



**World Freestyle Skateboard Association**



# Contest Guidelines



The following guidelines are not rules, but guidelines meant to serve as an aid to anyone who wishes to organize freestyle skateboarding contests.

## **Formats**

---

### **Pro Division**

2-minute runs to skaters own choosen music

### **Amateur Division**

2-minute runs to skaters own choosen music

### **Beginner Division**

1-minute runs

The Beginner Division may also be divided into different age groups.

## **Music**

---

Each competitor must bring his or her own CD with the music they wish to skate to.

## **Contest area**

---

Preferably a very smooth, clean, flat, and crack-free surface that is neither slippery nor excessively grippy, with an area of at least 30 meters by 15 meters. Always try to find a contest area with attractive surroundings for the benefit of competitors, spectators and media. Demarcate the performance area to clarify the space that is off-limits to spectators.

If indoors, the contest area should be heated. Smoking should not be allowed, even if it is at other times.

If outdoors, the contest should be staged at a time of year when the weather is warm and dry. An indoor back-up site should be planned in the event of rain.

The contest invitation should make it clear if the surface is smaller or less smooth than ideal. Please check with the WFSA first if such a surface is to be the site of a National, European or World Championship.

## **PA system**

---

A strong PA system, preferably with a cordless microphone, is a definite must and adds great value to events for both competitors and spectators.

## **Announcer**

---

An announcer is required to indicate which competitors are to perform, and in what order. The announcer is also entrusted with inspiring both the skaters and the spectators. A freestyle competition is, after all, a show in addition to a contest.

## Practice

---

A few hours in the morning should be reserved for the competitors to practice and adjust to the surface and area. If there are more than ten participants, they should be divided into multiple practice groups based on nationality, team membership, or other criteria. Practice sessions of 30 minutes are recommended. Prior to the start of new contest divisions, a warm-up of 10 – 15 minutes must be given.

## Starting order and Heats

---

A clearly-announced drawing should decide the starting order. If there are more than ten participants, they should be split into heats of ten skaters to keep them warmed up. Prior to the start of new heats, a warm-up of 10–15 minutes must be given.

## Time between competitor runs

---

The judges may need up to two minutes to decide upon scores. During that time, the next competitor may roll around to feel the surface. The MC should enthusiastically announce the upcoming performer.

## Judging

---

Judging should be done by the Category System or 0–100 System as outlined below. Different judges with different levels of experience are likely to decide each competition, so the WFSA has worked to make this as simple as possible. Ideally, former pros should serve as judges, since their experience gives them greater discernment of the subtleties.

## Category System

---

### Points

- Four judges award 0–25 points for each category.
- 0 = not good; 25 = perfect
- The scores of each judge are added together.

### Categories

- Technical
- Consistency
- Artistic
- Variety

### Technical, 0–25 points

The level of difficulty of the tricks executed and landed. Points are not deducted for missed tricks in this technical category, which also encompasses how elements are executed and linked.

### Consistency, 0–25 points

Consistency refers to a seamless, fluid routine that is free of mistakes. Points should not be deducted for occasional planned stops, or for controlled changes in tempo and pace. Points should be deducted in this category for mistakes, missed tricks, unplanned breaks in flow, and excessive number of stops-and-starts. Note that a fluid, interesting routine can conceal mistakes. It is up to the judges to decide how much an error hurts the routine.

### **Artistic, 0–25 points**

The Artistic category encompasses numerous elements: Style, form, ease, and control of the entire body and skateboard. Musical interpretation. Originality in style and technique. Use of the entire competition surface. Transitions. (The space between elements can be as important as the tricks themselves.)

### **Variety, 0–25 points**

Variety in technique. This does not necessarily mean performing elements from each and every technical category, which might encourage formulaic skating. But a perfect score should only be awarded to a routine that, within the chosen approach, shows an interesting, exciting variety of elements.

## **0–100 System**

---

5 judges give a score between 0–100 for the whole performance. Highest and lowest score is removed.

## **Tips for the judges**

---

To judge as fairly as possible, we recommend first looking at the routine as a whole, and then observing the details:

### **Big picture**

How does the routine look as a whole? Is the pacing good? Is the routine fluid and exciting?

### **Small picture**

After observing the “big picture” and forming an overall impression of the skater, it is time to look at the details: Technical, Consistency, Artistic, and Variety.