



RIDER GUIDELINES

- All riders must wear a helmet.
- All riders must wear clothing for hygiene and safety reasons (shirt or singlet & shorts or long pants).
- All riders must wear enclosed shoes. No thongs or sliders.
- All riders must sign in on comp days, and get their name ticked off before the start of the comp.
- All riders must respect other riders, members, and officials.
- All riders must follow the directions of officials.
- Any rider who is asked more than once to vacate the course, may be disqualified from the competition. This is at the discretion of the officials.
- Any type of sledging or abusive behaviour will result in instant disqualification.
- Any rider who throws their scooter or gear during a run, due to a stack or due to anger, will be disqualified (the exception is when bailing out of a trick to avoid injury).
- The Judge's decision is final. The judges review the scores before they are posted to ensure consistency.
- Judges and officials will not review scores and cannot be expected to remember individual runs after the event.
- Note: if a rider's scooter breaks more than halfway through their run, they do not get a restart - they must have a functional scooter to complete their second run.

At the Australasian Scooter Association (ASA), we recognize that judging can be an extremely difficult job and we are committed to doing everything we can to help our judges with their role, and to improve the overall quality of judging. We have worked hard to ensure our judging is at the highest level of integrity. Judging is still a subjective art, and we are looking to make it a simple, transparent process which can be easily explained.

This guide has been created to help all our judges with their scoring, to create consistency in all our competitions, and to build our confidence in the scoring, so that if we do have issues after a competition, we are able to defend our judges with confidence. It also provides riders and parents with guidelines to help improve scores.

PARENTS, FAMILY MEMBERS, FRIENDS AND/OR RIDERS ARE NOT PERMITTED TO CONFRONT JUDGES OR OFFICIALS, UNDER ANY CIRCUMSTANCES.

NOTE: THE JUDGES DECISION IS FINAL. ONCE THE COMP IS FINISHED, THE JUDGES JOB IS DONE. ALL JUDGES MEET ONCE THE RESULTS HAVE BEEN ENTERED AND THEY MUST AGREE ON THE RESULT. If they cannot agree, then the Competition Director will assist. ONCE RESULTS HAVE BEEN FINALISED AND PRESENTATIONS HAVE BEEN DONE – THAT IS FINAL AND NO DISCUSSIONS WILL BE ENTERED INTO, however, if you have an issue, you may contact your state Rep via email and discuss after the event. If you feel you cannot resolve the issue at a state level, you may email the President at president@ausscooter.com.au

All complaints must be via email, to maintain transparency.

IF YOU DON'T UNDERSTAND THE JUDGING CRITERIA, THEN READ BELOW

Judging

The following sections will describe judging techniques we recommend our judges use and what we require them to look for in competitions.

Each rider has the potential to score a total of 100 points. The points are divided into 5 categories listed below:

- **STYLE - 20 Points**
- **CONSISTENCY – 20 Points**
- **DIVERSITY – 20 Points**
- **DIFFICULTY – 25 Points**
- **USE OF PARK - 15 Points**

STYLE: (20/100)

The judges are looking for a clean run, smooth landings, good height, and effortless looking tricks, all the while maintaining speed and flow.

Style is not 'street' or 'park' or how a rider is dressed. If two riders throw the same trick, the rider that takes it higher, better, and smoother will score higher.

Style is probably the most subjective opinion and although judges all should use the same criteria, their perception of its worth will be different across the score sheets.

What the judges look for:

- Confidence shown in a rider's run
- Originality
- Attempting something different from other riders
- A fluid run (a run that flows from one trick to the next)

TIP: Plan your run to flow from trick to trick, from section to section, for example, locking into grinds or doing tricks with height and full extension.

CONSISTENCY: (20/100)

Consistency is how many tricks you land without stacking during your run. The judges will agree prior to a competition what is a stack and what isn't to maintain consistent scoring across all judges' scoresheets.

What the judges look for:

- Tricks completed without placing a foot on the floor
- A smooth run with minimal crashes

TIP: Doing tricks you have a higher chance of landing will make it easier to score maximum points in this category. For example, taking your foot off during a feeble or a stall is a stack.

TIP: Rule of thumb is 3 points taken off per stack per judge (both feet coming off the scooter). 1 point taken off per foot drop per judge.

TIP: No rider should be placed in the top 90 percentile with one or more failed tricks.

DIVERSITY: (20/100)

Diversity is based on the variety of tricks the rider performs. The judges are mainly looking for combining the park and street obstacles in the run and showing an all-round riding ability with a mix of different tricks.

Tricks are roughly grouped in these categories: Whips and bars. Briflips and buttercups. Grinds and stalls. Flips and spins. Manuals and nose manuals. Note that tricks are constantly being developed and progressed so the above groups are just an example.

Doing a group of tricks or the same tricks repeatedly will have a negative effect on the score. But doing variations of the trick will be rewarded. For example: Natural and opposite spins/bars/whips as well as a variety of grinds/stalls.

What the judges look for:

- A run consisting of various types of tricks
- Using the park in ways other competitors are not
- A varied run with more obstacles

TIP: Try not to do the same trick twice!

DIFFICULTY: (25/100)

To score high in this category the rider needs to push the limits, by performing the best tricks or 'bangers' as possible, through trick combinations, and particularly on hard obstacles.

What the judges look for:

- Tricks that are difficult to execute
- Technical tricks
- Difficult lines within the park
- Large gaps or high airs

TIP: Try to do something not being done by any other competitor or even anyone else in the world! For example, 'combos' are essential, doing tricks back to back and linking them with manuals or over gaps and transfers.

USE OF PARK (15/100)

What the judges look for:

- Using all the sections of the park (depending on layout, park maybe 3 or 4 sections)
- Performing tricks in each section, not just rolling over a section.
- If there are 3 sections, then each section is worth 5 points etc.
- Each section missed will lose 5 points per judge (so if there are 3 sections, and you only do 2, you will get 15/20, per judge).

TIP: Try to flow from one end of the park to the other, incorporating all sections, doing tricks in each section.

Here are some other factors which judges will be considering during a run:

- Does their run flow? Are they stopping at the top of ramps or waiting too long?
- Are they landing cleanly and keeping their speed? Or is there a lot of pushing?
- Are they landing consistently impressive tricks, or have they only really had one banger?
- Have they used a variety of elements of the skatepark? Or have they shown a variety of tricks?
- Are you letting bias sway your judgement? Are you scoring higher because you know the trick is difficult for that rider?

THIS IS NOT A BIG TRICK COMP! IF A RIDER'S WASTES TIME SETTING UP FOR ONE BANGER THEY CANNOT BEAT A RIDER WHO HAS DONE MORE TRICKS WITH DIFFICULTY, DIVERSITY AND CONSISTENCY.
