

FREESTYLE SLALOM

Technical Mark

Category

Total 1st run /70

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Skater Name

Total 2nd run /70

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1st run :

Technique of tricks & transitions /60

Circle the best repetition trick and add half of its points

6	
5	
4	
3	
2	
1	
0	

Bonus /5	Footwork & technical impression /5
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2nd run :

Technique of tricks & transitions /60

Circle the best repetition trick and add half of its points

6	
5	
4	
3	
2	
1	
0	

Bonus /5	Footwork & technical impression /5
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FREESTYLE SLALOM

Body Control Mark

Category

Total 1st run /20

Skater Name

Total 2nd run /20

1st run:

Control of Tricks and Transitions

/20

2nd run:

Control of Tricks and Transitions

/20



FREESTYLE SLALOM

Music Mark

Category

Total 1st run /20

Skater Name

Total 2nd run /20

1st run :

General Rythm <i>10</i>	Melody & Choreography /10
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2nd run :

General Rythm <i>/10</i>	Melody & Choreography /10
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FREESTYLE SLALOM

Penalties

Category

Total 1st run

Skater Name

Total 2nd run

1st run :

Fallen cones (*-1/2 pt)	Fall (-1/2 to -5 pt / each)	Time (in sec)
Not Slalomed cones (*-1/2 pt)		Time penalty <80 sec = -5pts >100 sec = -5 pts 80 to 100 sec = ok

Sitting	Jumping	Spin	Wheeling

(3 points penalty per component not realised)

2nd run :

Fallen cones (*-1/2 pt)	Fall (-1/2 to -5 pt / each)	Time (in sec)
Not Slalomed cones (*-1/2 pt)		Time penalty <80 sec = -5pts >100 sec = -5 pts 80 to 100 sec = ok

Sitting	Jumping	Spin	Wheeling

(3 points penalty per component not realised)



FREESTYLE SLALOM

Jam Synchronisation Mark

Category

Total 1st run /20

Ream Name

Total 2nd run /20

1st run:

Team Synchronisation

/20

2nd run:

Team Synchronisation

/20

