



**FEDERATION INTERNATIONALE DE SKI
INTERNATIONAL SKI FEDERATION
INTERNATIONALER SKIVERBAND**



**FIS SNOWBOARD
JUDGES MANUAL**

2008/2009



**INTERNATIONAL SKI FEDERATION
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ORGANIZATION

The Judges Manual includes official rules from the ICR, FIS-Points-Rules, COC-Rules and WC-Rules. It is a highly recommended guide, but not an official rule book.

1 Selection of Headjudge and Judges for FIS events: Halfpipe and Big Air

1.2 Selection Criteria

All Headjudges and Judges for the upcoming World Cup season will be selected during the fall meetings of the FIS Snowboard Committee at the latest. The Judges for CoC- and FIS-Events will be selected when the final calendar planning is completed.

1.3 Nations Nominations

The Nations propose the judges to the Judges Working Group*. The Snowboard Committee approves the FIS SJWG proposal. In case of OWG, WSC or WJC, the proposals of the FIS SJWG and the Snowboard Committee are subject to the final approval from the council.

There are no maximum WC events for judges but rotation is strongly recommended.

*) In case the SJWG proposes a judge, the respective National Association has to approve the nomination in advance. The SJWG chairman to be responsible for the Nations` confirmation.

OWG: Nations proposals to be made in by council requests but no later than 18 months prior to the games.

WSC/

WJC: Nations proposals to be made in the spring meeting approximately 12 months prior to the event.

WC: Nations proposals to be made in the fall meeting of the respective season.

At level 2, 3 and 4 events several judges from the host nation will be allowed.

Lower level events can be used as test events for new formats (please see WG minutes).

1.4 FIS SJWG meetings

Annual spring meetings of the FIS SJWG to be established and continued. In any case, the FIS SJWG should meet during the finals or one of the last World Cup events.

2 Rights and Duties of FIS Snowboard Judges

2.1 A snowboard judge has the right to:

- Receive rule books and other materials to train as a judge
- To have access to the judges stand during competition
- Be reimbursed for their expenses (see item 5)
- Receive daily compensation (see item 5)
- Receive lift tickets during all training and competition days
- Attend all official events and functions
- Check results and judges memory boards
- Attend all official trainings

2.2 Duties of a snowboard judge:

- To have a thorough and complete knowledge of the FIS Snowboard rules.
- A FIS snowboard judge must attend a minimum of one international judges clinic. each second year and also attend the national judges clinic each second year to maintain the judging license.
- Have a valid license and be qualified to judge at the competition concerned.
- Contributes to all judging decisions.
- Be bound by all the guidelines and rules set forth in the FIS snowboard rule book.
- Follow the FIS Snowboard judging criteria.
- Maintain their judging standard qualification.
- Judge each competitor without bias regardless of their person or nationality.
- Be at the judges stand 15 minutes before the start of the competition or at the time announced by the Headjudge.
- Wait on the judges stand 15 minutes after the competition or longer if the Headjudge requests.
- If necessary, check and help with the calculation of results.
- Be at the team leaders meeting before the competition day.
- Inspect the competition site in due time.
- Watch the official training.
- If a Snowboard judge does not follow these regulations in all points, the license is subject to review by the FIS Snowboard Judges Working Group.

2.3 Rights and Duties of the Headjudge

- Is appointed by the FIS SJWG
- Shall have a valid judging license to Headjudge at the competition concerned
- Shall have a complete knowledge of the FIS judging procedure and follow the rules and guidelines set forth therein.
- Is responsible for the coordination of judges before and during competition.
- Is responsible to coordinate accommodation and transportation for all judges at the competition in question.
- Is a member of the jury with voting rights.

- Shall participate at all jury and team captain meetings whenever possible, the HJ should present the panel of judges at the last meeting before competition.
- Is responsible to see that all judges follow the FIS Snowboard judges criteria. If a judge does not follow the criteria, is not acting in a professional manner or is unfit to judge, the Headjudge may replace the judge in question. If there are no other judge available, the Headjudge can score the event.
- If six judges are present, the Headjudge does not give scores.
- Check results and judging memory boards with the other judges and confirm to the TD as soon as they are official.
- Shall complete the Headjudge report within 1 day after the last competition day. Copies to be sent to the Chairperson of the FIS SJWG and the FIS office. These documents are confidential.
- Inspect the location of the judges stand and construction at least one day before the first competition day, any revisions required to the judges stand to be presented to the TD prior to the last training day.
- Ensure that the standard of the accommodations and transportation are fulfilled:
 - All the rooms should be booked in the same hotel.
 - Hotels should be as close to the venues as possible.
 - The Headjudge should have a single room.
 - Scoring judges should also have single rooms. If single rooms are not possible, no more than 2 judges are allowed per room.
 - Organizers to supply contacts, names and phone numbers of hotel.
 - Transportation from the hotel to the team captains meeting and to the competition site has to be provided.
- Is responsible to collect the money for expenses and daily compensations for all judges from the Organizing Committee before the first day of competition.
- Is responsible for coordinating all judging requirements at site with the event organizers and the TD.

3 Judging Regulations

3.1 Judging Procedure

- The judges use the FIS Snowboard criteria at each FIS competition
- The judges shall work independently, unless the Headjudge calls a meeting.
- Each judge shall make a permanent written record of his/her scores at all times.
- In the event of a protest, the Headjudge and judges involved shall review the permanent written record and, if necessary, consult with other scoring judges and use any other means available to the Headjudge to review the protest. The Headjudge shall have the final say in determining the score that will be used.
- No scores shall be released as official until verified and approved by the Headjudge.
- For open scoring the marks are shown to the public immediately after the Headjudges approval.

3.2 Number of judges

- At World Championships and Olympic Winter Games there will be 8 judges, this includes an assistant Headjudge and a score verifier. Special provision may be added for a reserve judge. It is mandatory that all scoring judges be from different countries.
- There are 6 judges (including the Headjudge) at each FIS World Cup and at FIS Junior World Championships.
- At FIS CoC and FIS level events, it is recommended to use 6 judges.

3.3 Travel Expenses

- The least expensive routes shall be used to calculate travel expenses. Approval from the FIS Representative is required if higher expenses are to be incurred.
- Expenses shall be reimbursed as follows: airfare to be lowest class: ground transportation shall be paid; the mileage rate is: 0.7 CHF per km. The rate for additional passengers is: 0.1 CHF. Travel arrangements to be approved by the FIS Representative.
- The daily allowance for judges is determined by FIS.

3.4 Organizing Committee Costs

World Cups

To be described in the respective books of duties between FIS and the Organizer.

Continental Cups (EC, NAC, SAC)

- At all Continental Cups the cost of travel and compensation must be paid to the Judges by the organizer.
- The FIS SJWG can decide to use only five judges at these competitions.
- Lunch for judges on training and competition days.
- Accommodation and meals (see above for World Cups)
- Travel expenses to events. Car travel km charge is set at 0.7 CHF per km. Air travel is to be booked at the lowest rates.
- The Judges compensation is to be paid for judging days and two travel days only, (e.g. 2 days - Qualification and Final day) i.e: day's judged. The compensation is 100 CHF per day.
- In the event of a cancellation, the judges will receive compensation for days judged only. In the case of a competition being canceled the day of the competition, if the judges are on the stand, they will get the compensation for that day. The judges will get reimbursed for out of pocket expenses incurred as a result of a cancellation, this includes advanced air ticket.

4 Qualifications – License (Halfpipe and Big Air)

FIS Snowboard Judges

A, A-prov, B, B-prov can be issued by the FIS SJWG only. National associations can issue up to a C level license.

4.1 A-License

A-License Judges may judge at all levels of FIS Snowboard competitions.
Be Head Judge at all FIS competitions including Olympic Winter Games and World Championships.

4.2 A-Prov

A-Prov Judges may judge at all FIS snowboard competition lower then OWG, but not Olympic Winter Games.
Be Head Judge at FIS World Cups, Continentals and lower.

4.3 B-License

B-License Judges may judge FIS World Cups, Continentals and lower.
Be Head Judge at FIS Continentals and lower.

4.4 B-Prov

B-Prov Judges may judge FIS World Cups, FIS Continentals and lower.
Be Head Judge at FIS Continentals and lower.

4.5 C-License

C-License Judges may judge FIS Continentals and lower.
A maximum of 2 C-License judges per Continental event is allowed.
Be Head Judge at all National events.

Licenses	OWG	WSC	WC	CoC	FIS	NC
A-Judges	X	X	X	X	X	X
A-Head-Judges	X	X	X	X	X	X
A-Prov Judges		X	X	X	X	X
A-Prov Head-Judges			X	X	X	X
B-Judges			X	X	X	X
B-Head-Judges			X	X	X	X
B-Prov Judges			X	X	X	X
B-Prov Head-Judges				X	X	X
C-Judges				X*	X	X
C-Head-Judges				X*	X	X

*) Only a maximum of 2 (two) C-licensed judges per FIS Continental Cup competition

4.6 Prerequisite for a A-License

- Have judged a minimum of five (5) FIS World Cups in the last three years.
- Approved by the FIS Snowboard Judges Working Group.
- Have attended a minimum of one International FIS Judges seminars in the last two years.
- Have been judging for a minimum of four (4) years.

4.7 Prerequisite for a B-License

- Have judged a minimum of three (3) FIS Continental Cups.
- Have judged a minimum of 1 FIS Snowboard World Cup in the last two years.
- Approved by the FIS Snowboard Working Group.
- Have attended minimum of one International FIS Judges Seminar.
- Have been judging for a minimum of two (2) years.

4.8 Prerequisite for a C-License

- Have judged a minimum of five (5) competitions in their nations.
- Approved by the NGB Judges Working Group.
- Have attended at least one National Judges clinic.

4.9 In General

- A Nation can only issue a C-License. In order to get a higher license, the judges need to attend an International FIS judge's clinic and be approved by the FIS Snowboard Judges Working Group.

Snowboard judges selection criteria for Olympic Winter Games

- A judge must have a FIS Snowboard A-License
- A judge has to be nominated by the FIS Snowboard Judges Working Group
- A judge must have been a judge at a minimum of eight FIS World Cups (including FIS World Championships) two years prior to OWG.
- A judge should have a good command of the English language
- Judges should be from different areas, Asia, Southern Hemisphere, Europe, Scandinavia and North America.
- A Headjudge should have been a judge (not a Headjudge) at the previous Olympics.
- All National Associations can propose judges to the FIS SJWG, if they meet all the criteria.

5 Judges Training

5.1 Sanctioning of International judges clinics

All International Judges clinics/seminars are sanctioned by the FIS SJWG.

5.2 Selection of proctors/instructors

- It is mandatory that all proctors/instructors for international judges clinics have attended clinics and have been approved by the FIS SJWG.
- The proctor/instructor for international clinics shall be a FIS A license judge.
- Anyone qualified to teach at international judges clinic must submit their name in writing to FIS SJWG chair, three weeks before the spring FIS meeting.
- Selection of the proctor/instructor will be based on a number of factors:
 - Capacity to prepare the course material.
 - Attitude
 - Ability & Experience
 - Knowledge of the sport
 - Experienced Headjudge at FIS World Cups.
- FIS will cover the cost of proctors/instructors.

6 Halfpipe Judging Criteria for FIS World Cup

6.1 Five judges shall evaluate each halfpipe run using the follow criteria:

5 judges – Overall impression

6.2 Overall Impression

These judges will score the run by evaluating overall precision, including the execution of the run and the routine attempted. The OI judge evaluates the precise nature of the run in relation to maneuvers attempted, both individually and as a sequence. The overall composition of the run is most important as the OI judge evaluates the sequences of tricks, the amount of risk in the routine, and how the competitor uses the pipe. The OI judges take falls and stops into consideration and can deduct up to 20 % of the points of the run/judge for each fall/stop.

Criteria Considerations

The OI judge looks at the overall routine of how the run progresses and flows, taking everything into consideration. This means the amplitude, difficulty, variety, pipe-use and execution of all tricks. Amplitude means the height of the tricks preformed. Difficulty refers to not only the tricks performed but also the placement of the tricks and the combinations used. Variety refers to a good mix of Standard Airs and Rotations, performed on both walls of the pipe. Execution refers the stability, fluidity and control of maneuvers performed.

In a Halfpipe run, there must be a minimum of one straight air to maximize the OI scores. If these are not preformed, a full deduction will be deducted from the score, (2.0x5 judges = 10.0 points). The OI judge is looking how the competitor puts together the run to show a variety of tricks that are well executed and difficult. The OI judge looks at falls as not only affecting the trick attempted, but also on the next few hits since the competitor may have lost momentum. The OI judges also consider the competitor's intensity, smoothness and pipe-use. Thus high amplitude and higher risk taking will increase a competitors score, as will attempting a difficult maneuver at the beginning of a run. Also sequences of tricks are important, for example, back to back 720's may be more difficult than splitting them up in the run.

6.3 Deduction

Deductions for falls per judge will be as follows:

0.1 – 0.4	Small mistakes as: flat landings, unstable body during landings, snow brakes and possible small handtouch.
0.5 – 0.9	Using hands for stability, hand drags.
1.0 – 1.5	Hard touchdowns and Minor falls, body contact with snow. Extended hard handtouch. Deck landing.
1.6 – 1.9	Complete falls without stop or interruption.
2.0	Any complete stop

6.4 Considerations of the judging Criteria

The main problem for the judge panel is to determine what the ideal is and what is not. To help judges in assessing a Halfpipe run, three key concepts are considered:

First we have the concept of “variety”. If the athlete can do a large number of different tricks, he shows a high mastery of the sport and is thus better than someone who can only do a limited number of maneuvers. A second concept is “difficulty”. A good competitor must be able to perform tricks that are difficult. Third, each trick must be performed with ideal “execution”. This is where discrepancies in judging are often being challenged.... What is ideal execution? The answer - it’s up to the discretion of the judge, such is the nature of a judged competition. For example: one who performs a method air by barely bending his knees and just touching his board has **not** performed the trick in a difficult and well executed manner compared to someone who grabs his board, pulls it over his head, holds it, and straightens his legs. It’s up to the judge to make this discretion.

Obviously, experience and observation are the keys when it comes to judging execution, and difficulty. Therefore we must stress the importance of judge training. If a judge isn’t properly trained, his scores will reflect it in their inaccuracy and inconsistency.

6.5 Finish Line

The finish line indicates the final point of take off that will be considered by the judges. If a competitor takes off and performs a trick on or before the line, the trick (and any fall) will count.

6.6 Tie-Brake

6.6.1 Single Run

If a tie exists, the comparison of the two highest competitor scores in the tied run shall be determined the winner. If they are still tied, the comparison of the highest three scores in the tied run shall determine the winner. If they are still tied, they will remain tied and the competitor with higher bib will be ranked first.

6.6.2 Two Run Combined

– If a tie exists in a two run combined score, the competitor with the highest two scores runs shall be determine the winner. If they are still tied, the highest three scored runs shall determine the winner. If they are still tied they will remain tied and the competitor with higher bib will be ranked first.

6.6.3 Two Run Final (Best of two runs)

– If two (2) or more competitors obtain the same score in the best run of two, a comparison of the two (2) highest Judges marks in the best run of two (2) shall determine the winner. If they are still tied, the highest three scores in the tied run will determine the winner. If they are still tied, then comparison of the two (2) highest Judges scores of the other final run will determine the winner. If they are

still tied, the highest three (3) Judges scores of the other final run will determine the winner

- If they are still tied, they will remain tied and the competitor with the higher bib number will be ranked first.

6.6.4 Ties to qualify for the finals

- If two or more competitors are tied for the last place to qualify for the finals in the first run, all tied competitors will be qualify for the finals. In such a case the number of qualifiers in the second run will be accordingly.

6.7 Special Procedures: Halfpipe

Stops: If a competitor stops in the Halfpipe for more than 10 seconds, the competitor will be scored to that point. The competitor should exit the course as soon as possible.

7 List of Materials

Judging Supplies

The Headjudge needs to receive from the organiser a variety of materials and staff to run the Halfpipe event. This includes:

- Supplies:
- Access to a copy machine
 - 10 copies of the official starting list
 - Copies of Memory boards
50 of Overall Impression
 - Box of pencils
 - Pencil sharpeners
 - Stapler and extra staples
 - 1 hand calculator (as big as possible, fresh batteries)
 - 2 large erasers
 - Manila envelopes (8 Total) for the score cards
 - Score board for results close to Judge Stand and up on start
 - Hot & cold drinks and a variety of snacks during

Furniture:

- Tables for seven people
- Chairs for six people with backrests

Staff:

- Official scoring secretary and three assistants to be used to run scores, record runs on score board (only if used)
- Starter and co-starter

8 Checklist for Headjudge

Name of competition: _____

Before competition

- Judges have been selected for competition
- Judge A _____
- Judge B _____
- Judge C _____
- Judge D _____
- Judge E _____

Contact person from Organising Committee

Name of Contact person _____

Phone number _____

- Transport has been organised by Organisations committee
- Accommodation have been organised by Organisations committee
- All the judges know the judge contact person

Arrival

- Ski passes to all the judges
- Food coupons
- See if judges have arrived
- Check if the judges have good accommodation
- Check if there is something special going on ex :beer tickets to Party

Check Halfpipe with Chief of Competition and TD

- Inclination _____
- Length _____
- Width _____
- Fences _____
- Start area _____
- Finish area _____

Get input about Halfpipe from the coaches/ competitors

Check judge stand with Chief of Competition and TD

- View over Halfpipe _____
- Enough height _____
- Large enough _____
- Stable _____
- In the centre _____

Competition Committee Meetings

First meeting

- Discuss competition program
- Discuss the material you need (list of supplies)
- Meet chief of scoring

Second meeting

- Discuss condition of Halfpipe
- Time schedule for program

OK from

- TD _____
- Chief of comp _____
- Chief of scoring _____
- Speaker _____
- Starter _____
- All assistants _____

Material for Judges Stand

- Radios
- Blankets
- Food and drinks (coffee, soft drinks, water)
- Judge cards, pencils, staples, memory boards, start lists etc.

Team captains meetings day before competition

- Introduce judges
- Report from TD and chief of competition
- Competition format and judging criteria
- Present Halfpipe program

Judge meeting night before competition

- Discuss the day's official training in the pipe
- Discuss condition of Halfpipe
- Discuss judge stand
- Set the time for presence at the judge stand
- Transportation issues if necessary to Halfpipe

Competition

- Make sure that you have the FIS rule book

Arrive early to check:

- Judge stand _____
- Fencing _____
- Start area _____
- Finish area _____
- Discuss the order of seating
- Distribute starting lists and judge material to judges
- Practice scoring
- Radio check with TD and starter
- Placement of finish line (last point of take off)
- Check judge scores between qualification and finals

Post competition

- Wait 15 min for protest time
- Check result with chief of scoring
- Fill in Headjudge report and send it to FIS judges sub committee
- Participation at the award ceremony
- Thank members of Organising Committee
- All the judges have been paid
- All the judges have transportation arranged
- Closure with TD

9 Snowboarding basic trick dictionary

Centre of balance and axis

Centre of Balance: Is located at the level of the navel, where the three axis intersect.

Longitudinal axis: Runs across the width of the body, through the balance point.

Vertical axis: Runs from the head to the feet, through the balance point.

Lateral axis: Runs from front to back, through the balance point.

POSITION OF THE FEET ON THE BOARD

Regular: Left foot front.

Goofy: Right foot front.

It is very important to know if a competitor is Regular or Goofy. (R or G)

It will be mandatory in the inscriptions of an event that the competitors write in if they are Regular or Goofy also the Judges must observe and inspect each competitor during the trainings.

It is a very important fact for the judges, because they must know when a competitor goes with his basic or switch stance.

Normal/Forward: The competitor goes forward in his basic stance.

Fakie: The competitor goes backwards in his basic stance. The turn is around the tail (the nose takes off before the tail).

Switchstance: The competitor goes backwards with his stance switched, mirror vice. A regular competitor now goes like a goofy competitor, and vice versa. The turn is around the nose (the tail takes off before the nose).

AIRS

Rotation under 360° (Around vertical Axis):

Grab	Backside wall	Frontside wall
Front Hand toe side	Mute	Slob
Front Hand heel side	BS Air	Lien Air
Back Hand toe side	Indy	FS Air
Back Hand heel side	BS Stalefish/Freshfish	FS Stalefish
Back Hand tail side	BS Tailgrab	FS Tailgrab

BS = Backside, FS = Frontside

To Tail: Landing the tail knocking the lip.

To Nose: Landing the nose knocking the lip.

To Rock: Landing with the board over the lip. (The nose points out of the pipe).

To Disaster: Landing with the board over the lip. (The nose points into the pipe).

These types of landings must be done on purpose, they won't affect the competitors score as long as

Lien to Tail: A Fs air, front hand grabs the nose, and lands knocking with the tail on the coping.

Body Jar: Bs Air landing with the tail on the coping. Similar Lien to Tail, but only Backside.

Half Cabs: Fakie 180° to fakie.

Rotation over 360° (Around some axis):

Anyone of the previous airs can be performed with a rotation: 360°, 540°, 720°, 900°, 1080°, with or without grab:

Caballerials (Cabs): Fakie 360° around the vertical axis, BS or FS, (If it is backside caballerial, it is simply caballerial). I.e. Caballerial Indy Nosebone, Caballerial Tailgrab, Caballerial Lien to Tail...

Grab	Bs/Fs wall
Front hand toe side	Gay Twist
Front hand heel side	Less Twist
Back hand toe side	Caballerial Indy
Back hand heel side	Caballerial Stalefish
Back hand tail side	Caballerial Tailgrab

Mc Twist: Frontflip Backside 180°. Is like a 540° inverted. The most usual is performed Bs and grabbing Mute. Also exist other combinations, with or without grabs, Frontside, Mc Twist 720°...

Haakon Flip: Switch backflip frontside 360°.

F Rodeo Flip 720°: Backflip frontside 360°.

Rodeo Flip: Frontside 540° semiinverted.

Cork screw: Backside 540° semiinverted.

Backflip: Mortal back. (2 kinds)
- 360° around lateral axis.
- 90° backflip 90°.

Frontflip: Mortal front.

Misty Flip: Frontflip with a horizontal rotation backside 180° (Mc Twist in Straight Jump).

Mc Hawk: Fakie 720° Mute. Double Gay Twist.

Wet Cat: Mc Twist 900°.

Crippler: Backflip frontside 180°.

F Rodeo 900°: Backflip Frontside 540°

Michalchuk Flip: Backflip Backside 180°.

Rippey Flip: Backflip lien 360°.

STYLE OF THE TRICK:

Position of the legs on the board.

Nosebone: Back leg bent, and front leg boned (straightened)
- FS Nosebone - Indy Nosebone
- Tailgrab Nosebone - Stalefish Nosebone

Tailbone: Front leg bent, and back leg boned.
- Mute o Slob Tailbone - Mc Twist Tailbone
- Stalefish Tailbone

Sad-Melanchollie-Melon: Similar Nosebone, but grabbing with front hand heel side, and the nose points to the ground.

- Lien Sad - BS Sad

Mosquito: Same as Sad, but the nose points to the sky.

Method: Is an air with the two legs bent with an angle 90°.

The body bends backwards. Only the grab is heel side.

- Lien Method - Bs Method
- Stalefish Method

Straight Legs: Is an air with the two legs straightened.

- Fs Straight Legs - Indy Straight Legs

Japan: Is a mute air with the front knee tucked.

Crossbone, Tweaked: An air with a straight back leg and crossing behind the front leg.

- BS Crossbone - Lien Crossbone

John Thomas: Back hand grabs toe side, and the back leg tucked.

HANDPLANTS:

Fs Invert: Front hand on coping, and back hand grabs toe side.

Miller Flip: Fs Invert 360°.

Unit: FS Invert 540°.

Bs Invert: Back hand on coping, and front hand grabs toe side.

Egg Plant: Front hand on coping, and back hand grabs toe side.

Egg Flip: Egg Plant 360°.

Mac Egg: Egg Plant 540°.

Andrecht: Similar Bs Invert, but grabbing heel side.

Layback Air: Only Fs. Back hand on coping, and front hand grabs toe side. (if grabs heel side is named Andrecht Layback Air).

Ho-Ho Plant: Invert with the two hands on coping.

Elguerial: Fakie to Andrecht (360°). Also can be performed 540° or 720°.

Fs Handplant Stalefish: Similar Fs Invert, but grabbing Stalefish.

Bs Egg Plant Stalefish: Similar Egg Plant, but grabbing Stalefish.

Stilmasky: Back hand on Coping, front arm between the legs grabbing heel side. (only Bs).

Jtear: Frontside 540° inverted, with back hand on Coping.

LIPTRICKS:

Rocks: The board lands perpendicular on coping, the nose points out of the pipe.

- Rock to Fakie - Rock & Roll (Bs Rock) - Fs Rock.

Disaster: The board perpendicular on coping, the nose points into the pipe.

- Fs o Bs Disaster - Cab to Disaster

Slides: Slide with some part of the board on coping, rails or some surface.

- Noseslide - Tailslide - Lipslide (Disaster Slide)
- Bs o Fs Rock Slide - Bluntslides - Nosebluntslides

Blunts: Board in vertical position with the tail on the coping.

- Blunt to Fakie - Bs o Fs Blunt

Noseblunts: Board in vertical position with the nose on the coping.

- Fakie Noseblunt - Bs o Fs Noseblunt

Revert: Land a trick reverting in the transition.

- Disaster Revert - Noseslide Revert

Nollie: Knock the snow with the nose and the tail takes off before.

Nose Pick: Static position with the nose on the coping.

Fs & Bs Fifty-fifty (slide with the board in longitudinal direction, along the coping).

Nosepong: Ollie forward knocking with the nose doing a nollie.

9.1 Glossary of tricks

Air to Fakie: Any trick in the halfpipe where the wall is approached riding forward, no rotation is made, and the snowboarder lands riding backward.

Alley Oop: A term used to describe any manoeuvre in the halfpipe where one rotates 180 or more degrees in an uphill direction; that is, rotating backside on the frontside wall, or rotating frontside on the backside wall.

Andrecht: A rear handed backside handplant with a front-handed grab.

Backside: The backside of the snowboard is the side where the heels rest; the backside of the snowboarder is the side to which his/her back faces.

Backside Air: Any air performed on the backside wall of the halfpipe.

Backside Rotation: Rotating clockwise for a regular-footer, and rotating counterclockwise for a goofy-footer (e.g. backside 360). Note: When riding switch-stance, the exact reverse applies and a regular-footer will rotate counterclockwise and a goofy-footer will rotate clockwise.

Backside Turn: A turn where the heel edge faces to the outside of the turn while the snowboard is riding on the toe edge. In other words, a right turn for a regular-footer and a left turn for a goofy-footer.

Backside Wall: When standing at the top of the halfpipe and looking down toward the bottom, the backside wall is the left wall for regular-footers and the right wall for goofy-footers. If you ride straight down the centre of the halfpipe your backside wall is behind you.

Bevel: The degree of angle to which the edges of a snowboard are tuned. Snowboards used for racing and carving should have a greater bevel than, say, a snowboard used in the halfpipe.

Blindside: A term given to any rotation where the snowboarder has oriented themselves "blind" to their takeoff or landing and must stretch to look over their shoulder. Such a technique usually increases the difficulty. (e.g. A backside alley oop air in the halfpipe is often harder than a frontside alley oop air because it is blindside).

Boned: A term used to explain the emphasis of style in a trick. In other words, if someone "boned out a method" they would grab hard and create an emphasis of the manoeuvre such that his/her legs or arms may appear extended or stretched to a maximum degree. To "Bone" means to straighten one or both legs.

Bonk: The act of hitting an object with the snowboard (e.g. A tail bonk could be hitting a picnic table with the tail of the snowboard).

Caballerial (Cab): A halfpipe trick that begins fakie, spins 360 degrees, and lands riding forward. Named after skateboarding guru Steve Caballero. Also see Half-Cab and Gay Twist.

Canadian Bacon Air: The rear hand reaches behind the rear leg to grab the toe edge between the bindings while the rear leg is boned.

Cant: A term used to describe the angle at which either foot is positioned medial or lateral from a vertical axis. In other words, how much angle beneath your feet from side to side bends your knees together or apart.

Chicken Salad Air: The rear hand reaches between the legs and grabs the heel edge between the bindings while the front leg is boned. Also, the wrist is rotated inward to complete the grab.

Corkscrew: A term used to describe a sideways rotation, either free-riding or in the halfpipe.

Crail Air: The rear hand grabs the toe edge in front of the front foot while the rear leg is boned.

Cripler Air: An inverted aerial where the snowboarder performs a 180-degree flip. In other words, the competitor approaches a halfpipe wall riding forward, becomes airborne, rotates 90 degrees, flips over in the air, rotates another 90 degrees, and lands riding forward.

Crossbone Method Air: A method air where the back leg is boned. See "Method Air"

Crooked Cop Air: Free-riding version of the mosquito air. See "Mosquito Air"

Detune: The process of dulling, slightly, the edges of the snowboard. Most people detune the edges around the nose and tail so they don't catch in the snow.

Double Grab: Basically, doing two separate tricks while in the air. One goes off of a jump, grabs the board one way, then grabs it in another way, then lands.

Double Handed Grab: Simultaneously grabbing the snowboard with both hands while in the air.

Duckfoot: A term used to describe stance angles with toes pointing outward, like a duck.

Effective Edge: The length of metal edge on the snowboard which touches the snow; it is the effective part which is used to make a turn. Therefore, it does not include the edge of the tip and tail.

Eggplant: A one-handed 180-degree backside rotated invert in which the front hand is planted on the lip of the halfpipe wall.

Elgeurial: An invert where the halfpipe wall is approached fakie, the rear hand is planted, a 360-degree backside rotation is made, and the competitor lands going forward.

Erotic Air: Front hand grabs heel side, between the legs.

Fakie: A term for riding backward. See also Switchstance

Fall Line: The path of least resistance down any given slope.

Flat Bottom: The area in a halfpipe between the two opposing transitional walls.

Flatground: Term used to describe tricks performed on a flat slope without obstacles. (e.g. nose slide, blunt slide, tail wheelie, etc.)

Flex: Term used to describe the stiffness and pattern of how a snowboard flexes, i.e., stiff, medium, soft.

Free-riding: Snowboarding on all types of terrain for fun. i.e., no contests, no halfpipe, no gates, no rules, etc.

Freestyle Snowboarding: The kind of snowboarding which is mostly associated with riding the halfpipe, but which may also be used to describe any type of snowboarding which includes tricks and manoeuvres.

Fresh Fish Air: The backside version of the stale fish. See "Stale Fish"

Frog Air: Similar FS Air, with the arm between the legs

Front Hand: The hand closest to the nose of the snowboard. In other words, the left hand for regular-footers and the right hand for goofy-footers.

Frontflip: Mortal front.

Front Foot: The foot mounted closest to the nose. A regular-footer's left foot and a goofy-footer's right foot.

Frontside: The frontside of the snowboard is the side where the toes rest; the frontside of the snowboarder is the side to which his/her chest faces.

Frontside Air: A true frontside air is performed on the frontside wall of a halfpipe and the grab is Indy. The indy grab is with the rear hand between the bindings on the toe edge; in this particular manoeuvre, the front leg is usually boned. Technically there is no such thing as a "frontside indy," but sometimes it helps as a description. Also a frontside air can be any air performed on the frontside wall of the halfpipe.

Frontside Rotation: Rotating counter-clockwise for a regular-footer and rotating clockwise for a goofy-footer (e.g. frontside 360). Note: When riding switch-stance, the exact reverse applies and a regular-footer will rotate clockwise and a goofy-footer will rotate counter-clockwise.

Frontside Turn: A turn where the toe edge faces to the outside of the turn while the snowboard is riding on the heel edge. In other words, a left turn for a regular-footer and a right turn for a goofy-footer.

Frontside Wall: When standing at the top of the halfpipe and looking down toward the bottom, the frontside wall is on the skier's right for regular-footers and the skier's left for goofy-footers. If you were to ride straight down the centre of the halfpipe, you would be facing your frontside wall.

Fs Invert: Front hand on coping, and back hand grabs toe side.

Goofy-Footed: Riding on a snowboard with the right foot in the forward position. In other words, the right foot is closest to the nose, furthest from the tail, and in between the left foot and the nose.

Grab: To grab either edge of the snowboard with one or both hands.

Haaken Flip: An invert done in the halfpipe where the competitor approaches the frontside wall riding switch. At the lip the competitor flips backward into the pipe and rotates 720 degrees spinning frontside down the pipe.

Half-Cab: Cannot be performed in the halfpipe. It is the free-riding version of the caballerial in which one rotates 180 degrees from fakie to forward off of a straight jump. Also see "Caballerial" and "Gay Twist".

Halfpipe: A snow structure built for freestyle snowboarding. It consists of opposing radial transition walls of the same height and size. Snowboarders utilize the halfpipe to catch air and perform tricks by traveling back and forth from wall to wall while moving down the fall line.

Handplant (Backside): A 180-degree handplant in which both hands, or the rear hand may be planted on the lip of the wall and the rotation is backside.

Handplant (Frontside): A 180-degree handplant in which the front hand is planted on the lip of the wall and the rotation is frontside.

Handplant (Layback): A 180-degree handplant in which the rear hand is planted on the lip of the wall and the rotation is frontside.

Hard Boots: Footwear designed for use in carving and racing. Boots are stiff and may use hard plastics to provide maximum support. Similar to alpine ski boots.

Heel Edge: A snowboard has two different edges. The heel edge is the one at which the heels rest.

High Back Bindings: A binding system that includes a highback component that extends perpendicularly from the board, lies flat against ones calf, and provides support for the back of the leg, especially for edging and turning on the heel edge. Invented by snowboarder Jeff Grell.

Ho Ho: A general term given to any two-handed handplant.

Hucker: One who throws himself/herself wildly through the air and does not land on his/her feet.

Indy Air: A true "Indy Air" is performed backside with the rear hand grabbing between the bindings on the toe edge while the rear leg is boned. The term "Indy" may also be used to simply describe the location of the grab.

Invert: A trick where the head is beneath the level of the board and the snowboarder balances on one or two hands.

Inverted Aerial: A manoeuvre where the snowboarder becomes airborne and upside down at any given moment.

Inverted 180: See "Crippler".

Inverted 540: See "McTwist".

Inverted 720 (720 McTwist): An inverted aerial where the snowboarder performs a 720-degree rotational flip. In other words, the snowboarder approaches the wall riding forward, becomes airborne, rotates 720 degrees in a backside direction while performing a front flip, and lands riding fakie.

J-Tear: An invert where the athlete rotates roughly 540 degrees in a frontside direction while planting one or both hands on the lip of the wall. Invented by Mike Jacoby.

Japan Air: The front hand grabs the toe edge in between the feet and the front knee is pulled to the board.

Jib: Describes a type of riding that most closely resembles street skateboarding. "Jibbers" commonly slide rails, bonk trees and perform flatground tricks.

Late: A term used to describe incorporating something into a trick just before its completion and landing. (e.g. "A Method to Late 180" would mean doing a method air and at the last possible second rotating 180 degrees and landing fakie).

Leash: A retention device used to attach the snowboard to the front foot so that it doesn't run away.

Lien Air: The front hand grabs the heel edge and the body leans out over the nose. Must be done on the frontside wall. Named after skateboarder Neil Blender (Lien is Neil spelled backwards).

Lip: The top edge portion of the halfpipe wall.

Lip Trick: Any trick performed on or near the lip of the wall of the halfpipe.

McEgg: An invert where the competitor plants the front hand on the wall, rotates 540 degrees in a backside direction, and lands riding forward.

McTwist: An inverted aerial where the competitor performs a 540-degree rotational flip. In other words, the competitor approaches the halfpipe wall riding forward, becomes airborne, rotates 540 degrees in a backside direction while performing a front flip, and lands riding forward. Named after skateboarder Mike McGill.

Mc Hawk: Fakie 720° Mute. Double Gay Twist.

Melonchollie Air: The front hand reaches behind the front leg and grabs the heel edge in-between the bindings while the front leg is boned.

Method Air: The front hand grabs the heel edge, both knees are bent, and the board is pulled to level of the head.

Michaelchuck: An invert done in the halfpipe on the backside wall where the competitor does a back flip with a 180-degree backside rotation.

Miller Flip: An invert where the halfpipe wall is approached riding forward, the front hand is planted, a 360-degree frontside rotation is made and the competitor lands riding fakie.

Misty Flip: The free-riding version of the McTwist. It is a partially inverted 540-degree front flip that is performed off of a straight jump. Therefore the approach is riding forward and the landing is fakie.

Mosquito Air: A halfpipe trick in which the front hand reaches behind the front leg and grabs the heel edge between the bindings. The front knee is then bent to touch the board tuck-knee style.

Mute Air: The front hand grabs the toe edge either between the toes or in front of the front foot.

Nollie: Much like an ollie, only you spring off of your nose instead of your tail. See "Ollie".

Nose: The front tip of the snowboard.

Nose Grab Air: The front hand grabs the nose of the snowboard.

Nose Poke Air: Any manoeuvre where you bone your front leg and "poke" the nose of the snowboard in a direction away from your body, usually while grabbing. (e.g., Indy Nose Poke Air).

Nose Slide: To slide along the ground or an object solely on the nose of the snowboard.

Nuclear Air: The rear hand reaches across the front of the body and grabs the heel edge in front of the front foot.

Ollie: A method to obtain air without a jump by first lifting the front foot then lifting the rear foot as you spring off of the tail.

Palmer Air: A kind of method where the grab is near the nose, the board is pulled across the front of the body and the nose is pointed downward. Named after Shaun Palmer.

Phillips 66: An invert where the competitor approaches the halfpipe wall riding fakie, plants the rear hand on the lip of the wall while doing a "front flip" and lands in the transition riding forward. Named after skateboarder Jeff Phillips.

Plate Binding: A binding system in which hard boots, similar to those used in downhill skiing, are attached to the board by a flat "plate." Similar to ski bindings. However, most snowboard bindings are non-releasable.

Pop Tart: Airing from fakie to forward in the halfpipe without rotation.

Quarterpipe: A halfpipe with only one wall. In other words, a snow-sculpted shape that contains a transition and a vertical, and is used as a jump to catch air.

Rail: There are two rails on a snowboard, each comprised of a sidewall and an edge.

Rail Slide: To slide the rails of the snowboard onto almost anything, other than a flat slope. Some good rail sliding surfaces include: fallen tree branches/logs, the coping of a halfpipe, a picnic table.

Rear Hand: The trailing hand closest to the tail of the snowboard. In other words, the right hand for regular-footers and the left hand for goofy-footers.

Rear Foot: The foot mounted closest to the tail. A regular-footer's right foot and a goofy-footer's left foot.

Regular-Footed: Riding on a snowboard with the left foot in the forward position. In other words, the left foot is closest to the nose, furthest from the tail, and in between the right foot and the nose.

Revert: To switch from riding fakie to forward, or from forward to fakie, usually while the snowboard is still touching the ground.

Rippey Flip: Backflip lien 360°.

Roast Beef Air: The rear hand reaches between the legs and grabs the heel edge between the bindings while the rear leg is boned.

Rocket Air: The front hand grabs the toe edge in front of the front foot (mute) and the back leg is boned while the board points perpendicular to the ground.

Rolling down the windows: A phrase used to describe when someone is caught off balance and they rotate their arms wildly in the air to try and recover.

Rodeo Flip: An invert done riding fakie or forward where the competitor rotates frontside or backside while flipping. Can be done with a 540, 720, 900 and 1080.

Sato Flip: An invert done on the frontside wall of a halfpipe where the competitor does a front flip with a 180-degree rotation frontside.

Seatbelt Air: The front hand reaches across the body and grabs the tail while the front leg is boned.

Shifty Air: A grabless trick where the upper torso and lower body are twisted in opposite directions and then returned to normal. Usually the front leg is boned.

Sick (Slang): An expression used to describe something really exceptional-- clothing, a trick, a run, etc.

Sidecut Radius: The measure (usually in cm) of the circle radius to which the sidecut of a snowboard corresponds. A small circle or sidecut (under 900 cm) will make tighter turns than a large sidecut (over 900cm).

Sintered Base: High molecular-weight base formed by the heating and compression of small fragments of P-tex. Sintered bases absorb and hold wax better and are more durable than extruded bases, i.e. they are faster.

Sketching: The act of riding along precariously and nearly falling.

Slob Air: The front hand grabs mute, the back leg is boned and the board is kept parallel with the ground.

Soft Boots: Footwear designed for use in freestyle and free-ride snowboarding. Boots are soft and pliable and allow a large range of motion while maintaining sufficient support.

Stalefish Air: The rear hand grabs the heel edge behind the rear leg and in between the bindings while the rear leg is boned.

Stance: The position of one's feet on the snowboard. Includes: stance types, such as regular or goofy, and also stance specifications, such as widths and angles.

Step-In Binding: Binding system in which no major manual adjustment is needed to attach and detach the boot from the binding. You simply "step in" and then pull a lever or a latch to "step out." It has been developed for hard as well as soft boot binding configurations.

Stiffy Air: Any manoeuvre in which both legs are boned and a grab is incorporated. (e.g. Mute Stiffy).

Switchstance (Switch): The term for performing a trick while riding backward. It is important to note that it's a specific term given to a manoeuvre that is performed exactly like riding forward. The only difference is the competitor is going backward as if he/she were a goofy-footer instead of a regular-footer, or vice-versa, hence the term "switched stance." Thus, any trick may be performed switchstance. Also, see Fakie

Tail: The rear tip of the snowboard.

Tail Grab Air: The rear hand grabs the tail of the snowboard.

Tail Poke: Any manoeuvre where you bone your rear leg and "poke" the tail of the snowboard in a direction away from your body, usually while grabbing.

Tail Slide: To slide along the ground or an object solely on the tail of the snowboard.

Tail Wheelie: To ride solely on the tail of the snowboard with the nose in the air.

Taipan Air: The front hand reaches behind the front foot and grabs the toe edge between the bindings. The front knee is then bent to touch the board tuck-knee style.

Toe Edge: A snowboard has two different edges. The toe edge is the one at which the toes rest.

Transition (Tranny): The radial curved section of a halfpipe wall between the flat bottom and the vertical. A snowboarder pumps and rides the transition to gain speed, to catch air and to land.

Traverse: To ride perpendicular to the fall line. A halfpipe competitor traverses from wall to wall in the halfpipe.

Tuck Knee: A technique where one knee is bent and the ankle bent sideways to touch the knee to the snowboard between the bindings. (e.g. Tuck Knee Indy Air).

Twin Tip: A type of snowboard designed for freestyle snowboarding. It has an identical tip and a tail so that the board may be ridden similarly in both directions.

Vertical (Vert): The vertical top portion of a wall in a halfpipe that allows the snowboarder to fly straight up into the air and not out of the pipe or into the pipe.

Wall: The wall of a halfpipe is comprised of a transition and a vertical section.

Wet Cat: A 900-degree rotation on a McTwist.

50/50: To slide with the board parallel to the coping. Also see "Grind".

180 Air: The snowboarder rotates 180 degrees in the air and lands riding fakie. In the halfpipe, the competitor approaches the wall riding forward, rotates 180 degrees, and lands riding forward.

360 Air: The snowboarder rotates 360 degrees in the air and lands riding forward. In the halfpipe, the competitor approaches the wall riding forward, rotates 360 degrees, and lands riding fakie. This trick may also be performed by riding fakie and landing riding forward; in which case it is called a caballerial. See “Caballerial”.

540 Air: The snowboarder rotates 540 degrees in the air and lands riding fakie. In the halfpipe, the competitor approaches the wall riding forward, rotates 540 degrees, and lands riding forward.

720 Air: The snowboarder rotates 720 degrees in the air and lands riding forward. In the halfpipe, the competitor approaches the wall riding forward, rotates 720 degrees, and lands riding fakie. Of course, it may also be performed switchstance by riding fakie and landing riding forward.

900 Air: The snowboarder rotates 900 degrees in the air and lands riding fakie. In the halfpipe, the competitor approaches the wall riding forward, rotates 900 degrees, and lands riding forward.

10 Trick Steno System

10.1 Non Rotations

Backside Air	B	Air To Fakie	AF
Frontside Air	F	Stailfish	St
Mute	Mu	Nosebone	N
Slob	Sl	Japan	J
Indy	I	Fakie to Forward	FF
Tailgrab	Tg	Stiffy	S
Lien	L	Sad	Sd
Canadian Bacon	Cb	Roast Beef	Rb
Chicken Salad	Cs	Seatbelt	Sb
Crail	Cr	Handplant	Hp
Alley Oop	Au	Andrecht Handplant	Ahp
HoHoplant	Hopl	Dew Plant	Dpl

10.2 Rotations (Horizontal and vertical spins)

El geurial	Elg	360°	3
Miller Flip	Mf	540°	5
Frontside Rodeo	FR	720°	7
Rodeo Alley Oop	Rau	900°	9
Haakon Flip	H	1080°	1080
Crippler	C	1260°	1260
Backflip	Bf	1440°	1440
Caballerial	C		
Gay Twist	Gt		
Les Twist	Lt		
Michealchuk	Mch		
McTwist	Mct		

11 Memoryboards

11.1 Overall Impression

Memory Boards Judge: 1 2 3 4 5
 Ladies Men Qualification/Heat 1 2 3 Final 1 2

Nr	NOTES	Fall	Tot	0-2	2-3	4+	5+	6+	7+	8+	9+

11.2 Big Air

Memory Boards Judge: 1 2 3 4 5
 Ladies Men Qualification/Heat 1 2 3 Final 1 2

Nr	NOTES	Fall	Total	0-2	2-3	4+	5+	6+	7+	8+	9+

12 FIS Snowboard Judges Stand Requirements

Explanatory Notes:

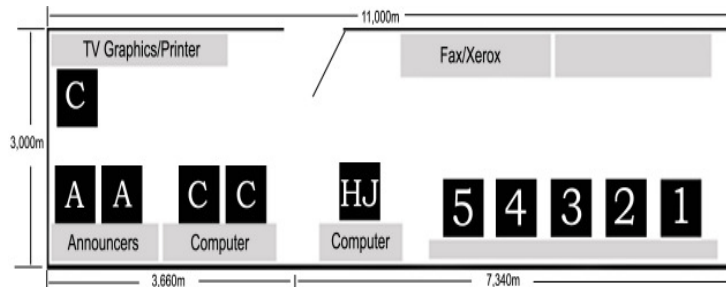
1. Permanent, fully enclosed buildings are preferred.
2. **Minimum size (HP)** of stand interior to be recommended 11m x 3m for FIS World Cup.
 Requirements for FIS World Championships and Olympic Games may call for the stand to be larger.
 (e.g. TV, video, computer, sound)
3. The stand is positioned so that judges, announcers, scoring and timing can see the entire course.
4. Entrance should be by staircase in the middle back of the stand, and have a door to restrict access during competition. Alternately, an internal staircase with entrance at the uphill back of stand can be used. **Entry can never be from the front of the stand.**
5. The entire judges stand should be adequately heated.
6. Computer/Announcer section **must be dry, heated and totally enclosed** against wind, snow and rain.
7. The stand is to have a sloping, waterproof roof. Cantilever roof in judges' section as per detail below.
8. Clean 110 volt or 220 volt mains power to be provided to front and back of the computer/announcer section.
9. The floor of the stand should be dry, slip resistant and free of obstacles and holes.

10. It must be possible for the judges to have visual contact with the announcer and scorer.

11. Portable toilet must be located close to judges stand.

12. **IMPORTANT:** If other users require space on the stand (i.e. TV, video, sound), sizes need to be increased to accommodate them, however the location and space reserved for FIS users should not be compromised.

13. If the announcer, TV-Graphics and Copy machine is not more than 5 meter away from the Judges Stand, than the size of the Judges Stand can be smaller (minimum 6m x 2,5 m)



13 Competition Format for FIS World Cup in Halfpipe

13.1 FIS Competition Format HALFPIPE World Cup 2007/2008

Before the TC meeting, the jury (Headjudge, Technical Delegate and Chief of Competition) with the Race director will decide which format will be used.

Heat Competition Format

Qualification:

Competitors will be grouped into heats of: Men: 20-30 per heat, Ladies 15-25 per heat.

The seeding will be done as follows:

- Number of heats will be decided by the jury before the TC meeting, based on time and entered participants on competition.
- If a semi-final will be used will be decided by the jury before the TC meeting, based on time and entered participants on competition.
- Competitors will be ranked according to their highest ranking on WC points list or FIS points list in Halfpipe. (If competitors are tied the higher points in the second category will decide their position. If they are still tied their position will be decided by draw).
- If there will be two heats, the competitors will be divided with even and odd ranking:
Heat 1: Ranking 1, 3, 5, 7 etc. **Heat 2:** Ranking 2, 4, 6, 8 etc.

- If there will be three heats, each third competitor will be in each heat from the ranking:
Heat 1: Ranking 1, 4, etc. **Heat 2:** Ranking 2, 5, etc. **Heat 3:** Ranking 3, 6, etc.
- Every heat will receive warm-up for 15-30 minutes (decided by the jury), directly followed by the two qualification runs with the best run to count.

Qualification to Final will be as follows if there is NO Semi-Finals:

Men

With two heats: top six ranked competitors from each heat.

With three heats: top four ranked competitors from each heat.

Ladies

With two heats: top three ranked competitors from each heat.

With three heats: top two ranked competitors from each heat.

Qualification to Final will be as follows if there are Semi-Finals:

Men

With two heats: top three ranked competitors from each heat. (3+3=6)

With three heats: top two ranked competitors from each heat (2+2+2=6)

Ladies

With two heats: top two ranked competitors from each heat. (2+2=4)

With three heats: top 1 ranked competitor from each heat. (1+1+1=3)

Semi-final to Final will be as follows:

Men

With two heats: Rank: 4th - 9th competitor from each heat. (6+6=12)

With three heats: Rank: 3rd - 6th competitor from each heat. (4+4+4=12)

Ladies

With two heats: Rank: 3rd - 5th competitors from each heat. (3+3=6)

With three heats: Rank: 2nd -3rd competitors from each heat. (2+2+2=6)

The will receive two more runs and the following will advance to Final:

Men

Top rank: 1st – 6th

Ladies

With two heats: Top rank: 1st – 2nd

With three heats: Top rank: 1st – 3rd

Finals: (6 Ladies and 12 men)

Start order for finals is the reverse ranking of top two//three/four from heat one, then reverse ranking from top two/three/four heat two, followed by reversed highest scores.

Final rank as follows:

Without Semifinals:

Ladies	1-6	Best run out of Final run 1 or 2
	7-end	Best run out of Qualification run 1 or 2
Men	1-12	Best run out of Final run 1 or 2
	13-end	Best run out of Qualification run 1 or 2

With Semifinals:

Ladies	1-6	Best run out of Final run 1 or 2
	7-12	Best run out of Semifinal run 1 or 2
	13-end	Best run out of Qualification run 1 or 2
Men	1-12	Best run out of Final run 1 or 2
	13-18	Best run out of Semifinal run 1 or 2
	19-end	Best run out of Qualification run 1 or 2

13.2 Single Format (Finals: one out of two, all for 2:nd qualification)

Qualification 1st Run:	Ladies	All Participate	1-3 Qualify
	Men	All Participate	1-6 Qualify
Qualification 2nd Run:	Ladies	4-all from 1st Q	1-3 Qualify
<i>(start order is reverse of rank from Q1)</i>	Men	Participate	1-6 Qualify
Finals 1st Run	Ladies	7-all from 1st Q	
<i>(start order is reverse of Q2 and then Q1 rank)</i>	Men	Participate	
Finals 2nd Run	Ladies	6 Participate	
	Men	12 Participate	
		6 Participate	
		12 Participate	
Final Rank as follows	Ladies	1-6	Best run of Final Run 1 or 2
	Men	7-	Result of Q Run 2
		1-12	Best run of Final Run 1 or 2
		13-25.....	Result of Q Run 2

13.3 Single Format

Qualification 1st Run:	Ladies	All Participate	1-3 Qualify
	Men	All Participate	1-6 Qualify
Qualification 2nd Run: <i>(start order is reverse of rank from Q1)</i>	Ladies	4-15 from 1st Q Participate	1-3 Qualify
	Men	7-25 from 1st Q Participate	1-6 Qualify
Finals 1st Run <i>(start order is reverse of Q2 and then Q1 rank)</i>	Ladies	6 Participate	
	Men	12 Participate	
Finals 2nd Run	Ladies	6 Participate	
	Men	12 Participate	
Final Rank as follows	Ladies	1-6	Best run of Final Run 1 or 2 Result of Q Run 2 Best run of Final Run 1 or 2 Result of Q Run 2
		7-	
	Men	1-12	
		13-25.....	

First run: both competitors with an unbreakable tie at 5 (men) or 3 (Ladies) advance to the finals. One less competitor advances from the second run. Second run: both competitors with an unbreakable tie at 10 (men) or 6 (Ladies) advance to the finals. There is one more competitor in the finals.

13.3 Competition format for FIS Races and FIS Continentals in Halfpipe

13.4 Single format (Finals: two out of three)

Qualification 1st run	Ladies	All Participate	1 – 3 Qualify
	Men	All Participate	1 – 5 Qualify
Qualification 2nd run (start order is reverse of rank from Q1)	Ladies	4 – 15 from 1 st Q Participate	1 – 3 Qualify
	Men	6 – 25 from 1 st Q Participate	1 – 5 Qualify
Finals 1st Run (start order is revers of Q2 and then Q1 rank)	Ladies	6 Participate	
	Men	10 Participate	
Finals 2nd Run (start order is revers of Final Run 1 st)	Ladies	6 Participate	
	Men	10 Participate	
Finals 3rd Run (start order is revers of Final Run 2 nd)	Ladies	6 Participate	
	Men	10 Participate	
Final Rank as follows	Ladies	1 – 6	Best two runs of Final Run 1,2 or 3 Result of Q Run 2 Result of Q run 1
		7 – 15 16.....	
	Men	1 – 10	
		11 – 25 26.....	

13.4 Single format (Finals: two out of three, all for 2:nd qualification)

Qualification 1st run	Ladies	All Participate	1 – 3 Qualify
	Men	All Participate	1 – 5 Qualify
Qualification 2nd run (start order is reverse of rank from Q1)	Ladies	4 – 15 from 1 st Q Participate	1 – 3 Qualify
	Men	6 – 25 from 1 st Q Participate	1 – 5 Qualify
Finals 1st Run (start order is revers of Q2 and then Q1 rank)	Ladies	6 Participate	
	Men	10 Participate	
Finals 2nd Run (start order is revers of Final Run 1 st)	Ladies	6 Participate	
	Men	10 Participate	
Finals 3rd Run (start order is revers of Final Run 2 nd)	Ladies	6 Participate	
	Men	10 Participate	
Final Rank as follows	Ladies	1 – 6	Best two runs of Final Run 1,2 or 3 Result of Q Run 2
		7 –	
	Men	1 – 10 11 –	

13.5 Competition format – only for FIS races in Halfpipe

13.6 Heat Format

Qualification:

Competitors will be grouped into heats of 25-35 competitors and all competitors will receive two runs.

Finals:

20 men and 10 Ladies are qualified for the finals.

Best run out of two will be used.

Final ranking as follows:

Ladies	1-10	Best run out of 2
	11-end	Result of Qualification
Men	1-20	Best run out of 2
	21-end	Result of Qualification

They will be scored based on the FIS judges criteria with a separation system, standard airs, rotations, amplitude and 2 x overall impression.

13.7 Double-up Format (only for Qualification)

Double up competition format for FIS CoC and FIS competitions

The Judges will be divided into two (2) different judging panels with one (1) Head Judge. Each of the two (2) panels will consist of 3 Judges. The Judges will judge the competition based upon an Overall Impression basis.

Qualifications: The starting field will be divided and grouped into two (2) heat sections for seeding.

Seeding will be done in the following manner: Competitors will be ranked according to their highest ranking on the current FIS Points List. Ties will be decided based upon a draw. Competitors will be ranked into two (2) heats, with even and odd ranking: Heat 1: Competitors ranked 1, 3, 5, 7 etc. Heat 2: Competitors ranked 2, 4, 6, 8 etc.. Competitors will receive two (2) runs and each Judging panel will judge all competitors once. The combined score from each Judges panel will determine a competitors total score. This total score will be used to rank all competitors in the qualification round.

Example: Scores for Competitor – Bib #1

Run #1

Judges Panel 1.

Judge A – score – 7.0

Judge B – score – 6.5

Judge C – score – 7.0

Run #2

Judges Panel 2.

Judge D – score – 5.0

Judge E – score – 5.5

Judge F – score – 6.0

1st Run Score: 20.5

2nd Run Score: 16.5

Total Qualifying Round Score for Bib #1 = 36.5

Top ranked twenty (20) men and ten (10) Ladies will advance to the final round.

13.8 Jam-Session (Only for FIS level events + only for Finals)

12 men and 6 Ladies will be in Finals.

Two groups of three Judges (A-B), all judging Overall Impression. Each competitor will ride for a total of one (1) hour or such time as determined by the Competition Jury. The 2 best total panel scores out of each competitors runs will be added together to determine the final result.

13.9 Semi-Final Format (Only for FIS and COC level events)

After utilizing one (1) of the qualification formats an additional Semi-Final run can be added by the Jury to further break down the competitor finals field size. The use of a Semi-Final format must be announced by the Jury at the team Captain Meeting held prior to the start of competition.

Recommended: Semi-Final field sizes between 15 – 25 competitors. Each competitor will receive one (1) run with each judge utilizing an Overall Impression judging format. The top ranked 5 – 10 competitors will advance to the finals.

14 Construction of Competition Sites

14.1 Halfpipe

Halfpipe Definition

The Halfpipe is a channel constructed in the snow. The bottom of the Halfpipe is almost flat and it should be small bent with a nice continuation from the transition of the walls. The walls are concave and elevated to almost vertical. The Halfpipe is orientated directly in the fall line. The competitors go from one wall to the other, to achieve the greatest Amplitude and the most difficult tricks.

Technical Data---Oversized Pipe

	TECHNICAL DATA	MINIMUM	RECOMMEN DED	MAXIMUM
I	Inclination	15°	16,5°	18°
L	Length	120 Meter	130 Meter	150 Meter
W	Width	15 Meter	16.5 Meter	19 Meter
H	Inner height walls	4.2 Meter	4.5 Meter	5.0 Meter
T	Transition Radius Should be as an ellipse!	5.0 Meter	5.2 Meter	5.8 Meter
V	Vertical	40cm@ 85	50cm @ 85	60cm @ 85
F	Roll out deck	1 Meter	1,5 Meter	2 Meter
D	Drop in Area	Flat to 2 Meters		
O	Outside fence from Banners	0,5 Meter		
F	Banner fence from wall	1,5 – 2 Meters		

The steeper pipe.... the wider pipe, the flatter pipe....the narrower pipe.
The radius of the walls should be as an ellipse and should not be built as one radius!

14.2 Quantity of work

It is necessary to build the pipe at least 10 days before the event and the pipe should be ready 3-5 days before the competition. To build the walls you need 1-2 snowcats; it takes approximately 15 hours (longer in bad snow conditions). After the snowcats have completed the base of the walls, you need a pipe machine to make the whole pipe (walls, transition, bottom) smooth. If there is no pipe machine, you will need at least 10-15 people working with shovels to do the job of the pipe machine.

Starting platform

The starting platform is for the competitors to drop into the pipe; it needs to be identical across the entire pipe. There should not be any disadvantage for regular footed or goofy footed competitors. The platform should be flat and horizontal in order to allow the competitors to start without slipping down the pipe. To access the platform, it is practical to cut wide steps in order to walk up on the top of the wall. During competition these steps should be outside the pipe and not in the inrun of the pipe. Then competitors will sit in the steps and putting on their boards. In bad snow conditions, the platform can easily be made of metallic staging, wood boards and only a few inches of snow.

Inner height of walls

The inner height of walls is constant from the top of the pipe to the bottom.

Finish area

The finish area is extended past the end of the pipe and should be flat and level. The judges stand is almost at the end of the finish area and directly facing the pipe.

14.3 Choosing the site

Altitude

It is not advisable to build a Halfpipe at an altitude which cannot guarantee permanent snow through out the season.

Public Access

It is most beneficial to situate the competition stadium closest to public areas like the base facilities, lift stations, restaurants and villages. Thus providing easy access for spectators.

The Site

The site should be around 60 m wide, The Halfpipe, with decks included, must be estimated at 20 m. Also 20 m on each side of the pipe should be available for snowcats work. The site should be about 150 m in length. Allow 100 m for the pipe itself and 50 m for the finish, with the judge's platform included.

The Slope

The slope must be between 14 – 22 degrees for the inner slope of the channel. It is understood that the slope can be corrected when the Halfpipe is constructed but this demands more snow and more work. The slope can be broken at the start to the finish, but the inner slope of the pipe needs to be constant.

Lay of the land

A natural channel can be used, providing that the snowcat can pass in the channel and work on the top of the walls. The arrangement of a natural channel or the construction of an artificial channel in the terrain reduces considerably the snow construction and the maintenance of the pipe. Much less snow is necessary.

Lift, Electricity and Accessories

When choosing a site it is important that the facilities for material transportation, public transportation and electrical installations should be taken into the consideration

Orientation

NORTH or SOUTH orientation is the best while NORTH orientation guarantees permanency of the pipe and least maintenance, it is the worst for photographers (rarely sunny, half-lights, etc.) Competitors suffer more from the cold with the walls often hard and icy.

SOUTH orientation is the best. It is warm for the public, for the competitors and the organizers. It is also ideal for photographers but it requires more maintenance.

If the site is oriented EAST or WEST, one of the Halfpipe walls will be exposed to sunshine all day while the other is in shadow. One wall will be soft from the sun and the other wall will be icy because of the shadow.

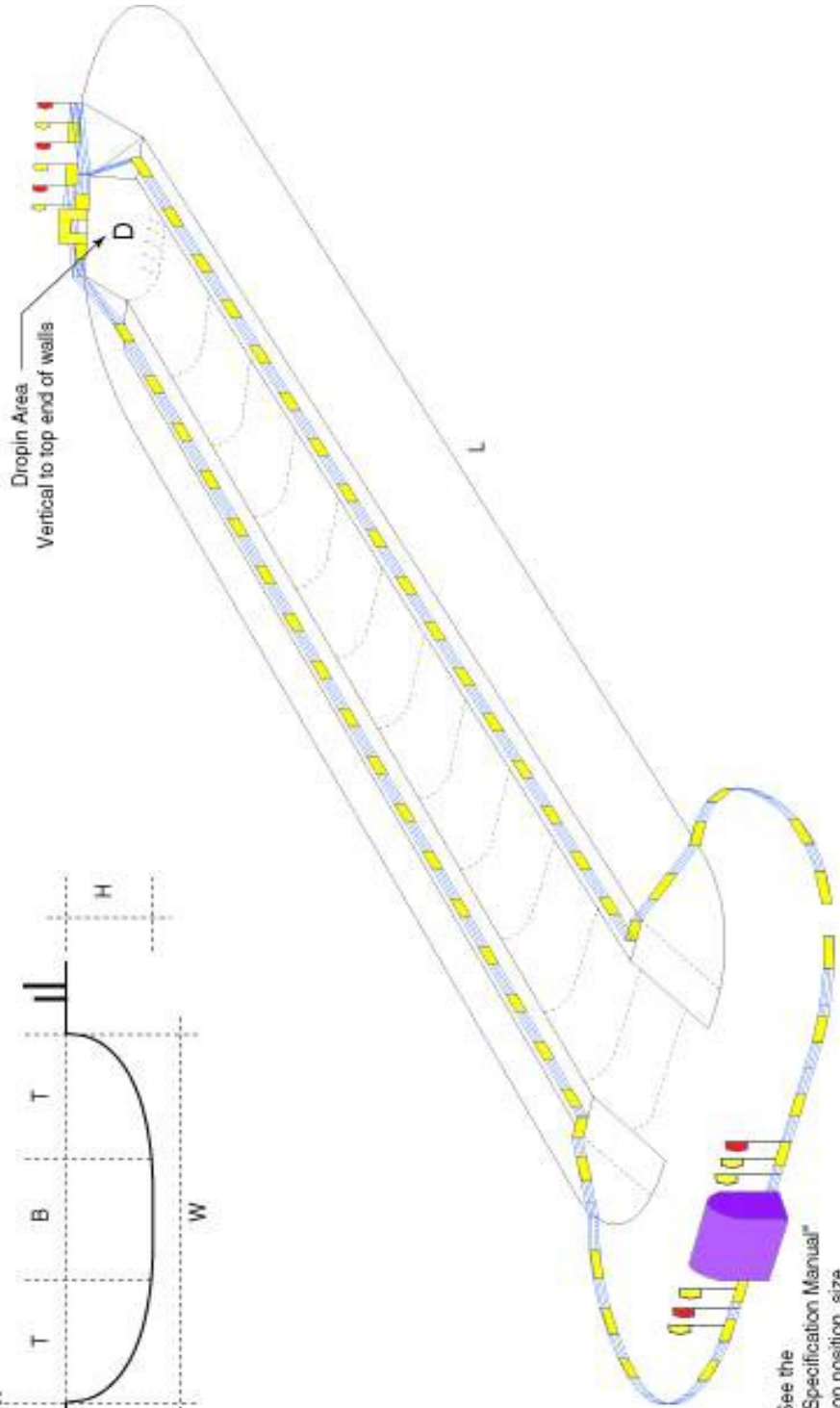
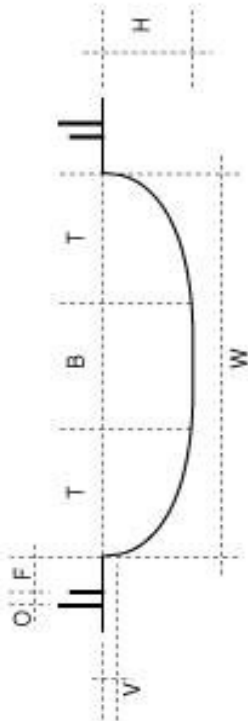
Snow

A considerable amount of snow must be moved for the Halfpipe construction. About 1500 – 2000 Cubic meters of packed snow. Equipment to take snow from an upper area down to the Halfpipe site is very important.

15 Halfpipe Site

	Technical Data	Minimum	Recommended	Maximum
W	Inclination	15°	18°	20°
H	Length	100m	110m	120m
T	Width (wall to wall)	13m	15m	17m
V	Wall height	3m	3.5m	4m
B	Transition	4m	5m	6m
D	Vertical*	0.3m @ 85° 5m maximum		
F	Bottom Flat*	2m		
O	Drop In Area*	1.5m		
	Banner fence from wall*	0.5m		
	Outside fence from banners*			

*These measurements are recommendations to aid in consistency between pipes.



See the "Judges Stand Specification Manual" for details on position, size & layout of the stand

16. Big Air

16.1 Big Air Technical Data for FIS World Cup

In-Run

Pitch:	22°	(±2°)
Length:	60m	(±2m)
Width:	8m minimum	
Flat area before jump:	0° for 5-10m	

Jump

Width:	5m minimum
Height:	3m - 3.5m
Take off angle:	25°
Jump take off to knoll:	12m

Landing Hill

Pitch:	33°	(±2°)
Width:	22m minimum	
Length:	35m	
Transition to flat:	10m	

Finish Area

Width:	30m
Depth:	30m
Pitch:	0° - 3°

16.2 Big Air, Competition site

The Big Air site must conform to Specifications.

The Big Air site must be finished and ready for training at least one day before the start of competition. The drop in must allow the competitor to have the correct speed for the jump and the landing has to have the correct angle to accommodate both flips and spins.

16.3 Training

Training for the Big Air is mandatory. There will be a starter at training to regulate the flow of the competitors. Training times will be communicated by the Chief of Comp. during the first TC meeting.

16.4 Competition Format for FIS World Cup

Heat Competition Format

Qualification:

Competitors will be grouped into heats of: Men: 15-30 per heat,

The seeding will be done as follows:

Number of heats will be decided by the jury before the TC meeting, based on time and entered participants on competition.

- Competitors will be ranked according to their highest ranking on WC points list or FIS points list in Halfpipe. (If competitors are tied the higher points in the second category will decide their position. If they are still tied their position will be decided by draw).
- If there will be two heats, the competitors will be divided with even and odd ranking:
Heat 1: Ranking 1, 3, 5, 7 etc. **Heat 2:** Ranking 2, 4, 6, 8 etc.
- If there will be three heats, each third competitor will be in each heat from the ranking:
Heat 1: Ranking 1, 4, etc. **Heat 2:** Ranking 2, 5, etc. **Heat 3:** Ranking 3, 6, etc.
- Every heat will receive warm-up for 15-30 minutes (decided by the jury), directly followed by the two qualification runs with the best run to count.

Qualification to Final will be as follows:

Men

With two heats: top five (5) ranked competitors from each heat.

With three heats: top three (3) ranked competitors from each heat + the top one following highest score from all the remaining competitors.

16.5 Finals: (10 Men / best 2 runs out of 3)

In the finals, ten (10) men and the six (6) Ladies will have the opportunity to take three jumps. Only the two highest individual scores will count. The winner will be determined by the competitor with the two highest combined scores of the three runs.

Start order for final jump 1:

In case of two (2) heats the competitors will be seeded according to their results in the qualifications. Number 1 of each heat will be seeded at positions 10 and 9. Numbers 2 will be seeded at position 8 and 7. The number 3 will be seeded at position 6 and 5 etc.

In case of three (3) heats the competitors will be seeded according to their results in the qualification. Number 1 from each heat will be seeded at positions 10, 9 and 8. Numbers 2 will be seeded at positions 7, 6, and 5. Numbers 3 will be seeded a positions 4, 3 and 2.

The highest scored competitor of all heats will be seed at position 1.

The position of number 1 respectively numbers 2 and 3 will be determined by their scores.

Qualification to Final will be as follows:

Men

With two heats: top eight (8) ranked competitors from each heat

With three heats: top five (5) ranked competitors from each heat + the top one following highest scored competitors from all the remaining competitors.

Ladies

With two heats: top four (4) ranked competitors from each heat

With three heats: top two (2) ranked competitors from each heat+ the top two (2) one following highest scored competitors from all the remaining competitors.

Finals: (16 men/ 8 Ladies – head to head)

Pairing for Head to Head final

Pair 1: Place 1 – Place 16

Pair 2: Place 8 – Place 9

Pair 3: Place 5 – Place 12

Pair 4: Place 4 – Place 13

Pair 5: Place 3 – Place 14

Pair 6: Place 6 – Place 11

Pair 7: Place 7 – Place 10

Pair 8: Place 2 – Place 15

A head to Head final consist of:

- 1/8-finals
- 1/4-finals
- 1/2-finals
- small and big finals

– 1/8-finals

The winners of the 1/8-finals pairs qualify to the 1/4-finals

– 1/4-finals

The winners of the 1/4-finals pairs qualify to the 1/2-finals

– 1/2-finals

The winners of the 1/2-finals pairs qualify to the big final

The losers of the 1/2-finals pairs qualify to the small final

– Small and Big Finals

The winner of the big final will be ranked 1st

The loser of the big final will be ranked 2nd

The winner of the small final will be ranked 3rd

The loser of the small final will be ranked 4th

- Two jumps / best jump to count
- Winner goes further
- Highest score from Qualifications will start as No. 2 throughout the finals

- If competitors are tied the higher points in the second category will decide their position. If they are still tied their position will be decided by draw.
- If there will be two heats, the competitors will be divided within even and odd rankings:
Heat 1: Ranking 1,3,5,7 etc. Heat 2: 2,4,6,8 etc.
If there will be three heats, each third competitor will be placed in each heat from the rankings.
Heat 1: Ranking 1, 4, 7 etc. Heat 2: 1, 5, 8 etc Heat 3: 3,6,9 etc.
- Every heat will receive a warm-up period of from 15-30 minutes (decided by the Jury) to be directly followed by the two (2) qualification jumps with the best jump of the two (2) to count.

Qualification directly to Final will be as follows:

Men

With two heats: top 4 ranked competitors from each heat (4+4=8)

With three heats: top 3 ranked competitors from each heat (3+3+3=9)

Ladies

With one heats: top 4 ranked competitors (4)

With two heats: top 2 ranked competitors from each heat(2+2+4)

Semi-final qualifier to Final will be as follows:

Men

With two heats: Ranking 5-12 from each heat (8+8=16)

With three heats: Ranking 4-8 from each heat (5+5+5=15)

Ladies

With one heat: Ranking 5-13 from that heat (8)

With two heats: Ranking 3 – 6 from each heat (4+4=8)

Competitors will receive two more jumps and the best one will count and the following competitors will advance to the finals

Finals:

Men

(16 men – head to head)

Parings for Head to Head final:

Pair 1: Place 1 - Place 16

Pair 2: Place 8 - Place 9

Pair 3: Place 5 - Place 12

Pair 4: Place 4 - Place 13

Pair 5: Place 3 - Place 14

Pair 6: Place 6 - Place 11

Pair 7: Place 7 - Place 10

Pair 8: Place 2 - Place 15

Ladies

(8 ladies – head to head)

Parings for Head to Head final:

Pair 1: Place 1 - Place 8

Pair 2: Place 4 – Place 5

Pair 3: Place 3 – Place 6

Pair 4: Place 2 - Place 7

A Head to Head final consist of:

- 1/8-finals
- 1/4-finals
- 1/2-finals
- small and big finals

- 1/8-finals

The winners of the 1/8-finals Pairs qualify to the 1/4-finals.

- 1/4-finals

The winners of the 1/4-finals Pairs qualify to the 1/2-finals.

- 1/2-finals

The winners of the 1/2-finals Pairs qualify to the big final.

The losers of the 1/2-finals Pairs qualify to the small final

- Small and Big Finals

The winner of the big final will be ranked 1st.

The loser of the big final will be ranked 2nd.

The winner of the small final will be ranked 3rd.

The loser of the small final will be ranked 4th.

- Two jumps / best jump to count.
 - Winner goes further.
 - Highest score from Qualification will start as nr 2 throughout the finals
-
- Rank 1-2: Ranking from Big Final
 - Rank 3-4: Ranking from Small Final
 - Rank 5-8: Ranking from Qualification result
 - Rank 9-16: Ranking from Qualification result

17 Competitors Equipment

17.1 Bibs

As per FIS specifications.

17.2 Helmets

Helmets are required as per FIS rule 2010.6. In all Snowboard Events - all competitors and forerunners must wear approved helmets manufactured for snowboarding/or ski racing allowing clear vision during all inspections, training and competition sessions and participation.

18 Public Address System

Music will be used at Big Air events. The sound system must be powerful enough for the Competitor to hear the music clearly and without distortion while at the top of the Big Air course.

The chief of sound is responsible for the tapes or CD's during the competition.

19 Judges Stand for Big Air

The size of the scaffolding area must be 6-10 meters by 2-3 meters (see item nb. 12).

The judges viewing area should be constructed to provide ample room for the appropriate number of officials and to provide room for viewing and all proper amenities for the operation of the competition.

20 Big Air Judging

- For each Big Air Event, 5 judges will be present during the entire event, plus the Headjudge. The highest and the lowest score will drop out and then add the three middle scores together.
- Judges must give scores during the Big Air events in accordance with the Big Air judging Criteria. They must be available to the Head Judge during preparation and throughout the event.
- Judges can use score cards to mark score by bib number and must keep a memory board to note the tricks, falls and other specifics.
- No discussions are allowed concerning competitors scores unless initiated by the Headjudge.
- No competitor, team representative, or spectator will be allowed to approach the judges stand or speak with the judges during the competition.
- Any protest or problem arising from the judging will be dealt with by the Headjudge and the competition jury.

21 Big Air Judging criteria

Each Judge shall use a ten point scoring system. Judges will score by tenths i.e. 3.8, 7.3, 9.8 etc. Each judge will evaluate the run by overall impression and dividing the run into different components:

1. **Control of the trick**
 - **Execution**
 - **Difficulty**
 - **Control**
2. **Amplitude**
3. **Landing**

21.1 Control of the trick

When the competitor performs his trick he must show a perfect master of it. Execution of the trick has to be smooth, that means the body must be in good balance, arms have to be in control and not trying to keep balance by “opening the window” and shaking all around. Spin has to be demonstrated in one unique movement with a rhythm equal from beginning to the end. Rewinds in landings are not penalized if they are clearly done on purpose (i.e. land switch and revert to ride normal).

The grab (s) chosen has must be held as long as possible during the spin. Furthermore it has to be sharp. Unclear grabs such as quick double grabs and small handtouches are not good.

Basically we can say that if the movement performed by the competitor looked easy, it is well done and executed.

The trick should be performed with good execution and high difficulty.

21.2 Amplitude

In Big air, amplitude is qualified by the combination of the height and the length of the jump done by the competitor from the take off to the landing spot.

Because it is more difficult to master a trick with a bigger hang time, with the same execution of a trick, the competitor with bigger amplitude will get more points.

A trick must be performed in a safe manner - not too long or too short is the best solution.

21.3 Landing

The landing is the final part of a trick (“the competitor touches the snow again after completing his trick”). It is also the part of the trick that makes the difference between a completed trick and a non-completed one. In order to separate the completed trick from incomplete tricks, judges are deducting points for a bad landed trick.

Deduction range

0,1 - 0,9 point for minor fault: hand drag

1,0 - 1,9 points for medium fault: two hands down, reversing the trick due to instability

2,0 - 2,9 points for major fault: body contact with the snow

3,0 points for huge faults: the board is not the first thing to touch the snow

The deduction is taken from the score that would have been given with a correct landing.

For example, a competitor not under control in the air could get 4,5 points for the trick and 2,5 deduction for a major fault, that would give him a score of 2,0 total.

21.4 Variety in Finals

A competitor can only perform the same winning/highest scoring trick twice during knock-out format in finals (where a maximum of 4 winning/highest scoring jumps are considered, 1/8 final, 1/4 final, semifinal and big or small final).

If a competitor has already performed the same winning/highest scoring trick twice, and then performs that same trick again, they will receive a JNS (Jump Not Scored or another indication of jump Not Scored).

For a trick to be deemed as different, at least one of the following criteria must be satisfied:

- Different number of rotations by at least 180 degrees
- Different take off (Switchstance or Normal/Forward)
- Different direction of rotation (Backside or Frontside)

For example on one competitor:

1/8 Final:	- winning jump: Backside 720°	22,3 pts
Quarter Final:	- winning jump: Backside 720°	27,5 pts
Semi Final:	- jump one: Backside 720°	29,7 pts
	- jump two: Cab 900°	21.8 pts

The Backside 720 in Semi Final will be JNS and the Cab 900° will be counted.

Note: Different grabs do not constitute a different trick. Also, if a competitor is performing rotations in the same direction (Backside or Frontside), they should make a clear difference in number of rotations. For example: a backside 720° which is over-rotated 45° will be the same jump as a 45° under-rotated backside 900°; only one jump will be scored!

22 Tie Breaking for Big Air

If a tie exists, the competitor with the comparison of the two highest scores in the tied run shall be determine the winner. If they are still tied the comparison of the highest three scores in the tied run shall determine the winner. If they are still tied they will remain tied and the competitor with higher bib will be ordered first.

Elimination heats

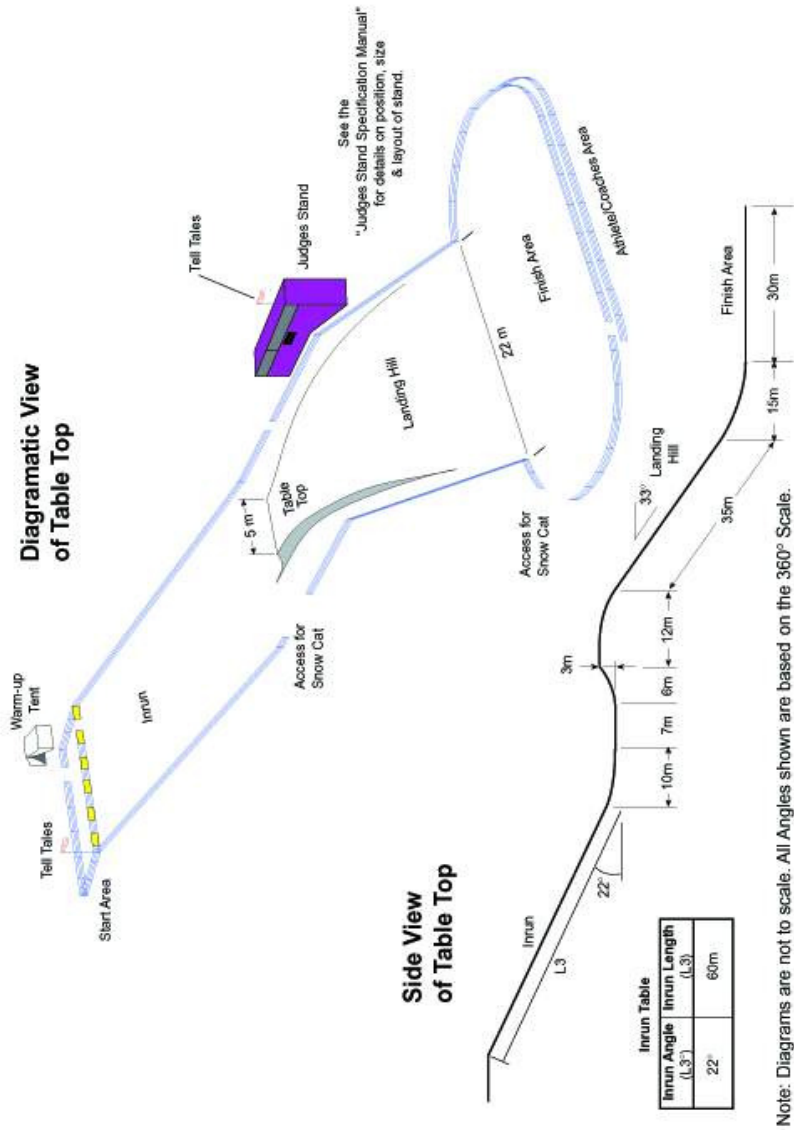
If ties still exist after ICR rule 2810.3, this will be done:

Round 1 Heat 1: Competitors tied for 5th/3rd place men and 3rd/2nd place ladies respectively will be qualified for the finals. When a tie such as this occurs the number of qualified competitors from Round 2 Heat 2 will be reduced accordingly to allow 10 men and 6 ladies in the finals.

Round 2: Heat 2 Ties in round two will be broken by the highest round 1 score. If still tied, the competitors ranked on the same final qualifying place will advance to the finals thus increasing the number of competitors in the finals.

Heat 3: If 3 heats are used and if competitors are still tied for 3rd place Men and 2nd place Ladies, the number of finals will be changed to: 11 men / 7 Ladies.

Table Top Course Specification



24. Slopestyle

The competition will be held on a course with a variety of hits, jumps, rails, tables, big-air, etc. with two or more lines that the competitors may choose from.

24.2 Technical Data

General characteristics of the course

The average slope inclination should be approximately 12 degrees. The slope should have a somewhat regular pitch, while offering various degrees of the inclination.

The Slopestyle course must be a minimum of 30 meters wide. The course must be a minimum of 100 and a maximum of 200 meters in vertical drop.

Slopestyle course description

The Slopestyle course shall contain a variety of features (table top jumps, fun boxes, quarter pipes, waves/jumps, rails and ridges, or other features). The course should have a minimum of three (3) and a maximum of six (6) different types of features. The course should not favor regular or goofy foot competitors while providing the competitors the opportunity to display their freestyle skills and talents. The distance between the features should allow a smooth transition and performance. The course should be designed to require a minimum run time of 20+ seconds. The features and the overall course should be designed in such a manner so as to allow usage by both men and ladies competitors.

The ideal Slopestyle course should be technically challenging, with a wide variety and balance of features in diverse combinations.

Start and finish area

The start area must be flat and wide enough for competitors to prepare for the competition and for coaches, staff and media teams to work. The finish area should be designed both as to width and depth so as to provide the competitors a secure termination for their performance. The entire course should be visible from the judging stand(s)

24.3 Execution of the Slopestyle

Inspection / Training

The competitors are allowed to inspect the course by sliding down the course (without riding the features). Inspection times are at the discretion of the Competition Jury. Competitors must wear their start numbers and helmets at all times during inspection, training and competition.

At least one (1) training run is mandatory prior to the actual competition (minimum one (1) hour is recommended). Time permitting the competitors may be offered the opportunity for additional training runs. Training, if possible, should be held the day before the actual event takes place (the Competition Jury may adjust the various program elements and times).

24.4 Qualifications

Seeding

Competitors ranked on the current FIS Points List 1-16 (men and ladies) will be randomly drawn in the first seed group and competitors ranked 17th through the end of the field will be randomly drawn for the second seed group during the team captains meeting.

In case, there are no competitors with FIS points on the start list, the entire field will be randomly drawn.

Execution of the qualification

All competitors can take two (2) official scored runs. In both runs the start order will be determined by a competitors bib number. Only the higher score of the two (2) runs will count toward the final ranking of the qualification. The first ten (10) men and the first six (6) ladies will advance to the finals. In the event that there is a tie such tie will be broken by looking to the results of the other scored run (if necessary followed by the single overall impression scores given by the Judges, starting from the highest). If two or more competitors are still tied each will be awarded the same ranking and in the event that such unbroken tie(s) are for places-Mens 10th or Ladies 6th place the final qualification field will be expanded. At the discretion of the Competition Jury the number of scored qualification run can be reduced to one (1) run.

Finals: One out of Two

In the finals the ten (10) men and the six (6) ladies, unless the field is expanded due to unbroken ties will have the opportunity to take two (2) runs. The start order for the first run will be based on the reversing of the results of the qualifications, i.e. place ten (10) of the men's qualifications and place six (6) of the ladies qualifications will start first, the start order for the second run will be based on reversing the results of the first run (best score starts last). The highest score of the two runs will determine the winner. In the event that there is a tie, such tie(s) will be broken by looking to the results of the other scored run (if necessary followed by the single overall impression scores given by the Judges, starting from the highest). If two or more competitors are still tied each will be awarded the same final ranking.

Finals: Open Session

At lower level FIS events the finals may use an open session format with a random running start order. All competitors have a time limit (recommended 1 hour) to use the course as many times as they want within that time limit. All runs will be scored during the open session. Only the highest score of each competitor will count toward the final ranking. Ties will be broken by the next highest score of the competitor. Utilization and duration of the open session format will be determined by the competition Jury and will be announced during the Team Captains meeting.

24.5 Judges Stand

The recommended specification of the judging stand: 5-10 meters by 2.5-3 meters. The Judges viewing area should be constructed so as to provide ample room for the appropriate number of officials and to provide room for viewing and all necessary amenities for the operation of the competition. The Judges stand needs to be elevated to give the best possible view of the complete Slopestyle course. If this is not possible, then two (2) judging stand will need to be constructed and the judging crew will need to be divided between the two (2) judging stands with the head judges assuming the role of a scoring judge. In upper level FIS events (OWG, WSC, WC) where two (2) judging stands are required the number of scoring judges will increased so as to provide a minimum of three (3) scoring judges at each location excluding the Head Judge.

24.6 Slopestyle Judging

Number of Judges

For each Slopestyle event, five (5) Judges will be present during the entire event. plus the Head Judge. In the case where two (2) judging stands are required, due to course length and viewing, the number of judges will be increase to six (6) three (3) on each judging stand) plus the Head Judge. See Section 3006. The total of the scores from each judging panel will be utilized in arriving at the final score per competitor. At lower level FIS events four (4) Judges including the Head Judge may be used.

Judging Method

Only Overall Impression "IO" judging format will be utilized in Slopestyle. The key consideration is the overall composition of the run, including the chosen line, and the use of the features..

Judging Elements

There are three (3) main elements utilized in the Slopestyle IO judging format

- Trick difficulty
- Trick execution (including take off and landing)
- Amplitude of the trick

Falls are considered a part of the trick execution and will be taken into consideration when scoring.

General Criteria

Discussions by the Judges concerning competitor scores should be minimal in nature unless initiated by the Head Judge.

- No competitor, team representative or spectator may approach the judge's stand or speak with the Judges during the entire competition.
- Any protest or problem arising from the judging will be dealt with by the Head Judge and the competition Jury.

Slopestyle Scoring System

Point System

Each judge will use a ten (10) point system, as well as decimals (e.g. 3.6, 6.4, 7.7, 9.9).

The highest and the lowest score will be dropped out and the three middle scores will be added together. In the case where a double judging crew is utilized no scores will be dropped and all scores will count toward the final score.