



2019 RULEBOOK

CLASSIC FREESTYLE SLALOM

PAIR FREESTYLE SLALOM

SPEED SLALOM

BATTLE FREESTYLE SLALOM

FREESTYLE SLIDES

FREE JUMP

WSSA FREESTYLE SKATING RULEBOOK		4.6. RANKING	23
TABLE OF CONTENT			
1. FREESTYLE SKATING COMPETITION RULES	3	5. BATTLE FREESTYLE SLALOM	25
1.1. COMPETITION CATEGORIES	3	5.1. COMPETITION AREA	25
1.2. REGISTRATION REGULATIONS	3	5.2. COMPOSITION OF GROUPS	26
1.3. COMPETITION AREA AND CONE		5.3. COMPETITION REGULATIONS	27
PLACING	4	5.4. BEST TRICK AND LAST TRICK	28
1.4. SAFETY PRECAUTIONS	4	5.5. TECHNIQUE REQUIREMENTS	29
1.5. WARMING-UP AREA	5	5.6. PENALTIES	30
1.6. PERMITTED SKATES	5	5.7. CONE PICKERS	31
1.7. OFFICIAL COMPETITION CONES	5	5.8. RANKING	31
1.8. REGISTRATION NUMBER	5	6. FREESTYLE SLIDES (BATTLE FORMAT)	32
1.9. COMPETITION EQUIPMENT	5	6.1. COMPETITION AREA	32
1.10. ANTI-DOPING	5	6.2. COMPOSITION OF GROUPS	33
2. CLASSIC FREESTYLE SLALOM	7	6.3. COMPETITION REGULATIONS	33
2.1. COMPETITION AREA	7	6.4. BEST SLIDE	34
2.2. COMPETITION REGULATIONS	7	6.5. TECHNIQUE REQUIREMENTS	34
2.3. TIMING REQUIREMENTS	8	6.6. PENALTIES	35
2.4. CLOTHING	9	6.7. RANKING	35
2.5. PERFORMANCE BEHAVIOUR	9	7. FREE JUMP	36
2.6. GRADING STRUCTURE	9	7.1. AREA AND EQUIPMENT	36
2.7. SCORE	11	7.2. COMPETITORS	36
2.8. PENALTY GRADING	12	7.3. COMPETITION REGULATIONS	36
2.9. CONE PICKERS	13	7.4. Ties	37
2.10. RANKING	13	APPENDIX A: COMPETITION EQUIPMENT LIST (See 1.9)	39
3. PAIR CLASSIC FREESTYLE SLALOM	14	APPENDIX B: FREESTYLE SLALOM TRICK MATRIX (See 2.6)	41
3.1. COMPETITION AREA	14	APPENDIX C: VICTORY POINT SYSTEM (See 2.10)	42
3.2. COMPETITION REGULATIONS	14	APPENDIX D: FREESTYLE SLIDES TRICK MATRIX (See 6.5)	44
3.3. TIMING REQUIREMENTS	14	APPENDIX E: PROTOCOL & REQUIREMENTS TO VALIDATE WORLD RECORDS	45
3.4. CLOTHING	14	1. Speed Slalom	45
3.5. PERFORMANCE BEHAVIOUR	14	2. Free Jump	46
3.6. GRADING STRUCTURE	15	APPENDIX F: Exception Skaters List	48
3.7. SCORE	15		
3.8. PENALTY GRADING	15		
3.9. CONE PICKERS	15		
3.10. RANKING	16		
4. SPEED SLALOM	17		
4.1. COMPETITION AREA	17		
4.2. COMPETITION REGULATIONS	19		
4.3. SPEED SLALOM REQUIREMENTS	20		
4.4. PENALTY GRADING	22		
4.5. CONE PICKERS	23		

1. FREESTYLE SKATING COMPETITION RULES

1.1. COMPETITION CATEGORIES

1.1.1. Freestyle Skating Competitions consist of all or some of the following categories: Classic Freestyle Slalom, Pair Freestyle Slalom, Speed Slalom, Battle Freestyle Slalom, Freestyle Slides and Free Jump.

1.2. REGISTRATION REGULATIONS

1.2.1. Competitors must produce valid proof of identification and citizenship for the country of their WSSA ID (e.g. Passport).

1.2.1.1. In the event that a competitor changes his nationality, he must remain his new nationality for a minimum of 1 year and will receive a new WSSA ID. A skater cannot change his nationality during a season (Jan. 1st till Dec.31st) after confirmation of his nationality or registration at his first event. Each case where a skater would like to change his country citizenship would be subject to approval by WSSA.

1.2.2. If there are enough men and women, a competition category should be further divided into male and female categories. If there are not enough to create separate categories, that competition can be unisex. The final decision is at the discretion of the head judge of the competition and event organiser. The minimum number of competitors to open category is 3-5, at the discretion of the head judge and event organiser.

1.2.3. If there are enough competitors in an age division, a competition category can be further divided into junior and senior. The final decision is at the discretion of the head judge of the competition and event organiser.

1.2.3.1. 10< Junior <17 years old; Senior 17+ years old.

1.2.4. e.g. for 2019, Juniors are born between Jan.1, 2002 and 31st December 2009; Seniors are born on or before 31st December 2001. Note: in the special cases where junior skaters competed in the WFSC, Asian Championships and Europe Championships 2014 as Seniors (list in Appendix F) before this rule apply have chosen their category at the beginning of 2015 season once for all.

1.2.5. Any changes to registration details, including names for pair freestyle, must be done before the registration deadline. Changes after the registration deadline will not be accepted.

1.2.6. Competitors that do not check-in before the check-in deadline set by the organizer will be disqualified from that category.

1.3. COMPETITION AREA AND CONE PLACING

1.3.1. The surface of the competition area should be appropriate for freestyle skating (e.g. flat, level, grippy).

1.3.2. There should be 4 cone lines, with 2 m between each line.

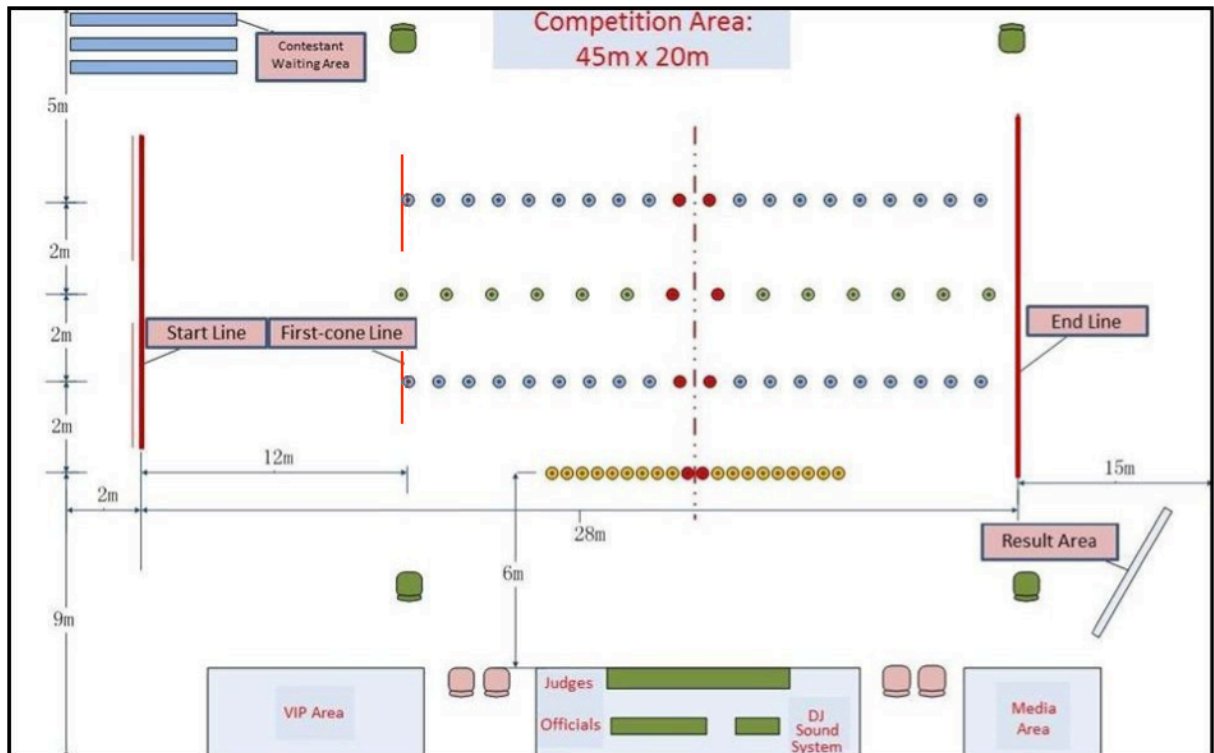
1.3.2.1. The line order is, starting with the line closest to the judges, 50 cm, 80 cm, 120 cm, 80 cm.

1.3.2.2. The centre of each line must be aligned with the judges' table.

1.3.2.3. The cone lines for 50 cm and 80 cm consist of 20 cones. The cone line for 120 cm is only 14 cones.

1.3.2.4. The cone markers should have a diameter of 7.7 cm, and the centre points a diameter of 0.7 cm.

FIGURE 1: GENERAL COMPETITION AREA LAYOUT



1.4. SAFETY PRECAUTIONS

The competition area must be safe for competitors.

1.5. WARMING-UP AREA

If the competition venue permits, a warming-up area must be provided for competitors. The ground surface should be similar to that of the competition area.

1.6. PERMITTED SKATES

1.6.1. Competitors are allowed to wear any type of roller skates (inline or quad) for the competition.

1.6.2. Competitors must ensure that their skates are safe and ready for use.

1.6.3. The head judge has the discretion to refuse any skates that are considered unsafe or give an unfair advantage.

1.7. OFFICIAL COMPETITION CONES

1.7.1. The dimensions of competition cones are:

- height of 7.6 to 8 cm.
- base diameter of 7.2 to 7.5 cm.
- top diameter of 2.5 to 2.7 cm.

1.7.2. The cone material should be hard enough at the base to prevent wheels stopping when cones are hit.

1.8. REGISTRATION NUMBER

Number tags should be provided by the event organiser for 3-cone competitions and above for Speed Slalom and Jump. The head judge will specify where and when they must be displayed by competitors, depending on the layout of the competition area. No alteration of the number tag is permitted.

1.9. COMPETITION EQUIPMENT

Equipment should follow the guidelines in Appendix A: Competition Equipment List.

1.10. ANTI-DOPING

Every competitor may be subject to in-competition testing at WSSA competitions and to out-of-competition testing at any time or place. Competitors shall submit to doping control

whenever requested to do so by a responsible official. WSSA currently follows the anti-doping regulations of national federations and World Skate.

2. CLASSIC FREESTYLE SLALOM

Skaters prepare a choreographed run to the music of their choice, which they perform in a specified allowed time at the competition.

2.1. COMPETITION AREA

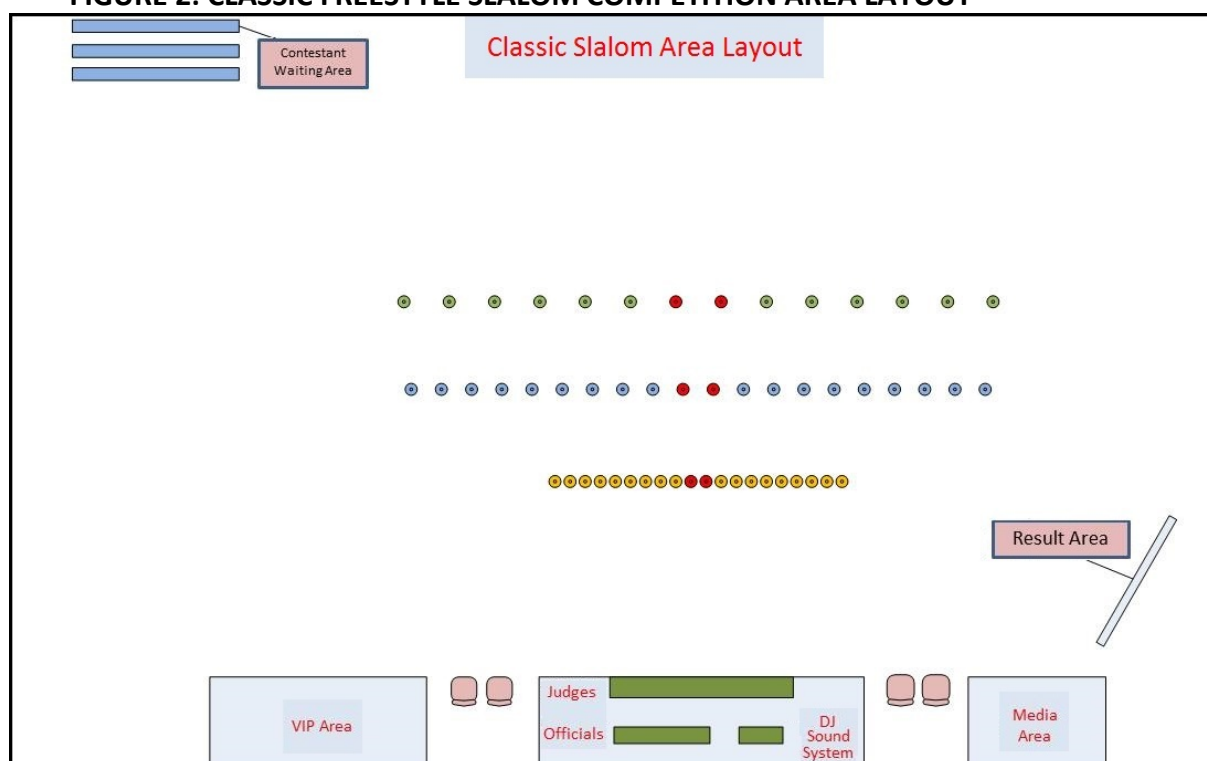
2.1.1. There are 3 cone lines, with 2 m between each line.

2.1.1.1. The line order is, starting with the line closest to the judges: 50 cm, 80 cm and 120 cm.

2.1.1.2. The cone lines for 50 cm and 80 cm consist of 20 cones. The cone line for 120 cm is only 14 cones.

2.1.1.3. The centre of each line must be aligned with the judges' table.

FIGURE 2: CLASSIC FREESTYLE SLALOM COMPETITION AREA LAYOUT



2.2. COMPETITION REGULATIONS

2.2.1. There is only one round for Classic Freestyle Slalom, however, local organisers can have qualification rounds if there is a large number of skaters in a category.

2.2.1.1. For qualification rounds, the top skaters are automatically prequalified, and the remaining skaters are split into groups according to their WSSA Freestyle World Ranking. The head judge decides the number of pre-qualified skaters, of qualification groups, and the number of skaters going through to the final round, the number of prequalified skaters should be minimum half +1 skater of the total number of skaters in the final. (e.g. if 20 skaters in final, at least 11 skaters should be prequalified)

2.2.1.2. The grouping of the qualification round should follow the type of distribution below:

FIGURE 3: EXAMPLE OF CLASSIC FREESTYLE SLALOM QUALIFICATION GROUP MAKING

TOP 16			
+			
Q1	Q2	Q3	Q4
17	18	19	20
24	23	22	21
25	26	27	28
32	31	30	29
33	34	35	36
40	39	38	37

This is an example of qualification group distribution in a category of 40 skaters.

The Top 16 are pre-qualified for the Final Round, and skaters 17 to 40 are distributed into several (e.g. 4) qualification groups. Only the firsts (e.g. first 2) of each qualification group will reach the final (and do their run a second time).

The Final Round will include the Top 16 and the (e.g. 8) qualified skaters, i.e. $16+8=24$ skaters.

2.2.1.3. The Qualification Round performance regulations and requirements are the same as for the Final Round.

2.2.1.4. The Final Round will include the pre-qualified top skaters and the skaters who qualified.

2.2.2. The sequence order for skaters to start their performance is based on the latest WSSA Freestyle World Ranking, beginning with the lowest ranked. Non-ranked skaters are added randomly at the beginning of the list and perform first.

2.2.3. Skaters must perform in all 3 cone lines of 50 cm, 80 cm, 120 cm and cross every cone interval.

2.2.4. Immediately, after one skater has ended their performance, the next skater is called to the competition area for warm-up while the judges are grading the previous competitor.

2.2.5. Coaches and team leaders can accompany their skaters to the Result Area while waiting for the results to be announced.

2.3. TIMING REQUIREMENTS

2.3.1. The timing for Classic Freestyle Slalom is 105-120 sec (1 min 45 sec – 2 min).

2.3.1.1. The timing begins when the music starts. The music starts when the skater is ready.

2.3.1.2. The performance ends when the skater indicates that they are finished or when the music stops.

2.4. CLOTHING

2.4.1. The clothing can reflect the character of the music so long as it is dignified and appropriate for skating.

2.4.1.1. The clothing should not be overly revealing or sexual in nature.

2.4.2. Accessories and props are not permitted.

2.4.2.1. If part of a costume is deliberately removed or thrown, then it is considered as a prop.

2.4.2.2. Wearing a mask or face painting other than usual make-up is not permitted

2.4.2.3. Unclear clothes issues are Head Judge's decision.

2.5. PERFORMANCE BEHAVIOUR

2.5.1. Disrespectful (e.g. sexual, violent, insulting) movements or gestures, especially towards the judges, are not appropriate and the skater can be penalised or disqualified.

2.5.2. It's strictly forbidden to use racist, political, violent, homophobic, sexist or rude songs or songs that appeal to such things. Skater who violates this will be punished by disciplinary action (losing points, losing ranks, disqualification, financial penalty). Also, if any complaints received after the competition from third parties, same disciplinary actions could be taken against the skater.

2.6. GRADING STRUCTURE

The final result of a skater's performance in Classic Freestyle Slalom is based on two types of grading structure: Technique score and Artistic score. The Artistic scoring is partly dependent on technical skill level.

2.6.1. Technique Grading

Technique score is based on the following:

2.6.1.1. The difficulty of slalom trick (See Trick Matrix Appendix B). The Technical score is also affected by the "freestyle footwork" performed by a skater. The difficulty, speed and variety of movements performed will lead to a higher technical mark. Basic or simple freestyle footwork will lead to a decrease of the Technical mark. Tricks levels (from Matrix) are mandatory to be followed by Judges in case the tricks are performed a proper way - average speed, 80cm cones line, min 4 cones or 3 turns for spinning moves.

2.6.1.2. Variety: Skaters are encouraged to perform and integrate a variety of slalom tricks that include sitting, spinning, wheeling and other tricks, etc.

The minimum number of validated tricks for the performance is 8 (in different families and in any proportions), if the skater performs fewer tricks (or less than 8 successfully performed tricks) - he will be penalised by Scoring Judge in Variety mark of Technique.

2.6.1.3. Continuity: Tricks should be blended to allow the competitor to move continuously.

2.6.1.4. Speed and rhythm: The speed of the skater's slalom affects the technical difficulty of their slalom. Controlled changes in speed indicate good control of the tricks performed.

2.6.2. Artistic Grading

Judges reflect in the Artistic score the "Show" performed by the Skater. Personal ability to make a complete performance with a good combination of body movements (dance elements), freestyle, music, power. All these details should be combined in a common way and have some logic.

The Artistic score should follow the guideline range of Technique score ± 10 , and is based on the following:

Body performance is an important part of the Artistic mark. Skaters should show an ability to blend body movement into their skating, good logic in arms, back and legs synchronisation.

Judges will evaluate body performance according to the following criteria:

- Artistic mark will be decreased a lot - the body performance is absent. The skater does not control his body during the tricks and transitions, his body is forced in an unnatural way to follow the skating.
- Artistic mark will be decreased – the body performance is almost absent or hidden with dance movements not connected to slalom (during stops, out of cone lines, etc).
- Artistic mark remains about 0 – the body performance is present - judges can notice some logic in hands and legs synchronisation, looks mostly nice.
- Artistic mark will be increased - very good body performance, body reflects skater's movements, arms and legs are synchronized, reflects tricks and also show some choreography connected with slalom.

2.6.2.1. Music Expression: The choice of music should complement, and be consistent with, the skater's skating style. The performance should be choreographed with the music tempo to express the mood, rhythm and speed of the music. Tricks done in time with the rhythm of the music also demonstrate achievement.

2.6.2.2. Trick Management: This criterion is about the placement of tricks within both the music and the cone lines.

2.6.2.2.1. The choreography should match the breaks and changes in the music.

2.6.2.2.2. Skaters are also encouraged to place challenging tricks within a line of cones and not only at the ends.

2.6.2.2.3. All aspects of the performance should be conducted inside the cone lines. The Trick Management score will be reduced if a skater spends too much time outside of the cone lines.

2.7. SCORE

The maximum score for the Classic Freestyle Slalom competition is 130 points. There are 2 components to this grading. The Technique score is from 10 to 60 points and the Artistic score is from 0 to 70 points. The final score is rounded off to the nearest decimal to determine the final result.

2.7.1. Trick Standard Rating and General Requirements

2.7.1.1. The trick standard rating is a base mark for the judges to determine the skater's ability in mastering the trick. It assumes that tricks are performed with smoothness and speed on an 80 cm cone line, as the average execution context.

2.7.1.2. The tricks should be executed over a minimum of 4 cones or 3 spinning rotations.

2.7.1.3. Transitions, switching foot or changing directions from one trick to another trick of the same or different family are allowed. However, the transition should be done without pause.

2.7.1.4. Tricks and transitions should be done by the skater clearly and precisely. If a judge has any doubts about trick execution (quality of trick, tapping, number of cones or spins, touching the ground during the jumps, losing trajectory etc) - they will not validate the trick or transition and count only the part which was correctly performed

2.7.2. Trick Families and Specific Requirements

2.7.2.1. Sitting tricks: The skater should be in a squatting position, with their waist below knee level, at all time when performing on the cones.

2.7.2.2. Jumping tricks: Both feet should be in the air at the same time.

2.7.2.3. Spinning tricks: The skater should have at least one wheel touching the ground when spinning and remain inside the line during the rotation.

2.7.2.4. Wheeling tricks: Tricks that are done in a forward direction, whether frontwards or backwards and inside the cone line, with only one wheel touching the ground.

2.7.2.5. Other tricks: Do not include sitting, jumping, spinning and wheeling tricks.

2.8. PENALTY GRADING

2.8.1. Timing Penalties

If the skater finishes before 105 sec or after 120 sec, they receive a 10-point penalty.

2.8.2. Penalties on Moved Cones and Missed Cone Intervals

2.8.2.1. Each kicked cone or cone that is moved off its mark enough to reveal its centre point receives a 1-point penalty.

2.8.2.1.1. In exceptional cases, whereby the skater kicks a cone out of the cone marking and the cone rolls back within the cone marking, there is no penalty for that cone.

2.8.2.1.2. If a cone is knocked onto another cone, a 1-point penalty is awarded for each cone.

Example: If a skater moved a cone - he will receive 1-point penalty, if the cone he moved knocks another cone out of its mark, he will receive 2 points penalties (1 point for each)

2.8.2.2. If more than 5 cone intervals are not crossed by the skater, a 5 points penalty will be awarded.

2.8.3. Mistake Penalties

Losses of balance, falls or mistakes when performing, are penalised. Losses of balance are penalised by the scoring judges. Falls are penalised by the penalty judge. (See 2.8.5)

2.8.3.1. For losses of balance, the penalty range is 0.5 ~ 1.5 points.

2.8.3.2. For a fall, the penalty range is 2 ~ 5 points.

2.8.4. Performance Interruption

2.8.4.1. If the skater stops performing due to external interruption, there is no penalty for the repeat performance. The second performance should start from the beginning and will be judged from the point of interruption of the first performance.

2.8.4.2. If the competitor stops performing due to internal interruption, there is a penalty of 5 points for the repeat performance.

2.8.5. Music received after the deadline

2.8.5.1. If a skater's music is received after the submission deadline, 10 points penalties is awarded.

2.8.5.2. If a skater's music is not received before the end of the team leader meeting or, in the case of no team leader meeting, before 6 pm local time the day before the competition, the skater will not be permitted to compete.

2.8.6. Missed tricks and missed families

2.8.6.1. If a skater performs fewer tricks (or less than 8 successfully performed tricks) - he will get a deduction by Scoring Judge in Variety mark of Technique of 2 points for each trick not performed successfully.

2.8.6.2. If a skater doesn't perform at least one trick from one of the families described on the 2.7.2 - he will get a deduction by Scoring Judge in Variety mark of Technique of 3 points for each family not performed successfully.

2.8.7. Penalty Judge Reference Chart

FAIL TYPE	PENALTY POINT	DESCRIPTION
Falling	2	Light fall that does not affect the performance.
Impact Falling	5	Heavy fall on the ground.
Performance Time	10	Performance ending before or after allowed time range (105-120 sec).
Performance Interruption	5	Performance interrupted by the skater. Discretion of head judge.
Moved Cones	1	For each moved (or kicked) cone
Missed Intervals	5	For more than 5 missed intervals
Loss of Clothing	2	Clothing, including glasses, falling off
Clothing Prop	DQ	Using clothing as a prop
Music Penalty	10	Music submitted after the deadline

2.9. CONE PICKERS

2.9.1. Cone pickers must wait for the instruction of the penalty judge before replacing the moved cones once the performance has ended.

2.9.2. Cone pickers must not wear skates when they are on duty.

2.10. RANKING

2.10.1. The final ranking is based on the comparison between each scoring judge's personal ranking and on the victory point system. (See Victory Point Appendix C)

2.10.2. The scoring judges' personal rankings are based on their scoring and on the penalties given by the penalty judge, which are directly removed from each personal score.

3. PAIR CLASSIC FREESTYLE SLALOM

Two skaters prepare a choreographed run to the music of their choice, which they perform in a specified allowed time at the competition. Scoring is based on synchronization and music expression as well as technique.

3.1. COMPETITION AREA

The Pair Slalom competition area is the same as the Classic Slalom competition area (See 2.1).

3.2. COMPETITION REGULATIONS

3.2.1. Other than for the sequence order, the rules for Pair Slalom are the same as for Classic Freestyle Slalom (See 2.2).

3.2.2. The sequence order is made according to the pair freestyle world ranking.

3.2.3. In the case of World or Continental Championships, both skaters must represent the same nation.

3.2.4. Each pair will be given a WSSA ID for the Pair World Ranking.

3.2.4.1. A skater which is in more than one pair will have more than one ID number for the World Ranking.

3.2.4.2. A skater cannot compete in more than one pair in the same competition.

3.3. TIMING REQUIREMENTS

3.3.1. Other than for the duration, the timing requirements for Pair Slalom are the same as for Classic Freestyle Slalom (See 2.3).

3.3.2. The timing for Pair Slalom is 160-180 sec (2 min 40 sec – 3 min).

3.4. CLOTHING

The rules for clothing are the same as for Classic Freestyle Slalom (See 2.4).

3.5. PERFORMANCE BEHAVIOUR

The rules for performance behaviour are the same as for Classic Freestyle Slalom (See 2.5).

3.6. GRADING STRUCTURE

The final result of a competitor's performance for pair slalom is based on three types of grading structure: Technique score, Artistic score and Synchronization score. Both the Artistic and Synchronization scores are partly dependent on technical skill level.

3.6.1. Technique Grading

The rules for the technique score are the same as for Classic Freestyle Slalom (See 2.6.1).

3.6.2. Artistic Grading

The rules for the technique score are the same as for Classic Freestyle Slalom (See 2.6.2).

3.6.3. Synchronization

3.6.3.1. The Synchronization score should follow the guideline range of Technique score ± 10 ,

3.6.3.2. The performance of the two skaters should have the same body coordination and timing, performing the same movements in the same direction. Variations are possible: e.g. heel/toe, forward/backward, left/right.

3.6.3.3. Mirror synchronization is not judged as part of the synchronization score. It is included in the artistic score.

3.6.3.4. The distance between the two skaters is taken into account to establish the mark. The mark will be higher for skaters who are skating closer to each other during their whole performance

3.7. SCORE

The maximum score for the Pair Classic Freestyle Slalom competition is 200 points. There are 3 components to this grading. The maximum Technique score is 60 points, the maximum Artistic score is 70 points and the maximum synchronization score is 70 points. The final score is rounded off to the nearest decimal to determine the final result.

3.7.1. The technique score is based on the lower-skilled competitor.

3.8. PENALTY GRADING

The penalty grading is the same as for Classic Freestyle Slalom (See 2.8).

3.9. CONE PICKERS

The rules for cone pickers are the same as for Classic Freestyle Slalom (See 2.9).

3.10. RANKING

The rules for the final ranking are the same as for Classic Freestyle Slalom (See 2.10).

4. SPEED SLALOM

Competitors skate through a line of cones as fast as possible on one foot.

4.1. COMPETITION AREA

All calculations are made from the centre of the cone lines.

4.1.1. There are 2 lines of 20 cones, spaced at 80 cm intervals. The cone lines are placed 3 meters apart.

4.1.1.1. There must be a divider placed at an equal distance between the 2 cone lines with a minimum length of 15.2 m, and height between 15 and 20 cm.

4.1.2. There are 2 parallel start lines, placed 40 cm apart. Each skater's starting point is marked by a 2 m wide box (See Figure 5).

4.1.2.1. The first cone's centre mark is placed 12 m away from the closest start line. The end line is placed 80 cm from the last cone's center mark (See Figures 4 & 5).

4.1.3. The total length of each cone line is calculated as: $12 + (19 \times 0.8) + 0.8 = 28\text{m}$

4.1.4. Electronic chronometer must be used for both qualifying rounds and final rounds.

4.1.4.1. During qualifying rounds, the start line gate sensors must be set 40cm (+/- 2cm) above ground and finish line gate sensors also must be set 20cm (+/- 3cm) above ground.

4.1.4.2. During the final rounds, there is no start line gate sensor and the finish line gate sensors must be set 20cm (+/- 3cm) above ground. The sound speakers must be placed in the centre, behind the skaters.

FIGURE 4: SPEED SLALOM COMPETITION AREA LAYOUT: QUALIFYING PHASE (TIME TRIALS)

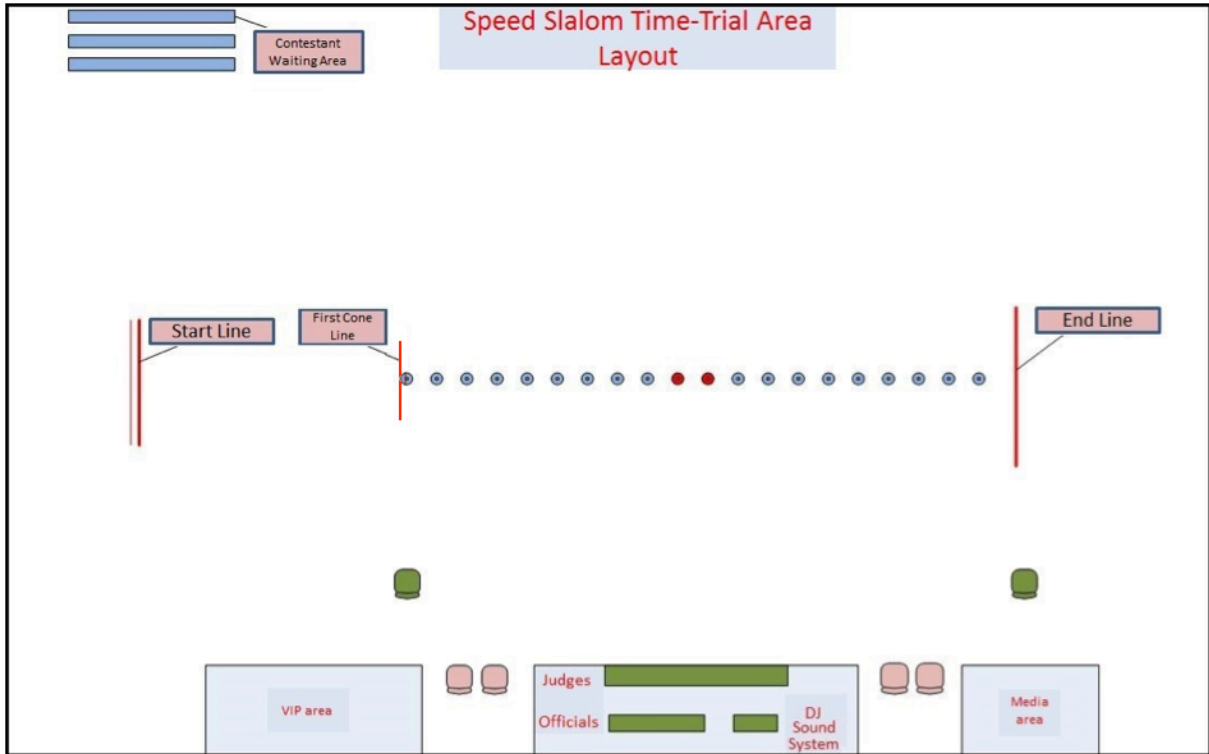
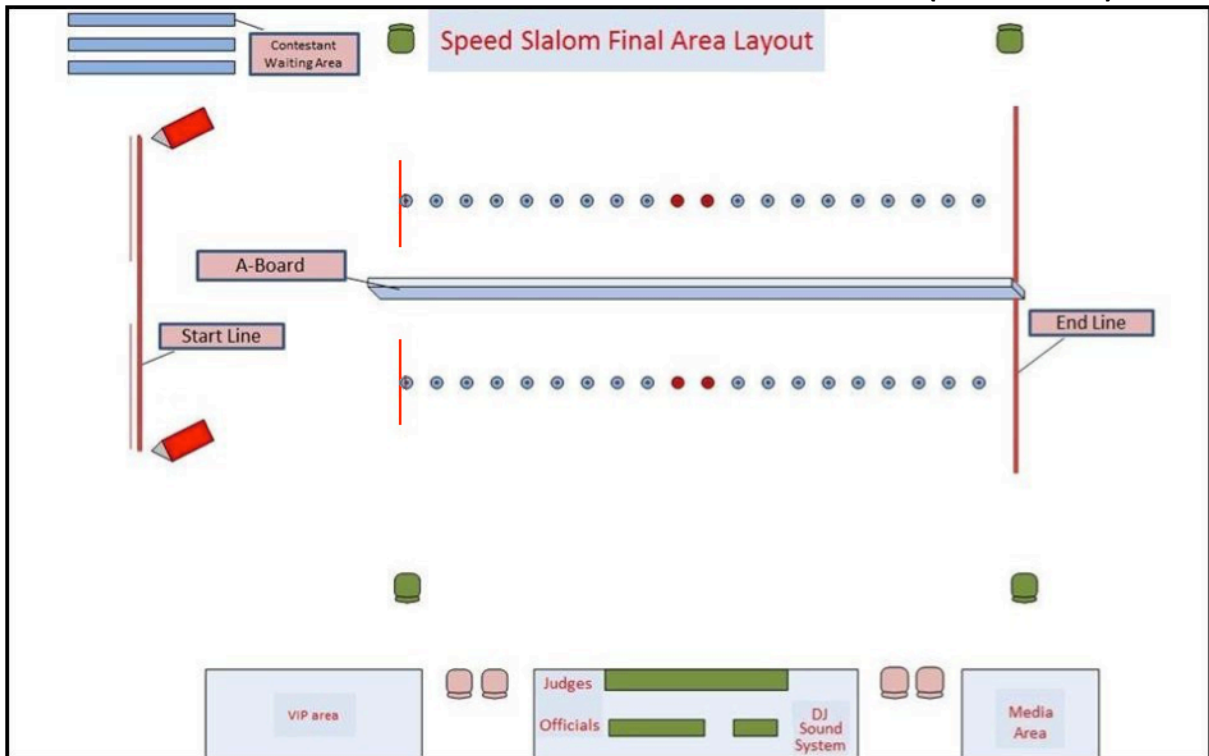


FIGURE 5: SPEED SLALOM COMPETITION AREA LAYOUT: FINAL PHASE (KO SYSTEMS)



4.2. COMPETITION REGULATIONS

Speed Slalom is structured in two phases: A qualifying phase, based on individual time trials, and a final phase (KO Systems), based on grouping for the knockout.

4.2.1. Qualifying Phase (Time trials)

There are two free start runs (tries) per skater. Only the best run out of the two is taken into account for the qualification ranking. The skaters with the best times are qualified for the final phase.

4.2.1.1. The sequence order for the skaters' first runs is based on the latest WSSA Speed Slalom World Ranking, beginning with the lowest ranked. Non-ranked skaters are added randomly at the beginning of the list and perform first.

4.2.1.2. The sequence order for the skaters' second runs is based on the first run ranking, beginning with the lowest ranked. Non-ranked skaters (no time) are added randomly at the beginning of the list and perform first.

4.2.1.3. Depending on the number of skaters and at the head judge's discretion, the top 4, 8, 16, 32 or 64 skaters are qualified for the final phase. (See Figures 6.a and 6.b)

4.2.2. Final Phase (KO Systems)

4.2.2.1. The qualified skaters are grouped by two as following: first qualified against last qualified, second against the second to last, etc. (See Figures 6.a and 6.b) The first skater to win 2 runs goes through to the next round, the other is knocked out.

FIGURE 6.a: KO SYSTEM GROUPING TOP 8

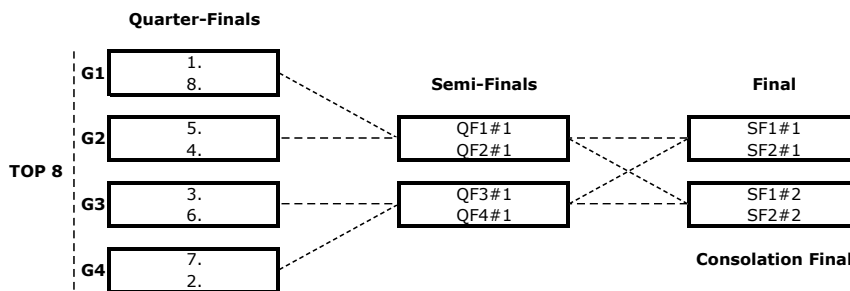
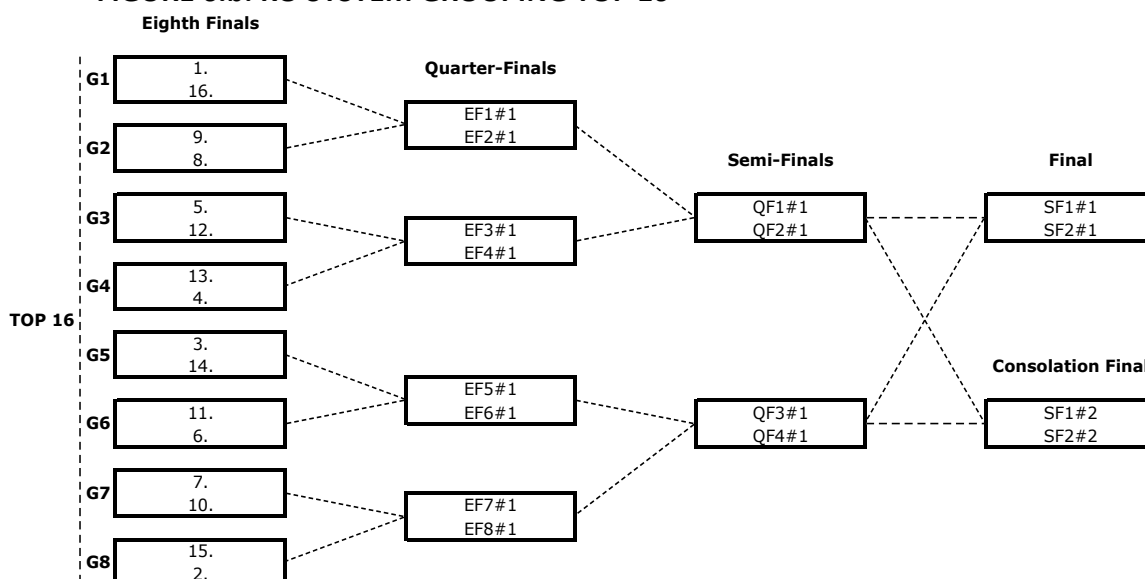


FIGURE 6.b: KO SYSTEM GROUPING TOP 16

4.2.2.2. If a qualified skater gives up without any valid reason, his result is void and the remaining skater of the group goes through to the next round.

4.2.2.3. If there is no winner in a group after 5 runs, the best-ranked skater at the qualifications is declared the winner and goes through to the next round.

4.2.2.4. At the end of the Semi-Final Round, the winners of each Semi-Final group compete for places 1 and 2 in the Final Round, after the two other skaters have competed for places 3 and 4 in a Consolation Final.

4.2.2.5. Each skater can ask a 15 sec timeout during each duel.

4.3. SPEED SLALOM REQUIREMENTS

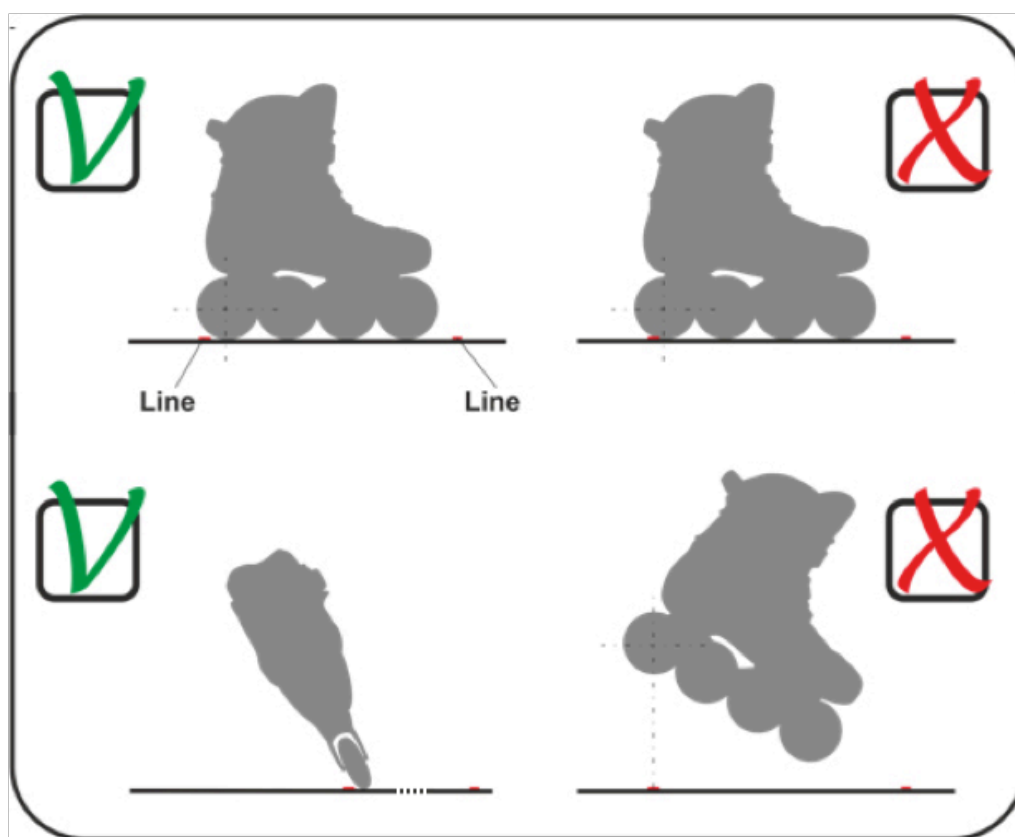
4.3.1. Start and Start Command

4.3.1.1. Qualifying Phase (Time Trials)

4.3.1.1.1. The start command for a free start qualification run is: "On Your Marks" followed by "Ready"

4.3.1.1.2. The skater must start their run within 5 sec after the start command "Ready", or they will be subjected to a false start warning. In the case of two consecutive false starts, the run is declared void.

4.3.1.1.3. The skater's front foot must be within the starting box (40cm x 2m) and no part of it, wheels included, should touch the front and back starting lines. Parts of the back foot may touch the back starting line. Both skates or parts of these must touch the ground. The first movement forward of the skate must pass the starting line. The oscillation of the skater's body is allowed. Time starts when any part of skaters' body crosses the gate beam.

FIGURE 7: SKATER'S FRONT FOOT POSITION IN STARTBOX

4.3.1.2. Final Phase (KO System)

4.3.1.2.1. The start command process for a run of the Final Phase is: “On Your Marks. Set. [Beep Signal]”

4.3.1.2.1.1. “On your marks”: The skaters should get ready and pick a starting stance within 3 sec, or they will be given a false start warning.

4.3.1.2.1.2. “Set”: No move or body oscillation is allowed after the “Set” command, or the skater will be given a false start warning.

4.3.1.2.1.3. Start Signal (“Beep”): The skaters must wait for the start signal (“Beep”) to go, or they will be given a false start warning.

4.3.1.2.2. The skater’s front foot must be behind the starting line and no part of it, wheels included, should touch the starting line. Both skates or parts of these must touch the ground and must not be rolling. No wheels should be over the start line.

4.3.2. Entering the cone line

A line, perpendicular to the cones and level with the front edge of the first cone, marks the end of the speed-up area and the beginning of the slalom area.

4.3.2.1. Skaters must enter the cone line on one foot. (See 4.4.2). Its allowed to be on one wheel during the run and a skater cannot be penalised for this.

4.3.3. End Line

4.3.3.1. Skaters must cross the end line with their supporting foot with at least one wheel touching the ground.

4.4. PENALTY GRADING

4.4.1. Start Line Penalties

4.4.1.1. If a skater does not freeze within 3 sec after the "On your marks" command, they will be given a false start warning.

4.4.1.2. After the "Set" command, no movement or body oscillation is allowed, or a false start warning will be given.

4.4.1.3. If a skater starts before the start signal (Beep), they will be given a false start warning.

4.4.1.4. If a skater makes two false starts (on the same run), they will be disqualified for the run.

4.4.2. First Cone Penalties

4.4.2.1. If a skater is not on one foot when entering the cone line, the first cone is considered a missed cone and they will be given a first cone penalty.

4.4.2.2. If a skater is not on one foot when passing the second cone, they will be given a missed cone penalty in addition to the first cone penalty.

4.4.2.3. If a skater is not on one foot when passing the third cone, the run will be void and no time will be given.

4.4.3. Slaloming Penalties

4.4.3.1. If a skater changes foot or if their free foot touches the ground before the end line, their run will be void and no time will be given.

4.4.4. End Line Penalties

4.4.4.1. If the end line is not crossed at first by the supporting foot, the run will be void and no time will be given.

4.4.4.2. It is forbidden to jump over the end line. If so, the run will be void and no time will be given. It's allowed to jump before the end line if skater landed before the finish line.

4.4.5. Cone Penalties

4.4.5.1. A penalty of +0.2 sec for each missed and kicked cone will be added to the skater's time.

4.4.5.2. A cone for which the marking centre is revealed is considered a kicked cone and a +0.2 sec penalty will be added to the skater's time.

4.4.5.2.1. Moved cones for which the marking centres are not revealed are not penalized.

4.4.5.2.2. In the special case a moved cone rolls back into its cone marking, covering its centre, no penalty will be added.

4.4.5.3. If a moved cone knocks another cone, both cones will receive a +0.2 sec penalty. Example: If a skater moved a cone - he will receive +0.2 sec penalty, if the cone he moved knocks another cone out of its mark, he will receive +0.4 sec penalty (+0.2 sec for each)

4.4.5.4. If a skater has more than 4 cone penalties, his run will be void and no time will be given. For small-scale competitions, the number of cone penalties leading to the run's disqualification is at the discretion of the head judge.

4.5. CONE PICKERS

The rules for cone pickers are the same as for Classic Freestyle Slalom (See 2.9).

4.6. RANKING

4.6.1. Qualifying Phase (Time Trials) Ranking

4.6.1.1. The final ranking of the qualifying phase is based on the best time of each skater, out of their two runs.

4.6.1.2. In case of a tie, the second qualification runs will be used to decide between the skaters. In case of a tie on both qualification runs, the skaters' WSSA Speed Slalom World Rankings will be used to decide between them. In case of a tie (no world ranking), the qualification should be decided by coin tossing.

4.6.2. Final Phase (KO System) Ranking

4.6.2.1. Places 1 and 2 go to the skaters who reached the Final Round. They are determined according to the results of the Final Round.

4.6.2.2. Places 3 and 4 go to the skaters who reached the Semi-Final Round but did not go through to the Final Round. They are determined according to the results of the Consolation Final.

4.6.2.3. Places 5 to 8 go to the skaters who reached the Quarter-Final Round but did not go through to the Semi-Final Round. They are ranked according to their best time at the qualifying phase.

4.6.2.4. Places 9 to 16 go to the skaters who reached the Eighth-Final Round but did not go through to the Quarter-Final Round. They are ranked according to their best time at the qualifying phase. etc.

4.6.2.5. On the final ranking table, the results of the skaters who qualified for the final phase will be indicated with their best times of both the qualifying and final phases. Skaters who did not qualify for the final phase will be indicated with their best qualification time.

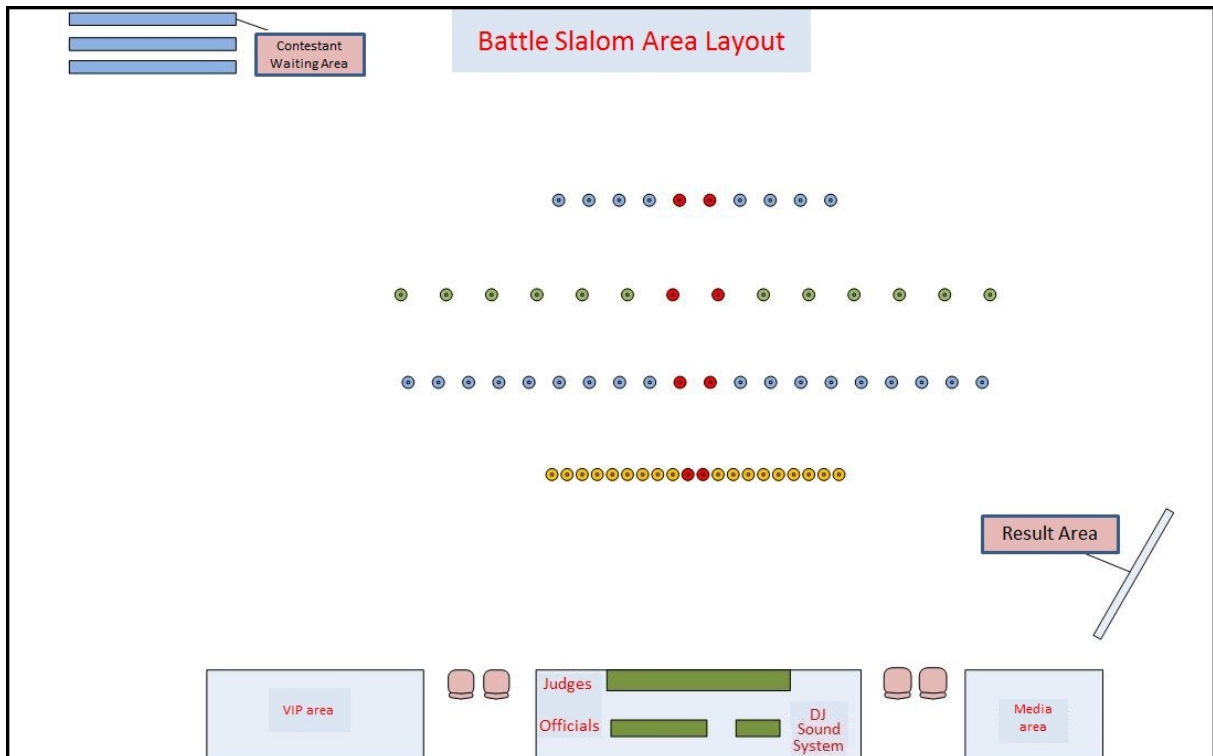
5. BATTLE FREESTYLE SLALOM

Skaters compete in small groups of 3 or 4 and have several runs to outbid their opponents in technique. The best two go through to the next round. The ranking is made by direct comparison between the skaters.

5.1. COMPETITION AREA

5.1.1. The Battle Freestyle Slalom Competition Area is the same as that of Classic Freestyle Slalom with an additional line of 10 cones with an 80 cm spacing, placed 2 m apart from the 120 cm cone line (See 2.1 & Figure 7).

FIGURE 8: BATTLE FREESTYLE SLALOM COMPETITION AREA LAYOUT



5.2. COMPOSITION OF GROUPS

5.2.1. Groups are calculated according to the latest WSSA Freestyle World Ranking. Each skater is ranked on the list according to their WSSA Freestyle World Ranking. Non-ranked skaters are added randomly at the end of the list.

5.2.2. In case that the number of skaters registered doesn't allow to have groups of 3 or 4 skaters, or to reduce the competition time, Pre-qualification groups can be organized according to head judge's decision.

5.2.3. Each group has a minimum of 3 skaters and a maximum of 4 skaters. In the only case of pre-qualification groups, the head judge can exceptionally decide to group 5 skaters together.

5.2.4. The number of groups depends on the number of skaters. They are organized as following: 12-16 skaters > 4 groups; 18-23 skaters > 6 groups; 24-32 skaters > 8 groups; etc. (See Figures 9.a & 9.b)

5.2.5. Once the groups are calculated and confirmed by the head judge, if any skater gives-up after the publication of the groups, there may not be regrouping of the skaters, and the group where the skater was assigned will have one skater less. If a skater gives up without a valid reason such as medical reason, this skater could be penalized by WSSA for this event, next events, or lose World ranking points, according to the WSSA technical committee decision.

FIGURE 9.a: BATTLE GROUPING DIAGRAM 24

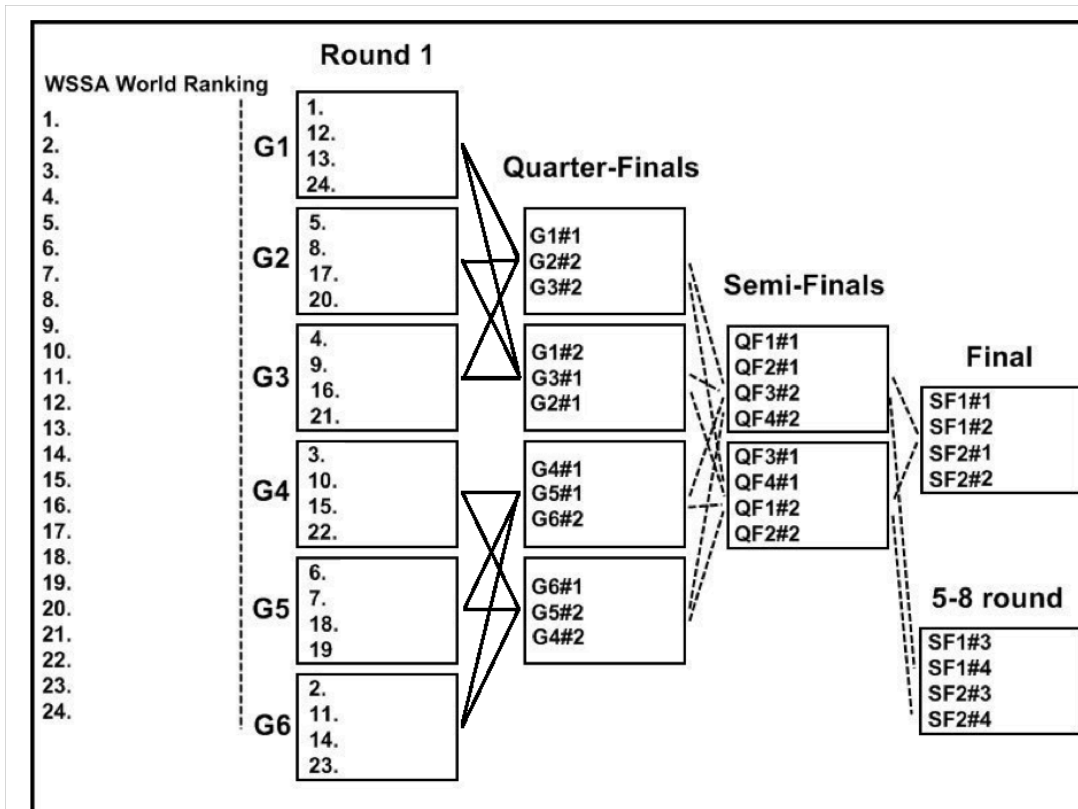
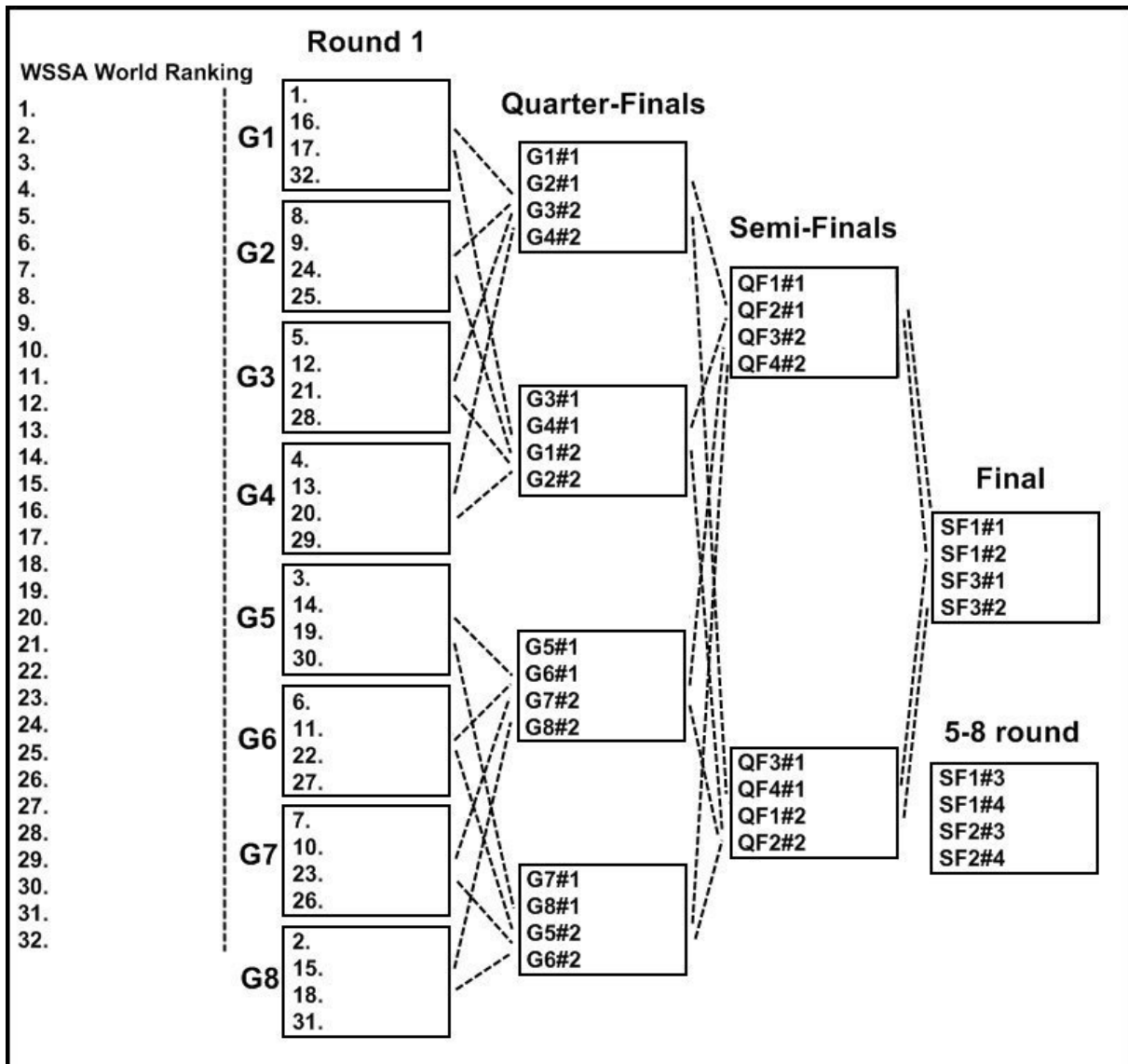


FIGURE 9.b: BATTLE GROUPING DIAGRAM 32



5.3. COMPETITION REGULATIONS

5.3.1. The skaters of a group have the same number of runs and perform one by one. Each run lasts 30 sec. The countdown starts when the skater enters the first cone, and the judges stop judging after exactly 30 sec.

5.3.1.1. The number of runs in a group varies: Up to Quarter-Final Rounds, skaters may have 2 or 3 runs at the discretion of the head judge. In Semi-Finals, skaters have 3 runs each. In Consolation Final, skaters have 2 runs and 1 last trick each. In Final, skaters have 3 runs and 1 last trick each (See 5.4).

5.3.2. The skaters of the first group are called for warm-up in the competition area (1-5 min).

5.3.2.1. In the meantime, the MC presents the skaters and announces their order to go within the current group.

- 5.3.2.2. Before each run, skaters must wait for the MC to allow them to go.
- 5.3.2.3. The DJ is in charge of the music. Skaters are not allowed to choose their music.

5.3.3. During the runs:

- 5.3.3.1. It is not compulsory to use each line or skate each cone.
- 5.3.3.2. Only the performances of the current round are taken into account. The performances of the previous rounds are not taken into account.
- 5.3.3.3. If the time is not displayed on a screen, the MC must inform the skaters about the time left: 20, 10, 5 sec.

5.3.4. After the runs at the end of the group:

- 5.3.4.1. Skaters must wait for the results in the Result Area.
- 5.3.4.2. During the judges' deliberation, the MC calls the skaters of the next group for warm-up.
- 5.3.4.3. When the judges' deliberation is done, the MC stops the warm-up and announces the results in the following order: the first-qualified skater (1), the last-ranked skater (4), the second-qualified skater (2), and the third-ranked skater (3). The 2 qualified skaters go to the next round, the 2 other skaters are out.
- 5.3.4.4. In case of a tie, see 5.4.
- 5.3.4.5. In the events, where "double judging" formula with 2 teams of judges is used, the 5.3.2 and 5.3.4.2 may not be applied.

5.3.5. In the Final Round:

- 5.3.5.1. At the end of the Semi-Final Round, the two best skaters of each group are qualified for the Final to compete for places 1 to 4. The two last ranked of each group will compete for places 5 to 8 in the Consolation final. According to the head judge's decision prior to the start of the Freestyle Battle competition, the consolation final may be cancelled.
- 5.3.5.2. In Final only, the finalist skaters choose their order to go as follows: the best ranked at the WSSA Freestyle World Ranking chooses first out of the 4 places available (1, 2, 3 or 4), then the second best-ranked skater chooses out of the 3 places left, the third best-ranked skater chooses out of the 2 places left, the fourth skater gets the last place left.

5.4. BEST TRICK AND LAST TRICK

5.4.1. Best Trick: At any round, in case of a tie between two skaters, a Best Trick may be asked by the judges.

- 5.4.1.1. The Best Trick consists of one single trick repeated as many times as possible.
- 5.4.1.2. The judges' final decision is based on the Best Trick performance only, regardless of the previous runs performed by the concerned skaters during the round.

5.4.2. The Best Trick procedure is as follows:

5.4.2.1. The order to go is drawn by the main judge. The winner of the toss chooses the order.

5.4.2.2. Each concerned skater has a maximum of 2 consecutive attempts of 30 sec max. If the first attempt exceeds 10 sec, the skater does not have a second try. Only the best attempt is taken into consideration.

5.4.2.3. Once the Best Tricks performed, the MC goes to the judges' table and handles the microphone to each judge who announces their individual decision. The skater who gets the more votes wins the Best Trick.

5.4.3. The Last Trick is a supplementary run added in the Consolation Final and Final Rounds.

5.4.3.1. The Last Trick consists of one single trick repeated as many times as possible.

5.4.3.2. The sum of the runs and the last trick is taken into consideration by the judges for the ranking of the group.

5.4.4. The Last Trick procedure is as follows:

5.4.4.1. The order to go is the same as that of the runs.

5.4.4.2. Each skater has a maximum of 2 consecutive attempts of 30 sec max. If the first attempt exceeds 10 sec, the skater does not have a second try. Only the best attempt is taken into consideration.

5.5. TECHNIQUE REQUIREMENTS

5.5.1. Tricks Standards and General Requirements.

5.5.1.1. A trick = slalom move normally performed on a cone line which can be identified by the Judge. The tricks can be executed on any number of cones, but the minimum number of cones for the trick to be validated by Judge without any penalties - 4 cones (or 3 spinning rotations). If a trick is not performed on 4 cones or 3 spinning rotation, a judge will still count it as a trick but will decrease the value of the trick.

5.5.1.2. Transitions, switching foot or changing directions from one trick to another trick of the same or different family are allowed. However, the transition should be done without pause to be validated.

5.5.2. The trick families are also taken into account by Judges. It's not mandatory for the Skater to use all the tricks families but the judges compare not only tricks quality, length, speed, clearness etc., but also a variety to compare the skaters in a group.

5.5.2.1. Sitting tricks: The skater should be in a squatting position, with their waist below knee level, at all time when performing on the cones.

5.5.2.2. Jumping tricks: Both feet should be in the air at the same time.

5.5.2.3. Spinning tricks: The skater should have at least one wheel touching the ground when spinning and remain inside the cone line during the rotation.

5.5.2.4. Wheeling tricks: Tricks that are done in a forward direction, whether frontwards or backwards and inside the cone line, with only one wheel touching the ground.

5.5.2.5. Other tricks: Do not include sitting, jumping, spinning and wheeling tricks.

5.5.3. Judges cannot consider "attempts" of tricks or transitions like a trick, but just as a missed trick or not count at all if not performed fully or not landed properly.

5.5.4. The performances of the skaters within the same group are not scored, but ranked by direct comparison, after a deliberation of the judges who take a common decision. The judges base their ranking on technical criteria:

5.5.4.1. Quantity and Quality: The difficulty of a trick is assessed according to its number of repetitions as well as to the quality of its execution, of the skater's control from the start to the end of the trick. A trick with fewer repetitions but with a mastered exit will be preferred to a slightly longer trick from which the skater exits in collapsing (the number of cones performed is also taken into account in the comparison). A trick is considered as inside the line if a wheel crosses either of the lines parallel to the side edges of the cones

5.5.4.2. Continuity and Flow: Tricks with controlled starts and exits as well smooth transitions between the different phases of the lines.

5.5.4.3. Trick variety: Performing a wide range of tricks shows a more complete technical achievement than just focusing on one skill.

5.5.4.4. Footwork and Linking: Integrating a trick into footwork shows a higher technical achievement of the trick itself than doing the same trick with no footwork introduction or exit. The complexity of the footwork itself is also taken into consideration.

5.6. PENALTIES

5.6.1. There is no penalty given for failing a trick, kicking cones, losing balance or falling. However, they downgrade the technical quality of the skater's performance.

5.6.2. Kicked or missed cones:

5.6.2.1. Kicked and missed cones during a trick are taken into account by decreasing the trick's "length". e.g. 2 cones kicked out of an 8-cone trick = 6-cone trick.

5.6.2.2. Likewise, performances on previously kicked cones will not be taken into account. e.g. a trick performed on 6 cones with one cone previously kicked in the middle of those will count as 5 cones trick.

5.6.3. Falls: In case of a fall, the trick performed will only be taken into account until the skater's loss of balance.

5.6.4. Repetition: If the same trick is performed several times in the same round, only the best attempt will be taken into consideration. The same trick or similar tricks repeated several times in the same round lowers the appreciation of a skater's variety.

5.7. CONE PICKERS

- 5.7.1. Cone pickers must replace all cones on their markings after each run.
- 5.7.2. Cone pickers must ensure that the area is clear before and during each run.
- 5.7.3. Cone pickers must not wear skates when they are on duty.

5.8. RANKING

- 5.8.1. The ranking of each group is made by common decision of the judges.
 - 5.8.1.1. If all the judges agree with the group ranking, it is validated without deliberation and immediately announced by the MC (See 5.3.4.3).
 - 5.8.1.2. If all the judges do not agree with the group ranking, they deliberate until they come up with a common agreement.
 - 5.8.1.3. If the judges do not come up with a common agreement, the majority wins (2 vs. 1 decision). To be specified by the MC at the result announcement.
 - 5.8.1.4. If the judges cannot decide between two skaters, they may ask for a Best Trick (See 5.4).
- 5.8.2. The final ranking of the competition goes as follows:
 - 5.8.2.1. Places 1 to 4 go to the skaters who reached the Final Round. They are determined according to the results of the Final Round.
 - 5.8.2.2. Places 5 to 8 go to the skaters who reached the Semi-Final Round but did not go through to the Final Round. They are determined according to the results of the Consolation Final. In the case that the consolation final doesn't take place, the 2 skaters who took the 3rd place in their respective Semi-final group would be awarded the joint 5th place, while the 2 skaters who took the 4th place in their respective Semi-final group would be awarded the joint 7th place.
 - 5.8.2.3. The 4 skaters who ranked 3rd of their respective Quarter Final Groups get the overall 9th place. The 4 skaters who ranked 4th of their respective Quarter Final Groups get the overall 13th place.
 - 5.8.2.4. The 8 skaters who ranked 3rd in their respective Eight-Final Groups get the overall 17th place. The 8 skaters who ranked 4th in their respective Eighth-Final Groups get the overall 17th place, etc.

6. FREESTYLE SLIDES (BATTLE FORMAT)

Skaters compete in small groups of 4 and have several runs to outbid their opponents in technique. The best two go through to the next round. The ranking is made by direct comparison between the skaters. The use of all protectives, including helmet is highly recommended for this discipline.

6.1. COMPETITION AREA

6.1.1. The surface of the Competition Area should be appropriate for sliding: flat and smooth, without holes or bumps.

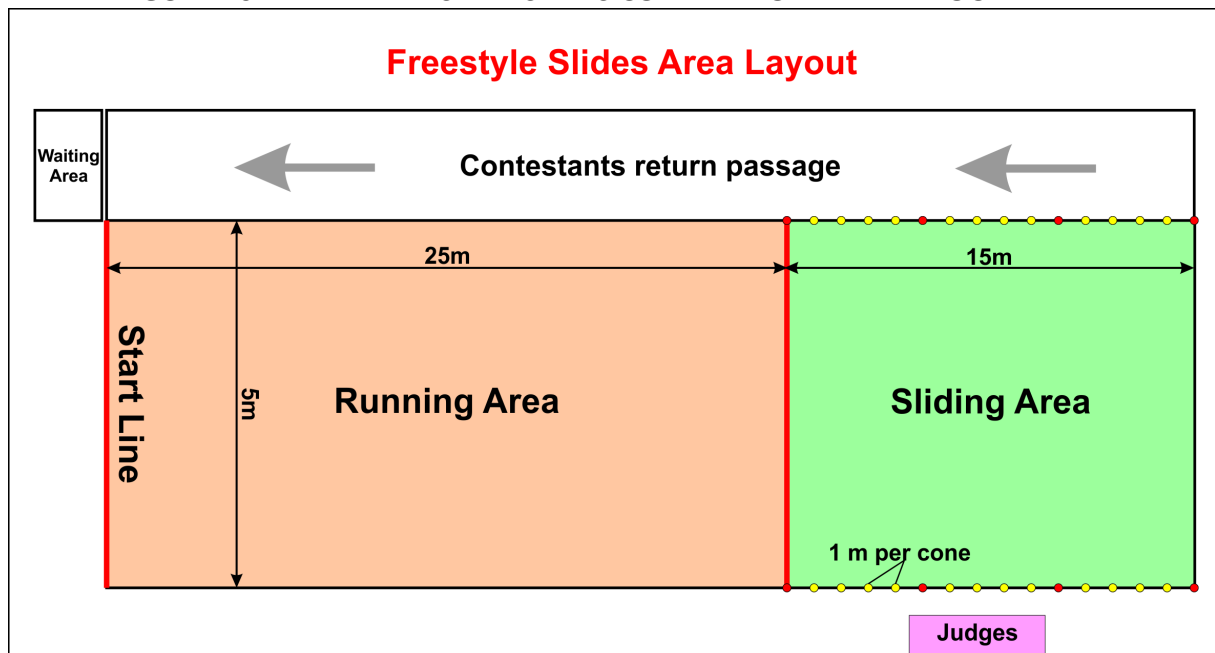
6.1.2. The judges' tables are placed facing the execution area. They should be at least 1 m away from the competition area.

6.1.3. The Competition Area should be of minimum 40 m long by 5 m wide, (width may be reduced depending on the venue size and is subject to Head judge's decision) including:

6.1.3.1. A Speed-up Area of 25 m between the start line and the slide area line, for the competitor to accelerate in order to execute the trick.

6.1.3.2. A Slide Area of 15 m delimited on both sides by lines of cones, placed 1 m apart from one another in order to indicate the 1 m distance marking.

FIGURE 10: BATTLE FREESTYLE SLIDES COMPETITION AREA LAYOUT



6.2. COMPOSITION OF GROUPS

6.2.1. Groups are calculated according to the latest WSSA Slide World Ranking. Each skater is ranked in the list according to their WSSA Slide World Ranking. Non-ranked skaters are added randomly at the end of the list.

6.2.2. Each group has a minimum of 3 skaters and a maximum of 4 skaters.

6.2.2.1. There may exceptionally be 5 skaters in a first-round group.

6.2.3. The number of groups depends on the number of skaters. They are organized as following: 12-16 skaters > 4 groups; 18-23 skaters > 6 groups; 24-32 skaters > 8 groups; etc. (See Figures 8.a & 8.b of 5.2)

6.3. COMPETITION REGULATIONS

6.3.1. The skaters of a group have the same number of runs and perform one by one.

6.3.1.1. The number of runs in a group varies: Up to the Final Round, skaters have 4 runs each. In Final, skaters have 5 runs each.

6.3.2. The skaters of the first group are called for warm-up in the competition area (1-5 min).

6.3.2.1. In the meantime, the MC presents the skaters and announces their order to go within the current group.

6.3.2.2. Before each run, skaters must wait for the MC to allow them to go.

6.3.3. During the runs:

6.3.3.1. Skaters may do single slides or slide combinations. There is no limitation (See 6.5).

6.3.3.2. The 3 best runs (out of 4) of each skater are taken into account.

6.3.3.2.1. In Final, the 4 best runs (out of 5) of each skater are taken into account.

6.3.3.2.2. The performances of the previous rounds are not taken into account.

6.3.3.2.3. The dismissed slide is used in the event of a tie.

6.3.3.3. Only slides performed into the Slide Area are taken into account.

6.3.3.4. Only the distance slid inside of the Slide Area is taken into account.

6.3.3.5. Slides that continue outside of the Slide Area are treated as incomplete slides and will be penalized by the Judges - only the section inside the Slide Area will be counted and a lower value will be granted.

6.3.4. After the runs at the end of each group:

6.3.4.1. During the judges' deliberation, the MC calls the skaters of the next group for warm-up.

6.3.4.2. When the judges' deliberation is done, the MC stops the warm-up and announces the results in the following order: the first-qualified skater (1), the last-ranked skater (4), the second-qualified skater (2), and the third-ranked skater (3). The 2 qualified skaters go to the next round, the 2 other skaters are out.

6.3.4.3. In case of a tie, see 6.4.

6.3.5. In the Final Round:

6.3.5.1. At the end of the Semi-Final Round, the two best skaters of each group are qualified for the Final to compete for places 1 to 4. The two last-ranked of each group will compete for places 5 to 8 in the Consolation final. According to the head judge's decision prior to the start of the Freestyle Slides competition, the consolation final may be cancelled.

6.3.5.2. In Final only, the finalist skaters choose their order to go as following: the best-ranked skater at the WSSA Slides World Ranking chooses first out of the 4 places available (1, 2, 3 or 4), the second best-ranked skater chooses out of the 3 places left, the third-best ranked skater chooses out of the 2 places left, the fourth skater gets the last place left.

6.4. BEST SLIDE

6.4.1. At any round, in case of a tie between two skaters, a "Best Slide" may be asked by the judges.

6.4.1.1. The Best Slide consists in one single slide or a combination of slides (See 6.5).

6.4.1.2. The judges' final decision is based on the Best Slide performance only, regardless of the previous runs performed by the concerned skaters during the round.

6.4.2. The Best Slide procedure is as follows:

6.4.2.1. The order to go is drawn by the main judge. The winner of the toss chooses the order.

6.4.2.2. Each concerned skater has a maximum of 2 consecutive attempts. Only the best attempt is taken into consideration.

6.4.2.3. Once the best tricks performed, the MC goes to the judges' table and handles the microphone to each judge who announces their individual decision. The skater who gets the more votes wins the Best Trick.

6.5. TECHNIQUE REQUIREMENTS

The performances of the skaters within the same group are not scored, but ranked by direct comparison, after a deliberation of the judges who take a common decision.

The judges base their ranking on technical criteria:

6.5.1. Length and Quality: The difficulty of a trick is assessed according to its length as well as to the quality of its execution, of the skater's control from the start to the end of the trick. A shorter trick but with a mastered exit will be preferred to a longer trick from which the skater exits in collapsing.

6.5.1.1. For 3-cone events and above, the minimum length for a single slide is 2 m.

6.5.1.2. A Slide Combination (combo) consists of 2 or more single sliding tricks combined with transitions into 1 slide. In combo, the minimum length of each slide is 2 m (for 3-cone events and above) and the transition distance must not exceed 1 m.

6.5.2. Continuity and Flow: Tricks with controlled starts and exits as well smooth transitions for combos between the different slides.

6.5.3. Body management with a mastered use of the upper body.

6.5.4. Trick variety: Performing a wide range of tricks shows a more complete technical achievement than just focusing on one skill.

6.5.4.1. Skaters must show slides from a minimum of two families.

6.6. PENALTIES

6.6.1. In the case of tripping or falling, the slide is considered void.

6.6.2. If one or both hands of a skater touch the ground, the slide is considered void.

6.6.3. If a skater repeats several times the same slide during a round, only the best attempt will be taken into account.

6.7. RANKING

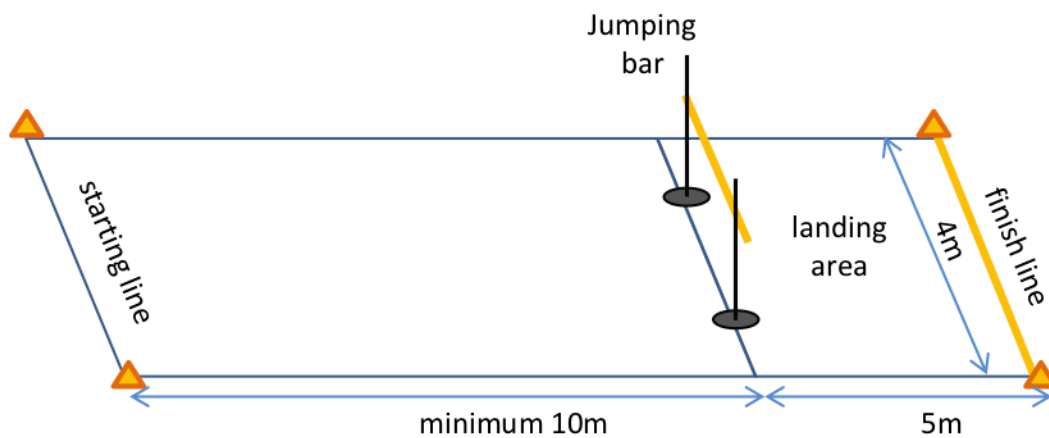
The ranking of Slides Battle follows the same organization as that of Freestyle Battle (See 5.8).

7. FREE JUMP

Skaters have several attempts to jump as high as possible over a bar.

7.1. AREA AND EQUIPMENT

FIGURE 11. FREE JUMP COMPETITION AREA LAYOUT



7.1.1. Equipment

The minimum necessary equipment is two poles graduate from 0.4 m to 1m70 and a bar of 3 meters long. It is strongly recommended to have spare bars in case of replacement if necessary.

A finish line must be drawn (tape) 5m after the bar.

7.2. COMPETITORS

7.2.1. Protectives.

There is no protective gear compulsory. Wrist guards are strongly recommended.

7.3. COMPETITION REGULATIONS

The sequence order for the skaters is based on the reverse order of the latest world ranking published.

7.3.1. Regulations

7.3.1.1. The competitor will jump over a bar, they can try 2 to 3 times to jump over the bar (according to the head judge's decision), and if they successfully performed a jump - they can continue to the next round. The competitor can also decide not to jump a bar of jump, waiting for the next step (skip the height). The competitors cannot skip the jump at first bar's height ("entry jump").

7.3.1.2. If the bar after the jump falls or if the competitor goes under the bar of jump, the competitor fails the jump.

7.3.1.3. If he jumps over and lands without falling, without touching the floor with his hand or his knee, or any other part of his body, the competitor succeeds. The jumper must cross the finish line to validate his attempt. If the skater falls after the finish line, the attempt will be validated. If the skater falls before, the attempt will be considered as a fail.

7.3.1.4. If the competitor fails his last try, he is out of the competition.

7.3.1.5. The competition starts at different height for women and for men. The Head judge will decide the height of the first bar according to the context (time, category...). All skaters must jump the first bar.

7.3.2. Women: ...70cm / 80cm / 90cm / 95cm / 100cm / 105cm / 110cm and so on...

Men: ...90cm / 100cm / 110cm / 115cm / 120cm / 125cm / 130cm and so on...

7.3.2.1. When only 3 skaters are left, the skaters shall choose their height in consultation one to each other. If no decision has been taken between the final athletes the lowest height requested will be placed. The minimum will be 2cm more than the previous height.

7.3.2.2. A skater, who unreasonably delays making a trial, renders him liable to have that trial disallowed and recorded as a failure. It is a matter for the Judges to decide, having regard to all the circumstances, what is an unreasonable delay. The official responsible shall indicate to the skater that all is ready for the trial to begin, and the period allowed for this trial shall commence from that moment.

7.3.2.3. If the skater subsequently decides not to attempt a trial, it shall be considered a failure once that period allowed for the trial has elapsed. No additional time will be allowed for further adjustment. If the time allowed elapses after an athlete has started his trial, that trial should not be disallowed.

7.4. Ties

Ties shall be resolved as follows for places 1 to 3:

7.4.1. The athlete with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.

7.4.2. If the tie still remains, the athlete with the lowest total of try shall be awarded the higher place.

7.4.3. If the tie still remains, the athlete who has the higher first fail jump shall be awarded the higher place.

7.4.4. If the tie still remains, the jumpers have an additional jump. Each jumper has maximum three attempts, but if a jumper succeeds and the other fails at the same attempt, there will be no further attempts and the jumper who succeeded shall be awarded the higher place (Golden Jump). The bar is then alternately lowered or raised 2cm by 2 cm until one jumper succeeds at a given height/attempt.

7.4.5. Athletes so tying must jump on each occasion when resolving the tie.

Ties shall be resolved as follows from the 4th place and other places after:

7.4.6. The athlete with the lowest number of jumps at the height at which the tie occurs shall be awarded the higher place.

7.4.7. If the tie still remains, the athlete with the lowest total of try shall be awarded the higher place.

7.4.8. If the tie still remains, the athlete who has the higher first fail jump shall be awarded the higher place

7.4.9. If the tie still remains, the athletes will have the same ranking.

APPENDIX A: COMPETITION EQUIPMENT LIST (See 1.9)

Note: The list shows all possible equipment needed for your competition and the organization of it.

No.	Description	Quantity	Remark	Needed	In-Charge	Conf.
1	Sound System	1 set	With mixer, etc., which can play MP3, and connect a computer to play			
2	Microphone	2 or more	Wireless microphone can cover the entire stadium			
3	Audio adapter cable	1 set	MP3 / Computer audio cable kit			
4	Long audio cable	1 pc	Allows judges direct access to the audio system			
5	Audio Player	2 set	Laptop, or iPad, music player, second alternate.			
6	Walkie - Talkie	7 pcs	Small portable radio link (receiver and transmitter) including the charger with headphones			
7	Laser Printers	1	Printer drivers			
8	Printer cartridges	1				
9	Power extension cables		50 meters is recommended to bring a cylindrical reel			
10	Power Supply Board	2				
11	First-aid station		First-aid kit or first-aider			
12	Judges Tables	8 to 10	Single desk length of at least 1.2 m			
13	Table Cloth		Judges tables			
14	Judge Chair	25	Judges, check-in area and cone pickers			
15	Canopy Tent	4	Outdoor events, each 3 * 3 m			
16	Auditorium					
17	Check-In signage	1				
18	Result bulletin board	1				
19	Measuring tape	1	30 to 50 meters			
20	Stopwatch	2 pcs				
21	Hand flag	4	2 red, 2 white			
22	Whistle	1				
23	Yellow & Red card	4	Similar to soccer, Yellow / Red			
24	Cones	8set	Each set of 20, 2 sets of 4 colors each with distinct color to the competition floor.			
25	Adhesive tape	100m	For starting line and finish line use, self-adhesive non-slippery surface.			
26	Safety tapes		Isolators, 50 m			
27	Water-based markers	3	Competition area markings			
28	Chalk	1 box				
29	Writing pen	15				
30	Clip Board	8				
31	Cone Stickers	150	Round stickers, diameter 7.7cm, center hole 0.7cm (hollowed or transparent).			
32	A4 Paper	3pkts				
33	Big envelope	30	Able to fit A4 size paper			
34	Stationery	1 set	Transparent glue, scissors, staplers, staples.			
35	Laptop	1	Windows systems, for speed slalom and Battle.			
36	Drinking water		Judges			
37	Speed Slalom lane divider		15 ~ 20cm high. Total length of 16 meters. / Д			
38	Speed Slalom lane sign	4pcs	30cm high, 25cm long. / 1			
39	Result area Backdrop		About 3 m * 3 m			
40	Result area		4-place sofa or 4 chairs			
41	Chronometer		Speed Slalom			
42	Big Screen or Tv		Large size, can be connected to a computer, for Battle and speed slalom timer.			
43	Resting Bench		Available seating 20 to 30 people			

44	Gymnastics mats		Indoor use, speed slalom for wall cushion.			
45	Trash bins (bags)	2pkts				
46	Mop	3	Absorbent mop		1 of 2	
47	Badge lanyards		Judges, staff, athletes, coaches, team leaders, media.			
48	Number Tags		Cloth, 18cm * 12cm, each athlete one piece, with a safety pin.			
49	Safety Pin		4 to 5 per athletes			
50	Judges Apparel		Be based on the number of referees			
51	Staff Apparel					
52	Competition staff	11	2 Check-in, 8 cone pickers into 2 groups, 1 record			
53	Acrylic stand	4pcs	Base height 10cm width * 30cm * 25cm long, triangular			
54	Medals		All category top three awards			
55	Certificate		All category top six certification			
56	Certificate of Participation		Based on the number of athletes			
57	Contestants Insurance					
58	Judges resting area	1				
59	Athletes resting area	Several rooms				
60	Media Room		With WiFi, multiple power interfaces, drinks, snacks, chairs			
61	Competition Backdrop					
62	Podium					
63	Presentation Tray					
64	Tray red cloth					
65	Flag-raising device					
66	Flag-raising team					
67	Participating countries flags					
68	National flag for Award Presentation					
69	National anthem					
70	Miss etiquette					
71	Meeting Room		Judges and coaches meeting / leader meeting			
72	Flagpole kits		Removable type			
73	Large Board or Cloth		Isolated competition area and warm-up area facilities			

APPENDIX B: FREESTYLE SLALOM TRICK MATRIX (See 2.6)

All technical tricks based on stability, average speed, on 80cm cones (min 4 cones on tricks, min 3 cones (or spins) for spinning moves)									
	Others	Sitting	Jumps	Wheelings	Spins				
A (50-60)	1	Toe Christie Back			Toe Footgun Spin	1	A (50-60)		
	2	Toe Christie	Toe Wiper			2			
	3					3			
	4					4			
	5					5			
	6	Butterfly				6			
	7	Toe Footgun Back			Internal / External 1 Cone 7 Back	7			
	8				Internal / External Backward 7	8			
	9				Internal / External 7	9			
	10	Teaboy/Superman	Toe Footgun		Flipping 360 Shift / Wheeling Fishleg / Daylight	10			
B (40-50)	1				Internal / External 1 Cone 7	1	B (40-50)		
	2		Footgun Footspin			2			
	3		Kazatchok Back			3			
	4	Toe Reverse Eagle	Christie Back			4			
	5					5			
	6					6			
	7					7			
	8					8			
	9	Cobra Back				9			
	10				Sewing Machine	10			
C (30-40)	1	Christie		Wheeling Back	Cross Korean Volt Back	1	C (30-40)		
	2	Cobra	Footgun Back	Kazatchok	One Cone Cross Korean Volt	2			
	3	Reverse Eagle			Cross Korean Volt	3			
	4					4			
	5	Toe Wheeling Eagle			Flat Shift / Flat Fake	5			
	6				Wheeling Forward	6			
	7			Wiper		7			
	8		Cross Sitting Heel-Toe Back			Reverse J-Turn		8	
	9	Z-Eagle	Footgun					9	
	10		Cross Sitting Heel Toe	Special Jumps				10	
D (20-30)	1	Special		Footspin		1	D (20-30)		
	2	Brush			J-Turn	2			
	3	Heel Toe Special	Sitting Heel-Toe Back		2 Feet Spin	3			
	4	Eagle / Eagle Cross / Sidesurf	Sitting Heel-Toe / Full Remi		Total Cross	4			
	5					5			
	6				Heel-Toe Back	6			
	7				Fan Volt Series / Sweepers	7			
	8					8			
	9					9			
	10	Eight	Small Car / 5 Wheels sitting					10	
E (10-20)	1	Eight Back			Italian / Volt	1	E (10-20)		
	2	Crazy Legs		XJump		2			
	3			Crab Cross		3			
	4					4			
	5					5			
	6	Stroll / Back Stroll				Crazy Sun / Mexican		6	
	7	Crazy / Double Crazy Series				Sun / Mabrouk		7	
	8	Chap Chap / X		Crab				8	
	9	Nelson / Nelson Back			One Foot			9	
	10		Sitting Fish		Cross / Snake / Fish Series			10	
	Others	Sitting	Jumps	Wheelings	Spins				

APPENDIX C: VICTORY POINT SYSTEM (See 2.10)

The main idea of the system is to calculate how many times more than half of the judges voted (by their rankings) for the one skater against other skaters.

Example

Table 1. Judges marks

Name	Pen.	Judge 1			Judge 2			Judge 3			Judge 4			Judge 5		
		Tech	Style	Total	Tech	Style	Total	Tech	Style	Total	Tech	Style	Total	Tech	Style	Total
Skater 1	1	42	33	74	32	27	58	41	34	74	44	35	78	44	36	79
Skater 2	0	35	25	60	28	19	47	38	28	66	36	27	63	35	25	60
Skater 3	2	38	28	64	22	16	36	29	22	49	36	27	61	32	26	56
Skater 4	2	31	26	55	26	19	43	36	28	62	37	27	62	27	18	43
Skater 5	0	28	28	56	35	28	63	25	24	49	33	28	61	25	19	44
Skater 6	2,5	12	16	25,5	15	7	19,5	22	20	39,5	24	20	41,5	22	12	31,5
Skater 7	2	21	20	39	14	5	17	21	19	38	26	19	43	15	8	21
Skater 8	3	11	14	22	14	4	15	20,5	20	37,5	21	19	37	13	6	16

Table 2. Judges rankings

Name	J1	J2	J3	J4	J4
Skater 1	1	2	1	1	1
Skater 2	3	3	2	2	2
Skater 3	2	5	4	4	3
Skater 4	5	4	3	3	5
Skater 5	4	1	4	4	4
Skater 6	7	6	6	7	6
Skater 7	6	7	7	6	7
Skater 8	8	8	8	8	8

Table 3. Victory Points List and final ranking

	Skater 1	Skater 2	Skater 3	Skater 4	Skater 5	Skater 6	Skater 7	Skater 8	Win Sum	Local WP	Tech Pts Sum	Total Win Pts	Total marks Sum	Place
Skater 1		5	5	5	4	5	5	5	7					1
Skater 2	0		4	5	4	5	5	5	6					2
Skater 3	0	1		2	3	5	5	5	4	5	157	21		3
Skater 4	0	0	3		2	5	5	5	4	5	157	20		4
Skater 5	1	1	2	3		5	5	5	4	5	146			5
Skater 6	0	0	0	0	0		3	5	2					6
Skater 7	0	0	0	0	0	2		5	1					7
Skater 8	0	0	0	0	0	0	0		0					8

The table shows how many judges voted for skaters in the column against the skaters in the row (victory points)

Criteria1 – Main criteria – the number of victories against all skaters

When we compare each skater with others skaters If The victory points of the skater in the cell is greater than half of the judges number we add 1 point to Criteria 1 (Win Sum). Highest rank goes to the highest sum. The meaning of the Criteria 1 is how many times more than half of the judges voted for this skater against other skaters

Criteria2 - local win points

If Criteria1 is equal, (for example, in this table, skaters 3, 4, 5 are equal in Criteria1) then calculate victory points relatively these 3 skaters only (Local points).

Criteria3

If Criteria2 is equal too we will compare their sum of technical marks.

Criteria4

When Criteria3 is equal we calculate total victory points for these skaters

Criteria 5

When Criteria4 is equal too, then compare their sum of total marks.

If Criteria5 is equal also, then they got the same rank

APPENDIX D: FREESTYLE SLIDES TRICK MATRIX (See 6.5)

Technical Difficulty Rate Based on 2 Meters					
Technical Level	Family 1	Family 2	Family 3	Family 4	Family 5
A	V - Toe Toe	Cowboy Heel Heel	8 Cross Heel Heel		
		Cowboy Toe Toe	8 Cross Toe Toe		
			8 Cross Toe Heel		
		Cowboy Toe Heel			
			8 Cross 8 Wheels		
	Cross Ern Sui Heel Heel	Cowboy 8 Wheels	Cross UFO Heel Heel	FastSlide Heel	
			Cross UFO Toe Toe	FastSlide Toe	
	Cross Ern Sui Heel Toe	Backslide Toe	Cross UFO Toe heel		
	Cross Ern Sui Toe Toe	Backslide Heel	Cross UFO 8 Wheels		
	Cross Ern Sui Heel				Cross Parallel Heel Heel
Cross Ern Sui Toe				Cross Parallel Toe Heel	
				Cross Parallel Toe Toe	
B	Cross Ern Sui 4 wheels		Eagle Toe Toe		
			Eagle Toe Heel		
			Eagle 8 Wheels		
			Eagle Heel Heel		
	Ern Sui Heel Heel		Ufo special heel heel		
	Ern Sui Toe Heel		Ufo special toe toe	FastSlide 4 Wheels	
	Ern Sui Heel Toe		Ufo special toe heel		Unity / Savannah Heel Heel
	Ern Sui Toe Toe		Ufo special heel toe		Unity / Savannah Toe Toe
		Backslide 4 Wheels	UFO Toe Toe		Unity / Savannah Toe Heel
			UFO Toe Heel	Magic Toe Toe	
			UFO Heel Heel	Magic Heel Heel	
				Magic Toe Heel	Cross Parallel 8 Wheels
			Ufo special 8 wheels		
		UFO 8 Wheels			
C		Cross Acid Toe Heel			Parallel Toe Toe
	Ern Sui 4 Wheels	Cross Acid Heel Heel		FastWheel Heel	Parallel Heel Toe
		Cross Acid Heel Toe		FastWheel Toe	Parallel Heel Heel
		Cross Acid Toe Toe		FastWheel Heel Heel	Unity / Savannah 8 Wheels
				FastWheel Toe Toe	
				FastWheel Toe Heel	
			FastWheel Heel Toe		
D		Barrow Heel Toe			
	Soyale Heel Heel	Barrow Toe Heel			
	Soyale Heel Toe	Barrow Toe			
	Soyale Toe Heel	Barrow Heel			
	Soyale Toe Toe	Barrow 4 Wheels			
	Soyale Heel	Cross Acid Toe			Parallel 8 Wheels
	Soyale Toe	Cross Acid Heel			
	Soyale 4 Wheels	Acid Toe Heel			
		Acid Heel Toe		Magic 8 Wheels	
		Acid Toe Toe		FastWheel 4 Wheels heel	
			FastWheel 4 Wheels toe		
	Acid toe 4 wheels				
E	Soyale 8 wheels	Barrow 8 wheels			
				Powerslide Toe	
				Powerslide Heel	
		Cross Acid 8 Wheels		Powerslide Toe Toe	
				Powerslide Heel Heel	
				Powerslide Heel Toe	
		Acid Toe		Soul Toe (Fastwheel Toe)	
		Acid Heel		Soul Heel (Faswheel Heel)	
		Acid 4 Wheels		Soul 4 Wheels (Fastwheel 4 wheels)	
				Powerslide	

* Highlighted in RED is the sliding leg

APPENDIX E: PROTOCOL & REQUIREMENTS TO VALIDATE WORLD RECORDS

1. Speed Slalom

1.1. Requirements for the Place of the Event

1.1.1. Only indoor performance can validate a world record. Too many factors would impact the performance outdoor. (wind, light, ground angle, etc.)

1.1.2. Checked and Confirmed by Head Judge all specificities of the ground. If too flexible, the record may not be validated because the finish gate may be moved before the skater cross the line

1.1.3. The floor must be flat.

1.2. Installation of equipment

1.2.1. Start lines / 1st cone line / finish line clearly represented on the ground with precise distances

1.3. Mandatory Items

1.3.1. Cameras with “slow motion” recording function of 1st cone & finish line

1.3.2. Automatic WSSA approved Chronometer with automatics start procedures

1.3.3. Start and Finish gates heights following the Rules (20cm for Finish gate, 40 cm for Start gate)

1.4. Judges and record conditions

1.4.1. Minimum 1 judge level 2 in the event able to check and confirm the protocols and sports rules were respected

1.4.2. The run has to be clear without any penalty

1.5. Review and WSSA confirmation

1.5.1. WSSA committee has to review all the elements to validate the record: the judge or organisation or skaters who claim for the World record has to provide all necessary

elements like the video of the run, pictures of the start, the picture of the screen with final time, original chronometer measure (xml file if available)
The record validation has to be signed by at least WSSA president and 1 committee members + the competition's head judge.

1.6. Certificate

A world record certificate shall be issued by WSSA and signed by the above members.

2. Free Jump

2.1. Requirements

2.1.1. Outdoor and Indoor events will be accepted.
The Ground must be normal ground to skate. (not too flexible)
The floor shouldn't give an extra rebound to the skater which would help him to jump higher.

2.2. Installation

2.2.1. The finish line must be drawn on the floor of the competition area.

2.3. Mandatory Items

2.3.1. The jumping system must be clean & precise enough (verification of the head judge or a level 3 judge after the competition for validation)

2.3.2. The centre of the bar will determine the height validated → the judge in charge must verify the height of the centre of the bar after the jump if the record is beaten.

2.3.3. The bar must be at least 3m wide or more

2.4. Judges

2.4.1. Minimum 1 judge level 2 or higher in the event able to confirm the protocols and sports rules were respected

2.5. Review and WSSA confirmation

2.5.1. WSSA committee has to review all the elements to validate the record: the judge or organisation or skaters who claim for the World record has to provide all necessary elements like the video of the run, pictures of the jump, the picture of the jump equipment.

The record validation has to be signed by at least WSSA president and 1 committee members + the competition's head judge.

2.6. Certificate

A world record certificate shall be issued by WSSA and signed by the above members.

APPENDIX F: Exception Skaters List

The following skaters will compete in SENIOR Category only

MEN

#	Full Name	Date of birth	Country	WSSA ID
1	TIMCHENKO SERGEY	2002.03.13	RUS	1901510000281

WOMEN

#	Full Name	Date of birth	Country	WSSA ID
1	ZENKOVA ANASTASIA	2002.04.14	RUS	2901510001458