

Event Regulations and Judging Criteria

Freestyle

- The preliminaries are held with two participants, and the finals are held with one participant.
Added March 2025 > It is possible that the preliminaries will also be held with a single participant.
- Each participant is given 2 minutes for both the preliminaries and finals. (The time may vary depending on the number of participants.) Added March 2025 > In the Master and Newbie categories, only one run will be held without preliminaries.
- Duplicate tricks within the 2 minutes will not be counted towards the score.
- Approximately 10 finalists will be selected, with adjustments made based on circumstances.
- Only the final scores will be announced, with the distribution of points as follows: Dancing (30), Trick (30), Flow (30), and Style (15).

Evaluation Criteria

The evaluation will consider difficulty, variety, flow, and additionally style.

- Difficulty (speed of the tricks, landings, and the connection between tricks)
- Variety (variety of tricks such as dancing steps, spin tricks, flip tricks, manual tricks, slides, etc.)
- Flow (consistency without failure, connection between tricks)
- Style (originality, signature tricks)

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.