

# 2017 JUDGING RULES & TOOLS

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## 1. JUDGING FREERIDE

### 1.1. Introduction

When it comes to freeriding, we all know that there are different terrains and different ways to express oneself within a terrain. The goal of this judging system is to allow any style of riding to win on any given day. Whether a rider's strength is steep terrain, big airs, technical tricks or speed, each style should be able to win if on that day, the rider simply showed the most impressive run utilizing his own strengths.

Riders shouldn't have to adapt their riding to a system; the system should be adapted to freeriding. So how can we create a judging system that is both fair and not restrictive? Freeriding encounters the same dilemma as other disciplines such as surfing, skateboarding or freestyle skiing/snowboarding. These respective sports have all gone through their own distinct experiences and it is interesting to see that they all ended up with similar judging systems: systems with overall impression scores, given mostly by former riders respected by the new active generation.

This handbook is a work in progress; it will evolve and change to better accommodate the sport and the riders.

Judges are fully certified and supervised by a head-judge. They are using an evolving method. There will always be a human factor left which could lead to different interpretations of the run. This is part of freeriding as a sport and has to be accepted by riders as well as judges.

### 1.2. Five judging criteria, one score

Only one unique score, "the overall impression" will determine the riders' final score. To evaluate the run, judges use a point system of a hundred increments from 0 to 100. The Line, the Air&Style, the Fluidity, the Control, and the Technique are the five judging criteria. The PFB and the head judges have worked closely to create a judging system that allows potential judges to be trained, evaluated and then certified. The goal of this rider-approved system is to have a unified judging system for all FWT, FWQ and FJT competitions that allows every style of riding the possibility to win.

### 1.3. Judges panel

As of season 2017, a typical freeride competition should be judged by a panel of six judges: two certified judges for ski and two for snowboard, led by one head judges per discipline. The score of the two judges and the score of the head-judge are added together and divided by 3. The head judge is there to control and assist the two judges. He is the one who has the final word in case of delicate case to judge.

Judges panel can be composed with senior judges, confirmed judges or rookies.

- **Senior** judges are FWT judges or FWQ judges who have judged more than 3 events at 3\* and 4\* level in the past 24 months
- **Confirmed** judges are FWQ judges who have judged a minimum of 3 events in the last 24 months
- **Rookies** are judges with no judging experience or who have judged less than 3 events in the last 24 months

| 4* events                                     | 3* events                      | 2* and 1* events   |
|---|--------------------------------|--|
| Only senior judges                            | Maximum 1 rookie per panel     | Maximum 2 rookies per panel (but in this case lead by one senior judge!) |
| Mixed nationalities (1 foreign per panel min) | 1 foreign judge (at least one) | Can be only national judges  |

In order to have an event running smoothly and without too much waiting between runs, in FWQ and FJT events with more than 80 riders, two judge panels are obligatory (special cases to be validated by the Advisor) in order to alternate categories and always have an athlete riding down while the other judges panel is taking notes.

The same judge panel has to judge the full category.

For FWQ events with over 80 riders the SKI judges panel could judge only SKI Men when the SNOWBOARD judges panel could judge the other 3 categories (SKI Women, SNB Men, SNB Women) which would result in a faster running event and the approximate same number of riders to judge for each panel.

#### 1.4. Live Judging

In freeride events with a live broadcasting (Web or TV) and based on the method used for scoring (live scoring or delayed scoring), the Organizer will chose in between the two following options: 2 judges and a head-judge (which score counts for the result) for delayed scoring events, or 3 judges and a head-judge (which score doesn't count) for live scoring events. In this second case, the head-judge is looking carefully at the previewed new ranking each time a rider gets his score. He asks his judges if they are happy with the rank of the last judged rider or if they want to quickly adapt their scores in order to rank this last rider more accurately based on the overall impression.

The final score given live on screen cannot be changed once it is sent. If judges cannot agree on a score live, they will tell TV crew that the run will be reviewed on the next possible break.

Exceptions will only be made if:

- The score has been entered wrong on screen
- If a rider was penalized for riding into a closed area but judges were wrong about the limits of the closed area
- If a rider falls after the end-of-judging line but still got penalized for it

#### 1.5. Becoming a Freeride judge

If you want to become a judge, ask for judging files to [cyril@freerideworldtour.com](mailto:cyril@freerideworldtour.com) and complete them while watching the judging video under: <https://www.youtube.com/watch?v=UnBlfJiY-wM>

#### 1.6. Judges Level

During the first(s) competition(s) he is working on, the freshly certified judge is supervised by his head-judge. The head-judge and/or Advisor writes a feedback about all of their judges to FWT Management SA. These feedbacks will help FWT Management SA creating an up-to-date judges database which lists the competences of all judges based on a Level scale (**Level1** for 1 and 2\* events, **Level2** for 3 and 4\*, **Level3** for head-judges and **Level4** for FWT judges).

This document sums up the names and the number of events every judge has worked on.

All judges must judge at least one event every 2 years in order for them to keep their level of judging. Judges who didn't act as a judge for the past 24 months will be downgraded of one level. For **Level1** judges, they would have to redo the whole certification process before they judge an event again.

### 1.7. Judges fees and compensations

The following prices are recommended by FWT Management SA for certified judges. Event Organizers can offer different types of compensation to their judges, but the following guidelines are the FWQ / FJT standards:

|   | 4* events   | 3* events | 2* and 1* events |
|---|---|-----------|------------------|
| <b>Meals</b>                                  | Full board or:<br>25€ per day (3 meals) / 20€ for lunch + diner / 15€ for diner |           |                  |
| <b>Travel</b>                                 | plane or bus ticket / 0,50€ cts per km reimbursed                               |           |                  |
| <b>Judges fee</b><br>(Day 1 and Day 2)        | 300€  | 200€      | 200€             |
| <b>Head-judge fee</b><br>(Day 1 and Day 2)    | 400€  | 300€      | 300€             |
| <b>Extra day</b><br>(weather window: per day) | 50€   | 50€       | N/A              |
| <b>Lift ticket</b>                            | Each judge should get a free lift ticket for the entire duration of the event   |           |                  |

## 2. JUDGING SYSTEM

### 2.1. Overall Impression

In the past, we tried to have scores for each criteria (Line, Fluidity, Control, Air&Style and Technique). Points were added together to make a final score.

A problem occurred: one criteria would take too much value because it is easier to use the full scale on jumps than it is for control, fluidity or line. It made it difficult for someone riding steep and fast but with hardly any jumps to score well.

Criteria are linked together. Splitting these elements is more confusing than convenient. To make up his mind, a judge has to ask himself at all times how fast, how big and how in control a rider is compared to how steep, how exposed and in what snow conditions the action is. A split criteria structured mind is key to good overall impression judging.

### 2.2. How to judge

#### JUDGE WHILE WATCHING

The judge is not a passive spectator of the run, he should be actively judging while watching. Each judge should have a score of 50pts in his head when the rider starts his run (average).

A good tip is to picture you a thermometer scale. The temperature (score) goes up or down according to the rider's action on the slope. This way the judge has a score in his head at all times and can come up with a first impression score right away at the end of the descent.

#### BE COMMITTED

Judges are expected to act responsibly and respectfully. Athletes take their competitions very seriously. The judge's job is a commitment to quality.

#### SILENT WHILE JUDGING

Discussions between judges should be kept to the strict minimum. If a judge is commenting the runs, he is influencing the other judges and less focusing on his judging. Only the head judge is allowed to speak to individual judges or have all judges take part in a discussion if needed.

## ACTION BONUSES & PENALTIES

A judge has to learn and update himself regularly about bonuses and penalties which should be applied to riding sequences during a run. A judge must be able to measure the point change ("temperature" of the run) for each action he sees.

Action Bonus & Penalties should be adapted to each discipline and gender and even to the event venue.

### 2.3. Judging criteria in detail

#### LINE

A rider can win or lose points within the LINE criteria according to the following descriptions:

- Is the line difficult, technical or easy?
- Did the rider make the best use of the terrain with his line choice?
- Did he skip obvious features?
- Is the line original?
- If a rider doesn't follow the obvious fall line (traversing), did he do it to add something to his run or for no reason?

#### AIR & STYLE

A rider can win or lose points within the AIR & STYLE criteria according to the following descriptions:

- Number of jumps
- Size of the jumps
- Linked jumps (double / triple cliffs)
- Control / tricks / style in the air
- Landings

#### FLUIDITY

A rider can win or lose points within the FLUIDITY criteria according to the following descriptions:

- Relative speed (how fast compare to how narrow, steep, exposed, snow conditions)?
- Did the rider stop?
- Hesitations, loss of pace
- Hiking

#### CONTROL

- Did the rider lose control while riding?

#### TECHNIQUE

A rider can win or lose points within the TECHNIQUE criteria according to the following descriptions:

- Bad turns vs power turns
- Backseat riding
- NOTE: poor technique will be sanctioned only if it leads to CONTROL issues. A rider with his personal technique which might be not academic, will not be penalized if he is totally in control.
- Side slipping
- Bad or good sluff management

Control, Technique and Fluidity are rewarded or penalized the same for men and women, ski and snowboard.

Concerning bonuses and penalties for Line and Air&Style, the judges should apply a different scale depending on venues, discipline and gender.

## 2.4. How to score

It is very important that judges use the full scale and are not afraid to give high marks to good runs and low marks to bad runs. There is nothing worse for a judge than being stuck and having to judge a whole contest between 40 and 65 because he gave a too low score for a good run and a too high score for a poor run at the beginning of the event.

Judges should ask themselves: will we see much better runs today? If the answer is: probably not, then judges should not be afraid to score very high.

Remember that a judge's task is to come up with the right ranking, not necessarily the right points!

For example a rider starting first and achieving a perfect run will probably only score around 90pts as judges don't know if they will see better that day or not and have to give themselves room for improvement. The same run with only two riders remaining at the start would probably score 99pts.

It is very important to use the full scale for both women and men. Women shouldn't be judged compared to men but from 0 to 100 as well.

NOTE: in case women are competing with men because there was less than four competitors, they will be judged as men.

### AIR & STYLE

Each jump will be judged on overall impression. A judge has to ask himself whether the rider rides out of the jump sequence with a bonus or a penalty. In order to build up this overall impression, the judge has to look at the size of the jump, the control in the air, the added style or trick and the landing.

Penalties for out of control in the air or poor landing are the same for men and women. The difference is that the reward for the same size jump will differ if you are a ski man, a ski woman, a snowboard man or a snowboard woman.

A full backslap/butt-check landing on a ten meters (30ft) jump would result in a loss of points for ski men, a neutral score for ski women and snowboard men and would still give a bonus to snowboard women.

### LINE

The reward for the same line will differ if you are a ski man, a ski woman, a snowboard man or a snowboard woman.

**IMPORTANT NOTE:** for Juniors, CONTROL and TECHNIQUE criteria will have more impact in the judges scores. FWT Management and PFB want to favour clean and controlled riding for Juniors

## 2.5. Judging sheets

On the judging sheets, next to the riders' BIB number is a graduated line, scaled from 0 to 100. The judges will mark their score with a pencil on this line.

Next to the graduated line is the score box which will be filled later.

Next to the score box are gauges per criteria. Judges can use them by drawing lines from 0 to 180 degrees to resume their feeling (bad, average, good or very good).

These gauges can be used in two different ways.

- 1) If judges have time to write comments, they will only use the gauges to give a general feel of the whole run in the criteria which was particularly good or poor.
- 2) If judges don't have time to write comments, because the contest is on weather pressure for example, judges will use mainly the gauges and try to be as accurate as possible. If possible they will write down one relevant action of the run to help them remember the run better afterwards.

Next to the gauges is the comment box. In this comment box, judges should write down the whole run in details, from top to bottom.

|                     |                                  |        |      |             |         |          |      |          |
|---------------------|----------------------------------|--------|------|-------------|---------|----------|------|----------|
| FREERIDE WORLD TOUR |                                  | JUDGE: |      | DISCIPLINE: |         |          |      |          |
| BIB                 | SCALE                            | POINTS | LINE | A&S         | CONTROL | FLUIDITY | TECH | COMMENTS |
|                     | 0 10 20 30 40 50 60 70 80 90 100 |        |      |             |         |          |      |          |

Under the FLUIDITY criteria (above the gauge), judges will write down the time of the run (measured by a race official) in the box above the fluidity gauge. This measure should only be used to help splitting identical runs. It is not a criteria!

### 3. HOW TO TAKE NOTES

It is very important for judges to take notes and to be able to remember all the runs thanks to well described notes.

Notes will help judges to decide about ranking of riders with very close points.

Notes will help judges to explain how and where a rider won or lost points during his run when talking to him. The rider might still not agree but at least he will have the conviction that the judges saw his whole run.

#### 3.1. Chronologic order

Judges will describe the runs commenting what was special using a chronological order from top to bottom.

#### 3.2. Left and Right

When talking about a riders' run / action, judges will use their own point of view as a reference. So it is judges' right, or judges' left and not the riders' perspective.

#### 3.3. First comments: Line

The first set of comments refers to the rider's line.

In case of multiple starting gates, the first comments should mention the start gate number and then whether the rider went to the right, or left, or fall line. Then judges should describe globally the rest of the line.

I.E. if a rider used **Start number 2**, then went to the **left**, then **center** (fall line), then to the **left** again, and chose a difficult line with an OK use of terrain. Line notes would look as follow:

**2, L, CE, L, D+//**

#### 3.4. Second comment: top to bottom

After the description of the Line, judges will draw two slashes // before starting to describe the run in detail.

Judges will write down every action which made their score move up or down while live judging, using a chronological order.

When it comes to judging jumps, instead of counting down the jumps and then call them "jump1, jump2, ...", when possible it is more useful to name a jump by the first rider who jumped it on that competition day or use its common name (like the Hollywood cliff on the Bec des Rosses in Verbier).

Then a good way to decompose the moments of the jump is the following:

**J1** 5  
360 +  
BS1

Where **J1** stands for Jump number one, **5** stands for the size of the air in meters, **360+** telling that the rider did a stylish 360° and **BS1** to tell that the rider did a back-seat stage one while landing (→ see Action Bonus list further)

**Jdrew** 8  
G  
OK

or

**Jdrew** 8  
G  
Side / Trans OK

Left example: where **Jdrew** stands for the Jump Drew Tabke was the first to hit on a previous event, **8** is the size of the jump, **G** stands for a grab (but without added style, which score less than no grab but with style like a shifty or a grab with style), finally the **OK** stands for “no comment” = clean landing.

Right example: where the rider took **Drew's** cliff from the **side**, or as a transfer **trans**.

**J** 5 / 6 / 8  
G / - / OK  
OK / BS1 / OK

Where **J** stands for the Jump which is understood as being a triple cliff as you look at the right where all the details are noted. **5 / 6 / 8** for the height of the 3 linked cliffs, **G / - / OK** for a grab on the first cliff, a little loss of control on the second and nothing particular on the third, and then **OK / BS1 / OK** resuming that landing 1 and 3 where OK and a Back Seat Stage 1 was seen on landing 2.

Every action or group of action should be separated by a slash / in order to better review those actions afterwards.

In order to better remember the actions and where they happened (see point “First Comments”), the global information regarding where the rider went (above mentioned by **L**, **CE** and **L**) could be inserted in between the “top to bottom” actions descriptions, separated by a slash. It could look like this:

2, L, CE, L, D+// **L** / **J** 5 / 360 / BS1 / **CE** / S++ C- / **L** / **J** 5 / 6 / 8 / G / - / OK / OK / BS1 / OK

This way, after reading the global line information, when it comes to detail the actions, we can read that the rider went **Left** where he hit his first jump (the one with 360°), then the **CE** indicates you that the rider went fall line where he rode at high speed but with a small loss of control, then he went to the **Left** again and that's where he did his triple jump

When a rider approaches a jump with great speed, jumps perfectly with a grab and a clean landing and right at the landing slashes a windlip the whole sequence should appear as one, which enables judges to reward this action with higher score as it is clearly more difficult and technical to do so. Here is how it should look like:



2, L, CE, L, D+// S+ J1<sup>8g</sup> OK Slash /

### 3.5. Concise way to score

The goal is to be able to write down as much as possible about a rider's run, in a minimal time. FWT judges have developed a concise way to describe a run. Every judge should learn this method in order for the head-judges to be able to read and understand every judges' comments.

Let's review an imaginary run. Here is the "full words" version of it:

Start No2, global line: he went to the left, then in the Center Couloir, then to the left again. The line in general was good. Right below the start he hit a small jump, 2meters high did a grab and a clean landing, he kept his speed to enter a very technical rocky section. He stopped 4 seconds before hitting his second jump of 8 meters high, he lost a bit control in the air and landed in the Center Couloir with a stage2 butt-check. It took him 20 meters to recover from the landing. Then he traversed to the left to enter the last section of the venue. While traversing he did slow down, broke his pace doing some side slipping during 3 seconds. After that he hit a massive 15 meters cliff which he jumped with a stylish 360 and a slight back-seat (stage1) landing. At the end of the run, the rider clearly skipped an obvious feature which penalizes his Line score.

Now the way a FWT judge would note it using a concise method of writing down:

2, L, CE, L, D+ // J1:2,g,+ / S++ / S-4'' / J2:8,-,BS2 in Cent Coul / C-- / trav S- / Slide3'' / J3:15,360+, BS1 / L-

## 4. JUDGING GLOSSARY

### AIR& STYLE

#### Jump naming

|         |   |
|---------|---|
| J1      | Refers to Jump number one                         |
| J Holly | Refers to a jump on Hollywood cliff (common name) |

#### Jump size

|          |  |
|----------|--|
| 3, 4, 15 | Refers to the size of the jump. Total jump, not only the cliff size. |
|----------|--|

#### In the Air

|           |   |
|-----------|---|
| G         | Grab  |
| +         | Added style (can be a jump without grab as a shifty)                            |
| -         | Loss of control in the air (i.e. arms flapping)                                 |
| --        | Big loss of control in the air and not in a position to land when touching snow |
| Trans     | Transfer, jump taken from the side or with a side landing                       |
| BF        | Back Flip   |
| 360       | Three sixty degrees (full helicopter)   |
| 360 b / f | For snowboarder, backside or front-side 360                                     |
| 360 l / r | For skiers left or right 360  |
| 360 cork  | Flat spin 360   |
| CAB       | Half Cab (starting fakie / reverse, then 180° to land in regular position)      |

### Landing

|               |   |
|---------------|---|
| <b>BS1</b>    | Back Seat stage 1   |
| <b>BS2</b>    | Back Slap stage 2   |
| <b>BS3</b>    | Back Slap stage 3   |
| <b>FS1</b>    | Front Seat stage 1 (the rider is out of balance, on the edge of tumbling forward) |
| <b>BC</b>     | Butt Check  |
| <b>Hip</b>    | Hip Check   |
| <b>LB</b>     | Lucky Bounce (Rider lands on his hip or back and gets bounced straight back)      |
| <b>BH</b>     | Bomb Hole   |
| <b>X</b>      | Crash   |
| <b>X1,2,3</b> | Crash with one, two or three cartwheels   |
| <b>OK</b>     | OK landing, no comment, no added or lost points                                   |

### CONTROL

|             |                      |
|-------------|----------------------|
| <b>C+</b>   | Good Control         |
| <b>C++</b>  | Very good Control    |
| <b>C-</b>   | Control Issue        |
| <b>C- -</b> | Big Control issue    |
| <b>HD</b>   | Hand Drag            |
| <b>FLC</b>  | Full Loss of Control |
| <b>CW</b>   | Cart Wheel           |
| <b>FP</b>   | Face Plant           |

### LINE

|                |   |
|----------------|---|
| <b>1, 2, 3</b> | Start One, two three  |
| <b>L</b>       | Left  |
| <b>R</b>       | Right   |
| <b>CE</b>      | Center  |
| <b>CC</b>      | Center Couloir  |
| <b>RC / LC</b> | Right / Left Couloir  |
| <b>RR / LL</b> | Extreme Right or Left   |
| <b>FL</b>      | Fall Line   |
| <b>Hike</b>    | Hiking up on skis (Line mistake) /"froging" up for snowboarders |
| <b>D-</b>      | Easy Line (not difficult)                                       |
| <b>D o</b>     | Average Line  |
| <b>D+</b>      | Good line (difficult line)                                      |
| <b>D++</b>     | Very good Line (Very difficult line)                            |
| <b>D+++</b>    | Exceptional Line (Exceptionally difficult line)                 |
| <b>Lsk</b>     | Skipped feature (stands for Line <b>s</b> kipped feature)       |
| <b>Trav</b>    | Traversing  |

### TECHNIQUE

|               |  |
|---------------|--|
| <b>T- -</b>   | Very poor riding technique   |
| <b>T-</b>     | Poor riding technique  |
| <b>T+</b>     | Good turns/riding technique  |
| <b>T++</b>    | Very good turns/riding technique. Powerfull turns                        |
| <b>Slid 4</b> | Side slip (sliding downhill instead of turning) of 4", counted by second |
| <b>Slash</b>  | Slash turns  |
| <b>SW</b>     | Riding Switch stance / fakie   |

## FLUIDITY

|             |                                     |
|-------------|-------------------------------------|
| <b>S- -</b> | Very slow section                   |
| <b>S-</b>   | Slow section                        |
| <b>S+</b>   | Fast section                        |
| <b>S+ +</b> | Superfast section / Very high speed |
| <b>ST 4</b> | Stop of 4", counted by second       |
| <b>Hes</b>  | Hesitation                          |

## 5. ACTION BONUS & PENALTIES

### 5.1. Deductions, how to...

For jumps, judges will look at the overall value of the action. Did the rider overall win or lose points when we add the jump bonuses and deduct the landing or control penalties?

Other deductions are taken off the thermometer live judging scale while judging.

### 5.2. Maximum Score

NOTE: only the crashes deductions (Control, Air&Style) are taken in consideration in the Maximum Score rule!

A rider who would lose a few points in Fluidity, Line, Control or Technique could still achieve a maximum score of 100 if this score is needed to rank him first. But if a rider loses overall 25 points on a jump, or loses 20 points for a riding cartwheel, his maximum score will be 75 points, respectively 80 points even if he has an outstanding rest of the run.

### 5.3. Deductions & Bonuses

#### Negative points

| DENOMINATION                                    | SHORT              | CRITERIA  | DETAIL OF ACTION   | PTS         |
|---|--------------------|-----------|--|-------------|
| Back Seat Stage 1<br>Hand drag/ body drag (SNB) | <b>BS1</b>         | Air&Style | Skier is being compressed during landing and is touching snow/skis with his butt   | -5 to -10   |
| Front Seat Stage 1                              | <b>FS1</b>         | Air&Style | Skier is out of balance forward and leans to the edge of tumbling but recovers   | -5 to -10   |
| Backslap Stage 2<br>Butt check (SNB)            | <b>BS2</b>         | Air&Style | During landing, skier touches the snow with his back. The rider recovers control by himself  | -10 to -15  |
| Backslap Stage 3<br>Full Butt check (SNB)       | <b>BS3</b>         | Air&Style | During landing, skier/snowboarder touches heavily the snow with his back. The rider recovers control with the snow rebound                       | -15 to -20  |
| Hip Check                                       | <b>Hip</b>         | Air&Style | To be judges as a Stage 3 Back slap  | -15 to -20  |
| Lucky Bounce                                    | <b>LB</b>          | Air&Style | To be judges as a Stage 3 Back slap  | -15 to -20  |
| Loss of control in the air                      | -<br>--            | Air&Style | Arms flapping / body stretched   | - 1 to - 5  |
| Crash   | <b>X</b>           | Air&Style | Crashing at the landing (head first, on the side,..)   | - 30        |
| Crash + additional cartwheel                    | <b>X1, 2, 3</b>    | Air&Style | The first cartwheel is already deducted in the -30pts of the crash. Additional CW will be penalized  | - 10 to -15 |
| Bomb Hole (Crash)                               | <b>BH</b>          | Air&Style | Rider creates a hole in the landing with his crash and is stuck in it<br>(→ most likely STOP deduction per second will be added)                 | - 30        |
| Bomb Hole (Deep powder)                         | <b>BH</b>          | Air&Style | Rider could have landed the cliff but because of deep snow he is stuck at the landing<br>(→ most likely STOP deduction per second will be added) | - 10        |
| Stops   | <b>ST....</b>      | Fluidity  | Riders stops. 1pt per seconds of stop  | - 1 / sec   |
| Hesitation                                      | <b>Hes</b>         | Fluidity  | Lack of speed before a jump or couloir entrance  | -1 to -3    |
| Hip Check                                       | <b>Hip</b>         | Control   | Skier loses his edge and bounces on snow with hip or butt  | -3 to -10   |
| Loss of control while riding                    | <b>C-<br/>C- -</b> | Control   | Nose of skis/board dive in the snow<br>Catching a hidden rock > off balanced   | -1 to -5    |
| Full Loss of Control                            | <b>FLC</b>         | Control   | Rider doesn't fall but is completely out of control. Penalty depends on the time rider needs to recover and where it happened (no fall zone)     | -3 to -10   |

|                 |             |           |  |             |
|-----------------|-------------|-----------|--|-------------|
| Face plant      | <b>FP</b>   | Control   | Simple crash (body fully touches snow)                         | - 5 to -15  |
| Cart Wheel      | <b>CW</b>   | Control   | Full tumble, head first deduction per lap:                     | - 15 to 20  |
| Hand Drag       | <b>HD</b>   | Control   | Hand touches or plunges in the snow                            | -1 to -2    |
| Sliding         | <b>Slid</b> | Technique | Not riding in the fall line but side slipping and for how long | - 1 / sec   |
| Hiking up       | <b>Hike</b> | Line      | On skis or "frog" technique on snowboard                       | - 1 / sec   |
| Skipped feature | <b>Skip</b> | Line      | Rider skips obvious features in his line choice                | - 5 to - 10 |

### Positive points

| DENOMINATION                 | SHORT            | CRITERIA  | DETAIL OF ACTION   | PTS        |
|------------------------------|------------------|-----------|--|------------|
| Style / grab in the air      | <b>+</b>         | Air&Style | Grabs or stylish posture in the air brings bonuses to the rider                    | +1 to +3   |
| 180 or Half-cab (switch 180) | <b>180 / CAB</b> | Air&Style | Depending on size of the jump  | +2 to +5   |
| Switch riding                | <b>SW</b>        | Technique | If in control and same speed than normal and real turns!                           | +2 to +5   |
| 360 / Backflip               | <b>360 / BF</b>  | Air&Style | One full spin  | +6 to +12  |
| Side flips / Cork            | <b>Cork</b>      | Air&Style | Considered as a 360 / Backflip, but if stylish = gets as well the Style/Grab bonus | +6 to +12  |
| 720 / Double Backflip        |                  | Air&Style |  | +10 to +20 |
| Superfast section            | <b>S++</b>       | Fluidity  | Straight down or fast through narrow chute   | +2 to +20  |
| Power turns                  | <b>TP</b>        | Technique | Powerful turns, linked in a steep section  | +1 to +2   |
| Slashes                      | <b>Slash</b>     | Technique | Slashes on snow windlips   | +1 to +2   |

## 6. JUDGING PROCEDURES

### 6.1. Scaling the face

Every competition face is different. Some will offer the possibility to link for example four 10 meter jumps, when another face might only offer one major feature on the whole face. The value of that feature will be greater than the same type of feature on the first face.

Judges should agree on the value of each obvious feature before the competition. They should decide the value for each category and gender, as the same jump will have more value for female as for ski men for example.

The scaling is done taking all aspects into consideration (quality of snow, visibility,..). The value of a feature is thought for a classic jump at normal speed. The overall jump bonus could increase with added speed or added style and tricks.

### 6.2. Setting First Scores

Judges should check the face and analyse possible lines and imagine what could be an easy, average or difficult line.

They should be informed of snow conditions to know if there will be heavy sluff, perfect powder, crusty snow, ice or rocky sections.

Use forerunners to calibrate judging for the day.

The head judge will make sure that all judges agree on the first top, good, average, poor and bad scores and could open a discussion if opinions differ. All other runs from that day will be judged according to the first calibration.

### 6.3. One Minute of Judging

In most cases, judges will get about one minute to come up with a final score.

This can be long if all judges agree but very short if changes are needed. The head judge has a key role to intervene only if necessary, with confidence and solid arguments to avoid time loss.

**0-10 seconds** The first 10 seconds are used by each judge to decide around what score he is aiming, (40 to 50, or 60 to 70). Judges are asked to place the point of their pen on the judging scale around the mark they wish to give. The head judge sees right away whether all the judges agree on the run they saw or not.

If the judges agree, the head judge will say "OK judge!" all judges can then fill in the gauges and then the comment box, knowing that their first impression was in line with what the other judges were thinking.

If two judges are together and one disagrees, the head judge can ask this judge to rethink his score. If the head judge's own opinion was close to the two judges who agree, he will ask the third judge to bring his score closer to the others. If the head judge's own opinion was close to the judge who stands alone, he could either leave it the way it is or get the three judges into a discussion about the run.

**11-55 seconds** The judge fill in his comment boxes, then compare this run with other close scores and finally mark his final score on both the scoring line and in the score box.

**55-60 seconds** The head judge communicates the scores to the competition administrator.

#### **6.4. Result validation**

At the end of the contest, the judges will get the overall results and ranking. They have 20 minutes to validate these results and are allowed to change scores if obvious mistakes happened. This is not the time to discuss if a rider should have been 5<sup>th</sup> or 6<sup>th</sup> but to check if someone who should have been ranked around 5<sup>th</sup> is somehow ending up 13<sup>th</sup>.

In the case judges can't agree, the head judge has the final call to decide on the final result.

On the FWT Tour, or when we are live scoring, the scores cannot be revised after the contest. The live score is the final score.

If judges cannot agree on a score in a live scoring contest, they will hold their scores and review the run when competition is on hold (loss of ski / injury) or at the end of the contest, to give their final score.

Scores can only be revised if they fit the following criteria:

1. An end of judging line has been decided and communicated during the riders meeting but a rider who crashed after the end of judging line has clearly been penalised for this crash. He can ask for his score to be reviewed.
2. A rider crashed and his crash was missed by the judges but seen in the live webcast and missed by the video judge.
3. A rider rode into a close area and received a score.
4. A rider didn't ride in a closed area but judges thought it was a close area and didn't give him a score.

Together with the contest director, the head judge then signs and validates the result list.

#### **6.5. Viewing Equipment**

Judges will use binoculars, a TV screen or their bare eyes to judge. It is important that all judges use the same viewing system to avoid conflicts. If judges use binoculars, they should all have the same power.

In case a rider disappears from the judge's view, the video judge can tell the other judges what happens at this time and the action will be judged.

If no one sees what is happening when the rider disappears, there will be no bonus or minus points given during this time.

If judges feel that the rider is taking too much time to reappear, they will deduct fluidity points even if they didn't see a crash.

#### **6.6. Particular cases**

##### **NO FALL ZONE**

Judges have to pay special attention to where falls happen. If a rider makes a mistake in a place where he is putting his life at risk because of extreme exposure, he must be strongly penalized. Riders have to understand that they are not supposed to take unnecessary risks in highly exposed places.

## STOP LANDINGS

Sometimes riders will decide to land in a way that they can stop themselves right away because there's no room in the fall line of the landing. Is this a crash? Judges have to ask themselves: "Did it look intentional? Was there any other way through without stop landing?" to decide whether they penalize it or not and how much.

## JUMP LANDINGS

This will always be the trickiest part of judging. How do we judge landings in a fair way without compromising progression of the sport and at the same time not giving bonuses to riders taking risks but not cleanly sticking it?

It is important that riders get the feeling that risk pays only if it is successful when they see their scores. But all crashes shouldn't have the same point consequences.

In order to judge landings in a fair way, here are a few tips to help judges decide on how much they will penalize a landing crash:

Had the rider already lost control in the air or did he just not stick his landing, even though he looked perfectly in position to stick it?

Did the run lose its fluidity?

Could the rider recover without losing his speed, or did the rider come to a complete stop?

Could the rider recover right away or did he need 50m to get his act back together?

Did the rider tumble head over heels before recovering, how many times?

Did someone stick that same jump before and he just didn't?

Was this landing as good as it could have been compared to the snow conditions and jump height and the added trick?

## 7. JUDGES AND HEAD JUDGE ROLES

### 7.1. Consistency

The most important quality for a judge (apart of being impartial) is his ability to remain focused for many hours in order to give every rider the same chances and a consistent level of judging.

The head judge has to check that all judges are working separately and not comparing scores. If a judge missed an action because he lost the rider for a couple of seconds with his binoculars, he is allowed to ask the head judge what he just missed.

### 7.2. Fluidity of the Event

The head judge should keep the event rolling and speed up the slow judges.

### 7.3. Scale

It is the head judge's duty to make sure the judges are using the full scale (from 1 to 100points), especially when the first high score and the first low score should be given.

The head judge ensures that coherence is maintained in the overall judging of each run.

### 7.4. Judges Briefing

Judges should be at the competition site at least one day prior to the first possible competition day. On top of the briefing by the head judge and the organizers they will visit the competition site, the judges tent location, study the face and inform themselves about the snow conditions. At FWT competitions it is also mandatory for at least the head-judge to be present at the judge's tent when the head-guide rides the face one day prior to the event. When possible the head-judge should ask either for himself or one of his judges to ride the face with the head-guide to better feel what the conditions are like.

Judges should be present at the riders meeting the day before the contest to present themselves to the riders

### 7.5. Judges Debriefing

The head judge organizes a post-contest debriefing with his team in order to improve their performance in future competitions.

The head judge and the judges stay at the disposal of the riders to answer questions.

The head judge stays at the disposal of the media to explain the judging system and comment on riders' scores.

The head judge then sends a brief summary of his evaluation of the competition and comments on the judging to the technical delegate of FWT Management SA, which will help improve the judging system in general.

### 7.6. Time

Although speed is an important aspect of a run, there will not be a minimum/maximum time limits set in order to receive a score.

Runs will be timed and this indicator should be written down in the Fluidity comment box.

However, time should only be used as an indication or to split scores of similar runs which were on the same exact line.

### 7.7. NS, DNF, DNS and DQ

**NS:** A rider who loses a ski during his run will get a NS (No Score) on the final ranking list.

A snowboarder who has to take off his board or unbuckle one foot at any time during the run will get a NS.

If the finish line or an entrance/segment of the venue is hard to access without pushing, snowboarders will be allowed to take off one foot or their board without getting a NS.

All riders who are NS are ranked tied at the last place but are still getting the ranking points of the last placed rider.

In an event with 20 riders in which 4 riders lost a ski or didn't finish, the 4 riders are tied in 20th place and all will score the points of 20th place.

NOTE: riders who lost a ski (or unstrap snowboard) have to take the easiest route down to the finish line. They are not allowed to ride their originally planned line with jumps and risk another loss of ski/fall which would result in further time delay for the event.

A rider continuing his planned run after losing a ski is taking the risk to be punished by a **multiple event ban** at the sole decision of FWT Management SA.

**DNF:** A rider who can't finish his run in case of injury, or who rides through a closed area, will get a DNF (Did Not Finish) on the final ranking list. He will get the points of the last ranked rider tied with all NS.

In an event with 20 riders in which 4 riders lost a ski or didn't finish, the 4 riders are tied in 20th place and all will score the points of 20th place.

**DNS:** A rider qualified for the event but not showing up at the start, or showing up at the start but missing any mandatory equipment, will get a DNS (Did Not Start) on the final ranking list. He will not score any points.

In the case of an event with two days of competition and a cut after day one, qualified riders for day two, but who for any reason are not at the start of the second day of competition, they will be ranked as DNS and will score points. For example: in an event's final day with 20 riders in which 4 riders got a NS and 4 did not start (DNS), the 4 NS riders are tied in 16<sup>th</sup> place and the 4 DNS riders are tied in 20<sup>th</sup> place and will score the points of 20<sup>th</sup> place.

**DQ:** If a rider is disqualified, (major fault, such as riding the venue before the contest, having an unethical behavior) will be ranked last, after all NS, DNF and DNS and will not score any points, will not earn any prize money and could face multiple event ban.

You must have a score to be on the podium. In case we have less than 3 riders with scores, we could have a podium with one or two riders only. If all riders lose a ski during their run, there will be no winner. All the riders will score last position ranking points. (For example, all riders are getting the points of the 7th place in an event with 7 riders at the start who all lost a ski.)

## 8. SCORING COMPLAINS

### 8.1. Final scores changes

A final score can only be changed if:

- If the scores has been entered wrong on the computer/web
- If a rider was penalized for riding into a closed area but judges were wrong about the limits of the closed area
- If a rider was not penalized for riding into a closed area
- If a rider falls after the end-of-judging line but still got penalized for it

### 8.2. Hidden actions

If a competitor is riding in a part of the face that cannot be seen by judges, what he does (good or bad) will not be scored unless judges have live video feed showing the action.

### 8.3. Complains timing

Riders can only complain about scores on the day of the competition. After D-Day no complains will be accepted.

## 9. JUDGES CODE OF ETHICS

Judges are expected to behave in accordance to the rules and laws of the country hosting the event before, during and after the competition.

Judges are expected to be fit to judge during the whole competition. A judge showing up stoned or drunk could be called off the event and will not perceive his judging fee. He will as well not be allowed to judge for one or more following events depending on the gravity of the case.

Judges are expected to reflect the professionalism and fair-play of FWT. They must be fair-play at all time and not talk shit about riders, should they be single persons or a group of a certain country.

Judges are not supposed to criticise the country / region / ski resort / event organization. If there is a problem or any concern regarding the organization, they should refer to the FWT Advisor who will then speak to the Organizer and who will as well write this comment in his report.