

AWSC RULEBOOK 2019

ASPEN WORLD SYNCHRO CHAMPIONSHIPS SCORING 2019

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A. GENERAL

1. DIVISIONS

Competition is open to teams of six (6) or eight (8), plus two (2) substitutes/alternate and two (2) coaches.

If the alternate is used for either Race or Bumps, they must also be used in Synchro (with an exception of the alternate being injured during Race or Bumps).

10 is the maximum number of competitors for an 8 person team and 8 is maximum number of competitors for a 6 person team. If the alternate is used to replace an injured skier and if this team loses another skier to injury after the both alternates has been used, the team is disqualified from the competition (i.e. only 7 people left in an 8 person team or only 5 people left in a 6 person team).

There are multiple categories. For the 2018/19 season the categories are: (1) Open, (2) Women, (3) Snowboard, (4) Adaptive.

Teams will be referred to by the name the team will provide on the registration form or the name of the resort / area which they represent, the nation of the resort, or the name of the team's primary sponsor.

2. ENTRANCE FEES

Team of 8: \$1500

Team of 6: \$1250

Registrations after March 1st with have a late fee penalty of \$250.

Registrations after March 22ndt with have a late fee penalty of \$500.

3. PRIZES

Prizes are awarded to: 1st, 2nd and 3rd placing teams. For 2018/19 season the following prize money structure is confirmed (w-9 required).

1st	\$1500
2nd	\$1000
3rd	\$500

4. INSURANCE

The competition have an insurance for expectators. Each competitor should have their own insurance.

5. MEDIA

When participating in this competition, all competitors agree for the organization to used videos of photos that you might appear.

B. SYNCHRO

1. SYNCHRO COMPETITION FORMAT

- Team demonstration skiing / riding or both - 4 runs
- 4 passes total, school figure and 3 others of team design.
- One of those 3 team designs can be a repeat
- The point totals are added over the 4 passes to produce final Synchro score results

2. SYNCHRO REQUIREMENTS

- Teams must prepare four demonstration passes (runs), three (3) of these are designed by the team and one (1) is school figure. Teams are allowed one repeat pass excluding the school figure.
- The second pass of the four demonstration passes will be the compulsory school figure.
- Each pass must include either six (6) or eight (8) team members exactly depending on how the team registered for the competition. Each pass will count towards the total Synchro score. There will be no throw out rule.
- There can be one repeat pass other than the school figure.
- Teams should create a name for each pass by which to identify it (e.g. "Pop Out", "Double Trouble", "Crash", etc.).

3. FIVE JUDGING CATEGORIES

1. Synchronicity
2. Technique
3. Overall appearance
4. Degree of Difficulty
5. Deductions (i.e. falls, sliding out of stop, not finishing, etc.)

#1 judge scores sync; #2 judge scores technique, #3 judge scores overall appeal, #4 judge determines degree of difficulty, #5 judge scores deductions of falls, head judge monitors all scores.

4. JUDGING CRITERIA

#1 Synchronicity:

All skiers movements exactly in time with one another, with consideration to the degree of difficulty of the maneuver being attempted.

a) Synchronicity criteria

- turn shapes that are similar
- lane line ups when skiers pop in short turns
- lane line ups when skiers move to medium turns
- hitting lanes from medium to short and short to medium
- maintaining an accurate fall line from front to back
- spacing and passing intervals in box cars are identical

#2 Technique:

All skiers making controlled, aggressive, carved turns with aesthetically pleasing stance, discipline and economy of motion.

a) Technical skiing criteria:

- twisted turn throughout, (twisted defined as the tail of the ski going faster than the tip) edge set at end of turn, lowest score
- lowest score: ski performance: rotary is a twist, fastest at the beginning of the turn, slows at the end, highest edge angle at the end of the turn, transition is a traverse.
- twisted to edge pressure without an edge set in later part of turn next highest
- medium score: rotary is a steer at the beginning of the turn, some bend in the ski, edges increase their angle throughout the turn, steering results in the tail going faster than the tip, slows at the end of the turn, highest edge angle is at the end.
- minimum of twist to edge pressure highest score
- highest score: skis are bent at the beginning of the turn, edges are at a minimum, angles increase , highest angle at the middle, pressure is on the outside ski increasing through

the middle of the turn, reducing near the end as the edge angles reduce, transition is a efficient transfer of weight, pressure and edge angle.

- medium turns judged on complete turn or traverse, traverse receiving a lower score.
- the more dynamic turn would include one leg, (outside), more extended than the other, (inside). Body performance would include an extended outside leg, a flex inside leg, separation in the upper and lower body, rotation coming from the legs, counter created by angulation and rotation. * upper and lower body showing some separation, slight counter. blocking pole plant a lower score than a pole touch.

b) Technical snowboarding criteria:

the judges need to set technical criteria for snowboard.

#3 Overall Appearance:

The overall appearance is entertaining, includes exciting choreography and showmanship as well as difficulty of the figure.

- speed of figure
- use of the entire hill top to bottom, not necessarily side to side.
- tightness of figure -> quick and accurate moves from lane to lane
- pinpoint stops
- box cars and train wrecks depend on speed, turn shape and competitor proximity
- interesting formations that are less repetitive.
- crowd reaction

#4 Degree of Difficulty:

The degree of difficulty is based on short and medium turns and how these are combined throughout the figure to create various patterns and formations. **Maximum degree of difficulty score is 5 points.**

a) Basic scoring:

- Short turns base score is 1
- Short turns in sync adds 0.25 points

- Medium turns base score is 2 (including: vertical medium turns, lead follow medium turns and crash medium turns).
- Medium turns in horizontal formation adds 0.5 points

b) Additions:

- Additions will be added to the base score to eventually get the difficulty score
- Lane change in short turns adds 0.25 points (the highest possible score for short turns with lane change additions is a 2)
- Lane change in medium turns adds 0.25 points ((the highest possible score for medium turns with lane change additions is a 3)
- Additional maximum 0.5 points (at 0.1 points increments) could be added for particular patterns and shapes of formation (Box, Diamond, Triangle, Horizontal, etc.)

c) Extra points:

Degree of difficulty judge can look at a figure and add an extra 0.25 points if the figure warrants it. Those extra points will be based on the opinion of the judge and the figure's overall difficulty. One of the possible reasons for adding extra points is when the figure is skied by team of eight (8) and that fact increases difficulty considerably.

Teams will send a diagram of each maneuvers to the event coordinators prior to the event, no later than March 28th. Team may face a \$500 fine if passes are submitted after required date.

Degree of difficulty judge will assess the figures and assign a degree of difficulty score based on the criteria stated above. School figure has a degree of difficulty score that is 4.10 for a team of 8 and 3.85 for a team of 6.

<http://www.aspendivas.org/competitioninfo.html>

Degree of difficulty judge will watch the figure and confirm that it is performed as stated and certify the degree of difficulty. If the figure is performed at a lower degree of difficulty than described, the judge will reduce the difficulty score by as much as 1 point. If the figure is performed at a higher degree of difficulty than the judge originally assigned, the judge will increase the difficulty score as much as 0.5 points.

#5 Deductions

Penalties are subtracted after the total score is computed.

All mandatory deductions will be deducted from the total of the 4 subjective judge's scores.

Failure to complete a pass with all 6 or 8 team members - 2 points per competitor sliding out of position on a stop - 1 point per competitor

Fall by a team member - 1 point per fall with a maximum of 5 points

A fall is defined by the upper body (above the hips) impacting the snow unintentionally.

The overall appearance judge will deduct 3 points from the overall appearance category if the school figure is not performed exactly as described in the rulebook diagram.

If the mandatory School Figure is not skied as described, the deductions judge will deduct for each person who makes or misses any turns off the mandatory count of the school figure. Deductions will be made for each person, each mistake.

5. JUDGES PANEL

The judging panel will be made up of the head judge and five judges (representing at least 3 different ski areas)

There will be five judges who will score the following elements, synchronicity, technical skiing, overall impression, degree of difficulty and deductions for each pass. The head judge oversees all of the scores.

All teams will be judged together in one division.

Divisions will be separated for prize giving afterward only if we have enough team numbers to warrant separate divisions. Ie, Snowboarding, Women, Telemark.

The point system for scoring each pass is as follows:

Criteria	Maximum score	Percentage of total score	
Synchronicity	5	25%	subjective judge
Ski Technique	5	25%	subjective judge
Overall Appearance	5	25%	subjective judge
Degree of difficulty	5	25%	subjective judge
TOTAL	20	100%	

Minus Deductions - deductions

This score of maximum 20 is multiplied by 5 to give a score out of 100. All judges will score in increments of (0.25), e.g. 3.25, 4.0, 4.75 etc.

At the end of each round of demonstration passes,

The RAW SCORE RESULTS WILL BE USED rather than points based on ranking as in the past as shown below.

The points for each demonstration pass will be added cumulatively to give a running total from one run to the next, until the final total of points is reached after the 4 passes.

If there are tie scores in the final results after all four passes are completed, the higher scoring team in the school figure will take the lead between the tied teams.

The actual judge's score will be used rather than the points assigned after ranking the teams. If there is still a tie after considering the highest school figure score will take the lead, the 2 teams may do a fifth repeat pass of their choice.

6. SCORING

Scoring uses a scale from 1 to 5 with 0.25 used except for the 5 score. * All score are kept.

Four scores equally valued at 25% of the total score are added together:

Synchronicity + Technical Skiing + Overall Appearance + Degree Of Difficulty * Penalties and mandatory deductions for falls etc. are subtracted after the total score is computed.

The score of possible 20 maximum will be multiplied by 5 to give a possible score of 100.

Judges 1 through 5

1	2	3	4	5
Sync	+ tech ski	+ over app	+ difficulty	= subtotal – deduc = score x 5 =100
5.00	5.00	5.00	5.00	= 20.00 – deduc = score x 5 =100
25%	25%	25%	25%	= 100%

Synchro Competition will make up 70% of the overall score for the overall ranking.

The highest team score will be awarded 700 points. All the other scores will be calculated as raw score relative to the first place finish score rather than a point system as in the FIS rules.

7. MUSIC REQUIREMENTS

Teams must attempt their demonstration passes to music.

Teams may attempt to ski totally in time with their choice of music, although this is not considered critical to any of the judging criteria.

Teams must upload their music and music sheet to their Music Folder in Google Drive by March 28th 2019. A link will be sent after registration.

Failure to upload music by March 28th 2019 will result in a \$500 fine.

Label each song beginning with team name, pass number (1, 2, 3 or 4) and song artist and name.

Keep music tracks g-rated, ie: no profane or indecent suggestive lyrics.

The music sheet can be downloaded from:

<http://www.aspendivas.org/downloads.html>

8. SUBSTITUTIONS OR ALTERNATES

One reserve skier may be substituted into a team at any time at the discretion of each individual team coach or captain.

8 Person teams consist of 10 members with 8 skiers/riders in each pass

6 Person teams consist of 8 members with 6 skiers/riders in each pass

The substitute (9th/10th person or 7th/8th person) may alternate in and out of the team any number of times. If an alternate is used in Race or Bumps, that competitor must participate in at least one other discipline of the event, either race, bumps or synchro.

The substitute (9th/10th person or 7th/8th person) must be the individual listed on the official entry form.

Teams attempting to substitute persons not on the submitted list and over the number allowed for each team will be disqualified.

Teams which suffer athlete injuries leaving them with only five fit members must retire from the competition for the purposes of ranking. They may still perform their passes for show but they will not be scored.

9. GENERAL RULES

a. Draw and seeding procedures

Start orders for the first, second and third demonstration passes will be determined by 3 different random draws to take place at the coaches meeting the night before the first day of competition.

The final pass will be seeded in order of lowest to highest cumulative score in the open competition (i.e. Team in last place will compete first).

Teams not present at the start in good time for their run without good reason may be disqualified from the competition.

Teams must upload their drawings in Google Drive by March 28th 2019. A link will be sent after registration.

Failure to upload drawings by March 28th 2019 will result in a \$500 fine.

b. Competition hill dimensions

Hill dimensions are approximate and may change according to snow conditions and general logistics, as may the actual run named as the competition hill.

The practice day is provided so that teams may refine their demonstrations to fit the actual competition hill.

Teams practicing on the hill before the start time and after it is closed will be disqualified from the competition. There may be a need to preserve the snow, due to weather conditions.

Teams must not practice on the competition hill on the competition day.

The Aspen North American Run is fairly flat on top, becoming gradually steeper remaining a fairly constant pitch (average blue slope) until it is quite flat by the bottom fence.

Total length of run is approximately 270 meters, 35 meters wide

Teams should be prepared to do a slip at the discretion of the event committee both on competition day and practice days. Snow and weather conditions may warrant it.

c. Safety

All Teams are required to use helmets (as of 2013) and for the race, goggles are also required. (as of 2014)

Teams are reminded that historically, a more simple, safer, demonstration run executed well most often scores higher than a more difficult, high risk pass executed poorly.

All team members acknowledge when entering this event that team demonstration skiing is inherently dangerous by it's nature and that accidents have occurred in the history of this event. All team members must sign liability waivers at registration, confirming that they will hold harmless the organizers, host resort, associated sponsors and all other parties other than themselves. There is one waiver for the entire event and another specific to the racers.

d. Protest

Protests will be reviewed under payment of US\$50 and only under the following circumstances: If the decision is upheld, the Team's Protest fee is returned. (as per F.I.S. Rules- F.I.S. Fee US\$100)

- Unexpected occurrences, e.g. Sponsor banner flies into the path of a team during demonstration skiing
- Show mechanics, e.g. Music CD skips in demonstration skiing.
- Full disclosure on Technical Difficulty scores for all team passes will be given at the Coaches meeting and coach representatives will have opportunity to discuss scores with Head Judge.
- Falls and deductions can be protested if another team witnessed a fall and either no or not enough deductions have been given.
- Teams can protest if the mandatory School Figure is not skied exactly as written by another team and either no or not enough deductions have been given.

Protests will not be considered for equipment failure or errors due to snow or weather conditions.

Protests must be submitted by the team coach representative as per coaches meeting to the head judge at the judging platform no later than one hour after the run in question.

The judging panel will review the protest as a group and the head judge will notify the team coach of its decision as soon as possible.

The judge's decision is final.

Teams may not attempt to discuss protests or any other matter with the judging panel at any time other than through their coach representative as per coaches meeting at the coaches meeting and during a protest.

Teams may not approach or discuss any matters with the judges. Team coach representative as per coaches meeting will have access with the judges during the coaches meeting and with the head judge during a protest. Attempts otherwise will result in disqualification.

Team members physically or verbally harassing a judge or any other member of the organizing staff will be disqualified from the competition and asked to leave the host resort immediately.

C. RACE

1. RACE RULES

Aspen World Synchro Championships 2019 race will be held on the Aspen Nastar course. (Silver Dip Swing trail)

Synchro Team uniform pants must be worn. You may remove your Synchro team jacket. No Speed suits or taping of pants or top.

Racers can use any skis. They don't have to be the same skis used in the synchro comp. All racers must wear helmets and goggles. (as of 2014)

2. RACE FORMAT

- Teams may load gondola at the public loading 9am time.
- No local teams may load early. Sometimes they allow public on a bit before 9.
- Course inspection is open from 9:15am and closes at 9:50am
- Race start time for run one is 10:15am.
- There will be 4 different racers for each team.
- Each racer will run each course once. One run on Yellow, one on Blue

- Racers must be on the team REGISTRATION roster for AWSC event and must participate in at least one other discipline of the event, either bumps or synchro. Team rosters will be at the start to verify participants for each team.
- Blue and yellow course will alternate with a 15 second delay. Yellow course will go first.

The accumulative time of all 8 runs will make up the team's score.

In the event of a DSQ or DNF, a 32 second time will be the default for that run.

A time will be counted when a racer passes each gate properly with at least 3 pieces of equipment. ie. two skis, one pole or two poles, one ski.

In the event that a team member on the start list is injured or not present, the team member registered as an alternative can race if they had already sign the nastar waiver. Each racer may only ski one run on each course. Only 4 different team members may compete in the race porcion.

There is a random draw for the start order. All racers MUST sign the separate race waiver and submitted before the event. The first two names listed on the registration form will be placed in the draw for the first half of the field, the second two names will be placed in the draw for the second half of the field. If the alternative racer is to be used, he/she will be given the bib number of the person they are replacing.

Start order for second run, the first half of the field will run in reverse order and the second half of the field will run in reverse order.

We will send slippers on a regular basis, team members that are not racing will be ask to help slipe the race course.

Start time of 2nd run is immediately following the first. Racers must come straight back to course start.

If a racer misses their start order, they will be sent at the end of that current run, first or second. Reruns will be determined by the judges if there is course interference or failed timing, etc

3. RACE SCORING

- Racing will make up 20% of the overall score for the overall ranking.

- The fastest team time will be awarded 200 points. All the other times will be calculated as raw times relative to the first place finish score rather than a point system as in the FIS rules.

D. BUMPS

1. BUMPS RULES

- Bump competition will take place on Blondie's Run, unless weather and/or snow conditions will require another location.
- During bumps competition the official uniform of the synchro team member must be worn.
- There is no regulation on skis the competitors can use.
- All competitors must wear helmets.
- Bump competitors must participate in Synchro part of the AWSC competition, unless they have been injured during the competition.
- Team rosters will be at the start to verify participants for each team.

2. BUMPS FORMAT

- The skiers will compete one at a time.
- Every competitor will have two (2) runs.

3. BUMPS SCORING

- There will be 5 judges each scoring one of the five criteria (detailed explanation below) for every run and every competitor.
- Each judge can score in the range 0 to 5 points in the particular criteria in the following format:
 - (1) Excellent - range of 4.6 to 5.0 points,
 - (2) Very Good - range of 4.1 to 4.5 points,
 - (3) Good - range of 3.6 to 4.0 points,
 - (4) Above Average - range of 3.1 to 3.5 points,

- (5) Competent - range of 2.6 to 3.0 points,
- (6) Below Average - range of 2.1 to 2.5 points,
- (7) Poor - range of 1.1 to 2.0 points,
- (8) Very Poor - range of 0.0 to 1.0 points.

4. JUDGING CRITERIA

#1 Technique

Legs should be used as shock absorbers in anticipation of the moguls. Upper body should be quiet and controlled and should stay square to the fall line. Arms should stay in front of the body in a natural position required for pole plant or touch. Discipline between upper and lower body should be shown.

#2 Line / Turn Shape

The right tactique should be used together with efficient line choice. Competitors should aim to stay in the same mogul line from top to bottom, and not change lines. All turns should be round with efficient use of skill blend throughout the turn.

#3 Style / Precision

Looking for ability to jump from bump to bump on occasion to showcase skills. Skiers should stay in control either on snow or in the air. Minor or medium touch or fall with complete stop are part of this criterion.

#4 Aggression / Speed

Aggressiveness is skiing to one's personal limits (but not beyond) while keeping fast pace down the hill. The faster the skiing, the more absorption is required. Any fall resulting in complete stop is affecting speed down the hill and is therefore part of this criterion.

#5 Showmanship / Overall Appearance

Crowd cheering. Tricks. Fun and engaging.

Bump Competition will make up 10% of the overall score for the overall ranking.

The highest team score will be awarded 100 points. All the other scores will be calculated as raw score relative to the first place finish score rather than a point system as in the FIS rules.

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