

JUDGING GUIDELINES

At the Australasian Scooter Association, 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.

IF A RIDER'S SCOOTER BREAKS AND THEY ARE MORE THAN HALFWAY THROUGH THEIR RUN, THEY DO NOT GET A RESTART.

THEY MUST HAVE THEIR SCOOTER FIXED BEFORE THE SECOND RUN.

NOTE: THE JUDGES DECISION IS FINAL. ONCE THE COMP IS FINISHED, THE JUDGES JOB IS DONE.

PARENTS, COACHES OR RIDERS ARE NOT PERMITTED TO CONFRONT JUDGES OR OFFICIALS, UNDER ANY CIRCUMSTANCES.

*** 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.

PLEASE REVIEW THE JUDGING CRITERIA TO GET A BETTER UNDERSTANDING OF HOW THE JUDGES JUDGE.

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).

Margins

One of the most critical aspects of judging, which has often been overlooked, is the importance of setting wide margins between similar riders.

As many of our competitions are very close, and riders are at a similar level, it is essential that judges give themselves wide enough margins to score fairly. If you believe a run is below average, then it is vital that you be blunt and score it accordingly.

For an example of small margins being an issue, we can look at the 2013 ISA final, where between 16th and 40th place there was only an eight-point margin. Meaning the judges only had an 8pt window in which to sort 24 different riders by rank. Small margins like in this example make the judges' job extremely difficult, and inevitably leads to errors.

For example, if Rider A was poor and you scored them a 59, and Rider B was average, scoring a 65. Then you have only given yourself a six-point window in which to rank every other rider in the competition. With some competitions having close to 50 riders this can lead to some serious issues.

Using the Slider System, described next, can be a big help in setting margins.

The Slider System

To help our judges with their scoring margins we have created a simple set of categories to place each run under:

During the run the judges should be constantly trying to place the rider within one of these categories. Moving them between categories as the rider's run improves, or if worsens (this is where the slider element comes in).

At the end of the run you should know which category the rider is placed, and then you can simply decide whereabouts to place them in that smaller scoring window. If you are still unsure what score to give a rider, even after placing them within a category it can be useful to use another rider in the same category as a benchmark for comparison.

This system may seem simplistic, but the ISA has found it to be very useful for their judges. It takes some of the pressure away from deciding upon a final score, allowing them to focus much more on the run itself. We believe this will help to improve the overall judging at our competitions, so we will now require a version of this chart to be visible by every judge.

A printable version of this chart will be provided in our competition pack.

Summary of the Slider System

- During the run, you should be deciding which category the run falls under.
- Decide on a score in that window at the end of the run
- Use other riders in the same category if you are still struggling to score the rider.

On the Day

On the day of the competition, it is very important to brief all the judges before starting. This will help to refresh their memory of the techniques discussed in this document and will remind them of the things they need to look out for.

What to Look For

Here are some other factors which judges should 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.
