

Event Regulations and Judging Criteria

Category-Specific Rules and Judging Criteria

Freestyle

While rankings are part of competitions, true skateboarding is about style. The competition format requires objective scoring based on overall performance, but this does not define the essence of boarding.

- Scores are based only on tricks performed within the allotted time. Practice level or progression is not considered.
- Preliminary rounds are generally done in pairs, but solo runs are allowed. Finals are always solo runs.
- Standard run time is 2 minutes for both prelims and finals. This may be adjusted based on the number of participants.
- In the Master and Newbie divisions, only one run will be held without a preliminary round.
- Repeating the same trick or dancing line during the 2-minute run will only count once.
- Approximately 10 participants advance to the finals (subject to change based on event circumstances).

Judging Criteria

Only final round scores will be announced. Judging is based on **difficulty**, **variety**, **flow**, and **style**. Score distribution is as follows:

Category	Score	Description
Dancing	30 pts	Evaluates variety and difficulty
Tricks	30 pts	Evaluates variety and difficulty
Flow	30 pts	Measures consistency and smooth transitions. Failed tricks are deducted unless recovered swiftly. Emphasis on fluid, well-composed overall performance.
Style	15 pts	Focus on individuality, creativity, and originality. Signature moves, unique combos, or personal expression are rated highly.

Scoring Details

Difficulty

- Only successfully landed tricks are evaluated.
- Trick speed, clean landings, and complexity of combos are all considered.

Variety

- A well-rounded run includes multiple trick categories:
 - Dancing steps (basic steps, chop-style, fakie, pirouettes, etc.)

- Rolling tricks (shuvit, no-comply, slides, etc.)
- Flip tricks (handflip, kickflip, etc.)
- Stationary tricks (nose spins, truck stands, casper, etc.)
- Manual tricks (nose/tail manuals, etc.)
- Runs showcasing multiple categories are rated higher than those focusing only on one or two.

Best Trick

- Two opportunities will be given. However, if there is an issue with the landing during a round, a video review will provide one additional chance for reattempting. (No additional reattempt opportunities are available)
- Variables such as the toes touching the ground due to flexing will be judged by the judges through video review.
- If both feet land on the ground instead of the deck, the attempt will be considered a failure.
- If all participants fail, one additional opportunity will be given, and if there is still no successful attempt, no winner will be selected.
- Participants must submit their intended tricks in advance on the application form (tricks can be the same or different for the two rounds).

Best Dancing

- Two chances will be given to complete a line from start to finish.
- If both feet touch the ground, or if a push-off is used to simply increase speed during the line, it will be considered a failure.
- Tricks such as Ghostride, Piglet, and Lookback, where one step touches the ground, are allowed.
- The evaluation will be based on speed, carving, step difficulty, and flow.

Best G-Turn

G-Turn (where the two wheels of one truck are not touching the ground) event

- G-Turns will be evaluated based on the variety of tricks and speed (number of wheels), with the score being calculated into one final score.
- Extra points will be awarded for mixing various G-Turn tricks such as Heel Turn, Toe Turn, One-Foot, Two-Foot, and Seated.
- The G-Turn will be considered a failure if either wheel of the non-grounded truck touches the ground at any point.
- G-Turn and Out-Trick events will be discontinued starting in 2025.
- "Challenge Opportunities" may be held on-site, with 1-2 chances depending on time availability.

Event Categories

Hippie Jump

- Two chances will be given at the same height.
- If the bar being jumped over falls, it will be considered a failure.

- If there are two or more successful participants, the height will be increased, and the process will continue until only one participant remains.

Best Hand Trick (Test)

- The number of foot plants does not matter (it will be reflected in the judging criteria).
- Two chances will be given with no reattempt opportunities.

Best Pair (Test)

- Pairs can be mixed genders or any combination of participants.
- A 2-minute run will be given, and participants are free to showcase any tricks.