rank 5-8: Ranking from Qualification result

- Rank 9-16: Ranking from Qualification result

17 Competitors Equipment

17.1 Bibs

As per FIS specifications.

17.2 Helmets

Helmets are required as per FIS rule 2307. All competitors and forerunners must wear Helmets manufactured for snowboarding/or ski racing allowing clear vision.

18 Public Address System

Music will be used at Big Air events. The sound system must be powerful enough for the Competitor to hear the music clearly and without distortion while at the top of the Big Air course.

The chief of sound is responsible for the tapes or CD's during the competition.

19 Judges Stand for Big Air

The size of the scaffolding area must be 6-10 meters by 2-3 meters (see item nb. 12).

The judges viewing area should be constructed to provide ample room for the appropriate number of officials and to provide room for viewing and all proper amenities for the operation of the competition.

20 Big Air Judging

- For each Big Air Event: Three (3) – six (6) judges shall independently evaluate the competitor's performance based upon the following criteria. If there is 6 scoring judges, the high and low scores shall be discarded and the remaining scores be counted. If there are 3 - 5 scoring judges, all scores will be count.
- They must be available to the Head Judge during preparation and throughout the event.
- Judges can use score cards to mark score by bib number and must keep a memory board to note the tricks, falls and other specifics.
- No discussions are allowed concerning competitors scores unless initiated by the Headjudge.
- No competitor, team representative, or spectator will be allowed to approach the judges stand or speak with the judges during the competition.
- Any protest or problem arising from the judging will be dealt with by the Headjudge and the competition jury.

21 Big Air Judging criteria

Overall impression (3-5 judges counting scores)

The judges take falls and other mistakes into consideration and can deduct up to 30 % of the points of the run/judge for each fall/stop. (See deduction scale: 2811.2)
Judges must have a good trick knowledge. Without understanding the trick, it must be very hard to finalize a result.

As an overall impression judge you must consider:

(These are not in any particular order)

Amplitude:

In Big Air, Amplitude is not just going "BIG" but landing the trick on the decided "sweet spot". To have too much amplitude or to little amplitude in Big Air is dangerous and must also be considered by the judges. Showing good amplitude is by "popping" of the kicker and having a good trajectory in the air, not to flat. Exception is if you buttering of the kicker on purpose.

Greater amplitude increases the risk of the trick.

Difficulty:

There is more than just the number of rotations that effects difficulty.

Judges consider:

- Switch take offs or landings,
- Frontside or Backside rotations,
- Take offs, on heel or toe,
- Different grabs
- Blind landings.
- Big or small kickers (if there is multiple choices)

Performing grabs can change the difficulty of the trick. Boning or tweaking can increase the difficulty and also where you grab on the board and what hand during different rotations.

Execution:

Control should be maintained during the whole trick, from take-off to landings. The trick should be done with good stability and fluidity. The trick should be performed with full control. When an athlete decides to perform a trick, he/she should reach the position chosen and show that this is the position he/she wants. In rotations flips and different hybrids, the rotation should be done in one manoeuvre and control should be held, demonstrated in one unique movement with an equal rotational rhythm from beginning to the end. "The trick should look easy".

If the intention of a grab is done, the grab should be made on the board. (not boot grab, Binding grabs etc...) Performed grab/grabs are very important in all kind of manoeuvres and a missed or weak grab will influence the judges score radical.

Progression:

To have progression in our judge's criteria's, we push the sport forward. Try making tricks that nobody else is doing.

Landing:

Landing is the final part of the trick and a very important part. Landing must be done with full control and trick must have been completed. (See deduction scale: 2811.2).

Consideration

For a judge to "know" how hard tricks are, judges need to have a communication with athletes and coaches to see their opinion. This item should be discussed with coaches at official coaches meetings during the season. Not at each competition. Difficulty is very individual and athletes, judges and coaches may disagree with each other when discussing difficulty scales. But judges must have a clear opinion when working on a competition what is easy and what is hard.

21.3 Deduction range

Deduction range

- 0,1 - 0,9 point for minor fault: hand drag
- 1,0 - 1,9 points for medium fault: two hands down, reversing the trick due to instability
- 2,0 - 2,9 points for major fault: body contact with the snow
- 3,0 points for huge faults: the board is not the first thing to touch the snow

A deduction by the Judges is taken from the score that would have been given with a correct completed landing.

For example a competitor, considered to be not under control in the air, could be awarded 45 points by a Judge for the trick and receive a 25 point deduction for a major landing fault, thus giving the competitor a score of 20.

21.4 Variety in Finals during knockout formats

A rider can only perform the same winning/highest scoring trick twice during knockout format in finals (where a maximum of 4 winning/highest scoring jumps are considered, 1/8 final, ¼ final, semifinal and big or small final).

If a rider has already performed the same winning/highest scoring trick twice, and then performs that same trick again, they will receive a JNS (Jump Not Scored or another indication of jump Not Scored).

For a trick to be deemed as different, at least one of the following criteria must be satisfied:

Jumps are different if there is:

- a different direction of approach to the jump e.g. regular / normal stance or switch stance.
- a different take off e.g. Frontside or Backside
- Straight front flips / straight back flips

21.5 TV presentation and TV graphics for Big Air

Minimum 6 Judges shall independently evaluate the athletes performance based on the Judges Criteria used and each judge will create 1 score (1 - 100). After the judge has put in the score, he/she will analyze and evaluate each Criteria:

Difficulty, Execution, Amplitude and Landing and press, how well each criteria was.

Difficulty = 1-20 / 21-40 / 41-60 / 61-80 / 81-100

Execution = 1-20 / 21-40 / 41-60 / 61-80 / 81-100

Amplitude = 1-20 / 21-40 / 41-60 / 61-80 / 81-100

Landing = 1-20 / 21-40 / 41-60 / 61-80 / 81-100

All 6 judges evaluations for criteria's would be averaged on graphics. *Visual set up of start list to result lists, how to build them up and what to show. (During Construction)*

Trick ID will be presented in graphics and we would need to find a solution to deliver the trick name. (From HJ or one of the other judges and told to Data staff to implement in graphics) Trick list will be created with abbreviations to be used.

Visual Power bars during face shot after slow motion to define the ranking:

	1-20	21-40	41-60	61-80	81-100
Difficulty:	Bar 1: xxxxxxxxxxxxxxxxxxxxxx				
Execution:	Bar 2: xx				
Amplitude:	Bar 3: xxxxx				
Landing:	Bar 4: xx				

22 Tie Breaking for Big Air

Ties for competitors which are out of the competition (do not advance to Semifinals or Finals) will remain as final results and listed with the same rank already on the partial result lists (e.g. Qualification Results, Semifinals Results).

Ties occurring out of different heats will not be broken.

If a tie exists, the competitor with the comparison of the two highest scores in the tied run shall be determined the winner. If they are still tied the comparison of the highest three scores in the tied run shall determine the winner. If they are still tied they will remain tied and the rider with higher bib will be ordered first.

Elimination heats

If ties still exist after ICR rule 2810.3, this will be done:

Heat 1: Competitors tied for 6th/4th place men and 3rd/2nd place ladies respectively will be qualified for the finals. When a tie such as this occurs the number of qualified competitors from Heat 2 will be reduced accordingly to allow 12 men and 6 ladies in the finals.

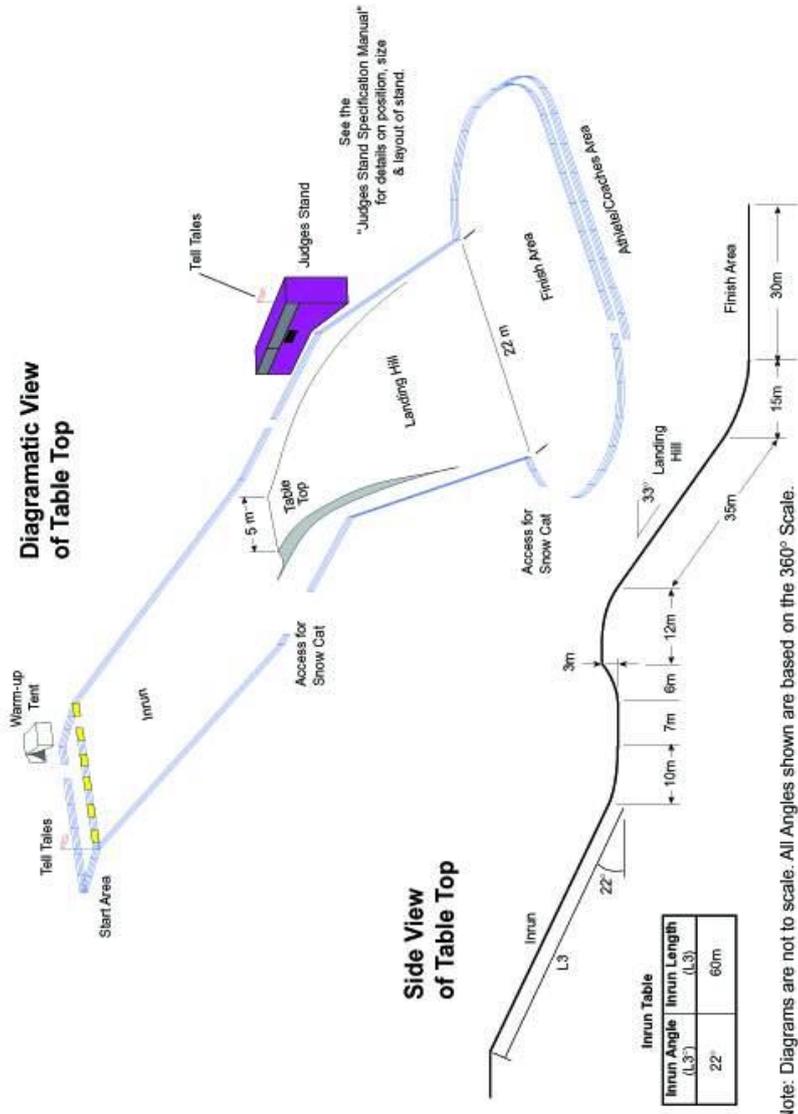
Heat 2: Ties in round two will be broken by the highest round 1 score. If still tied, the competitors ranked on the same final qualifying place will advance to the finals thus increasing the number of competitors in the finals.

Heat 2: Ties in round two will be broken by the highest round 1 score. If still tied, the competitors ranked on the same final qualifying place will advance to the finals thus increasing the number of competitors in the finals.

Finals (combined best two out of three jumps)

For a three run final the competitor with the highest single score (of the two combined scores used for the final ranking) will be the winner. If both of these are tied then the competitor with the highest non-combined score (3rd score) will be the winner. If a tie still remains, both competitors will remain tied and receive the same ranking.

Table Top Course Specification



24 Slopestyle

The competition will be held on a course with a variety of hits, jumps, rails, tables, big-air, etc. with two or more lines that the competitors may choose from.

24.1 Technical Data

General characteristics of the course

The average slope inclination should be approximately 12 degrees. The slope should have a somewhat regular pitch, while offering various degrees of inclination.

The Slopestyle course must be a minimum of 30 meters wide. The course must be a minimum of 100 and a maximum of 200 meters in vertical drop.

24.2 Slopestyle course description

The Slopestyle course shall contain a variety of features (table top jumps, fun boxes, quarter pipes, waves/jumps, rails and ridges, or other features). The course should have a minimum of three (3) and a maximum of six (6) different types of features. The course should not favor regular or goofy foot competitors while providing the competitors the opportunity to display their freestyle skills and talents. The distance between the features should allow a smooth transition and performance. The course should be designed to require a minimum run time of 20+ seconds. The features and the overall course should be designed in such a manner so as to allow usage by both men and women competitors.

The ideal Slopestyle course should be technically challenging, with a wide variety and balance of features in diverse combinations.

Start and finish area

The start area must be flat and wide enough for competitors to prepare for the competition and for coaches, staff and media teams to work. The finish area should be designed both as to width and depth so as to provide the competitors a secure termination for their performance. The entire course should be visible from the judging stand(s)

24.3 Execution of the Slopestyle

The qualification run(s) is/are part of the slopestyle competition.

The official results of the qualification run shall determine the qualified competitors for the finals. The number of competitors to qualify for the finals (maximum 24 men / 12 ladies) must be announced at the Team Captains Meeting held before competition commences.

Only the finals shall determine the final ranking for the qualified competitors

The official results will include:

- the ranking list from the qualification run(s)
- the final ranking of the qualified competitors from the finals.

The competition format can be alter between the heat format and the single format. The decision is taken by the Jury and must be announced at the Team Captains meeting.

If a competitor leaves the start (after the Head Judge has signified that the Judges are ready and the Starter gives the competitor a signal to start) the run will count and be Judges as such (even if the competitor stops before the first hit – no rerun or restart will be allowed).

A competitor who is disqualified (DSQ) in qualification round 1 is not allowed and has no right to start in qualification round 2.

Inspection / Training

The competitors are allowed to inspect the course by sliding down the course (without riding the features). Inspection times are at the discretion of the Competition Jury. Competitors must wear their start numbers and helmets at all times during inspection, training and competition.

At least one (1) training run is mandatory prior to the actual competition (minimum one (1) hour is recommended). Time permitting the competitors may be offered the opportunity for additional training runs. Training, if possible, should be held the day before the actual event takes place (the Competition Jury may adjust the various program elements and times).

24.4 Competition Formats

Seeding

Competitors ranked on the current FIS Points List 1-16 (men and ladies) will be randomly drawn in the first seed group and competitors ranked 17th through the end of the field will be randomly drawn for the second seed group during the team captains meeting.

In case, there are no competitors with FIS points on the start list, the entire field will be randomly drawn.

Heat Format

See ICR Rule 2604.3

Double-up Format

See ICR Rule 2604.4

Semi-Final Format

See ICR Rule 2604.6

Heat Competition Format with Semi Final

See ICR Rule 2604.7

Finals 3-run finals format

See ICR rule 2604.3.7 **Finals:** (if not any of the above formats are used for Finals)

Finals: Open Session

At lower level FIS events the finals may use an open session format with a random running start order. All competitors have a time limit (recommended 1 hour) to use the course as many times as they want within that time limit. All runs will be scored during the open session. Only the highest score of each competitor will count toward the final ranking. Ties will be broken by the next highest score of the competitor. Utilization and duration of the open session format will be determined by the competition Jury and will be announced during the Team Captains meeting.

24.5 Judges Stand

The minimum size of the scaffolding area must be 5 meters by 2.5 meters. The Judges viewing area should be constructed so as to provide ample room for the appropriate number of officials and to provide room for viewing and all necessary amenities for the operation of the competition. The Judges stand needs to be elevated to give the best possible view of the complete Slopestyle course. If this is not possible, then a second judging stand will need to be constructed and the judging crew will need to be increased so as to view the entire course.

24.6 Slopestyle Judging

Number of Judges

Three (3 – Six (6) Judges shall independently evaluate the competitors performance based upon the judges criteria. If there are 6 scoring judges, the high and low shall be discarded and the remaining scores will be counted. If there are 3 – 5 scoring judges, all scores will count. In the case where two (2) judging stands are required, due to course length and viewing, the number of judges should be extended to (6) three (3) on each judging stand) plus the Head Judge. See Section 3006. The total of the scores from each judging panel will be average for final competitor's score. At lower level FIS events four (4) Judges including the Head Judge may be used.

In upper level FIS events (OWG, WSC, WC) judging will be done on one position. Can be done by one judges stand with full visibility on the slopestyle course or by TV production with judges placed in a judges stand with a minimum of two large TV screens.

Overall Impression (3 – 5 Judges counting scores)

All judges will score the run by evaluating the run from start to finish with an overall precision. The judges evaluate the precise nature of the run in relation to maneuvers attempted, both individually and as a sequence. The overall composition of the run is very important as the judges evaluate the sequences of tricks, the amount of risk in the routine, and how the rider uses the course. The judges take falls, mistakes and stops into consideration and can deduct up to 20 % of the points of the run/judge for each fall/stop. (See deduction scale: 3007.4)

Judges must have a good trick knowledge. Without understanding the trick, it must be very hard to finalize a result.

As an overall impression judge you must consider:

(These are not in any particular order)

Amplitude:

For Slopestyle, amplitude is not just going “BIG” on the kickers but landing the tricks on kickers at the decided “sweet spot”. To have too much or too little amplitude on kickers is dangerous and must also be considered by the judges. Showing good amplitude on kickers is by “popping” of the kicker and having a good trajectory in the air, not too flat. Exception is if you buttering of the kicker on purpose.

Amplitude can also be considered by the “energy” on rails or other features in the Slopestyle course.

Greater amplitude increases the risk of the trick.

Difficulty:

There is more than just the number of rotations that affects the difficulty.

Judges consider:

- Switch take offs or landings
- Frontside or Backside rotations
- Take offs, on heel or toe
- Different grabs
- Blind landings
- Big or small kickers
- Hard combinations and the sequence of tricks
- Different rotation axis (Longitudinal/Lateral Axis, Vertical Axis)
- On or off the rails, how? Easy or Hard way, Nr of Rotations, Easy boxes or hard kink rails,

Performing grabs can change the difficulty of the trick. Boning or tweaking can increase the difficulty and also where you grab on the board and what hand during different rotations.

Execution:

Control should be maintained during the whole run, from start to finish. The riding should be done with good stability and fluidity. Each individual trick should be performed with full control. When an athlete decides to perform a trick, he/she should reach the position chosen and show that this is the position he/she wants. In rotations flips and different hybrids, the rotation should be done in one manoeuvre and control should be held, demonstrated in one unique movement with an equal rotational rhythm from beginning to the end. “The trick should look easy”.

If the intention of a grab is done, the grab should be made on the board and not anywhere else. (boot grab, Binding grabs etc...) Performed grab/grabs are very important in all kind of manoeuvres and a missed or weak grab will influence the judges score radical.

Variety:

When the athlete performs the run, variety must be a key factor. Mixing different tricks into a good run. Spinning different ways:

Backside/ Frontside, Left/Right, Longitudinal/Lateral Axis, Take offs and landings should be a mix of switch and normal. Grabbing the board with different grabs on different spins.

Progression:

To have progression in our judge's criteria's, we push the sport forward. Try making tricks that nobody else is doing.

Combinations/Flow:

Combination has a close overlap with Variety, to have good hard trick combinations between all different features in the slopestyle. The composition of the tricks must fit to be able to use the course in a proper manner.

Consideration

For a judge to "know" how hard tricks and combos are, judges need to have a communication with athletes and coaches to see their opinion. Difficulty is very individual and athletes, judges and coaches may disagree with each other when discussing difficulty scales. This item should be discussed with coaches at official coaches meetings during the season. Not at each competition. But judges must have a clear opinion when working on a competition what is easy and what is hard.

Performing grabs can also change the difficulty degree of the trick. Boning or tweaking can increase the difficulty and also where you grab on the board and what hand during different rotations.

Deduction range:

- | | |
|---------|---|
| 1 – 5 | Minor mistake as: instable body during landings, possible small handtouch, using hands for stability and other instabilities. |
| 6 – 15 | Medium mistakes as: reverts light touch downs, heavy hand touches, body contact with snow. |
| 16 – 20 | Major mistakes as hard touch downs, falls, complete falls. |

The deduction by the Judges is taken from the score that would have been given with a correct completed landing on the tricks.

For example a competitor, considered to be not under control could be awarded 45 points by a Judge for the run and receive a 20 point deduction for a major landing fault, thus giving the competitor a score of 25.

General Criteria

Discussions by the Judges concerning competitor scores should be minimal in nature unless initiated by the Head Judge.

- No competitor, team representative or spectator may approach the judge's stand or speak with the Judges during the entire competition.

- Any protest or problem arising from the judging will be dealt with by the Head Judge and the competition Jury.

Slopestyle Scoring System

Point System

Each judge must use a 100 point system e.g. 2, 6, 87, 93 etc.

Each Judge can give a maximum of 100 points for each competitor. The scores of the Judges will be averaged for each competitor run, truncated after the second decimal and XX,XX out of 100 will be displayed as the total score for that particular run..

25.7 Section by Section / SLS

Minimum 7 up to max 12 scoring judges:

Judges will be divided into 2 parts:

- Trick judges
- Overall Judges

As for season 14/15, Trick judges had 60 % from total score and Overall Judges had 40% from total score. This should be flexible in the system. When you have the scores from Trick judges and Overall Judges, Data & Results would alter the scores so it is adding up to 60% for Trick and 40% Overall.

Judges will enter 1-100 each.

Trick judges:

Two (2) to Three (3) panels of Trick judges will evaluate the different sections of the Slopestyle course. The judges can be in panels of two (2) or three (3) judges and each panel will evaluate two (2) or three (3) sections after each other in the course.

Trick judges will evaluate individually using the range 1 - 100 per section.

These scores from Trick Judges in each section will then be counted and averaged to create a ranking for each section.

With a Judges panel of 9 scoring judges

Judge Nr 1 and Judge Nr 2 will evaluate section:	1 + 2
Judge Nr 3 and Judge Nr 4 will evaluate section:	3 + 4
Judge Nr 5 and Judge Nr 6 will evaluate section:	5 + 6

Judge nr 7, nr 8 and Judge nr 9 will judge overall.

With a Judges panel of 7 scoring judges

Judge Nr 1 and Judge Nr 2 will evaluate section:	1 + 2 + 3
Judge Nr 3 and Judge Nr 4 will evaluate section:	4 + 5 + 6

Judge nr 5, nr 6 and Judge nr 7 will judge overall

With a Judges panel of 12 scoring judges

Judge Nr 1, Judge Nr 2 and Judge Nr 3 will evaluate section:	1 + 2
Judge Nr 4, Judge Nr 5 and Judge Nr 6 will evaluate section:	3 + 4
Judge Nr 7, Judge Nr 8 and Judge Nr 9 will evaluate section:	5 + 6

Judge nr 10, nr 11 and Judge nr 12 will judge overall.

Overall judges:

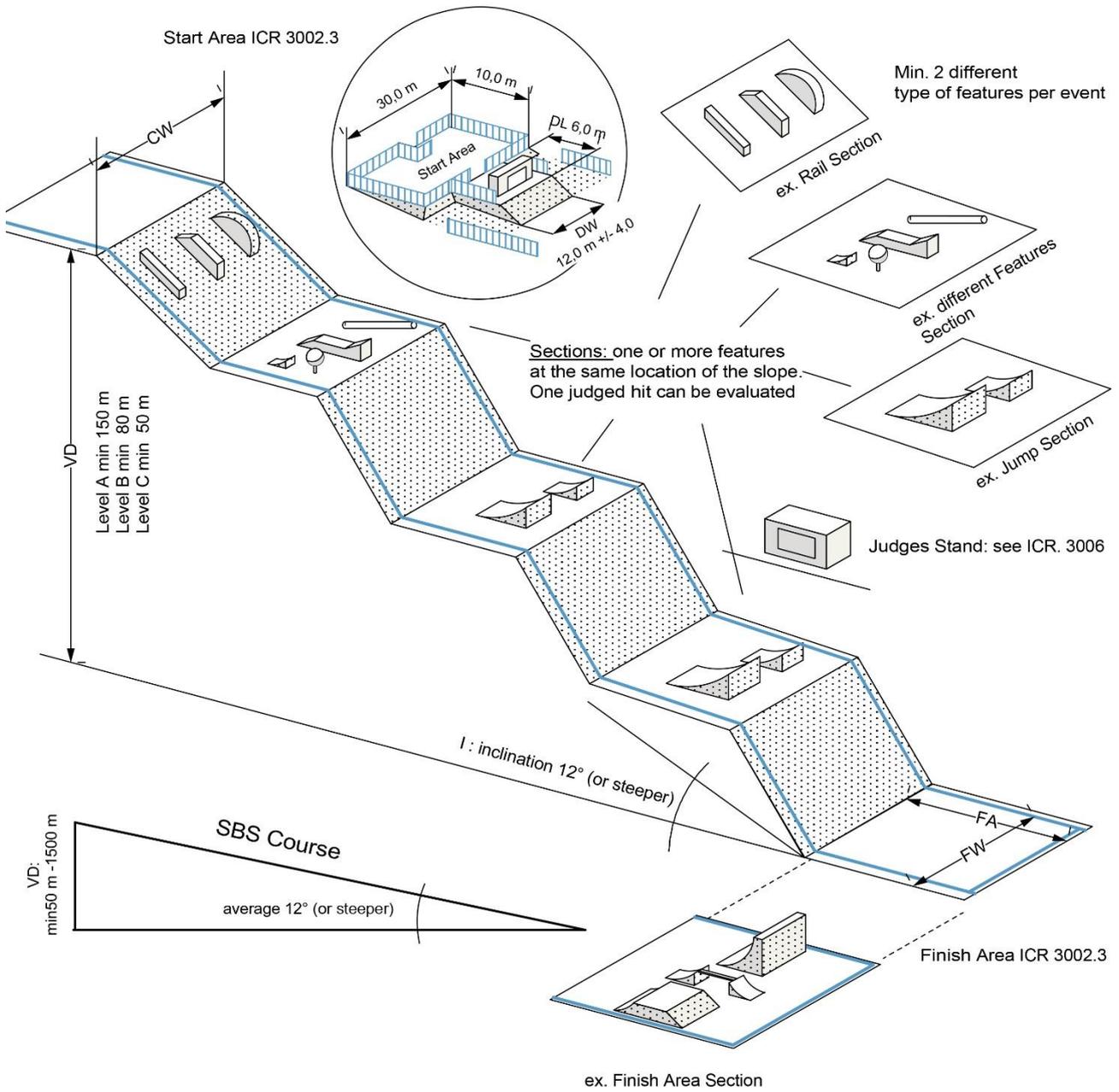
One panel of three (3) - four (4) judges will evaluate the run based on Judges Criteria Used. Scores will be: 1 – 100 per judge and then the scores from Overall judges will be counted and averaged.

25 Ranking Slopestyle

The competitors who participate in the qualification will be ranked according to their qualification result.

Ties for competitors which are out of the competition (do not advance to Semifinals or Finals) will remain as final results and listed with the same rank already on the partial result lists (e.g. Qualification Results, Semifinal, Results)

26 Example of a slopestyle site



26.1 Rules for Slopestyle levels

Code	Slopestyle Criteria	Measurement
VD (m)	Vertical drop	
	Level A	min. 150,0 m
	Level B	min. 80,0 m
	Level C	min. 50,0 m
I (°)	Inclination, average	12,0° or steeper
SW (m)	Slope Width	30,0 m
TF (n°)	Type of features, all Levels	min. 2
SC (n°)	Sections, one or more features at the same location of the slope	
	One judged hit can be evaluated	min.
	Level A	6
	Level B	4
	Level C	3
JP (n°)	Min. number of jump sections	
	Level A	3
	Level B	2
	Level C	1
	Start Criterias	
SA (m)	Start Area	Length 10,0 m
		Width 30,0 m
DW (m)	Drop-in Ramp Width	12,0 m +/- 4,0 m
DL (m)	Drop-in Ramp Length	min 6,0 m
	Finish Criterias	
FA (m)	Finish Area, length according to the construction and the speed of the last feature.	
FW (m)	Finish Area Width	min. 30,0 m
	Competition Level	
Level A	OWG, WSC, WJC, WC, YOG	
Level B	COC, UVS	
Level C	NC, FIS, EYOF, JUN	