

**FIS Freestyle
judges education
2007/2008
Halfpipe**



Tricks in Halfpipe

- **NON ROTATION TRICKS:** Tricks over the lip of the pipe without rotations.
- **HANDPLANTS:** Tricks in which the rider leans one or two hands on the lip.
- **LIPTRICKS:** Tricks on the lip, no includes in the other two classifications.
- **ROTATIONS:** Tricks over the lip of the pipe with rotations in the vertical axis.
- **FLIPS/HYBRIDS/OffAXIS:** Tricks with rotations in the vertical, longitudinal and Lateral axis.



Steno system for Tricks

The Steno system is built with the intence of using a specific order of writing.

- First:** the mecanic of trick
- Second:** nr of rotations
- Third:** different grabs
- Fourth:** if it is good or not in your criteria.

If a rider preform a non rotation, the trick would be written in capitals.
The notes to define if the trick is good or bad, hard or easy would be with - and +.

- ++ 2 plus is "very good"
- + 1 plus is "good"
- Empty is "average"
- 1 minus is "bad"
- 2 minus is "very bad"

EX:

Non Rotations: M-- (Mutegrab with bad excecution/difficulty), T++ (Tailgrab with good excucution/difficulty), S+ (Safety with above average excecution/difficulty), etc..

Rotations/Flips/off axis: R7s- (Rodeo 720 with a safety grab and bad excetution)

Fc++ (Flair with a critical grab with very good excecution)



Steno system for Tricks

NON ROTATIONS

Switchstance:	SS	Alley Oop:	AU
Ollie:	O	Huntony	H
Mute	M	Iron Cross	IX
Dump Chute	DC	Tailgrab	T
Safety	S	Lui Kang	L
Geenie	G	Air to Fakie	AF
Illegal	I	Critical	C
Japan	J		
Speed checks etc.	/	Falls, mistakes	∅

ROTATIONS

Mc Twist:	McT	Flair:	F
Backflip:	BF	Frontflip:	FF
Rodeo Flip:	R	Off Axis:	OX
Misty Flip	MF	Flatspin	FL
D-Spin	DS	Lincoln Loop	LL
Unnatural	U		
180°:	1	360°:	3
540°:	5	720°:	7
900°:	9	1080°:	1080
1260°:	1260	1440°:	1440



Memoryboards Amplitude judge

BiB	1	2	3	4	5	6	7	8	9	10	11	12	ToT	NO:Hits	Tot Score

BiB	1	2	3	4	5	6	7	8	9	10	11	12	ToT	NO:Hits	Tot Score
23	7	9	3	11	5	7	9						51	7	7.3

BiB	1	2	3	4	5	6	7	8	9	10	11	12	ToT	NO:Hits	Tot Score
23	7	9	3	11	5	7	9						51	7	7.3
24	13	11	6	8	9	5							52	6	8.7
25	9	8	11	9	10								47	5	9.4
26	13	10											23	4	5.8

Judging Criteria for Halfpipe skiing 07/08

One judge for each category will examine the following criteria. Five judges shall evaluate the follow criteria:

1 Judge	Execution	0, 1 - 10, 0 points
1 Judge	Difficulty	0, 1 - 10, 0 points
1 Judge	Amplitude	0, 1 - 10, 0 points
1 Judge	Overall impression	0, 1 - 10, 0 points
1 Judge	Overall impression	0, 1 - 10, 0 points



Execution

This includes all the maneuvers that are preformed in the Halfpipe. This means aerials with and without grabs, all tricks on or near the lip of the Halfpipe, all flips and off axis rotation, handplants and all the different rotations.

Emphasis for judging in execution will be: control of trick, long and distinct grab, good control and mechanic and the variety of tricks preformed in the Halfpipe.

The trick should be solid and smooth, the legs and body maneuvered into the appropriate position, and then the grab released...all in one motion.

Falls will not factor in the overall evaluation of this category only in completion of the individual trick.

Criteria considerations

What is the ideal execution? The answer is: it is up to the discretion of the judge, such is the nature of a judged competition. For example: one who performs a mute air by barely bending his knees and just touching his ski/binding, has not performed the trick in a good executed manner compared to someone who grabs his skis, pulls it closer to his body, holds it, and then straightens his legs.

Good variety is: good mixture of tricks from all different sub groups i.e.: straight airs, rotations, flips, air to fakie, fakie airs and liptricks.



Difficulty

This includes all maneuvers that are performed in the Halfpipe. This means aerials with and without grabs, tricks on or near the lip of the Halfpipe, Switch stance tricks, all flips, handplants and all the different rotations.

Emphasis for judging in difficulty will be: amplitude, number of rotations in flips, off-axis rotations, what kind of grab in rotations, flips and off-axis rotations, what different combinations used.

Falls will not factor in the overall evaluation of this category only in a completion of the individual trick.

Criteria considerations

Difficulty, how to measure this criteria?

In rotations, rotations can be separated into sub-groups including horizontal rotations, vertical rotations and off-axis rotations. In all rotations, there is different numbers of rotations done and the more numbers of rotations means higher difficulty unless there is switch take off or fakie landings. Also different grabs done in rotations and different grabs will affect the difficulty degree.

A key point: a grabbed 540 is certainly more difficulty than a 540 without a grab and switch stance tricks (backwards) is harder then normal tricks and will be rewarded as such.

Difficulty refers to, not only the tricks performed but also the placement of the tricks and the combinations used.

Back to back 540's is more difficult then spreading them out in a run.

Amplitude

Measures the energy of the run that is shown by the height of each maneuver in the Halfpipe. The score reflects the average height of the maneuvers performed including a standard value of 1 - 5 set for the lip of the pipe. This value will be set during training before competition on competition day. Only the height is factored into the score. Each maneuver is given a score of 1 point for each 30 cm's above the lip that it is performed plus the standard value of the lip. The standard value of the lip can be a difference between men and women. These scores are totaled and then these are divided by the number of counting "hits" to give the 'Pure score'. The minimum number of "hits" will be 4.

Criteria considerations

This is a very simple category, yet the amplitude judge need to have a discerning eye for exact measurement to evaluate how high the skier gets above the lip of the Halfpipe. It is very important to remember that the pure score is the AVERAGE of the height of all hits when the body and skis are/when leaving the snow.

This does not include Liptricks and Handplants.

Since every hit counts, it is also important to remember that the skier has enough speed.

If a skier is at the end of the run and only have air for a little half-foot air, it might be wise to go for a lip trick....or possibly not take it all and the rider should finish their run strong, rather than fizzle out.

The measurement for the amplitude is taken from the central body mass.

Overall Impression (two judges)

These judges will score the run by evaluating the run's 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 skier uses the pipe.

The OI judge does take falls into consideration and can deduct based on deduction scale.

Criteria considerations

The OI judge looks at the overall routine of how the run progresses and flows and taking everything into consideration. This means the Amplitude, Difficulty, Variety, Pipe Use and Execution of all the tricks. Amplitude means the height of the tricks performed. 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 straight airs and rotational maneuvers performed on both walls of the pipe. Execution refers to the stability, fluidity and control of maneuvers performed.

The OI judge is looking how rider puts together the run to show a variety of tricks that are well executed and difficult. If a "skier" is getting high scores from the other judges, they will do equally as well in this criteria. The OI judge looks at falls as not only affecting the trick attempted, but also on the next few hits since the skier may have lost the momentum of his run. The OI also considers the skier's intensity, smoothness and pipe use. Thus high amplitude and higher risk taking will increase a skier's score, as will attempting a difficult maneuver at the beginning of a run. Also sequences of tricks are important, for example, back to back 540's may be more difficult than splitting them up in their run.

Overall Impression (two judges)

Deductions for falls will be as follows:

3, 0	Any complete falls, and completes stops
2, 5 - 2, 9	Major falls, body contact with snow
1, 1 - 2, 4	Minor falls, hard touchdown with two hands or more
0, 5 - 1, 0	Using hand for stability, hand drags
0, 1 - 0, 4	Unstable body, flat landings, missed airs, speed checks, flailing and sketches.



Halfpipe points guide line

Excellent	8.0 - 10.0
Good	6.0 - 7.9
Average	4.0 - 5.9
Poor	2.0 - 3.9
Very Poor	0.1 - 1.9

Considerations	Excellent	Good	Average	Poor	Very Poor
Amplitude					
Variety					
Difficulty					
Executions					

Considerations	Excellent	Good	Average	Poor	Very Poor
Amplitude	X				
Variety		X			
Difficulty	X				
Executions		X			