

# FREESTYLE SLALOM

Technical Mark

Category

Total 1<sup>st</sup> run /70

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Skater Name

Total 2<sup>nd</sup> run /70

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1<sup>st</sup> run :

**Technique of tricks & transitions** /60

Circle the best repetition trick and add half of its points

6	
5	
4	
3	
2	
1	
0	

<b>Bonus</b> /5	<b>Footwork &amp; technical impression</b> /5
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2<sup>nd</sup> run :

**Technique of tricks & transitions** /60

Circle the best repetition trick and add half of its points

6	
5	
4	
3	
2	
1	
0	

<b>Bonus</b> /5	<b>Footwork &amp; technical impression</b> /5
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# FREESTYLE SLALOM

Body Control Mark

Category

Total 1<sup>st</sup> run /20

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Skater Name

Total 2<sup>nd</sup> run /20

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1<sup>st</sup> run:

**Control of Tricks and Transitions**

/20


2<sup>nd</sup> run:

**Control of Tricks and Transitions**

/20




# FREESTYLE SLALOM

Music Mark

Category

Total 1<sup>st</sup> run /20

Skater Name

Total 2<sup>nd</sup> run /20

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**1<sup>st</sup> run :**

<b>General Rythm</b> <i>10</i>	<b>Melody &amp; Choreography</b> /10
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**2<sup>nd</sup> run :**

<b>General Rythm</b> <i>/10</i>	<b>Melody &amp; Choreography</b> /10
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# FREESTYLE SLALOM

## Penalties

Category

Total 1<sup>st</sup> run

Skater Name

Total 2<sup>nd</sup> run

### 1<sup>st</sup> run :

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

<b>Sitting</b>	<b>Jumping</b>	<b>Spin</b>	<b>Wheeling</b>

*(3 points penalty per component not realised)*

### 2<sup>nd</sup> run :

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

<b>Sitting</b>	<b>Jumping</b>	<b>Spin</b>	<b>Wheeling</b>

*(3 points penalty per component not realised)*



# FREESTYLE SLALOM

Jam Synchronisation Mark

Category

Total 1<sup>st</sup> run /20

Team Name

Total 2<sup>nd</sup> run /20

1<sup>st</sup> run:

**Team Synchronisation**

/20


2<sup>nd</sup> run:

**Team Synchronisation**

/20


