

# USTSA Freeskiing

## COMPETITION RULES

Judging is based on the five categories below. Three judges score each run, rating the competitor on a 1-10 scale, with 10 being the highest. The scores are totaled across runs and days with the highest score determining the winner.

### **1. Line (Difficulty)**

The Line score is an objectively determined category that is decided on and mutually agreed to by all judges. It is scored first as it influences all other categories.

Line score is based on the difficulty of the line chosen to ski, based on complexity of terrain, exposure, consequence, and creativity. Line score also determines the 'two-point rule', which means that the maximum score for any of the other categories cannot be more than two-points above the Line score (for juniors this is three points).

### **2. Control**

The scoring in this category addresses the ability for the skier to demonstrate control while skiing their line, catching & landing air, skiing through variable conditions, etc. The score in this category is also affected by falls. Typically, each fall counts against the Control score. While a hand-down, hip-check, and fall are all viewed differently, they all show a loss of control while skiing and will likely result in a loss of points in this category.

### **3. Fluidity**

Fluidity is constant motion down the fall line all the way to the finish. Stopping, long pauses used to evaluate terrain before skiing, and large traverses all affect the Fluidity score negatively. Similarly, a large fall that results in loss of equipment or time to recover from will affect the Fluidity score.

At the beginning of each day at each venue, fore-runners will help determine the maximum amount of time required to ski the venue. If a competitor cannot ski the venue under this time limit, they will receive a DNF for that run, which is the equivalent of a 0 in every category.

### **4. Form / Technique**

This category speaks to the fundamentals of the skiing skill set. While there are many different Telemark styles, there is clearly a difference between a Telemark turn and an alpine turn. Like Control, the ability to make Telemark turns demonstrates that the skier is capable and possesses good technique and ability.

### **5. Style & Aggression**

This is pretty self explanatory, but speaks to the skier's desire to showcase stylistic aspects of their skiing that set them apart from others, and show that they are going for it. Flashy turns, speed, air & tricks, and determined turns in exposed terrain all help the Style & Aggression score. Keep in mind that if you are pushing it, and can't pull it off, however, all the other categories will suffer.

### **Falls in No Fall Zones (NFZ):**

Falls affect the score of the competitor in a variety of ways ranging from loss of fluidity to loss of control. Falling in a No Fall Zone, however, will greatly affect your overall scores. No Fall Zones are pre-determined for each venue and will be clearly explained to the competitors at the daily meeting.

A fall in a No Fall Zone initiates a two-point rule, similar to the Line score. While the Line score will remain at the full point award based on the line skied, the Control score automatically becomes 2. Technique, Fluidity, and Aggressiveness will be scored off Control, where the maximum number of points in any of those categories cannot exceed 4. In rare cases, a bonus point may be awarded in any of these categories for a total score of 5.