



- COMPETITION FILE -

SNOWKITE FREESTYLE 2020

The SNOWKITEMASTERS wishes to highlight the passion for snowkiting through the notion of «MASTER», all supports included.

This choice implies to mix the different categories during a Super Final.

The spirit remains the same, the skiers and snowboarders will share a victory in their own category. However, each winner will have to battle with the other winners (of the other categories) to win the title of Master 2020 and the Prize Money.

Competition board (adaptable and modifiable according to the weather/ number of riders)

- * Men's SKI (elimination or scoring run table)
- * Women's SKI (elimination or scoring run table)

- * SNOW Man (elimination table or scoring run)
- * SNOW Woman (elimination table or scoring run)

- * SUPER-FINAL

During this Super Final which will cover our Master with gold, the judging criteria will be slightly modified in order to find a fairness in Skiing and Snowboarding.

For example:

- The «One foot» in Snow will disappear as it would be too dangerous to propose it in Ski.
- The «Grabs» will be catalogued Nose / Middle / Tail.

Others, considered as more classic categories, will simply be aligned with tricks:

- The «Backroll» in Snow will obtain the same score as a «Backroll» in Ski, while adapting to the so-called «classic» judging criteria, tricks engagement, execution, landing, etc...
- On the «Handle Pass» bars, a «FLAT 3» will have the same value in Ski & Snow.

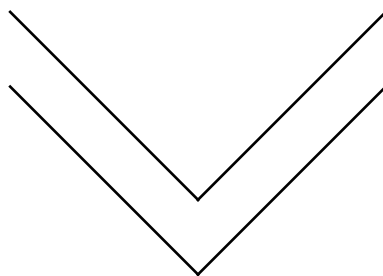
A DISPOSAL TABLE FORMAT :

THIS ONE CAN BE ADAPTED ACCORDING TO THE WEATHER CONDITIONS & THE NUMBER OF RIDERS PRESENT ON THE COMPETITION!

- Round 1 will see the riders competing three by three, XX heats will be executed.
- Round 2 will involve the 3rd of each heat of round 1, who will compete head-to-head (X pools of 2).
- Round 3 will oppose the winners of the heats of round 2 with the second place winners of the heats of round 1.

The winners of the heats of round 1 will be directly propelled to round 4, before a round 5 that will pit 6 riders (3 heats of 2) against each other.

The first X riders will go on the high board and the last X riders on the low board, if the conditions and the weather allow it.



Snowkite MASTER 2020

UNHOOKED		UNHOOKED	
Name	Score	Name	Score
Front 360 / Back 360	2	Heart Attack 3	7
F 720 / B 720	4	Heart Attack 5	8
F 1080 / B 1080	6	Heart Attack 7	9
F 1440 / B 1440	8	DOUBLE - HA 3/5/7	+2 pts
Railey	1,5	Back Mobe 3	5
Railey blind / Wrap.	3	BM 5	6
Crypt	2	BM 7	9
S-bend	2,5		
Vulcan	2,5	Front Blind Mobe 3	6
S-bend blind / Wrap.	3,5	FBM 5 FBM 7	8 9,5
Double S-bend	3,5		
Kiteloop	3 <.. 6	Slim Chances	6
Kiteloop Lateback/Boogie	5 <.. 9	Slim 5 Slim 7	7,5 8,5
Blind judge 3 / 313	5	S-Mobe 3	5,5
BJ 5 / 315	6	S-Mobe 5	7
BJ7 / 317	7	S-Mobe 7	8,5
		Back to blind	4
Hinterberger 3	4,5	KGB	6
Hinterberger 5	6	KGB 5	7
Hinterberger 7	8	KGB 7	8,5
DOUBLE - HT 3/5/7	+/- 2 pts		

Snowkite MASTER 2020

HOOKED		HOOKED	
Name	Score	Name	Score
Frontroll360 Backroll 360	1		
F 720 / B 720	2		
F 1080 / B 1080	3,5		
F 1440 / B 1440	4,5		
Railey	1		
Railey blind / Wrap.	1,5		
Crypt	1		
Handdrag	2		
Dead man	2		
Darkslide	3		
Darkslide to backroll	5		
Tantrum (kicker)	3,5		
Kiteloop (simple)	2,5<.. <lt; 4,5<="" td=""><td></td><td></td></lt;>		
Kiteloop Lateback/Boogie	4 <.. <lt; 7<="" td=""><td></td><td></td></lt;>		
One foot	4,5		
Board off	8		
+ Blind / Wraps	1 < .. < 2pts	GRABS	1 < .. < 2 pts

Snowkite MASTER 2020

Power / Hauteur	20 %		
Fluidity	20 %		
Technique	30 %		
Style	20 %		
Impression générale - Utilisation du Park - Choix matos - etc	Bonus 10 %		

HEAT AND DISPOSAL FORMAT

The event director will decide on the suitability of the conditions for the launch of the competition.

- Each heat will last 10min, allowing the riders to choose the best conditions to gain height.
- In each heat of X riders, an order of passage will be established and will have to be respected. Otherwise, a rating could be refused. The information will be relayed at the briefing before the beginning of the day and by the Snow-Marshall all day long.

No errors will be accepted concerning the lycra colors or delays.

START, FINISH, TRANSITIONS

The procedures of each heat works with the following system:

1. Red flag at the top + 1 horn at 3min from the beginning of the heat.
2. Red flag removed and yellow flag raised: 2min before the start of the heat.
3. Yellow flag removed 1 min before start.
4. Green flag raised + 1 horn at 3 minutes: start of the heat!
5. X minutes heat.
6. Green flag down: last minute of the heat .
7. End of the heat: 1 horn + red flag up (clock continues)

Classic game!

TIME OF HEAT

The length of time of the heat and his transition must be posted at least 15 minutes before the heat in question on the official notice board.

TRIAL PROCEDURE

Jury composition:

The events will have an odd number of judges, with 3 judges + a Head Judge.

EVALUATION CRITERIA & GENERAL IMPRESSION

1. A competitor must be scored only if he or she is in the designated competition area.
Whether a competitor is in or out of the competition area will be at the discretion of the Chief Judge and the Judges themselves.
2. Upon request, the final scores of the Judges and/ or each Judge will be shown, only to the competitors.

The judges will consider the following categories:

Height in combination with extreme movements has priority, but we will also take into account the horizontal distance travelled (hangtime), combined with certain movements.

- Controlled entry
- Think of extreme power and/ or extreme technique, or finally a combination of these solutions

No limitation on the maximum number of attempts or repetitions for the same jump.

Variety within your top 4 jumps is a key factor, as the goal is to reward the most complete runner.

* 10% overall impression will count towards the score.

The average of these 5 equally weighted scores will make the final score.

Qualifying scores of tied competitors must be broken in favour of the competitor with the highest score. If the tie persists, it must be broken in favour of the 2nd highest score.

- The height of the tricks
- Difficulty/ originality - Execution
- Engagement/Power - Adaptability

The maximum number of moves during the heat is free and unlimited, but only the four best tricks will be selected in the end, giving 4 marks +IG.

Variety within these 4 best moves (tricks of different categories) will be a key factor, the objective being to reward the most complete rider.

The score of each trick will be directly related to the quality of execution.

OTHER ASPECTS OF JUDGEMENT

1. During a bar passage, the chicken loop is considered of being a real part of the bar.
Grasping the famous chicken loop, when passing the bar, still gives credit to the tricks although it is not considered as a clear passage.
2. If a competitor «touches the buttocks» when landing, but maintains a moment, and the board touches the ground first followed by the buttocks, the Judges can still give credit for this (it is a crash if the competitor lands on his back and then continue to slide). It is at the discretion of the Chief Judge to determine whether it is a crash or a control. Each Judge will determine the credit he will give to the receptions. The credit given to a «failed» landing is directly related to the risk factor involved in the execution of the tricks. For a high risk factor, the judges will not deduct (many) points.

Power / Hauteur	20 %
Fluidity	20 %
Technique	30 %
Style	20 %
Impression générale - Utilisation du Park - Choix matos - etc	Bonus 10 %

OFFICIAL & NOTICE

1. Any changement to the instructions will be posted on the official scoreboard.
2. It is the responsibility of all competitors to periodically check the official scoreboard for any change.
3. Each competitor is responsible for checking their own heat number. This will be posted on the official scoreboard at least 30 minutes before starting the first heat.

EQUIPMENT

1. No limitation. The Rider is responsible for the choice and use of appropriate equipment for his own safety and the safety of third parties.
2. Equipment control: the Snow Marshal will inspect and ensure that all kite safety devices are well maintained and functional.

LYCRAS ON COMPETITION

1. Competitors are required to wear the official lycra during their heats. The lycra must be worn over the harness and over the jackets.
2. Competitors must register with the Snow Marshal prior to the competition and receive a coloured lycra (or number) which will identify them to the judges.
3. Competitors not wearing lycra or not wearing it properly during their run will not be scored. Once the competitor has completed their heat, upon leaving the competition area, they must return their lycra to the Snow Marshall.

ASSISTANCE

1. Competitors who find themselves downwind during the race will have to move aside on a tack of their choice to get upwind, to reposition themselves and then, leave the field free for the other competitors.
2. During the competition, a competitor can only get help (to re-launch his kite within the competition area) from a competitor competing in his heat. A competitor can only get help to re-launch his kite when the kite is outside the competition area.
3. If a competitor loses his kite due to an equipment problems, he will be allowed to replace his kite during the heat and outside the competition area.

SECURITY

1. Safety and sportsmanship are the most important aspects of competition.
Medical insurance is mandatory: all athletes participating in the competition must have private health/ hospitalization insurance, valid during the competition dates, in order to be able to participate in the competition. The event organizer reserves the right to refuse an athlete to participate in the event if he or she doesn't have sufficient medical/ hospital insurance.

Proof of this insurance must be submitted to the organizers before or at the time of the official registration for the event, in order to be validated and registered.

2. The usual kite priority rules will apply.
3. Non-registered athletes will be kept out of the competition area.
4. Dangerous competitors will be disqualified. Leewards riders have priority, therefore other riders must not jump when a competitor is leeward.
5. Required competitors' meeting: on the day of the competition, there will be a mandatory meeting for all competitors, at least half an hour before starting the first heat.
The official time and place of the meeting will be announced to all competitors during the registration and at the end of each day.
6. Competitors must stay clear of any natural obstacles in proximity of the competition area.
7. In case of dangerous action, entanglement or collision, failure to respect one of the priority rules will result in a warning or exclusion from the zone, at the responsibility of the competition staff and under the approvement of the Race Director.
8. Accident Flag: only rises when a rider suffers a sudden fall.
The rescue team will go to the rider in difficulty. If the flag rises and the rider appears to be okay, the heat will take over where it left off.
This will obviously prolong the heat by the time lost. This rest time can be an advantage for the other riders, in order to get upwind or catch their breath.

The crash flag is not a flag that rises at every crash and may not even rise once during the event.