



Championship Rules 2010 – Freestyle

1. Number of Eliminations

a. Number of Eliminations

- i. No more than 1 single elimination shall be run on an event
- ii. No more than 1 double elimination shall be run on an event
- iii. Single and Double Elimination may be replaced by one Dingle Elimination

2. Scoring

- a. A rider shall be scored while being in the designated competition area. Whether a rider is in or out of the competition area, will be at the discretion of the Judge
- b. One or two panels of judges, each panel comprising an odd number of judges, no less than three in number, shall score each heat. The scores of the respective riders will be tabulated to get their results from that heat.
- c. Judges will not assign numerical values to tricks, but will have a shorthand notation for taking brief notes of the tricks performed on each tack during the heat. They will also write a short note with an explanation of their judgment. Watching the heat takes precedence over writing down the tricks.
- d. All judging sheets for each heat shall bear the full names or identifiable abbreviations of the judges judging the heat.
- e. The Head Judge will be able to understand the short hand notes of the individual judges and will be able to explain judgment to the riders.

3. Judging Criteria

- a. Judging will be based on an entire heat, not on individual tricks. A rider who performs just one “big” trick in a heat and little else will not be judged as highly as a rider who can perform tricks of a high standard throughout the heat
- b. Heats will be judged on Overall Impression, which will be based on the following.
 - i. Technical Difficulty – The technical difficulty of tricks completed during the heat. Note that “combination tricks” will not automatically score higher than a “regular trick” (e.g. kiteloop-Slim Vs Slim). Everything is related to the quality of the execution (Power) and when considering Kiteloop / Downloop combinations, to the extra Power and Amplitude generated by the Kiteloop / Downloop compared to the “regular trick” one.
Technical difficulty of low tricks is directly related to the speed in and out of the trick and the amount and quality (lines direction) of the air during the trick execution. Landing low tricks with a high degree of technical difficulty on the execution will increase the chances of winning the heat.



- ii. Power – The power during the execution of the tricks. Power will be considered as a combination of:
 - Speed into and out of the tricks.
 - Kite at 45° or lower during the execution of the trick.
 - Height and amplitude of the trick.
- iii. Risk factor – is directly linked to the Power (already involves speed in and out, lines direction and amplitude - height) involved in the execution of the tricks, but also to the commitment of the rider, technical and physical challenge during the execution, duration of the critical moment, amount and quality (lines direction) of the air in the trick, and energy on the execution.
- iv. Variety – Variety of tricks completed during the heat on both tacks. Repetition of tricks on the same tack will decrease the chances of winning the heat. Repetition of tricks on both tacks (switch tricks) will increase the chances of winning the heat.
- v. Height – Height of the tricks completed during the heat. This aspect will exponentially come into consideration as the wind conditions increase, but only when the height is achieved along risk factor and technical difficulty.
- vi. Smoothness – Smoothness and fluidity during the execution of tricks completed during the heat, between different tricks in a routine and on landings.
- vii. Style – The personal flamboyance and attitude of the rider when performing in the heat
- viii. Innovation – Tricks that have never been landed in competition before.
- c. Pushing the limits under control will increase the chances of winning the heat.
- d. Crashes are ignored by the judges and will never penalize the rider in his overall impression, although, if a rider continually crashes it will be difficult to judge.
- e. Tricks are judged from take-off to the landing. Combinations and risk factor are taken into account when judging.
- f. In general the judges will look for quality of tricks over quantity

4. Other Judging Aspects

- a. Any handle pass that is finished by pulling the leash to get the bar, will be considered a crash and therefore will not be scored.
- b. The chicken loop is considered as part of the bar. Grabbing the chicken loop when passing the bar still gives credit to the trick, although, won't be considered as a clear pass.
- c. If a rider "butt checks" when landing the trick and doesn't lose the board, the judges will still give some credit to the trick. It's at the discretion of each judge to consider if it's a crash or a butt check and to consider how much credit will give to the trick.



5. Start and Finish

a. Heats shall be started with the following system:

red flag up	Warning	Begin of Transition
red flag removed, yellow flag up	Preparatory	1 minute to the start
yellow flag removed, green flag up	Starting	start

b. Heats shall be finished with the following system:

green flag removed	Warning	1 minutes to the finish
red flag up	Finish	Begin of next Transition

6. Heat and Transition Duration

Heat and Transition Duration shall be posted at least 15 minutes before the heat in question on the Official Noticeboard

7. Re-Running of Heats

The Head Judge may re-run heats in case of discrepancies in the judging sheets. Whenever possible, the decision to re-run heats shall be made before announcing a winner of the heat in question.

8. Judging Sheets availability for Competitors

Competitors may check their own judging sheets only with the judges.

9. Appeals against Judges

If competitors feel to be disadvantaged by certain judges they shall report this in writing to the Organizing Authority or their representatives at the end of the competition day.