

AWSC RULEBOOK 2018

ASPEN WORLD SYNCHRO CHAMPIONSHIPS SCORING 2018

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GENERAL

1. DIVISIONS

Competition is open to teams of six (6) or eight (8), plus one (1) substitute/alternate A 6 person team can have up to 7 competitors skiing in the comp.

If the alternate is used for either Race or Bumps, they must be used in at least one other discipline of the event. ie. Either Bumps and Race, or Race and Synchro, or Bumps and Synchro.

9 is the maximum number of competitors for an 8 person team and 7 is max 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 alternate has been used, they are Disqualified from the competition. ie. Only 7 people left in an 8 person team or only 5 people left in a 6 person team.

All teams will compete in one category.

Teams will be referred to by the name you 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. PRIZES

Prizes are awarded to: 1st, 2nd and 3rd placing teams Confirmed for 2016
prize money (2016) is awarded to: (w-9 required)

1st	\$700
2nd	\$500
3rd	\$300

A. SYNCHRO

a. 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

b. SYNCHRO REQUIREMENTS

- Teams must prepare four (4) demonstration passes (runs). 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 6 or 8 team members exactly depending on how you registered. Each pass will count towards the total 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.

c. FIVE JUDGING CATEGORIES

1. sync
2. technique
3. overall appeal
4. degree of difficulty
5. deductions – ie: falls, sliding out of stop, not finishing

#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.

d. SUBJECTIVE JUDGING CRITERIA

i. Synchronicity: all skiers movements exactly in time with one another, with consideration to the degree of difficulty of the maneuver being attempted.

Sync skiing:

- 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.

ii. Ski technique: all skiers making controlled, aggressive, carved turns with aesthetically pleasing stance, discipline and economy of motion.

iii. 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.

iv. Technical snowboarding criteria: **the judges need to set technical criteria for snowboard.**

v. Overall appearance: entertaining, 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 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

e. OBJECTIVE JUDGING CRITERIA

i. Degree of difficulty score:

- Maximum score of 5 points.
- Base numbers
- Short turns are a 1. The highest possible score for shorts with additions is a 2.
- Medium are a 2. The highest possible score for mediums with additions is a 3.
- Additions will be added to the base score to eventually get the difficulty score.

Additions for short turns:

Op-sync remains a 1. Sync adds 0.25

Lane change adds 0.25

Additions for medium turns:

A vertical medium turn remains a 2 A lead follow medium remains a 2

A crash medium remains a 2

A horizontal medium adds a 0.5

Lane changes add 0.25

Addition for shapes: whether done as a short or medium. May include:

Box

Diamond

Triangle inverted or upright, point of the spear

Triangle vertical either side

Horizontal line 0.0

Vertical line 0.0

The judges can look at a figure and use an additional 0.25 as an add on if they feel the figure warrants it. That criteria

Will be based on their opinion of the figure and its overall difficulty.

Teams will send a diagram of each maneuvers to the event coordinators prior to the event; no later than the 22nd of March. There is a \$500 fine if passes are submitted after 22nd of March, 2017.

The judges will assess the figures and assign a degree of difficulty based on the criteria stated above.

As a way of explaining this, the judge will score the school figure as follows. To begin, there are short turns in one shape (chainsaw), then medium turns lead follow (boot touch), then short op- sync turns in another shape (2 vertical lines), then pops and swoops. Forming 3 more shapes (4 lines with lane changes and then 2 lines in-sync) then sequential pops in a zipper forming other land change shapes. As a result the school figure score is a 4.10

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

The 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 not skied as described, the difficulty judge will reduce the difficulty score by as much as 1 point. The deductions judge will also 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.

ii. 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.

Hands touching the snow, hips touching the snow, do not incur mandatory deductions, although it is probable that such occurrences will result in discriminatory deductions.

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.

f. 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. I.e, 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.

Past scoring:

- 1st place - 100 points
- 2nd 95
- 3rd 90
- 4th 85
- 5th 80 etc.

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.

g. 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.

h. 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 22nd 2018. A link will be sent after registration.

Failure to upload music by March 22nd 2018 will result in a \$500 fine.

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

Please 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>

i. REPETITION

Teams may repeat one of their own passes, not school figure, twice.

j. 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 9 members with 8 skiers/riders in each pass

6 Person teams consist of 7 members with 6 skiers/riders in each pass

The substitute (9th person or 7th 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 person or 7th 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.

k. GENERAL RULES

i. 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.

ii. 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.

iii. 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.

iv. 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.

B. Race

a. Race rules:

Aspen World Synchro Championships 2015 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)

b. 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 Green.
- 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.

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, another team member may race in their place provided they sign the waiver form. Each team racer may only ski one run on each course. Only 4 different team members may ski the race.

There is a random draw for the start order. Each racer will be given a bib start number at registration. All racers MUST sign the separate race waiver form at team registration to be permitted to race. The random draw will ensure that two racers per team will be in the 1st half of the list and the other two racers will be in the 2nd half. (new as of 2015)

Start order for second run will be 16 through 1, then 32 through 17.

We are planning on sending slippers on a regular basis condition specific.

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

c. 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.

C. Bumps

a. Bumps rules:

Bump competition will take place on Blondie's (as in 2014)

Subject to change dependent on snow and weather conditions.

Synchro Team uniform must be worn. Bump competitors can use any skis.

They don't have to be the same skis used in the Synchro comp.

All bump competitors must wear helmets.

Bump competitors must participate in at least one other discipline of the event, either race or synchro. Team rosters will be at the start to verify participants for each team.

b. Bump format:

- If run on Blondies, the skiers will compete one at a time as in 2014.
- If on a wider run, the run will have a rope line down the center to separate 2 lanes.(conditions permitting) Two competitors will run each side of the course, Skier's left and skier's right at the same time.

c. Bump scoring:

- Below is a condensed version of existing F.I.S. bump rules.
- For a complete version see the file [FIS Freestyle Skiing Judging & Scoring Handbook](#)
- Pages 17-21 are the most relevant to the AWSC event describing the turns.
- There will be 2 judges per competitor, 4 total scoring on the following criteria. 2 Judges on skier's left course and 2 judges on skier's right course.
- Since Bump skiing in regular bump competition is quite distinct from the PSIA model, there will be a bias towards rewarding the PSIA model turns.

Sample of Scorecard:

Team name	Judge number	
Name		
Bib #	Run 1	Run 2
Aggression/Control		
Fall Line		
Carving		
Absorb/Extension		
Upper Body		
	Deductions	Deductions
0.1–0.5 Minor touch without stop		
0.6 – 1.0 Medium touch without stop		
1.1 – 1.5 Mayor fall or complete stop		

Mogul score ranges:

Excellent 4.6 - 5.0
Very good 4.1 - 4.5
Good 3.6 - 4.0
Above Average 3.1 - 3.5
Competent 2.6 - 3.0
Below average 2.1 - 2.5
Poor 1.1 - 2.0
Very poor 0.1 – 1.0

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.

Criteria for judging:

- Aggression / Control: Aggressiveness is skiing to one's personal limits, but not beyond, and in control either on snow or in the air.
- Fall Line: Competitors should aim to stay in the same mogul line from top to bottom, and not change lines. Judges will reduce your turn scores by .5 every time you change lines.
- Carving: All turns should be initiated by carving. Efficient use of edging to control speed in and out of the turn throughout the run. (tip follows tail)
- Absorption/Extension: The faster the skiing, the more absorption required. Movement of the upper body should be kept minimal. Legs should be used as shock absorbers in anticipation of the moguls. Looking for ability to jump from bump to bump on occasion to showcase skills.
- Upper Body: 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. Discipline between upper and lower body should be shown.