

2023 JUDGING HANDBOOK



Version XII - 2022

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NOTE: to watch the video links, please click on the blue bubble in the document's margin. Once on Youtube, please select HD 1080 quality.



PRELIMINARY NOTE: this judging handbook has been created by riders for riders.

The PFB (Pro Freerider's Board) proposes and validates all decisions related to judging freeriding.

This method is valid for FWT, FWT CHALLENGER, FWT QUALIFIER and FWT JUNIOR events for Region 1.

0. PRELIMINARY NOTE, SARS-CoV-2 SPECIFIC

This handbook is subject to change. In very unusual circumstances and after careful consideration, FWT management may decide to adapt the current handbook to best deal with unpredictable changes. All members of the FWT Freeride community are expected to respect and follow local, regional, national, and governmental public health mandates during participation in FWT-sanctioned events. Everyone's compliance and diligence are required to help minimize the risk of viral transmission and execute a fair competitive series. Adherence will provide everyone with the best opportunity to compete and help to avoid event cancellations and ensure the future of the Freeride World Tour.

1. NAMING

The former FWQ Tour and FJT Tour will now be called the Freeride World Tour QUALIFIER (FWT QUALIFIER) and FWT JUNIOR. Each event in the FWT QUALIFIER / JUNIOR Series will be a FWT QUALIFIER / JUNIOR or, simply, a QUALIFIER / JUNIOR.

A correct way of naming the event would be:

2023 + «name resort or event» + JUNIOR + 1/2/3/4* (e.g. 2023 Verbier Freeride Week Junior 2*)

1.1. Tour title

The winner of Region 1 FWT QUALIFIER Ranking has the title of "YEAR FWT QUALIFIER Champion Europe, Asia, Oceania".

The winner of Region 2 FWT QUALIFIER Ranking is awarded with the title: "YEAR FWT QUALIFIER Champion Americas".

1.2. National Champion

National rankings cumulate FWT QUALIFIER points scored by national riders during FWT QUALIFIER series events. Only riders from the nation will be ranked. Riders can compete in as many events as they want. The maximum number of results counting for the national ranking / title is three (the 3 best results) and the minimum number of events is one (1).

In case of podium ranking ties, the tie-splitter rule applies (see chapter "FWT QUALIFIER Ranking Ties")
The National Champion has the title of "YEAR name of the country Freeride Champion".

In case of podium ranking ties, the tie-splitter rule applies (see chapter "FWT QUALIFIER Ranking Ties")
In the case when FWT has agreed to a one-day National event to award a title, this event will be called: "YEAR name of the country Cup". The winner of this event will have the title of: "2023 name of the country Freeride Cup Winner". For example: "2023 Belgium Freeride Cup Winner".

There could be a different Cup Winner and a National Champion the same year.

2. JUDGING FREERIDE

2.1. Introduction

When it comes to freeriding, we all know that there are different terrains and different ways to express oneself within a terrain. The goal of this judging system is to allow any style of riding to win on any given day. Whether a rider's strength is steep terrain, big airs, technical tricks or speed, each style should be able to win if on that day, the rider simply showed the most impressive run utilizing his own strengths.

Riders shouldn't have to adapt their riding to a system; the system should be adapted to freeriding. So how can we create a judging system that is both fair and not restrictive?

Freeriding encounters the same dilemma as other disciplines such as surfing, skateboarding or freestyle skiing/snowboarding. These respective sports have all gone through their own distinct experiences and



it is interesting to see that they all ended up with similar judging systems: systems with overall impression scores, given mostly by former riders respected by the new active generation.

This handbook is a work in progress; it will evolve and change to better accommodate the sport. Judges are fully certified and supervised by a head-judge. They are using an evolving method.

There will always be a human factor left which could lead to different interpretations of the run. This is part of freeriding as a sport and has to be accepted by riders as well as judges.

2.2. Five judging criteria, one score

Only one unique score, “the overall impression” will determine the riders’ final score. To evaluate the run, judges use a point system of a hundred increments from 0 to 100.

The Line, the Air&Style, the Fluidity, the Control, and the Technique are the five judging criteria. The PFB and the head judges have worked closely to create a judging system that allows potential judges to be trained, evaluated, and then certified.

The goal of this rider-approved system is to have a unified judging system for all FWT, FWT QUALIFIER and FWT JUNIOR competitions that allows every style of riding the possibility to win.

2.3. Judges panel

A typical freeride competition should be judged by a panel of six judges: two certified judges for ski and two for snowboard, led by one head judge per discipline. The score of the two judges and the score of the head-judge are added together and divided by 3.

The head judge is there to control and assist the two judges. He is the one who has the final word in case of delicate case to judge.

Judges panel can be composed with senior judges, confirmed judges or rookies.

- **Senior** : are FWT judges or FWT QUALIFIER / JUNIOR judges who have judged more than 3 events at 3* and 4* level in the past 24 months
- **Confirmed** : are FWT QUALIFIER / JUNIOR judges who judged at least 3 events in the last 24 months
- **Rookies** : judges with no judging experience or who judged less than 3 events in the last 24 months

4* events	3* events	2* and 1* events
Only senior judges	Maximum 1 rookie per panel	Maximum 2 rookies per panel (but in this case lead by one senior judge!)
Mixed nationalities (1 foreign per panel min)	1 foreign judge (at least one)	Can be only national judges

In order to have an event running smoothly and without too much waiting between runs, in FWT QUALIFIER and FWT JUNIOR events with more than 80 riders, two judge panels are obligatory (special cases to be validated by the Advisor) in order to alternate categories and always have an athlete riding down while the other judges panel is taking notes.

The same judge panel must judge the full category.

IMPORTANT NOTE: All Head-Judges must ride the venue prior to the competition to have a more comprehensive understanding of snow conditions and venue’s characteristics.

For FWT QUALIFIER / JUNIOR events with over 80 riders the SKI judges panel could judge only SKI Men when the SNOWBOARD judges panel could judge the other 3 categories (SKI Women, SNB Men, SNB Women) which would result in a faster running event and the approximate same number of riders to judge for each panel.

Same thing applies with FWT JUNIOR events with U-14, U-16 and U-18 categories. The race director together with the Head-Judge will define which panel judges which categories in order to be able to alternate categories all through the event.

2.4. Judging Live events

On Live judged events, the maximum number of rider per category is 28.

The Judges Panel must be able to review actions through instantaneous video replay.

An additional Video Judge must be present to support the Judges Panel. The Video Judge must be a certified judge but can be a Rookie at any level of events.

In freeride events with a live broadcasting (Web or TV) and based on the method used for scoring (live scoring or delayed scoring), the Organizer will choose in between the two following options: 2 judges and a head-judge (which score counts for the result) for delayed scoring events, or 2 judges and one head-judge (which score counts) and one video judge, for live scoring events. In this second case, the head-judge is looking carefully at the previewed new ranking each time a rider gets his score. He asks his judges if they are happy with the rank of the last judged rider or if they want to quickly adapt their scores in order to rank this last rider more accurately based on the overall impression.

The final score given live on screen cannot be changed once it is sent. If judges cannot agree on a score live, they will tell TV crew that the run will be reviewed on the next possible break.

Exceptions will only be made if:

- The score has been entered wrong on screen
- If a rider was penalized for riding into a closed area but judges were wrong about the limits of the closed area
- If a rider falls after the end-of-judging line but still got penalized for it

2.5. Becoming a Freeride judge

Should you want to become a freeride judge, here is the procedure:

- Ask for judging files and explanations to cyril@freerideworldtour.com
- Fully read and understand the Judging Handbook. Take time to carefully watch the linked videos.
- Watch the Judging Test video on: <https://www.youtube.com/watch?v=5j6DJ3gwJbs> and give scores, rankings and take notes on an official FWT Judging Sheet.
- Scan your judging sheet and sent it back to cyril@freerideworldtour.com.

2.6. Judges Level

During the first(s) competition(s) he is working on, the freshly certified judge (rookie) is supervised by his head-judge. The head-judge and/or Advisor write feedbacks about the judges they worked with to FWT Management SA. These feedbacks will help FWT Management SA creating an up-to-date judge's database. This document sums up the names and the number of events every judge has worked on.

All judges must judge at least one event every 2 years to keep their level of judging. Judges who didn't act as a judge for the past 24 months will be downgraded of one level. For rookie judges, they would have to redo the whole certification process before they judge an event again.



2.7. Judges fees and compensations

The following fees determined by FWT Management for certified judges must be respected.

	4* events	3* events	2* and 1* events
Meals	Full board or: 25€ per day (3 meals) / 20€ for lunch + diner / 15€ for diner		
Travel	plane or bus ticket / 0,50€ cts per km reimbursed. If travel time > 3hours, then a 50€ additional flat fee will apply		
Judges fee (Day 1 and Day 2)	400€	300€	300€
Head-judge fee (Day 1 and Day 2)	500€	400€	400€
Extra day (weather window: per day)	50€	50€	N/A
Lift ticket	Each judge should get a free lift ticket for the duration of the event		

In case of cancellation of the event, the following cancellation policy will apply for judges:

During the weather window: 80% of the Judging Fee.

D-7: 50% of the Judges Fee.

More than 7 days before the event: No Judging Fee will be paid.

3. JUDGING SYSTEM

3.1. Overall Impression

In the past, we tried to have scores for each criterion (Line, Fluidity, Control, Air&Style and Technique). Points were added together to make a final score.

A problem occurred: one criterion would take too much value because it is easier to use the full scale on jumps than it is for control, fluidity or line. It made it difficult for someone riding steep and fast but with hardly any jumps to score well.

Criteria are linked together. Splitting these elements is more confusing than convenient. To make up his mind, a judge should ask himself at all times how fast, how big and how in control a rider is compared to how steep, how exposed and in what snow conditions the action is. A split criteria structured mind is key to good overall impression judging.

3.2. Judging limits

If not specified differently by Organizer, Competition Director or Head judge during the riders meeting, the run starts as out of the gate and ends while reaching the finish line, usually materialized by flags or an arch.

It could be that for safety reasons, the “end of judging line” is located hundreds of meters away from the finish area. This must be clearly explained during riders meeting.

It could as well be that this line must be modified throughout the competition if the conditions deteriorate.

In this case the decision will be communicated to riders remaining at the summit (Competition director > starter > riders). Ideally a picture with new limit drawn will be sent to the starter to avoid confusion.

3.3. How to judge

JUDGE WHILE WATCHING

The judge is not a passive spectator of the run, he should be actively judging while watching. Each judge should have a score of 50pts in his head when the rider starts his run (average).

A good tip is to picture you a thermometer scale. The temperature (score) goes up or down according to the rider's action on the slope. This way the judge has a score in his head at all times and can come up with a first impression score right away at the end of the descent.

BE COMMITTED

Judges are expected to act responsibly and respectfully. Athletes take their competitions very seriously. The judge's job is a commitment to quality.

SILENT WHILE JUDGING

Discussions between judges should be kept to the strict minimum. If a judge is commenting the runs, he is influencing the other judges and less focusing on his judging.

Only the head judge is allowed to speak to individual judges or have all judges take part in a discussion if needed.

ACTION BONUSES & PENALTIES

A judge has to learn and update himself regularly about bonuses and penalties which should be applied to riding sequences during a run. A judge must be able to measure the point change ("temperature" of the run) for each action he sees.

Action Bonus & Penalties should be adapted to each discipline and gender and even to the event venue.

3.4. Judging criteria in detail

LINE

A rider can win or lose points within the LINE criteria according to the following descriptions:

- Is the line difficult, technical or easy?
- Did the rider make the best use of the terrain with his line choice?
- Did he skip obvious features?
- Is the line original?
- If a rider doesn't follow the obvious fall line (traversing), did he do it to add something to his run or for no reason?

AIR & STYLE

A rider can win or lose points within the AIR & STYLE criteria according to the following descriptions:

- Number of jumps
- Size of the jumps
- How the rider approaches the cliff/jump
- Control / tricks / style in the air
- Landings
- Linked jumps (double / triple cliffs)

NOTE: judges must appreciate if the linked cliffs were adding challenge and difficulty to the sequence or if the two jumps just happened to be one after another without consequences if you



fail to land perfectly between the first and the second jump. Judges must consider as well what comes next (open powder field or no fall zone?)

FLUIDITY

A rider can win or lose points within the FLUIDITY criteria according to the following descriptions:

- Relative speed (how fast compare to how narrow, steep, exposed, snow conditions)?
- Did the rider stop?
- Hesitations, loss of pace, hiking
- Super-Fast section: when a rider only accelerates in a narrow/technical section, judges must reward it, and not only with 1 or 2 points bonuses. It could be worth as much as a good cliff if really super-fast and technical.

A blue speech bubble icon containing the word "VIDEO" in white capital letters.A blue speech bubble icon containing the word "FAST" in white capital letters.

CONTROL

- Did the rider lose control while riding?

TECHNIQUE

A rider can win or lose points within the TECHNIQUE criteria according to the following descriptions:

- Bad turns vs power turns
- Backseat riding, side slipping, bad or good sluff management

NOTE: poor technique will be sanctioned only if it leads to CONTROL issues. A rider with his personal technique which might be not academic, will not be penalized if he is totally in control.

CONTROL, TECHNIQUE and FLUIDITY are rewarded or penalized the same for men and women, ski and snowboard. Concerning bonuses and penalties for Air&Style, the judges should apply a different scale depending on venues, discipline and gender.

3.5. How to score

It is very important that judges use the full scale and are not afraid to give high marks to good runs and low marks to bad runs. There is nothing worse for a judge than being stuck and having to judge a whole contest between 40 and 65 because he gave a too low score for a good run and a too high score for a poor run at the beginning of the event.

Judges should ask themselves: will we see much better runs today? If the answer is: probably not, then judges should not be afraid to score very high. Remember that when rewarding a run with 90 points still allows to rank 10 other riders better!

Remember that a judge's task is to come up with the right ranking, not necessarily the right points! For example, a rider starting first and achieving a perfect run will probably only score around 90pts as judges don't know if they will see better that day or not and have to give themselves room for improvement. The same run with only two riders remaining at the start would probably score 99pts.

It is very important to use the full scale for both women and men. Women shouldn't be judged compared to men but from 0 to 100 as well.

NOTE: in case women are competing with men because there were less than four competitors, they will be judged as men.

AIR & STYLE

Each jump will be judged on overall impression. A judge has must question himself if the competitor rides out of the jump sequence with a bonus or a penalty.

To build up this overall impression, the judge has to look at the size of the jump, the control in the air, the added style or trick and the landing.

Penalties for out of control in the air or poor landing are the same for men and women. The difference is that the reward for the same size jump will differ if you are a ski man, a ski woman, a snowboard man or a snowboard woman.



For example: a full backslap/butt-check landing on a ten meters (30ft) jump would result in a loss of points for ski men, a neutral score for ski women and snowboard men and would still give a bonus to snowboard women.

LINE

The reward for the same line will differ if you are a ski man, a ski woman, a snowboard man or a snowboard woman.

Difficulty of the Line is an important aspect when it comes to rewarding an engaged action. For instance, the same size cliff will not be rewarded the same in gnarly exposed terrain at the top of the run than on the bottom of the venue where it is open, slightly steep and safe.

A clever line choice, creativity, use of the terrain, slough management are part of the LINE score.



NOTE: An outstanding run/rider with huge and complicated tricks BUT with a crash (for example 95 points run with 20 points deduction) could still end up winning the competition in front of riders who didn't crash at all but showed mild performances.

IMPORTANT NOTE: during FWT JUNIOR event, *CONTROL* and *TECHNIQUE* criteria will have more impact in the judge's scores. FWT Management and PFB want to favour clean and controlled riding for Juniors.

3.6. Judging sheets

On the judging sheets, next to the riders' BIB number is a graduated line, scaled from 0 to 100. The judges will mark their score with a pencil on this line.

Next to the graduated line is the score box which will be filed later.

Next to the score box are gauges per criteria. Judges can use them by drawing lines from 0 to 180 degrees to resume their feeling (bad, average, good or very good).

These gauges can be used in two different ways.

- 1) If judges have time to write comments, they will only use the gauges to give a general feel of the whole run in the criteria which was particularly good or poor.
- 2) If judges don't have time to write comments, because the contest is on weather pressure for example, judges will use mainly the gauges and try to be as accurate as possible. If possible, they will write down one relevant action of the run to help them remember the run better afterwards.

Next to the gauges is the comment box. In this comment box, judges should write down the whole run in details, from top to bottom.

FREERIDE WORLD TOUR		JUDGE:				DISCIPLINE:		COMMENTS
BIB	SCALE	POINTS	LINE	A&S	CONTROL	FLUIDITY	TECH	
	0 10 20 30 40 50 60 70 80 90 100							

3.7. Example of mountain scaling per categories: LOCATION

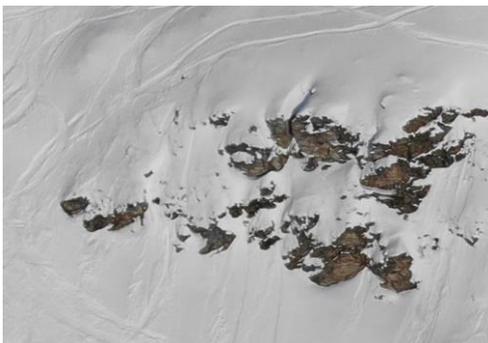
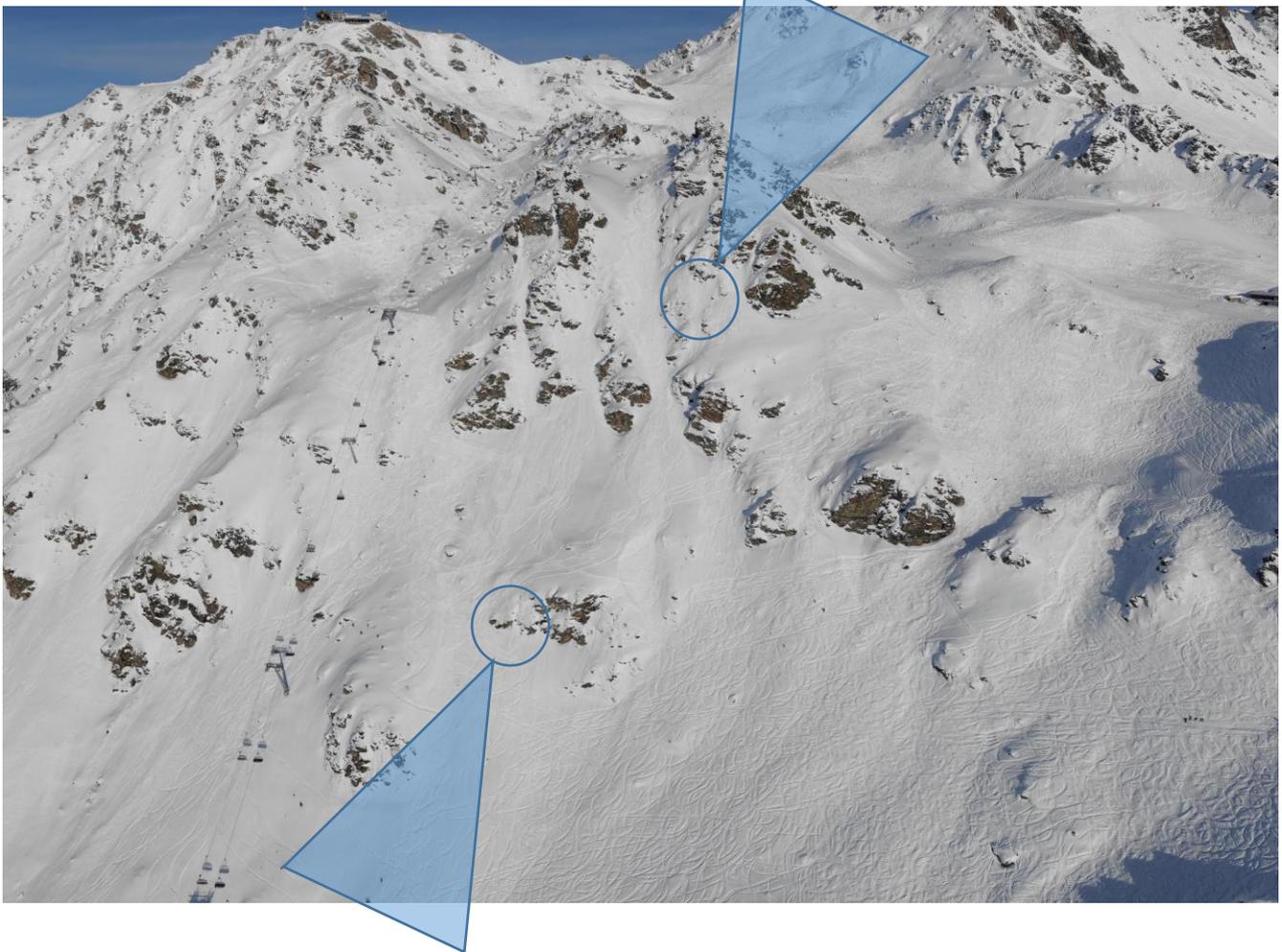
Example :

a straight air on this 1.5 meter rock located at the top over exposure could be rewarded

SKI MEN: **2pts**

SKI WOMEN / SNB MEN: **4pts**

SNB WOMEN : **8pt**



When at the bottom of the venue, the same size straight air would be rewarded

SKI MEN: **1pt** for straight air

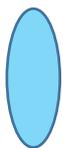
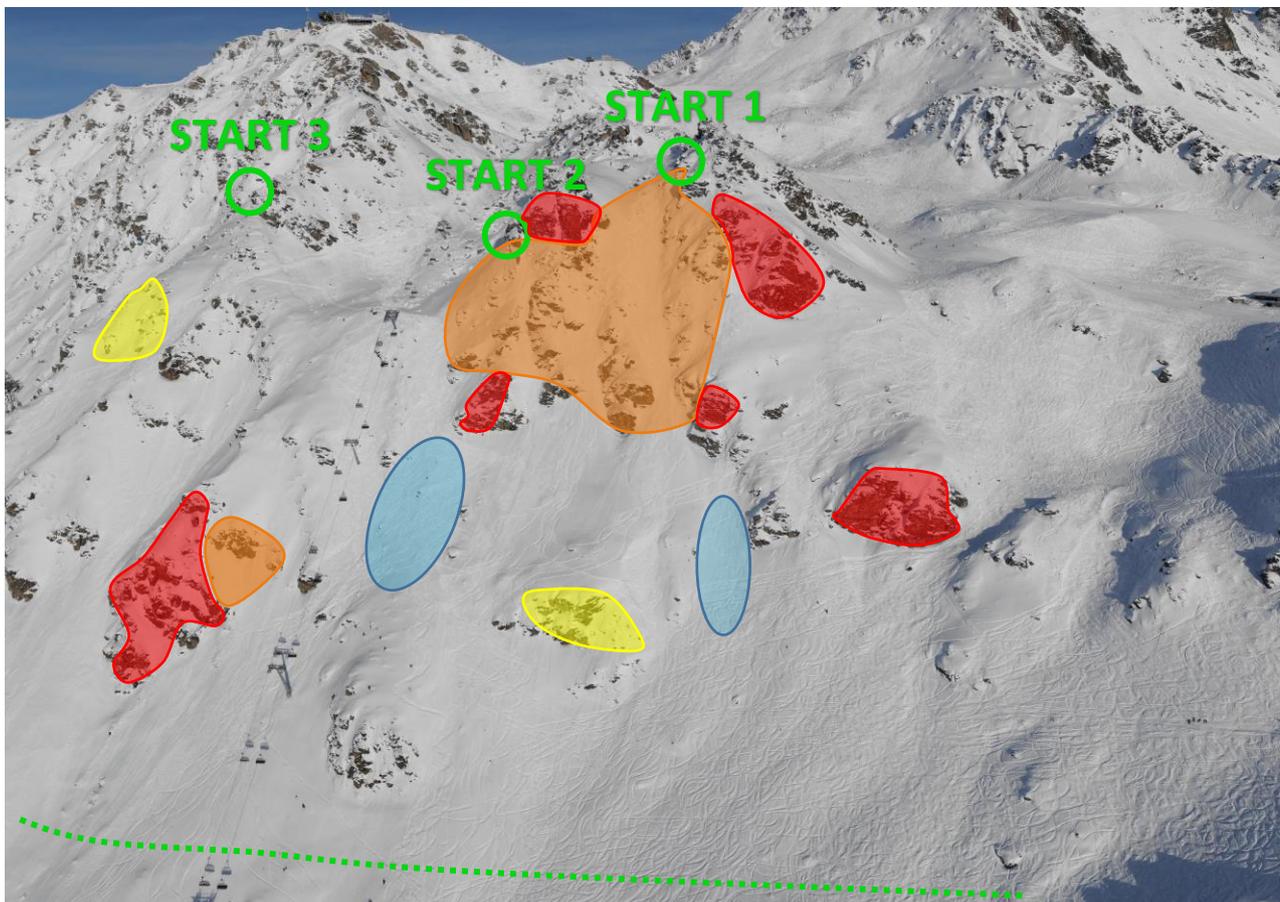
SKI WOMEN / SNB MEN: **2-3pts**

SNB WOMEN : **4-5pts**

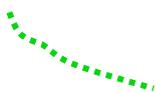
3.8. Example of mountain scaling per categories: LINES / ZONING / DIFFICULTY

This is an example of a mountain scaling document. It will be used during the riders meeting to announce to the riders the closed areas, dangers, type of snow...

As well, this document is the base of the discussions that Head-Judges will conduct during the face check. The following info MUST be present:



ZONES WITH AVALANCHE DEBRIS OR ICE CHUNKS



END OF JUDGING LINE

4. HOW TO TAKE NOTES

It is very important for judges to take notes and to be able to remember all the runs thanks to well described notes.

Notes will help judges to decide about ranking of riders with very close points.

Notes will help judges to explain how and where a rider won or lost points during his run when talking to him or to other judges. The rider might still not agree but at least he will have the conviction that the judges saw his whole run.

4.1. Chronologic order

Judges describe the runs commenting what was special, using a chronological order from top to bottom.

4.2. Left and Right

When talking about a riders' run / action, judges will use their own point of view as a reference. So it is judges' right, or judges' left and not the riders' perspective.

4.3. First comments: Line

The first set of comments refers to the rider's line.

In case of multiple starting gates, the first comments should mention the start gate number and then whether the rider went to the right, or left, or fall line. Then judges should describe globally the rest of the line.

This is as well here that you will give an overall feel of the run, in terms of Fluidity and Technique.

If the rider was globally fast (or even extremely fast) you will write a S+ (or S++) at this point, or a T- if his technique was globally poor.

I.E. if a rider used **Start number 2**, then went to the **left**, then **center**, then to the **left** again and chose a difficult line with an OK use of terrain, a **great overall speed** but a **poor technique**, the first comments regarding line would look as follow:

2, L, CE, L, D+, S+, T- //

4.4. Second comment: top to bottom

After the description of the Line, judges will draw two slashes // before starting to describe the run in detail.

Judges will write down every action which made their score move up or down while live judging, using a chronological order.

When it comes to judging jumps, instead of counting down the jumps and then call them "jump1, jump2, ...", when possible, it is more useful to name a jump by the first rider who jumped it on that competition day or use its common name (like the Hollywood cliff on the Bec des Rosses in Verbier).

Then a good way to decompose the moments of the jump is the following:

J1 5
 360
 +

Where **J1** stands for Jump number one, **5** stands for the size of the air in meters, **360+** telling that the rider did a stylish 360° and **BS1** to tell that the rider did a back-seat stage one while landing (→ see Action Bonus list further)

<div style="display: flex; align-items: center; justify-content: space-around;"> <div style="text-align: center;"> Jdrew ⁸ G OK </div> <div style="font-size: 2em;">or</div> <div style="text-align: center;"> Jdrew ⁸ G Side / Trans OK </div> </div>
--

Left example: where **Jdrew** stands for the Jump Drew Tabke was the first to hit on a previous event, **8** is the size of the jump, **G** stands for a grab (but without added style, which score less than no grab but with style like a shifty or a grab with style), finally the **OK** stands for “no comment” = clean landing.
 Right example: where the rider took **Drew’s** cliff from the **side**, or as a transfer **trans**.

<div style="display: flex; align-items: center; justify-content: center;"> <div style="font-size: 3em; margin-right: 10px;">J</div> <div style="text-align: left;"> <p>5 / 6 / 8</p> <p>G / - / OK</p> <p>OK / BS1 / OK</p> </div> </div>
--

Where **J** stands for the Jump which is understood as being a triple cliff as you look at the right where all the details are noted. **5 / 6 / 8** for the height of the 3 linked cliffs, **G / - / OK** for a grab on the first cliff, a little loss of control on the second and nothing particular on the third, and then **OK / BS1 / OK** resuming that landing 1 and 3 where OK and a Back Seat Stage 1 was seen on landing 2.

Every action or group of action should be separated by a slash / in order to better review those actions afterwards.

In order to better remember the actions and where they happened (see point “First Comments”), the global information regarding where the rider went (above mentioned by **L**, **CE** and **L**) could be inserted in between the “top to bottom” actions descriptions, separated by a slash. It could look like this:

 <div style="display: flex; align-items: center; justify-content: space-between; padding: 0 20px;"> <div style="font-size: 1.2em;">2, L, CE, L, D+, S+, T- // L /</div> <div style="text-align: center;"> <div style="font-size: 2em; margin-bottom: 5px;">J</div> <div style="font-size: 0.8em;">5 360 BS1</div> </div> <div style="font-size: 1.2em;">/ CE / S++ C- / L</div> <div style="text-align: right; margin-right: 20px;"> <div style="font-size: 2em; margin-bottom: 5px;">J</div> <div style="font-size: 0.8em;">5 / 6 / 8 G / - / OK OK / BS1 / OK</div> </div> </div>

This way, after reading the global line information, when it comes to detail the actions, we can read that the rider went **Left** where he hit his first jump (the one with 360°), then the **CE** indicates you that the rider went fall line where he rode at high speed but with a small loss of control, then he went to the **Left** again and that’s where he did his triple jump

When a rider approaches a jump with great speed, jumps perfectly with a grab and a clean landing and right at the landing slashes a windlip the whole sequence should appear as one, which enables judges to reward this action with higher score as it is clearly more difficult and technical to do so.
 Here is how it should look like:

<div style="font-size: 1.2em;">2, L, CE, L, D+, S+, T- // S+ J1 ⁸ G OK Slash /</div>
--

4.5. Concise way to score

The goal is to be able to write down as much as possible about a rider's run, in a minimal time. FWT judges have developed a concise way to describe a run. Every judge should learn this method in order for the head-judges to be able to read and understand every judge's comments.

Let's review an imaginary run. Here is the "full words" version of it:

Start No2, global line: he went to the left, then in the Center Couloir, then to the left again. The line in general was good, speed was fast, but overall technique was poor. Right below the start he hit a small jump, 2meters high did a grab and a clean landing, he kept his speed to enter a very technical rocky section. He stopped 4 seconds before hitting his second jump of 8 meters high, he lost a bit control in the air and landed in the Center Couloir with a stage2 butt-check. It took him 20 meters to recover from the landing. Then he traversed to the left to enter the last section of the venue. While traversing he did slow down, broke his pace doing some side slipping for 3 seconds. After that he hit a massive 15 meters cliff which he jumped with a stylish 360 and a slight back-seat (stage1) landing. At the end of the run, the rider clearly skipped an obvious feature which penalizes his Line score.

Now the way a FWT judge would note it using a concise method of writing down:

2, L, CE, L, D+, S+, T- // J1: 2,g,+ / S++ / S-4" / J2: 8,-,BS2 in Cent Coul / C-- / trav S- / Slide3" / J3: 15,360+, BS1 / L-

5. JUDGING GLOSSARY

AIR& STYLE *Jump size and naming*

J1	Refers to Jump number one
J Holly	Refers to a jump on Hollywood cliff (common name)
3, 4, 15	Refers to the size of the jump. Total jump, not only the cliff size.

AIR& STYLE *In the Air*

G	Grab
+	Added style (can be a jump without grab as a shifty)
-	Loss of control in the air (i.e. arms flapping)
--	Big loss of control in the air and not in a position to land when touching snow
Trans	Transfer, jump taken from the side or with a side landing
BF	Back Flip
360	Three sixty degrees (full helicopter)
360 b/f l/r	For snowboarder, Backside or Front-side, for skiers Left or Right
360 cork	Flat spin 360
CAB	Half Cab (starting fakie / reverse, then 180° to land in regular position)

AIR& STYLE *Landing*

COMP	Compressed landing
BS1	Back Seat stage 1
BS2	Back Slap stage 2

BS3	Back Slap stage 3
BS4	Back Slap stage 4 = CRASH at landing
FS1	Front Seat stage 1 (the rider is out of balance, on the edge of tumbling forward)
BC	Butt Check
Hip	Hip Check
LB	Lucky Bounce (Rider lands on his hip or back and gets bounced straight back)
BH	Bomb Hole
FPunch	Front Punch (rider too much on the front let his body frontflip. Rides straight away)
X	Crash
X1,2,3	Crash with one, two or three cartwheels

LINE

1, 2, 3	Start One, two three
L	Left
R	Right
CE	Center
CC	Center Couloir
RC / LC	Right / Left Couloir
RR / LL	Extreme Right or Left
FL	Fall Line
Hike	Hiking up on skis (Line mistake) /"frogging" up for snowboarders
D-	Easy Line (not difficult)
D+	Good line (difficult line)
D++	Very good Line (Very difficult line)
D+++	Exceptional Line (Exceptionally difficult line)
SKIP	Skipped feature
Trav	Traversing

CONTROL

C+	Good Control
C++	Very good Control
C-	Control Issue
C- -	Big Control issue
C- - -	Full Loss of Control
HD	Hand Drag
CW	Cart Wheel
X	Crash while riding

TECHNIQUE

T- -	Very poor riding technique
T-	Poor riding technique
T+	Good turns/riding technique
T++	Very good turns/riding technique. Powerfull turns
Slid 4	Side slip (sliding downhill instead of turning) of 4", counted by second
Slash	Slash turns
SW	Riding Switch stance / fakie

FLUIDITY

S- -	Very slow section
S-	Slow section
S+	Fast section
S+ +	Superfast section / Very high speed
STOP 4	Stop of 4', counted by second
Hes	Hesitation

6. ACTION BONUS & PENALTIES

6.1. Deductions, how to...

For jumps, judges will look at the overall value of the action. Did the rider overall win or lose points when we add the jump bonuses and deduct the landing or control penalties?

Other deductions are taken off the "thermometer" live judging scale while judging.

NOTE: Air & Style deductions are fixed within the proposed bracket. Bonuses are more variable, based on the speed of the action, the size of the Air, the length and precision of the grab, if somebody did the same jump & same trick smaller before, the snow quality or the visibility...

NOTE II: As well a Control issue or a bad landing in an open field, with no danger/risk will be less penalized than a crash happening in a No Fall Zone, where crashes could be lethal.

6.2. Maximum Score

A rider who would lose a few points in Fluidity, Line, Control or Technique could still achieve a maximum score of 100 if this score is needed to rank him first. But if a rider loses, for example, overall 25 points on a jump, his maximum score will be 75 points, even if he has an outstanding rest of the run.

NOTE III: Overall score for a jump where the rider totally crashed (BS4) will never be positive (Bonus), even though his air was big, with for example a double backflip, if the rider lands headfirst, this action will result in an overall deduction!

6.3. Deductions (negative points)

DENOMINATION	SHORT	CRITERIA	DETAIL OF ACTION	PTS
Loss of control in the air	- --	Air&Style	Arms flapping / body stretched	- 1 to - 3
Compressed Landing	COMP	Air&Style	Rider is compressed during landing (<i>see BS1 video</i>)	-1pt
Back Seat / Front seat Stage 1 <u>or</u> Hand drag/ body drag (SNB)	BS1	Air&Style	Skier is out of balance forward and leans to the edge of tumbling but recovers <u>or</u> skier is being compressed during landing and is touching snow/skis with his butt	-1 to -3
Backslap Stage 2 <u>or</u> Butt check (SNB)	BS2	Air&Style	During landing, skier touches the snow with his back. The rider recovers control by himself, NOT thanks to the snow rebound	-4 to -6
Backslap Stage 3 <u>or</u> Full Butt check (SNB)	BS3	Air&Style	While landing, skier hits heavily the snow with his back. The rider recovers control thanks to the snow rebound. -7 = BS3 with still some body control -10 = BS3 without control at all, arms spread	-7 to -10
Backslap Stage 4: Full crash landing / face plant	BS4	Air&Style	Body touches snow before skis or SNB. Rider already crashing before touching the snow -15 = rider out of control in the air, but recovers quickly (lucky bounce) -25 = rider totally out of control, crashing badly	-15 to -25pt



Bomb Hole Stop	BH (1-3)	Air&Style	Rider could have landed the cliff but is stuck in deep snow Landing penalty be as BS1 to BS3 depending on landing + STOP penalty per second	- 1 to -10 + Stop per s'
Bomb Hole Crash	BHX	Air&Style	Rider couldn't have landed the cliff. Body touches the snow before skis or SNB. Rider is stuck at the landing (→ most likely STOP deduction per second will be added)	-15 to -25pt + Stop per second'
Hip Check	Hip	Air&Style	To be judges as a Stage 3 Backslap	-7 to -10
Front Punch / tumble	Fpunch	Air&Style	During landing rider is slightly too much on the front. Rider decides (or let it happen) to let his body frontflip, lands, and rides away without trouble	Like full BS3 : -10
Stops	Stop	Fluidity	Riders stops. 1pt per seconds of stop	- 1 / sec
Hesitation	Hes	Fluidity	Lack of speed before a jump or couloir entrance	-1 to -3
Hip Check	Hip	Control	Skier loses his edge and bounces on snow with hip or butt	-3 to -6
Loss of control riding Full Loss of Control	C- C-- C---	Control	Nose of skis/board dive in the snow, catching a hidden rock, a bush or a root (C- - - = off balanced longer)	-1 to -6 -7 to -10
Crash	X	Control	Crashing while riding (Skis-SNB nose dives into snow, hitting a hidden rock...) + Penalty per second of STOP	-15 to -20 + Stop / s'
Cart Wheel	CW	Control	Full tumble, head-first deduction per lap:	- 10
Hand Drag	HD	Control	Hand touches or plunges in the snow	-1 to -3
Body Drag	BD	Control	Body touches the snow, while riding (same as BS2)	-4 to -6
Sliding / Side slipping	Slid	Technique	Not riding in the fall line but side slipping and for how long	- 1 / sec
Hiking up	Hike	Line	On skis or "frog" technique on snowboard	- 1 / sec
Skipped feature	Skip	Line	Rider skips obvious features in his line choice. Overall deduction in the first "Line" segment	-1 to -3



NOTE: Even though the mountain has been prepared and secured, the risk that a minor slab could be triggered by a rider exists. The riders must be prepared to manage minor slabs (just like slough). Riders being caught by a minor slab, resulting in a control issue or a crash would be penalized.

Bonus (positive points)

DENOMINATION	SHORT	CRITERIA	DETAIL OF ACTION	PTS
Style / grab in the air	G +	Air&Style	Grabs or stylish posture in the air bring bonuses to the rider	+1 to +2
180 or Half-cab (switch 180)	180 / CAB	Air&Style	Sketchy (arms flapping, out of control) → +1 to +10% Normal (balanced, but no added style) → +10 to +30% Stylish (perfect grab, smooth, flat spins) → +30 to +50%	+1 to +8
SMALL 360 / Backflip (For Jumps size 1pt to 3 points)	360 / BF	Air&Style	Sketchy to average (arms flapping) → jump size + 50% Average to great (added style, grabs...) → jump size + 100%	+1 to +3
LARGE 360 / Backflip (For Jumps size from 4pt and above)	360 / BF	Air&Style	Sketchy (arms flapping, control -) → jump size + 50% Average (balanced, no added style) → jump size +60 to 80% Stylish (perfect long grab, smooth) → jump size +80 to 100%	min +1 min +2 min +3



Side flips / Cork	Cork	Air&Style	Considered as a 360 / Backflip	See above
360 Butter / 540	360 But 540	Air&Style	Sketchy (arms flapping, control -) → jump size + 50 to 80% Average (balanced, no added style) → jump size +80 to 110% Stylish (perfect long grab, smooth) → jump size +110 to 150%	min +2 min +4 min +6
720 / Double Backflip		Air&Style	Sketchy → jump size + 66 to 100% Average → jump size +100 to 150% Stylish → jump size +150 to 200%	min +3 min +6 min +9
Superfast section	S++	Fluidity	Straight down or fast through narrow chute	+2 to +20
Switch riding	SW	Technique	If in control and same speed than normal and real turns!	+2 to +5
Power turns	TP	Technique	Powerful turns, linked in a steep section	+1 to +2
Slashes	Slash	Technique	Slashes on snow windlips	+1
Butter (on snow)	Butter	Technique	Nose-press with a 360 on snow	+1 to +2



NOTE: A sketchy 360/Backflip can score up to 50% bonus on top off the cliff size points.
The percentage bonus is an indicative bracket. Judges are not supposed to calculate an exact percentage bonus to be added to the jump points.

NOTE II: A perfect stylish-grabbed 360/BF can up to double the points of a normal jump of the same cliff. BUT: above 15points rewarded for the cliff size, the maximum added bonus for a perfect 360/BF will be 15points added to the cliff size points (for example: a huge cliff rewarded with 20 or 25points, on which the rider achieved a perfect 360 will only get 15pts bonus for the stylish air).

- for a 180 (or half-cab) maximum added bonus for the trick will be 8pts
- for a 720 (or double backflip) maximum added bonus for the trick will be 30pts



NOTE III: a straight air with a super stylish grab could score as much as a same size sketchy 360, off the same cliff.

Be sure to reward differently and higher the real grabs (hand holding skis/SNB), this especially when there is a lot of style (tweaked grab) compared to barely touching the board for a split second!
As well, a stylish posture (shifty) without grab will score more than a “touch-grab”.



7. JUDGING PROCEDURES

7.1. Scaling the face

Every competition face is different. Some will offer the possibility to link for example four 10 meters jumps, when another venue might only offer one major feature on the whole face. The value of that feature will be greater than the same type of feature on the first face.

Judges should agree on the value of each obvious feature before the competition. They should decide the value for each category and gender, as the same jump will have more value for female as for ski men for example.

The scaling is done taking all aspects into consideration (quality of snow, visibility...). The value of a feature is thought for a classic jump at normal speed. The overall jump bonus could increase with added speed or added style and tricks.

7.2. Setting First Scores

Judges should check the face and analyse possible lines and imagine what could be an easy, average or difficult line.

They should be informed of snow conditions to know if there will be heavy sluff, perfect powder, crusty snow, ice or rocky sections.

Use forerunners to calibrate judging for the day.

The head judge will make sure that all judges agree on the first top, good, average, poor and bad scores and could open a discussion if opinions differ. All other runs from that day will be judged according to the first calibration.

7.3. One Minute of Judging

In most cases, judges will get about one minute to come up with a final score.

This can be long if all judges agree but very short if changes are needed. The head judge has a key role to only intervene if necessary, with confidence and solid arguments to avoid time loss.

0-10 seconds The first 10 seconds are used by each judge to decide around what score he is aiming, (40 to 50, or 60 to 70). Judges are asked to place the point of their pen on the judging scale around the mark they wish to give. The head judge sees right away whether all the judges agree on the run they saw or not.

If the judges agree, the head judge will say “OK judge!” all judges can then fill in the gauges and then the comment box, knowing that their first impression was in line with what the other judges were thinking.

If two judges are together and one disagrees, the head judge can ask this judge to rethink his score. If the head judge’s own opinion was close to the two judges who agree, he will ask the third judge to bring his score closer to the others. If the head judge’s own opinion was close to the judge who stands alone, he could either leave it the way it is or get the three judges into a discussion about the run.

11-55 seconds The judge fill in his comment boxes, then compare this run with other close scores and finally mark his final score on both the scoring line and in the score box.

55-60 seconds The head judge communicates the scores to the competition administrator.

7.4. Result validation

At the end of the contest, the judges will get the overall results and ranking. They have 20 minutes to validate these results and are allowed to change scores if obvious mistakes happened. This is not the time to discuss if a rider should have been 5th or 6th but to check if someone who should have been ranked around 5th is somehow ending up 13th.

In the case judges can’t agree, the head judge has the final call to decide on the final result.

On the FWT Tour, or when live scoring, the scores cannot be revised after the contest. The live score is the final score.

If judges cannot agree on a score in a live scoring contest, they will hold their scores and review the run when competition is on hold (loss of ski / injury) or at the end of the contest, to give their final score. Scores can only be revised if they fit the following criteria:

1. An end of judging line has been decided and communicated during the riders meeting but a rider who crashed after the end of judging line has clearly been penalised for this crash. He can ask for his score to be reviewed.
2. A rider crashed and his crash was missed by the judges but seen in the live webcast and missed by the video judge.
3. A rider rode into a close area and received a score.
4. A rider didn’t ride in a closed area, but judges thought it was a close area and didn’t give him a score.

Together with the contest director, the head judge then signs and validates the result list.

7.5. Viewing Equipment

Judges will use binoculars, a TV screen or their bare eyes to judge. It is important that all judges use the same viewing system to avoid conflicts. If judges use binoculars, they should all have the same power. In case a rider disappears from the judge's view, the video judge can tell the other judges what happens at this time and the action will be judged.

If no one sees what is happening when the rider disappears, there will be no bonus or minus points given during this time. If judges feel that the rider is taking too much time to reappear, they will deduct fluidity points even if they didn't see a crash.

7.6. Particular cases

NO FALL ZONE

Judges must pay special attention to where falls happen. If a rider makes a mistake in a place where he is putting his life at risk because of extreme exposure, he must be strongly penalized. Riders have to understand that they are not supposed to take unnecessary risks in highly exposed places.

STOP LANDINGS

Sometimes riders will decide to land in a way that they can stop themselves right away because there's no room in the fall line of the landing. Is this a crash? Judges have to ask themselves: "Did it look intentional? Was there any other way through without stop landing?" to decide whether they penalize it or not and how much.

JUMP LANDINGS

This will always be the trickiest part of judging. How do we judge landings in a fair way without compromising progression of the sport and at the same time not giving bonuses to riders taking risks but not cleanly sticking it?

It is important that riders get the feeling that risk pays only if it is successful when they see their scores. But all crashes shouldn't have the same point consequences.

In order to judge landings in a fair way, here are a few tips to help judges decide on how much they will penalize a landing crash:

Had the rider already lost control in the air or did he just not stick his landing, even though he looked perfectly in position to stick it?

Did the run lose its fluidity?

Could the rider recover without losing his speed, or did the rider come to a complete stop?

Could the rider recover right away or did he need 50m to get his act back together?

Did the rider tumble head over heels before recovering, how many times?

Did someone stick that same jump before and he just didn't?

Was this landing as good as it could have been compared to the snow conditions and jump height and the added trick?

7.7. NS, DNF, DNS, DNA and DQ

NS, for No Score: A rider who loses a ski or any mandatory equipment (see the list "Mandatory equipment") during his run will get a NS (No Score) on the final ranking list. No other loss of material will be sanctioned as NS.

No points will be deducted by the judges for the loss of a pole. Example: if a skier loses a pole while pushing out of the starting gate without committing any mistake he/she won't be penalized (no points deducted), however, if the loss of poles is the result of a loss of control, the judges will penalize the loss of control. But as skiing without poles may affect the riding technique, balance or overall control, points could be deducted for the poor skiing caused by the missing pole.

A snowboarder who has to take off his board or unbuckle one foot from his board at any time during the run will get a NS unless specified at the riders meeting. (For example: If the Finish or a segment of

the venue is hard to access without pushing, snowboarders will be allowed to take off their board without getting a NS then).

All riders who are NS are ranked behind the last rider of the competition who isn't NS. If more than 1 rider per category are NS, the NS riders will be ranked following their scores up **before the action that led to the loss of mandatory equipment.**

Example 1: In an event with 20 riders in which 4 riders lost a ski, the 4 riders are ranked from the 17th to the 20th place depending on the score the judges gave them up to the loss of the mandatory equipment. A NS rider will get the points and the prize money of his/her place in the event ranking.

Example 2: A rider who was judged around 70 points before the loss of equipment will get 0,70 points.

NOTE: riders who lose a mandatory equipment (or unstrapped snowboard) MUST take the easiest route down to the finish line. They are not allowed to ride their originally planned line with jumps and risk another fall or loss of ski, which could result in health issues and further time delay for the event.

NOTE II: a rider who would finish his line after losing a mandatory equipment (or unstrapped a snowboard) may be sanctioned and may not receive any or part of his prize money for this event.

DNF, for Did Not Finish: A rider who can't finish his run due to injury, or who rides through a closed area, will get a DNF (Did Not Finish) on the final ranking list. He will be ranked like the NS, after every other riders who aren't NS or DNF. He will get a score based on what happened **before the action that led to the crash.**

Example: in an event with 20 riders in which 4 riders were NS and 1 DNF, the 5 riders will be ranked separately and behind the other riders from the 16th to the 20th place depending on the score the judges gave them up to the point they either got a NS or a DNF. A DNF rider will get the points and the prize money of his/her ranking.

DNS, for Did Not Start: A rider qualified for the event but missing any mandatory equipment when at the start or not showing up at the start for a valid reason. (A proof of a valid reason for not showing up at the start or missing mandatory equipment will have to be provided before the event to the FWT management who will consult the PFB. They will decide if the reason is accepted. Valid reasons could be an injury or exams for example.). If the reason is accepted and validated, the rider will get a DNS (Did Not Start) on the event ranking list. He will get the points of the last ranked rider after all NS and DNF. In an event's final day with 20 riders in which 4 riders did not start for valid reasons (accepted by the FWT Management), the 4 riders are tied in 20th place and will all score the points of 20th place.

DNA, for Did Not Attend: A rider qualified for the event, who did not attend the event or did not start for a valid reason. DNA riders will be ranked last after all NS, DNF and DNS. DNA rider won't score any points at this particular event.

DQ, for DisQualified: A rider is disqualified if he/she does a major fault such as riding the venue before the contest, having unethical behavior towards other FWT riders, hosts, FWT employees... The DQ rider is ranked last after all NS, DNF and DNS. DQ riders do not score any points and doesn't earn any prize money for that event. DQ Athletes could face sanctions like multiple events ban.

8. JUDGES AND HEAD JUDGE ROLES

8.1. Consistency & fluidity of the event

The most important quality for a judge (apart of being impartial) is his ability to remain focused for many hours in order to give every rider the same chances and a consistent level of judging.

The head judge must check that all judges are working separately and not comparing scores.



If a judge missed an action because he lost the rider for a couple of seconds with his binoculars, he is allowed to ask the head judge what he just missed.

The head judge should keep the event rolling and speed up the slow judges.

8.2. Scale

It is the head judge's duty to make sure the judges are using the full scale (from 1 to 100 points), especially when the first high score and the first low score should be given.

The head judge ensures that coherence is maintained in the overall judging of each run.

8.3. Judges Briefing

Judges should be at the competition site at least one day prior to the first possible competition day. On top of the briefing by the head judge and the organizers they will visit the competition site, the judges tent location, study the face and inform themselves about the snow conditions.

At FWT competitions it is also mandatory for at least the head-judge to be present at the judge's tent when the head-guide rides the face one day prior to the event.

Both head-judge should ride the face with the head-guide to better feel what the conditions are like. Judges should be present at the riders meeting the day before the contest to be presented to the riders.

8.4. Judges Debriefing

The head judge organizes a post-contest debriefing with his team to improve their performance in future competitions.

The head judge and the judges stay at the disposal of the riders to answer questions.

The head judge stays at the disposal of the media to explain the judging system and comment on riders' scores.

The head judge shares his feelings and comments of the judges to the technical delegate of FWT Advisor, which will help reward each judge with the right Level of judging.

8.5. Time

Although speed is an important aspect of a run, there will not be a minimum/maximum time limits set in order to receive a score.

8.6. Head-Judge specifics

The Head-Judge's tasks are:

PRIOR TO THE EVENT

- Validate judges panel with the Organizer
- Validate the judges' position & judges tent set up with the Organizer
- Validate which panel judges what categories
- Make sure that the Organizer has prepared all the judging material, judging sheets, start lists, pen, clipboard, Accident Diary file, binoculars if needed

DURING THE EVENT

- Make sure every judge has his judging material (binocular of a good enough quality, judging sheets, start lists, pen, clipboard, warm clothes)
- Make sure the judges know at what time they must be at the judging tent, and how to get there
- Lead the face scaling
- Make sure judges are concentrated, silent and that they respect the judges Code of Ethics

- Make sure the judges are using the full judging scale especially when scoring the first really high score, average score and low score in order not to get stuck, having to judge the whole competition in a narrow range
- Make sure the judges are scoring fast and writing full comments
- Check the scores of his judges to spot potential disagreements
- Decide if a discussion needs to be opened between judges in case of disagreement
- If needed, ask one of his judges to review his score
- In case of accidents, fill in the Accident Diary file

AFTER THE EVENT

- Set a judging meeting right after the competition to validate the results
- Collect the judging sheets from the judges
- Together with the Organizer, enter the results into the proper result list template
- Validate the results together with the Organizer and make sure results are sent to FWT
- Give the judging sheets back to each judge and make sure they will be present at the prize giving ceremony to answer riders' questions
- Be present during the prize giving ceremony with his judging sheets to answer rider's questions
- Give a report about his judges to the FWT Advisor, to validate their certification, and this right after the event

9. SCORING COMPLAINS

9.1. Final scores changes

A final score can only be changed if:

- If the scores have been entered wrong on the computer/web
- If a rider was penalized for riding into a closed area but judges were wrong about the limits of the closed area
- If a rider was not penalized for riding into a closed area
- If a rider falls after the end-of-judging line but still got penalized for it

9.2. Hidden actions

If a competitor is riding in a part of the face that cannot be seen by judges, what he does (good or bad) will not be scored unless judges have live video feed showing the action or another judge can be placed to comment the action.

9.3. Complains timing

Riders can only complain about scores on the day of the competition. After D-Day no complains will be accepted.

10. MANDATORY EQUIPMENT

All riders must wear the following mandatory equipment for their run, in case of a loss of mandatory equipment during a run, the rider will get a NS:

- **Snowboard/skis** (or assimilate: Splitboard, Monoski, Telemark skis ...).
- **Helmet.**
- **Back protection** Backpacks with integrated protection are not considered as valid back protection!
- **Probe.**



- Shovel.
- Avalanche transceiver.
- RECCO reflector.

And for FWT events only :

- **Airbag backpack** ready and in working order

NOTE: it is forbidden to compete with a GoPro/action camera on a mouth mount.

10. JUDGES CODE OF ETHICS

Judges are expected to behave in accordance to the rules and laws of the country hosting the event before, during and after the competition.

Judges are expected to be fit to judge during the whole competition. A judge showing up drunk or stoned could be called off the event and will not perceive his judging fee. He will as well not be allowed to judge for one or more following events depending on the gravity of the case.

Judges are expected to reflect the professionalism and fair play of FWT. They must be fair play at all time, and not talk shit about riders, should they be single persons or a group of a certain country.

Judges are expected not to criticise the country / region / ski resort / event organization during the whole weather window. If there is a problem or any concern regarding the organization, they should refer to the FWT Advisor who will then speak to the Organizer and who will as well write this comment in his report.

In case of disagreement while judging, judges should always give comments to riders in accordance with the agreement.

Judges should not give comment discrediting the judges panel if they did not judge the event.

Judges should always communicate with riders in a respectfull way, without discriminating based on gender, origins or sexual orientation (ex : when giving comment to a snowboard women the use of “ oh finally a nice run” is not appropriate)

In case this code of ethics is not respected some sanction will apply. (Judges fee might be suspended, or the judge might banned of judging FWT events)