

2026 JUDGING RULEBOOK



Version I - 2026

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O. PRELIMINARY NOTE

This rulebook is subject to change. In very unusual circumstances and after careful consideration, FWT management may decide to adapt the current rulebook to best deal with unpredictable changes.

All members of the FWT Freeride community are expected to respect and follow local, regional, national, and governmental public health mandates during participation in FWT-sanctioned events.

Everyone's compliance and diligence are required to help minimize the risk of viral transmission and execute a fair competitive series. Adherence will provide everyone with the best opportunity to compete and help to avoid event cancellations and ensure the future of the Freeride World Tour.

This judging rulebook has been created by riders for riders. The PFB (Pro Freerider's Board) can be involve for all decisions related to judging freeriding. This method is valid for FWT, FWT CHALLENGER, FWT QUALIFIER and FWT JUNIOR events for Region 1.

For Region 2 Judging Rulebook please consult: <https://ifsafreeride.org/>

NOTE: to watch the video links, please click on the link in the document. Once on YouTube, please select HD 1080 quality.

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/her 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 rulebook is a work in progress; it will evolve and change to better accommodate the sport.

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. Some judges might be more impressed by a technical line while others by the technical jumps, that's why there are several judges (up to 5) judging the same event and it is the average score between all of the judges that count as the final score.

1.2. Becoming a Freeride judge

Should you want to become a freeride judge, here are the minimum requirement:

- A freeride judge must have had personal freeride experience. No person without any personal experience of freeride is eligible to become a freeride judge at any FIS/FWT sanctioned events.
- A freeride judge must contain a high level of "Freeriding Common Sense". They must have a deep knowledge and understanding of all freeride moves along with their mechanics, and their difficulty. This does not mean that a freeride judge is required to execute all lines and moves personally, but they must be able to tell the difference between them and fairly gauge their difficulty.
- A Freeride Judge on international levels must be able to communicate well in English with their fellow judging colleagues and all other members of the organization.
- Read all riders rulebooks: [Juniors](#) and [qualifiers](#)

Should you want to become a freeride judge, here is the certification process

- Follow the link to get all information's : [Freeride World Tour Reg 1 Judging certification](#)

1.3. 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 Control, the Technique, the Fluidity the Air&Style, 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 PRO, FWT CHALLENGER, FWT QUALIFIER and FWT JUNIOR competitions that allows every style of riding the possibility to win.

1.4. Judges panel

A typical FIS FWT sanctioned event is composed of 4 categories: Ski Women, Snowboard Women, Ski Men and Snowboard Men. For FIS FWT Junior event subcategories applies: U16 for Ski Men only and U14 for all 4 categories.

A typical freeride competition should be judged by 2 panels of 3 judges: two certified judges led by one head judge per panel. The score of the two judges and the score of the head-judge are added together and divided by 3. (see point 2.4 for particular cases)

The head judge is there to control, assist the two judges and initiate a conversation between the judges in case of disagreement. He is the one who has the final word in case of delicate case to judge.

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

The same judge panel must judge the full category.

Judges panels are composed of senior, confirmed or rookie judges.

- Senior: are FWT PRO judges or FWT CHALLENGER / QUALIFIER / JUNIOR judges who have judged more than 3 events at 3* and 4* level in the past 24 months
- Confirmed: are FWT QUALIFIER / JUNIOR judges who judged at least 3 events in the last 24 months
- Rookies: judges with no judging experience or who judged less than 3 events in the last 24 months

CHALLENGER	4* events	3* events	2* and 1* events
Only senior judges	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)	Mixed nationalities (1 foreign per panel min)	1 foreign judge (at least one)	Can be only national judges

For FWT QUALIFIER / JUNIOR events with over 80 riders the first judging panel could judge only the SKI Men category when the second judging 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.

Same thing applies with FWT JUNIOR events with U-14, U-16 and U-18 categories. The race director together with the Head-Judge will define which judging panel is judging which categories in order to be able to alternate categories throughout the whole event.

IMPORTANT NOTE: All Head-Judges must ride the venue prior to the competition to have a more comprehensive understanding of snow conditions and venue's characteristics like steepness or where the gnarly parts are.

1.5. Judging Live events

On Live judged events, the maximum number of riders per category is 28.

The Judges Panel must be able to review actions through instantaneous video replay. An additional Video Judge must be present to support the Judges Panel. The Video Judge must be a certified judge but can be a Rookie at any level of events.

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 choose in between the two following options:

- 3 scoring judges (2 judges + 1 head-judge) for delayed scoring events.
- 3 scoring judges (2 judges + 1 head-judge) and one video judge, for live scoring events. In this second case, the head-judge is looking carefully at the new ranking. He asks his/her 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 give a different ranking based on the overall impression.

(NOTE) On FWT Pro events the judging panel is composed of 3 scoring judges, one video judge giving video replay feedback and one head judge to overview the judging.

The final score given live on screen cannot be changed once it is sent. If judges cannot agree on a score fast enough, 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, or, not penalised 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, or if a rider falls before the end-of-judging line but did not get penalised for it.

1.6. Judges Level

During the first(s) competition(s) he/she is working on, the freshly certified judge (rookie) is supervised by his/her head-judge. The head-judge and/or Technical Delegate write feedback about the judges they worked with to FIS/FWT Management SA. These feedbacks will help FIS/FWT Management SA creating an up-to-date judge's database. 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 year to keep their level of judging. Judges who didn't act as a judge for the past 12 months will be downgraded of one level. For rookie judges, they would have to redo the whole certification process before they judge an event again.

1.7. Judges' fees and compensations

The following fees determined by FWT Management for certified judges must be respected.

	CHALLENGER	4* events	3* events	2* and 1* events
Meals	Full board supplied or reimbursed (amount to be agreed with organisers)			
Travel	plane or bus ticket / 0,50€ cts per km reimbursed. If travel time > 3hours, then a 50€ additional flat fee will apply			
Judges fee	500€	400€	300€	300€
Head-judge fee	500€	500€	400€	400€
Video judge fee	300€	300€	300€	300€
Extra day(weather window: per day on site)	50€	50€	50€	N/A
Lift ticket	Each judge should get a free lift ticket for the duration of the event			

In case of cancellation of the event, the following cancellation policy will apply for judges:

During the weather window: 80% of the Judging Fee.

D-7: 50% of the Judges Fee.

More than 7 days before the event: No Judging Fee will be paid.

2. JUDGING SYSTEM

2.1. Overall Impression

In the past, we tried to have scores for each criteria (Line, Control, Fluidity, Technique and Air&Style). 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/her mind, a judge should 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. Judging limits

If not specified differently by Organizer, Competition Director or Head judge during the riders meeting, the run starts as out of the gate and ends while reaching the finish line, usually materialized by flags or an arch.

It could be that for some reasons, the “start” or the “end of judging line” is located meters away from the starting gate or the finish area. This must be clearly explained during riders meeting.

Change of the location of the start or the judging line could as well be modified throughout the competition for safety reasons if the conditions deteriorate, ideally between 2 categories.

In this case the decision will be communicated to riders remaining at the summit (Competition director > starter > riders). Ideally a picture with new limit drawn will be sent to the starter to avoid confusion.

In case the change of start or judging line has to be modified within a category, judges should be aware and will have to judge the remaining riders in a way that the new line doesn't penalize one or another.

2.3. How to judge

JUDGE WHILE WATCHING

Each judge should have a score of 50pts in his/her head when the rider starts his/her run (average).

The judge is not a passive spectator of the run, he/she should be actively judging while watching.

A good tip is to picture you a thermometer scale. The temperature (or score) goes up or down according to the rider's actions along the run. This way the judge has a score in his/her 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/she is influencing the other judges and less focusing on his/her 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/she sees.

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

Ex: on a venue with 6 likely features, each feature will score less than on a venue with 3 likely features.

NOTE: Be careful of the "Pac Man Run": a run with a lot of small jumps. A run with many small actions might be seen as "safe" or "predictable," whereas a run with fewer, but more impressive, actions showcase greater mastery, creativity, and risk, which is why it tends to score higher. The scoring system tends to prioritize the depth and quality of a performance over just the quantity of actions performed. This is the "Overall Impression".

2.4. Judging criteria in detail

A rider can win or lose points on its overall score considering the following criteria according to the descriptions below.

LINE

- Was the line difficult, technical or easy?
- Has the rider made the best use of the terrain with his/her line choice?
- Has he skipped obvious features?
- Was the line original? Creative?
- If a rider did not follow the obvious fall line (traversing), has he/she done it to add something to his/her run or for no reason?
- Has the rider gone in some exposure and how was it performed? (Note: it would impact control, technique and/or fluidity)

[See video \(Line+Fluidity+control+technique\)](#)

CONTROL

- Was the rider in control while riding? (note: look for his body language, was he/she arms flapping?)
- If in some exposure / or bad snow conditions how in control the rider was?
- Did the rider lose control while riding? (reverse, fall, hip check, hand drag...)

TECHNIQUE

- Skidded turns vs carving/power turns
- Backseat riding?
- Side slipping?

- Any switch riding?
- How good or bad was the sluff management (note: this is a very important point as consequences can be heavy in freeriding and a rider should be well granted or highly penalized following the sluff management)

NOTE: A rider with A “personal technique” which might be not academic, will not be penalized if he/she is totally in control.”

FLUIDITY

- Relative speed (how fast compare to how narrow, steep, exposed is the terrain and how are snow conditions)?
- Did the rider stop?
- Did the rider hesitated, lost pace, side stepped...?

Note: Super-Fast section: if a rider was really fast in a technical zone, judges must reward it. It could be worth as much as a good cliff if really super-fast and technical.

[See video \(Fluidity\)](#)

AIR & STYLE

- Number of jumps (but be careful at the PacMan runs, more doesn't always mean better ;)
- Size of the jumps
- How did the rider approached the cliff/jump
- Control / tricks / style in the air
- How difficult was it to jump/trick on this feature? (It's harder to do a backflip on a cliff with a downward take off than on a wind lip for example).
- Landings
- Did the rider added some different tricks in his/her line (natural / unnatural, Backflip / Rotation)
- Linked features (double / triple..)

NOTE: judges must appreciate how much challenges and difficulties were added by linking these features.

[See video \(Air&Style\)](#)

2.5.How to score

It is very important to use the full scale for both women and men. Women shouldn't be judged compared to men or snowboarders to skiers but on a scale from 0 to 100 as well. No matter of age, sex, level or sport, each category should be judge with the winner potentially reaching the near 100 points.

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

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

For example: a full backslap/butt-check landing on a five meters jump could result in a loss of points for ski men, a neutral score for ski women and snowboard men and could still give a bonus to snowboard women.

Bonus points should be adapted depending on: categories and event level.

[See video \(Scaling per Cat\)](#)

Judges must use the full scale and not be afraid to give high points to good runs and low points to bad runs. There is nothing worse for a judge than being stuck and having to judge a whole contest between 40 and 65 points because he/she gave a too low score for a good run and/or a too high score for a poor run at the beginning of the event.

A judge should allow his/her scores to be sprayed out to rank a whole category.

To give the average (50pts) in a freeride competition it requires a minimum of Technique, Control and Fluidity. Likewise, it requires a minimum of jumps in the Line and Air&Style to reach 50pts.

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 when rewarding a run with 90 points still allows to rank 10 other riders better, or even more if using decimal numbers, sometimes necessary in big categories or as tie splitter.

Remember that a judge's task is to come up with the right ranking, points are only there for that!

For example, if a rider starting first achieved a perfect run it will be hard to give him/her more than 90pts as judges don't know if they will see better that day. They'll have to give themselves room for improvement. But the same run with only two riders remaining at the start could potentially score 98pts.

NOTE: An outstanding run with huge and complicated tricks BUT with a crash (for example 95 points run with 25 points deduction) could still end up winning the competition in front of riders who didn't crash at all but showed very mild performances.

NOTE: During FWT JUNIOR events, CONTROL and TECHNIQUE criteria will have more impact in the judge's scores.

2.6.Judging sheet

BIB	SCALE	JUDGE:					DISCIPLINE:	COMMENTS
		POINTS	LINE	CONTROL	TECH	FLUIDITY		
	0 1 2 3 4 5 6 7 8 9 10							

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 filed 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). This will help the judge to quickly see and remind himself where/in which criteria a rider did very well or did bad when comparing runs.

Do not hesitate to put 2 lines in a gauge. In fluidity for example: 1 high if the average speed of the rider was high and an other one pointing low if the rider had an hesitation or a stop during the run.

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

2.7. Example of mountain scaling per categories and location:

Difficulty of the Line is an important aspect when it comes to rewarding an engaged action. For instance, the same size cliff will not be rewarded the same in gnarly exposed terrain at the top of the run than at the bottom of the venue where it is open, less steep and safer.



Example :

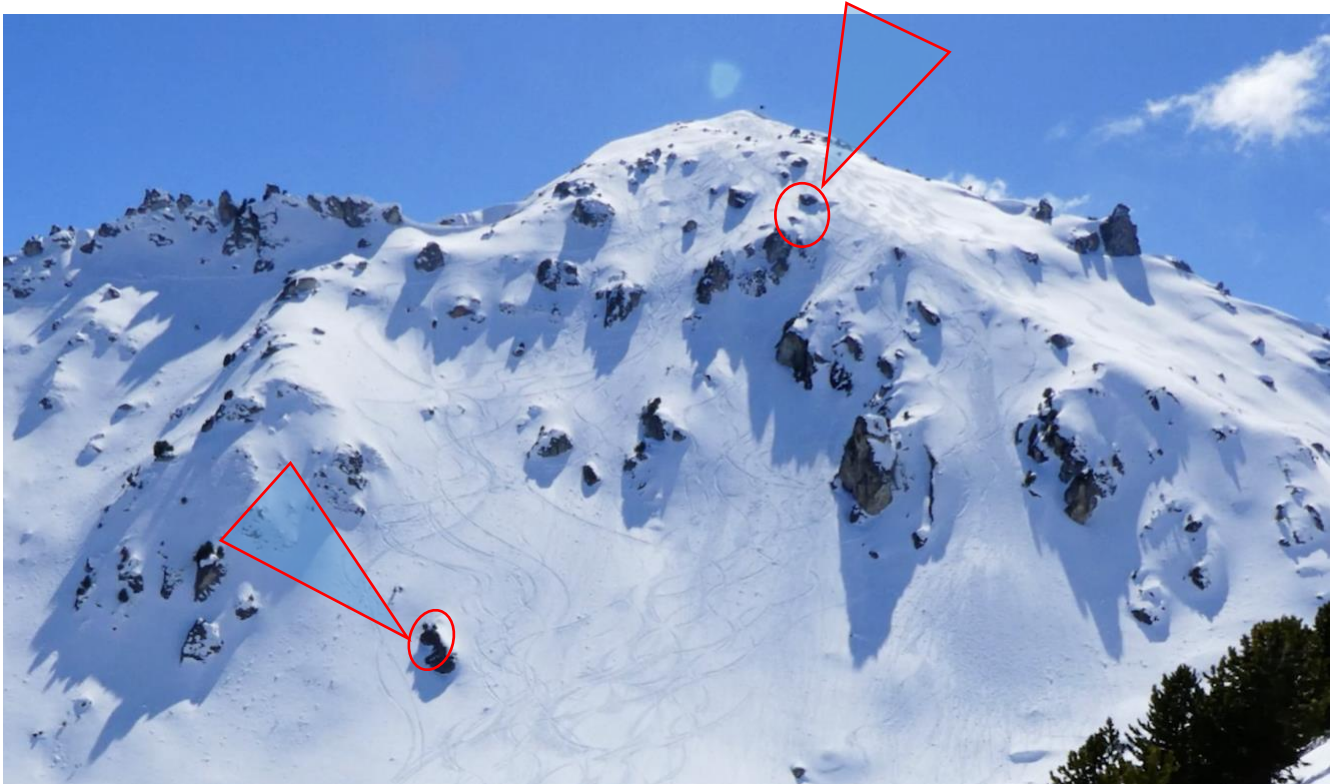
a straight air on this 3-meter rock located at the top over exposure could be rewarded

SKI MEN: **5pts**

SKI WOMEN / SNB MEN: **8pts**

SNB WOMEN: **12pts**





When at the bottom of the venue,
over an open field the same size
straight air could be rewarded

SKI MEN: **3pt** for straight air

SKI WOMEN / SNB MEN: **6pts**

SNB WOMEN : **10pts**

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/her run when talking to him or to other judges. The rider might still not agree but at least he/she will have the conviction that the judges saw his/her whole run.

3.1. 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 judge's comments.

3.2. Judging Glossary

AIR& STYLE Jump size and naming

J1	Refers to Jump number one
J Hollywood	Refers to a jump on Hollywood cliff (common name)
3, 4, 15	Refers to the size of the jump. Total jump, not only the cliff size.

AIR& STYLE In the Air

note : as tricks are pretty much endless this is just the most common jumps described below)

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 spin
360 b/f l/r	For snowboarder, Backside or Front-side, for skiers Left or Right
360 cork	Flat spin 360
HCAB	Half Cab (starting fakie / reverse, then 180° to land in regular position)

AIR& STYLE Landing

COMP	Compressed landing
BS1	Back Seat stage 1
BS2	Back Slap stage 2

BS3	Back Slap stage 3
BS4	Back Slap stage 4 = CRASH at landing
FS1	Front Seat stage 1 (the rider is out of balance, on the edge of tumbling forward)
BC	Butt Check
Hip	Hip Check
LB	Lucky Bounce (Rider lands on his/her hip or back and gets bounced straight back)
BH	Bomb Hole
FPunch	Front Punch (rider too much on the front let his/her body frontflip. Rides straight away)
X	Crash
X1,2,3	Crash with one, two or three cartwheels

LINE

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

CONTROL

C+	Good Control
C++	Very good Control
C-	Control Issue
C- -	Big Control issue
C- - -	Full Loss of Control
Hip	Hip Check
FPunch	Front punch/ face plant
FS	Front seat
BC	Butt check
HD	Hand Drag
CW	Cart Wheel
X	Crash while riding

TECHNIQUE

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

FLUIDITY

S- -	Very slow section
S-	Slow section
S+	Fast section
S++	Superfast section / Very high speed
STOP 4	Stop of 4', counted by second
Hes	Hesitation

3.3. Left and Right

When talking about a riders' run / action, judges could use their own point of view as a reference. So it is lookers' right, or lookers' left or the riders' perspective (riders' right riders' left). Head judges will define the perspective for the event.

3.4. 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.

3.5. Second comment: top to bottom

Judges will write down every action which made their score move up or down 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:



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)



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 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**.

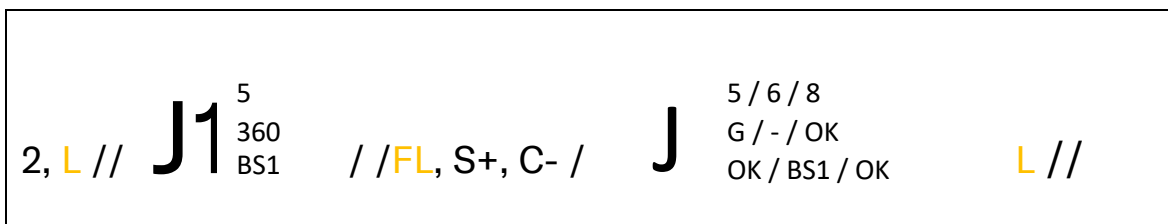


Where **J** stands for the Jump which is understood as being a triple cliff as you look at the right where all the details are noted. **5 / 6 / 8** for the height of the 3 linked cliffs, **G / - / OK** for a grab on the first cliff, a little loss of control on the second and nothing particular on the 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.

3.6. Chronological order comment

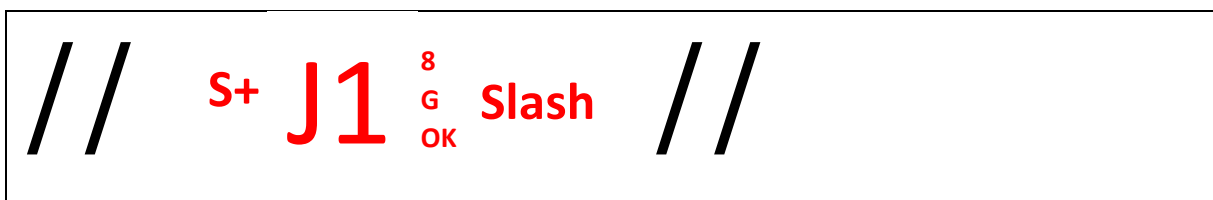
In order to better remember the actions and where they happened the global information regarding where the rider went (above mentioned by L, CE and L) should be inserted in between the “top to bottom” actions descriptions, separated by a slash. It could look like this:



This way, the global line information are inserted between the detailed actions. Here we can read that the rider starts from start 2, went Left where he/she hit his/her first 5m jump did a 360 with BS1 at landing, then the FL indicates that the rider went fall line where he/she rode at high speed but with a small loss of control, then he/she went to the Left again and that’s where he/she did his/her 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:



3.7. Overall impression comments

As explained above (see point 2.1) we will use the overall impression to rank riders. In order to quickly remind ourselves where/in which criteria a rider did very well or did bad when comparing runs, judges should use the gauge (see point 2.6). And judges can use full words at the end of the comments highlighting the good or the bad.

3.8. Live example

Let’s take a live example with a run from a Ski Women on a Qualifier 3*

We will focus on comment only at the stage.

[Watch video](#)

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

Start No 1, went fall line with flow, committed approach to her first jump, 4m , little arms flap in the air and land with a long BS1 and an hand-drag. She gains a lot of speed at the landing and manage to gain control back after a while and had to do a sharp turn to go back to her planned line. In central couloir good fluidity she hits her second jump, 3 m, clean in the air and clean landing. Rides in left couloir with a small control issue, then right. She goes to her third jump , 4m but blind , good control in the air and perfect landing. She gains a lot of speed and stays in control thanks to a good technique. Overall good run with nice technique, fluidity and three good hits, but control issues.

Now the way a FWT judge would write it using a concise method:

S1,FL /S+ J1 ⁴
C-
BS1+HD S+C- / CE / J2. ³
C ok /C-/L / D+J3. ⁴
C ok / S++,
T+ (tech&flow++ but C-)

4. ACTION BONUS & PENALTIES

4.1. 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.

NOTE: Air & Style deductions are fixed within the proposed bracket. Bonuses are more variable, based on the speed of the action, the size of the Air, the length and precision of the grab, if somebody did the same jump & same trick smaller before, the snow quality or the visibility...

NOTE II: Likewise a control issue or a bad landing in an open field, with no danger/risk will be less penalized than a crash happening in a No Fall Zone, where crashes could be lethal.

4.2. Maximum Score

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, for example, overall 25 points on a jump, his/her maximum score will be 75 points, even if he/she has an outstanding rest of the run.

NOTE III: Overall score for a jump where the rider totally crashed (BS4) will never be positive (Bonus), even though his/her air was big, with for example a double backflip, if the rider lands headfirst, this action will result in an overall deduction!

4.3. Deductions (negative points)

DENOMINATION	SHORT	CRITERIA	DETAIL OF ACTION	PTS
Loss of control in the air	- --	Air&Style	Arms flapping / body stretched	- 1 to - 3
Back Seat / Front seat Stage 1 / compress landing <u>or</u> Hand drag/ body drag (SNB)	BS1	Air&Style	Rider is out of balance forward and leans to the edge of tumbling but recovers <u>or</u> rider is being compressed during landing and-and relie on the back of his board / ski without touching the snow	-1 to -4 See Video BS1

Backslap Stage 2 <u>or</u> Butt check (SNB)	BS2	Air&Style	During landing, a skier touches the snow with his/her back or a snowboarder with his/her butt. The rider recover control by himself/herself, NOT thanks to the snow rebound	-5 to -8 depending on how long the rider takes to recover See video BS2
Backslap Stage 3 <u>or</u> Full Butt check (SNB)	BS3	Air&Style	While landing, skier hits heavily the snow with his/her back. The rider recovers control thanks to the snow rebound. The snowboarder hits heavily the snow with her/his butt and the snowboard base is visible/in the air -9 = BS3 with still some body control -12 = BS3 without control at all, arms spread	-9 to -12 See video BS3
Backslap Stage 4: Full crash landing / face plant	BS4	Air&Style	Body touches snow before skis or SNB. Rider already crashing before touching the snow -15 = rider out of control in the air, but recovers quickly (lucky bounce) -25 = rider totally out of control, crashing badly	-20 + 1pt per second to recover See video BS4
Bomb Hole Stop	BH (1-3)	Air&Style	Rider could have landed the cliff but is stuck in deep snow Landing penalty be as BS1 to BS3 depending on landing + STOP penalty per second	- 2 to -12 + Stop per s'
Hip Check	Hip	Air&Style	To be judges as a Stage 3 or stage 2 Backslap	Light: -5 - 8 heavy: -9 -12
Front Punch / tumble	Fpunch	Air&Style	During landing rider is slightly too much on the front. Rider decides (or let it happen) to let his/her body frontflip, lands, and rides away without trouble.	-10 See video Front Punch
Stops	Stop	Fluidity	Riders stops. 1pt per seconds of stop	- 1 / sec
Hesitation	Hes	Fluidity	Lack of speed before a jump or couloir entrance	-1 to -3

Hip Check	Hip/body drag	Control	Skier loses his/her edge (shark...) and bounces or slides on snow with hip or butt or body, to be judges as a Stage 3 or stage 2 Backslap depending on the impact on the fluidity	Light: -5 - 8 heavy: -9 -12
Loss of control riding Full Loss of Control	C- C- - C- - -	Control	Nose of skis/board dive in the snow, catching a hidden rock, a bush or a root (C- - - = off balanced longer)	-1 to -10
Crash	X	Control	Crashing while riding (Skis-SNB nose dives into snow, hitting a hidden rock...) + Penalty per second of STOP	-15 to -20 + Stop / s'
Cartwheel	CW	Control	Full tumble, head-first deduction per lap = different than front punch	- 10 to be added to crash deduction
Hand Drag	HD	Control	Hand touches or plunges in the snow	-1 to -3
Sliding / Side slipping	Slide	Technique	Not doing turns but side slipping and for how long side slip	- 1 / sec
Sluff Management	Sluff	Technique	Bad sluff management	-1 to -15
Bad technique	T--	Technique	Back seat riding, arms flapping, counter-rotation	-1 to -15
Hiking up	Hike	Line	On skis or "frog" technique on snowboard	- 1 / sec
Skipped feature	Skip	Line	Rider skips obvious features in his/her line choice. Overall deduction in the first "Line" segment	-1 to -5 per feature
Traverse	Trav	Line	Rider did not follow the obvious fall line	-2 to -10
Exposure/technical area	L-- T--	Line Technique	Loss of control in a technical/exposed area. Under-skilled rider for the area	-1 to -15

NOTE: Even though the mountain has been prepared and secured, the risk that a minor slab could be triggered by a rider exists. The riders must be prepared to manage minor slabs (just like sluff). Riders being caught by a minor slab, resulting in a control issue or a crash would be penalized.

4.4. Bonus (positive points)

DENOMINATION	SHORT	CRITERIA	DETAIL OF ACTION	PTS
Style / grab in the air	G +	Air&Style	Grabs or stylish posture in the air bring bonuses to the rider	+1 to +3
Half-cab (180 but starting switch)	HCAB	Air&Style	Sketchy to average 🇺🇸 Jump scale + up to 25% Average to Great 🇺🇸 Jump scale + up to 50%	
180	180	Air&Style	Sketchy to average (arms flapping) 🇺🇸 jump scale + up to 50% Average to great (added style, grabs...) 🇺🇸 jump scale + up to 100%	
360 / Backflip	360 / BF	Air&Style	Sketchy (arms flapping, control -) 🇺🇸 jump scale + up to 50% Average (balanced, no added style) 🇺🇸 jump scale +60 to 80%	

			Stylish (perfect long grab, smooth) 🇺🇸 jump scale + up to 100%	
Side flips / Cork	Cork	Air&Style	Considered as a 360 / Backflip	
360 Butter / cab 540	360 But Cab 540	Air&Style	Sketchy (arms flapping, control -) 🇺🇸 jump scale + 50 to 80% Average (balanced, no added style) 🇺🇸 jump scale +80 to 110% Stylish (perfect long grab, smooth) 🇺🇸 jump scale +110 to 150%	See video 360 butter
720 / Double Backflip / 540 (switch landing)		Air&Style	Sketchy 🇺🇸 jump scale + 66 to 100% Average 🇺🇸 jump scale +100 to 150% Stylish 🇺🇸 jump scale +150 to 200%	See video 720
Superfast section	S++	Fluidity	Straight down or fast through narrow chute	+2 to +20 See video S++
Switch riding	SW	Technique	If in control and same speed than normal and real turns!	+2 to +5
Power turns	TP	Technique	Powerful turns, linked in a steep section	+1 to +2
Slashes	Slash	Technique / Line	Slashes on snow/windlips	+1 to +5
Butter (on snow)	Butter	Technique	Nose-press with a 360 on snow	+1 to +2
Use of terrain/creativity	L++	Line	Linking features / transfer / original feature	+1 to +15
Committed and technical line	L++ T++	Line / Technique	Strong riding in a technical area/terrain	+1 to +15 See video Tech Line

NOTE:

The percentage bonus is an indicative bracket. Judges are not supposed to calculate an exact percentage bonus to be added to the jump points.

NOTE II:

A perfect stylish grabbed 360/BF can up to double the points of a normal jump of the same cliff. BUT: above 15points rewarded for the cliff size, the maximum added bonus for a perfect 360/BF will be 15points added to the cliff size points (for example: a huge cliff rewarded with 20 or 25points, on which the rider achieved a perfect 360 will only get 15pts bonus for the stylish air).

🇺🇸 for a 720 (or double backflip) maximum added bonus for the trick will be 30pts

NOTE III:

a straight air with a super stylish grab could score as much as a same size sketchy 360, off the same cliff.

[See video \(Air\)](#)

Be sure to reward differently and higher the real grabs (hand holding skis/SNB), this especially when there is a lot of style (tweaked grab) compared to barely touching the board for a split second!

As well, a stylish posture (shifty) without grab will score more than a “touch-grab”.

NOTE IV:

A move or a trick done for the first time in a competition by a rider (in his/her category) should give extra points to push the progression of the sport

5. JUDGING PROCEDURES

5.1. Scaling the face

Every competition face is different. Some will offer the possibility to link for example four 10 meters jumps, when another venue 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 snowboarders than 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.

While scaling the venue judges should take into consideration not only the possible air time but as well the type of feature.

Ex: a wind lip could score 50% less than a cliff for the same air time

The bonuses difference between categories should approximately respect these ratios but can be adapted depending on the venue: Ski Men 1, Snow Men and Ski Women x2 and snow women x3

5.2. 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, 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 these first calibration.

5.3. 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 only intervene, if necessary, with confidence and solid arguments to avoid time loss.

0-10 seconds In the first 10 seconds 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 should ask this judge to rethink his/her score unless his own opinion was close to the judge who stands alone. he/she should get the three judges into a discussion about the run.

11-55 seconds the judge fill in his/her comment boxes, then compare this run with other close scores and finally mark his/her 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.

5.4. Result validation

On non live scoring events, 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 10th or 11th but to check if someone who should have been ranked around 5th is somehow ending up 13th.

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

On the FWT Pro, or when live scoring, the scores cannot be revised after the contest. The live scores are the final scores.

If judges cannot agree on a score in a live scoring contest, they will hold their scores and review the run when the competition is on hold (loss of ski / injury / bad weather) in between categories 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 been unfairly penalised for this crash.
2. An end of judging line has been decided and communicated during the riders meeting but a rider who crashed before the end of judging line has not been penalised for this crash.
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.

5.5. Judges equipment

5.5.1. 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 (ideally 10x42).

In case a rider disappears from the judge's view, the video judge could 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.

5.5.2. Insurance

Each judge should have his own valid personal insurance. On event where FWT complementary insurance has been subscribed, the FWT technical delegate could ask each judge to sign a document in order to benefit from FWT complementary insurance.

5.5.3. Safety equipment

Each judge should be fully equipped with the minimum safety gears listed below:

- Avalanche transceiver in working order (with enough batteries for a full day)
- Probe
- Shovel

5.5.4. Necessary equipments

- Warm clothes
- Pencil and clipboard
- Food and beverage

5.6. Particular cases

NO FALL ZONE

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

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/she just not stick his/her landing, even though he/she looked perfectly in position to stick it?

Did the run lose its fluidity?

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

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

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

Did someone stick that same jump before, and he/she 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?

was this Jump a first? Something more technical than any other jump done before? Way bigger than other jumps?

5.7.NS, DNF, DNA & DQ

NS, for No Score: A rider who loses a ski or any mandatory equipment (see the list “Mandatory equipment”) during his/her run will get a NS (No Score) on the final ranking list. No other loss of material will be sanctioned as NS.

No points will be deducted by the judges for the loss of a pole. Example: if a skier loses a pole while pushing out of the starting gate without committing any mistake, he/she won't be penalized (no points deducted), however, if the loss of poles is the result of a loss of control, the judges will penalize the loss of control, but as skiing without poles may affect the riding technique, balance or overall control, points could be deducted for the poor skiing caused by the missing pole.

A snowboarder who has to take off his/her board or unbuckle one foot from his/her board at any time during the run will get a NS unless specified at the riders meeting. (For example: If the Finish or a segment of the venue is hard to access without pushing, snowboarders will be allowed to take off their board without getting a NS then).

All riders who are NS are ranked behind the last rider of the competition who isn't NS with a score between 0,00 and 1. If more than 1 rider per category are NS, the NS riders will be ranked following the scores they had up to the action that led to the loss of mandatory equipment.

Example 1: In an event with 20 riders in which 4 riders lost a ski, the 4 riders are ranked from the 17th to the 20th place depending on the score the judges gave them up to the loss of the mandatory equipment. A NS rider will get the points and the prize money of his/her place in the event ranking.

Example 2: A rider who was judged around 70 points before the loss of equipment will get 0,70 points.

NOTE:

riders who lose a mandatory equipment (or unstrapped snowboard) will not score points after that and **MUST** take the easiest route down to the finish line. They are not allowed to ride their originally planned line with jumps and risk another fall or loss of ski, which could result in health issues and further time delay for the event.

NOTE II:

a rider who would finish his/her line after losing a mandatory equipment (or unstrapped a snowboard) may be sanctioned and may not receive any or part of his prize money for this event.

DNF, for Did Not Finish: A rider who can't finish his/her run due to injury, will get a DNF (Did Not Finish) on the final ranking list. He/she will be ranked like the NS, after every other rider who aren't NS or DNF. He/she will get a score based on what happened up to the action that led to the crash.

Example: in an event with 20 riders in which 4 riders were NS and 1 DNF, the 5 riders will be ranked separately and behind the other riders from the 16th to the 20th place depending on the score the judges gave them up to the point they either got a NS or a DNF. A DNF rider will get the points and the prize money of his/her ranking.

DNS for Did Not Start: A rider qualified for the event but not showing up at the start for a valid reason. (A proof of a valid reason for not showing up at the start have to be provided

before the event to the FWT management may consult the PFB and will decide if the reason is accepted. Valid reasons could be an injury or exams for example.). If the reason is accepted and validated, the rider will get a DNS (Did Not Start) on the event ranking list. He/she will get the points of the last ranked rider after all NS and DNF. In an event's final day with 20 riders in which 4 riders did not start for valid reasons (accepted by the FWT Management), the 4 riders are tied in 20th place and will all score the points of 20th place. For FWT pro and Challenger events only: If no valid reasons has been either presented or accepted the Rider who did not start the competition will be DNA and will not score any points.

DNA, (Valid for FWT PRO and Challengers only), for Did Not Attend: A rider qualified for the event, who did not attend the event or did not start for without valid reason. DNA riders will be ranked last after all NS, DNF, DNS and DQ riders. DNA rider won't score any points at this particular event.

DQ, for DisQualified: A rider is disqualified if he/she does a major fault such as riding the venue before the contest, riding through a closed area, having unethical behaviour towards other FWT riders, hosts, FWT employees... The DQ rider is ranked last after all NS, DNF and DNS. DQ riders do not score any points and doesn't earn any prize money for that event. DQ athletes could face sanctions like multiple events ban.

6. JUDGES AND HEAD JUDGE ROLES

6.1. Consistency & fluidity of the event

The most important quality for a judge (apart of being impartial) is his/her ability to remain focused for many hours to keep a consistent level of judging.

The head judge must check that all judges are working separately and not comparing scores.

If a judge missed an action because he/she lost the rider for a couple of seconds with his/her binoculars, he/she is allowed to ask the head judge what he she just missed.

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

6.2. 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 are given.

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

6.3. 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.

Both head-judge should 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 be presented to the riders.

6.4. Judges Debriefing

The head judge organizes a post-contest debriefing with his/her team 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 shares his/her feelings and comments the judges to the FWT Technical Delegate, which will help reward each judge with the right Level of judging.

6.5. Time

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

6.6. Head-Judge specifics

The Head-Judge's tasks are:

PRIOR TO THE EVENT

- Ride the venue

DURING THE EVENT

- Lead the face scaling
- Make sure judges are concentrated, silent and that they respect the judges Code of Ethics
- Make sure the judges are using the full judging scale especially when scoring the first really high score, average score and low score, to make sure all the riders aren't judged in a narrow range
- Make sure the judges are scoring fast and writing full comments
- Check the scores of his/her judges to spot potential disagreements
- Decide if a discussion needs to be opened between judges in case of disagreement
- If needed, ask one of his/her judges to review his/her score
- In case of accidents, fill in the Accident Diary file

AFTER THE EVENT

- Set a judging meeting right after the competition to validate the results
- Collect the judging sheets from the judges
- Together with the Organizer, enter the results into the proper result list template
- Give the judging sheets back to each judge and make sure they will be present at the prize giving ceremony to answer riders' questions
- Be present during the prize giving ceremony with the judging sheets to answer rider's questions.
- Give a report about his/her judges to the FWT Technical Delegate, to validate their certification, and this right after the event

7. SCORING COMPLAINS

7.1. Final scores changes

A final score can only be changed if:

- If the scores have been entered wrong on the computer/web
- If a rider was penalized for riding into what the judges thought of a closed area.
- If a rider was not penalized for riding into a closed area.
- If a rider fell after the end-of-judging line but still got penalized for it.
- If a rider fell before the end-of-judging line and hasn't been penalized for it.

7.2. Hidden actions

If a competitor is riding in a part of the face that cannot be seen by judges, what he/she does (good or bad) will not be scored unless judges have live and reliable video feed showing the action or another judge/official can be placed to comment the action.

7.3. Complains timing

Riders can only complain about scores on the day of the competition maximum 1h after the beginning of the prize money. No complains will be accepted after competition day.

8. 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 under the influence of alcohol and/or drugs could be called off the event and will not perceive his/her judging fee. He/she 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 FIS FWT. They must be fair play at all time, be respectful to riders, should it be to a single person or a group of a certain country, gender, sport, category...

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

In case of disagreement between judges while judging, judges should always give comments to riders in accordance with the agreement settled between the judges.

Judges should not give comment discrediting the judges panel if they did not judge the event.

Judges should not give comments to a rider who hasn't requested any.

Judges should always communicate with riders in a respectful way, without discrimination based on gender, origins, or sexual orientation.

In order to do so all judges should follow the [FWT Gender Equality communication guidelines](#).

In case this code of ethics is not respected some sanction will apply. (Judging fee might be suspended, or the judge might be banned of judging FWT events)