



# Scottish Skateboard Association

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1978 Competition Regulations

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1

## INTRODUCTION

These rules are an extension of those published by the Skateboard Association in England. We have used these as a basis in the desire for a common set of rules throughout the UK. Other events are ruled for in this document which did not appear in the earlier published regulations (i.e., modified speed, knock-out slalom, giant slalom, bowl and ramp riding and consecutive 360s). The duration of freestyle and bowl-riding events and certain course lengths have also been standardised for ease of use.

The rules may be revised in the light of experience and comments from event organisers and competitors who use them are invited by the Association.

Organisers and competitors are urged to consider the rules in spirit as much as in word.

2

## SAFETY EQUIPMENT

2.1

During events, helmet, elbow and knee pads, and soft, flat-soled footwear must be worn. Gloves are optional.

2.2

In fast speed events, gloves are mandatory and it is recommended that the helmet should be of the motor cycle type. Though not compulsory, full motorcycle leathers are highly recommended for use at high speeds.

3

## SKATEBOARD DESIGN

3.1

a) It may be constructed to any shape and from any materials not deemed dangerous by the Association or the contest organisers.

3.2

b) For the high jump board and the landing board in long jump, the following dimensions will apply:

length	55cm min.	80cm max.
width	14cm min.	19cm max.
height	10cm min.	15cm max.

3.3

c) In speed events, the maximum allowed wheel diameter shall be 150mm.

3.4

d) wheels shall not be made of metal or alloy or any substance deemed by the organisers to be dangerous or damaging to the skating surfaces.

3.5

e) It shall be steered by tilting the deck only.

3.6

f) No shells, fairings, handlebars or suchlike attachments may be used

3.7

g) The only means of propulsion shall be through gravity or contact with the rider.

4

## EQUIPMENT CHECKS

4.1

Any equipment for any event, including safety gear, must be submitted to event marshals/judges for checking as to its safe condition.

4.2

Competitors may be refused permission to use such equipment should the marshals/judges deem it to be dangerous.

4.3

The full reason for any such refusal must be conveyed to any competitor whose equipment has not been approved.



## 5 COMPETITORS

### 5.1 Age Groups

- 5.1.1 Age groups should be
- 5.1.1.1 a) 10 years and under
- 5.1.1.2 b) 11 to 13 years
- 5.1.1.3 c) 14 to 16 years
- 5.1.1.4 d) 17 years and over
- 5.1.2 The ages given refer to the age of the competitor on 1st January in the year in which the contest is held.
- 5.1.3 For the time being, the first two and the last two age groupings will be combined.
- 5.1.3.1 The 13 and under age group will be called Junior.
- 5.1.3.2 The 14 and over age group will be called Senior.
- 5.1.4 Competitors of 10 years and under are not permitted to take part in speed events.
- 5.1.5 Competitors may, if they wish, take part in age groups above their own - at the discretion of the organisers.

### 5.2 Sex Classes

- 5.2.1 Where the numbers of competitors allow, separate classes should be used for male and female competitors.
- 5.2.2 If not possible, separate contest and/or event placings for the male and female competitors should be found.

## 6 JUDGES

- 6.1 There shall be at least 3 judges for freestyle or bowl-riding events - all should be fully competent to conduct such judging.
- 6.2 If 4 judges are used for freestyle or bowl-riding, the lowest score for each competitor should be discounted.
- 6.3 If 5 or more judges are used for freestyle or bowl-riding, the lowest and highest scores for each competitor should be discounted.
- 6.4 A judge should not be involved in judging his own relations or his club members.
- 6.5 Appeals
- 6.5.1 A judge's decision is final except where allegation of misconduct or breach of rules is made.
- 6.5.2 In this event, local ruling will stand until such time as it is upheld or reversed by the Association, who will hold a discipline committee to decide.
- 6.5.3 The appeal must be made in writing to the Association within 7 days of the event.
- 6.5.4 Any costs incurred by the appellant will not be met by the Association.
- 6.5.5 A fee of £5 must accompany each appeal and will only be refunded if the appeal is successful.

- 6.6 Association Judge appointment procedure  
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- 6.6.1 The SSA will keep a list of approved Association Judges.  
6.6.2 All English, Welsh and Northern Irish Skateboard Association approved judges will be considered approved judges by the SSA. This will be subject to a review of the judge selection procedures adopted by these associations.
- 6.6.3 The following procedure will be used for the appointment of further judges.
- 6.6.3.1 The applicant must have been involved in the judging or timing of a minimum of 2 contests in each of the following 3 event categories: freestyle, slalom and jumping. These may have been in a mixed event competition. This experience will normally be gained at club level competitions. It is suggested that the applicant should contact local clubs other than his own to act as a judge to gain experience. The SSA could help in putting applicants in touch with clubs needing judges.
- 6.6.3.2 On application, the SSA will seek to put the applicant on a judging panel with Association Judges for a forthcoming SSA approved event. The Association Judges at the contest will be asked to report back to the SSA on the capability of the applicant's judging. The SSA will consider these reports in making its decision on the appointment of the applicant.
- 7 ASSOCIATION APPROVAL OF CONTESTS
- 7.1 It is suggested that the SSA competition regulations apply to all skateboard contests run by any organiser for any group of competitors.
- 7.2 Association approval of skateboarding competitions will be granted in the following two categories:
- 7.2.1 Regional Skateboard Championships which are used as the main method of selection of entrants for the annual Scottish Skateboard Championships.
- 7.2.2 Special Skateboard Contests which may be arranged for general competition between any group of skateboarders or set up as record attempts (e.g., in high and long jump).
- 7.3 General Conditions for Association Approval  
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- 7.3.1 SSA competition regulations must apply.  
7.3.2 Judges  
-----
- 7.3.2.1 At least 2 judges in each event must be Association Judges.
- 7.3.2.2 The other judges must be approved of by the Association.
- 7.3.2.3 For freestyle or bowl-riding, a minimum of 5 judges will be used. The lowest and highest scores for each competitor will be discounted.

### 7.3.3 Timing of events

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All timed events must use Association approved electronic timing apparatus. It shall provide a digital read out accurate to 1/1,000 of a second on overall times less than one minute. On of overall times of more than one minute, it shall be accurate to 1/100 of a second. The timing and finish gates shall be activated only by a board passing through a light beam. If a single beam system is used, it shall be sited no more than 35mm above ground level.

### 7.3.4 Competitor Registration

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A competitor in an Association approved event must be registered as a competitor with the Scottish Skateboard Association or have received a waiver on this from the Association.

### 7.3.5 Amateur competitor status

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7.3.5.1 The SSA seeks to promote skateboarding as an amateur sport, therefore the following 2 rules apply to competitors in Association approved events.

7.3.5.2 A competitor must not allow his appearance or placing in the contest to be used for commercial purposes (e.g., in a sponsor's advertising) other than with the prior approval of the Association.

7.3.5.3 A competitor must not receive financial or 'in-kind' inducements to wear certain clothing or use certain equipment at the event.

7.3.5.4 If there is a breach of the foregoing two rules, the competitor will be liable to disqualification from the event and the placings in it may be altered retrospectively.

7.3.5.5 A breach of either of the two rules will be dealt with by a discipline committee of the Association who will have the final decision on any disqualification.

### 7.4 Additional rules for SSA approval of Regional Championships

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7.4.1 Prospective organisers of regional championships should give notice of their desire to run such a contest to the Association by 31st March of the year for which the championship is to be run.

7.4.2 The boundaries of the region will be agreed annually between the Association and prospective regional championship organisers.

7.4.3 Organisers must guarantee a fixed number of places in the championships for each Association club within the regional boundary agreed. This minimum number of places per club will be determined annually by the Association.

7.4.4 As well as the guaranteed club places in a regional championship, the organisers may, at their discretion, allow other entrants so long as other rules are complied with.

7.4.5 The winners of regional championships will be eligible for selection for the annual Scottish Skateboard Championships. The selection procedures will be determined annually by the Association.

7.4.6 The results of regional championships for each event must be sent to the Association in writing within 7 days of the contest.



- 7.5** Additional rules for SSA approval of Special Contests  
-----
- 7.5.1** Organisers seeking Association approval of a contest should contact the Association at least one month before they wish to release the information that the event is Association approved.
- 7.5.2** The Association may arrange for the winners of approved special contests to be made eligible for selection for the annual Scottish Skateboard Championships.
- 7.5.3** Organisers seeking such access for the winners of their contest should give notice of this to the Association by 31st March of the year in which the contest is to be held. This notice should give details of the events to be run and the eligibility conditions for the entrants.
- 7.5.4** The SSA will take into account the eligibility conditions in making its decision on both Association approval and on making the winners of the contest eligible for selection for the annual Scottish Skateboard Championships.
- 7.6** Title claims at Association approved events  
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- The rule requiring an organiser to give 14 days notice of a title attempt to the Association is waived for Association approved events.
- 8** TITLE CLAIMS
- 8.1** Anyone wishing to make a title attempt must advise the Association in writing at least 14 days before the event. This does not apply to records set during Association approved events.
- 8.2** The attempt must be witnessed by no fewer than 2 Association Judges who must approve the conditions under which the attempt is made and who must inform the Association in writing of the record set within 7 days of the event.
- 8.3** Title Timing  
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- All timed title attempts must use electronic timing equipment as required for Association approved events (see section 7.3.3).
- 8.4** Amateur title contender status  
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- 8.4.1** The Association seeks to promote skateboarding as an amateur sport, therefore the following two rules apply to title contenders.
- 8.4.2** A competitor in a title attempt must not allow his appearance for the attempt or the record achieved to be used for commercial purposes (e.g., in a sponsor's advertising) other than with the prior approval of the Association.
- 8.4.3** A competitor must not receive financial or "in-kind" inducements to wear certain clothing or use certain equipment during a title attempt.
- 8.4.4** If there is a breach of the foregoing two rules, any title set may be revoked by the Association and revert to its state prior to the title claim.
- 8.4.5** A breach of either of these two rules will be dealt with by a discipline committee of the Association who will have the final decision on any disqualification.

## EVENTS

## 9 SPEED

- 9.1 Speed events are downhill races in which the time or the average velocity over a fixed distance is measured.
- 9.2 Standard (Stand-up) Speed Event  
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- 9.2.1 Speed competitors may employ a standup or any crouching position. That is, the only permissible point of contact with the board is the competitor's feet. Hands may touch the board for balance.
- 9.2.2 The standard skateboard design rules in section 3 apply.
- 9.2.3 The course shall consist of a start, timing and finish line.
- 9.2.4 The start line should be 5 metres from the timing line. On gently sloping courses, the distance may be increased.
- 9.2.5 The timing line should be at least 30 metres from the finish line (though local conditions may otherwise dictate the distance).
- 9.2.6 The velocity achieved by the competitors shall be reached as a result of the incline of the course and the competitor's own shunting or scooting between the start and timing lines.
- 9.2.7 Pumping is permissible between the timing and finish lines.
- 9.3 Modified Speed Event  
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- 9.3.1 The standard skateboard design limits in section 3 apply except that shells or fairings may be used.
- 9.3.2 A lying position may be adopted by the rider.
- 9.3.3 Other regulations will be considered when more experience of this type of event is available. The rules of the United States Skateboard association are available for guidance.
- 9.4 Speed General  
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- 9.4.1 The competitor may start at any point between the start line and the timing line, but may not start further back than a point where the front wheels of the skateboard are on the start line.
- 9.4.2 Once past the timing line, no part of a competitor may touch the ground or be assisted in gathering momentum.
- 9.4.3 Competitors crossing the timing line before the start signal has been clearly given will be deemed to have made a 'false start'.
- 9.4.4 A second false start for any one run will lead to disqualification for that run.
- 9.4.5 Competitors will have two timed runs, the best time to count.
- 9.4.6 In any final run-off, they will only have one timed run, although a practice run may be allowed at the discretion of the organisers.



- 9.4.7 It is recommended that electronic timing is employed as required for Association approved events (see section 7.3.3).
- 9.4.8 However, where manual timing is employed, it is recommended that an audible signal (whistle) is given by a judge as a competitor first crosses the timing line. The timekeeper should be placed on the finish line and should start his stopwatch on the signal given by the timing line judge and stop it as the competitor first crosses the finish line on his skateboard.
- 9.4.9 Speed title claims can only be made relative to each particular course. For such a claim to be acceptable, all conditions must be the same as previously encountered by the current holder. This includes start, timing and finish line positions and surface texture. In the event of a dispute, the Association's decision shall be final.
- 10 SLALOM
- 10.1 Slalom is a downhill race through cones with no touch down between a timing line and the finish.
- 10.2 A course in which the cones are in a straight line will be known as standard slalom.
- 10.3 A course in which the cones are placed irregularly and/or are placed on a curved course will be known as giant slalom.
- 10.4 Standard Slalom Event  
-----
- 10.4.1 The course shall consist of a start, timing and finish line.
- 10.4.2 The event may be held on flat or sloping land and the organisers may, if they wish, employ the use of a ramp start.
- 10.4.2.1 When not using a ramp start, the start line should be 5 metres from the timing line. On gently sloping courses this distance may be increased.
- 10.4.2.2 When using a ramp start, the maximum angle of the ramp shall be 30 degrees and the maximum length of skating slope shall be 5 metres. The minimum width of the ramp should be 1.2 metres. Care should be taken that the transition at the base of the slope to the floor is smooth. This point shall be the timing line.
- 10.4.2.3 When using a ramp start, a competitor may start at any position on the ramp and is not restricted to starting at its top.
- 10.4.2.4 When using a ramp start, no part of a competitor may touch the ground after the skateboard has been mounted.
- 10.4.3 Whether or not a ramp start is used, the timing line should be 30 metres from the finish line.
- 10.4.4 The 1st cone (centrepoint) shall be 3 metres from the timing line and thereafter, there shall appear one cone every 1.5 metres (measured from centrepoint to centrepoint).
- 10.4.5 The finish line shall be 3 metres from the last cone (centrepoint).
- 10.4.6 Therefore, the total number of cones needed for a 30 metre course is 17. However, where space does not allow, this number and hence the length of the course may be reduced to suit.
- 10.4.7 On steeper courses or for less able competitors, the course length of 30 metres may be used with 13 cones placed at 2 metre intervals as an alternative to the standard 1.5 metre spacing.

- 10.4.8 Competitors may displace up to 2 cones during any one run without receiving penalty. Should a third be displaced disqualification shall result.
- 10.4.9 Failure to take a correct course or to complete the course will also disqualify.
- 10.5 Giant Slalom Event  
-----
- 10.5.1 The course shall consist of a start, timing and finish line.
- 10.5.2 The event may be held on sloping land and the course may contain curves and be of any length.
- 10.5.3 An adequate pushing area should be allowed between the start and timing lines which will vary according to the angle of slope of the course.
- 10.5.4 The cones may be of any number and placed in any position, but the emphasis should be to ensure that the course is safe for the competitors. The course may be adapted for competitors in different age groups.
- 10.5.5 Competitors may displace a certain number of cones during any one run without receiving penalty.
- 10.5.6 The number set will depend on the total number of cones on the course, but it is recommended that it is set at 10% of the total number of cones, rounded up to a whole number.
- 10.5.7 Should a greater number of cones be displaced than the number set, disqualification shall result.
- 10.5.8 Failure to take a correct course or to complete the course will also disqualify.
- 10.6 Knock-out (Head to Head) Slalom Event  
-----
- 10.6.1 A variant of the timed slalom events is the knock-out or head to head slalom in which 2 competitors race one another over a slalom course in which 2 lanes are placed side by side.
- 10.6.2 Each competitor should start with the front wheels of his skateboard on the same line.
- 10.6.3 Both start on the go command, the winner being the first to cross the finish line.
- 10.6.4 The two lines of cones should be a minimum distance of 3 metres apart.
- 10.7 Slalom General  
-----
- 10.7.1 Cones should be approximately 125mm in diameter and sit within a white circle with inside diameter 160mm.
- 10.7.2 Should a cone traverse or intrude upon any part of the white circle after a run, it shall be deemed to have been displaced.
- 10.7.3 It is the duty of marshals to ensure that cones are placed properly prior to each run, though competitors may check the cone placing if they wish.
- 10.7.4 The competitor may start at any point between the start line and the timing line, but may not start further back than a point where the front wheels of the skateboard are on the start line. This does not apply to knock-out slalom.
- 10.7.5 Once past the timing line, no part of the competitor may touch the ground.

- 10.7.6 Competitors crossing the timing line before the start signal has been clearly given will be deemed to have made a 'false start'.
- 10.7.7 A second false start for any one run will lead to disqualification for that run.
- 10.7.8 Competitors should have 2 timed runs, the best time to count.
- 10.7.9 In any final run-off, each competitor shall have only one timed run, although a practice run may be allowed at the discretion of the organisers.
- 10.7.10 In the event of a tie, the winners may be decided by the least number of cone displacements in the run in question.
- 10.7.11 It is recommended that electronic timing is employed as required for Association approved events (see section 7.3.3).
- 10.7.12 However, where manual timing is employed, it is recommended that an audible signal (whistle) is given by a judge as a competitor first crosses the timing line. The timekeeper should be placed on the finish line and should start his stopwatch on the signal given by the timing line judge and stop it as the competitor first crosses the finish line on his skateboard.

## 11 FREESTYLE

- 11.1 Freestyle consists of tricks or manoeuvres performed in a fluid manner in a fixed time period.
- 11.2 The location for the event should be a large area of gently sloping or flat land, with a smooth surface and no obstructions. The area for the event should not be less than 12 metres square.
- 11.3 Free Expression Event  
-----
- 11.3.1 The event will consist of a competitor performing a linked routine incorporating any manoeuvres.
- 11.3.2 The routine should last 2 minutes, or if time does not allow this, a minimum of one and a half minutes should be given.
- 11.3.3 A competitor may bring along a selected piece of music with which to perform the routine (if facilities allow).
- 11.3.4 Each competitor should be advised of the music reproduction facilities to be available at the contest.
- 11.3.5 Scoring  
-----
- 11.3.5.1 Each competitor shall be judged as follows:  
Technical Merit (out of 50 points) for the manoeuvres performed during the time period.  
Style (out of 50 points) for originality, style, fluidity, and effectiveness of the performance in terms of ability to entertain and impress.
- 11.3.5.2 Whole points only should be given.
- 11.3.5.3 This will give each entrant a total score out of 100 points.



- 11.4 Compulsory Exercises Event  
-----
- 11.4.1 The event will consist of a competitor performing a linked routine incorporating 5 specified manoeuvres.
- 11.4.2 The routine should last 2 minutes, or if time does not allow this, a minimum of one and a half minutes should be given.
- 11.4.3 For ease of selection by organisers, tricks and manoeuvres have been split into the following 5 categories:
- 11.4.3.1 a) foot tricks, where the board moves in relation to the feet and is powered by the feet (e.g., kick flips, walking the dog)
- 11.4.3.2 b) riding tricks, where all 4 wheels remain in contact with the ground (e.g., slides, christies)
- 11.4.3.3 c) wheelies, where only 2 wheels per board are in contact with the ground (e.g., 360s, daffys)
- 11.4.3.4 d) jump tricks, where the board leaves the ground and stays in contact with the rider, or where the board stays on the ground and the rider leaves it (e.g., bunny hops, high jumps)
- 11.4.3.5 e) head and handstands, which involve the body being supported by the head or hands on the board (e.g., flanges, bullets)
- 11.4.4 The organisers shall select 5 tricks from each of these 5 categories. For example, one selection might be:  
walking the dog for 10 seconds,  
powerslide,  
2-footed nose wheelie held for 10 seconds,  
full pirouette on the move, and  
handstand starting and ending with the feet on the board.
- 11.4.5 It is recommended that, wherever applicable, organisers set a time limit for tricks, e.g., the nose wheelie held for 10 seconds.
- 11.4.6 Each competitor should be informed of the selected list of compulsory manoeuvres at least 2 weeks before the contest.
- 11.4.7 They should also be advised to incorporate them into an organised and well-planned routine that compliments the 5 selected tricks.
- 11.4.8 Each competitor should be advised that the routine shall also be judged as to its style, fluidity, effectiveness and originality.
- 11.4.9 Scoring  
-----
- 11.4.9.1 Each of the 5 tricks chosen shall be judged technically and marked out of 10 points.
- 11.4.9.2 If any compulsory trick is omitted, no points shall be given for it, but no other penalty shall be imposed.
- 11.4.9.3 Each competitor shall also be judged on the style of the linking routine (out of 50 points) for originality, style, fluidity and effectiveness of the performance in terms of the linking manoeuvres and ability to entertain and impress.
- 11.4.9.4 Whole points only should be given.
- 11.4.9.5 This will give each entrant a total score out of 100 points.

## 11.5 Freestyle General

- 11.5.1 When a competitor is ready to start his routine he should raise his hand.
- 11.5.2 When the judges are ready for the routine to begin and the competitor has signalled his readiness, an indication should be given by bell or whistle that the routine may start and that timing has commenced.
- 11.5.3 A Competitor must be given an indication by bell or whistle that the routine is coming to a close at a point where three quarters of the time has elapsed.
- 11.5.4 It is recommended that a double signal by bell or whistle is used to indicate when the time period has elapsed.
- 11.5.5 A competitor may terminate his routine at any point before the full time period has elapsed. He should hold his skateboard above his head to indicate to the judges that he has finished.
- 11.5.6 Competitors may not use more than 3 props in any one routine.
- 11.5.6.1 Any permanently sited ramp/s should be considered one prop unless a competitor expressly informs the organisers that it/they shall not be required.
- 11.5.6.2 Up to 6 cones will count as one prop.
- 11.5.6.3 Human props may not be used (e.g., as long jump obstacles) because of risk of injury.
- 11.5.7 No more than 3 skateboards will be allowed in one routine.

## 12 HIGH JUMP

- 12.1 A High Jump is a jump from a moving skateboard over a bar back onto the same board.
- 12.2 The event shall be held on flat ground.
- 12.3 The bar equipment shall be of the type recommended for athletic events.
- 12.4 Each rider shall use one board only that conforms to the regulations laid down in section 3.
- 12.5 After landing, the rider must demonstrate control over the skateboard by not dismounting for a distance of 3 metres from the bar. A line will be drawn on the ground or markers used to denote this distance.
- 12.6 The height jumped shall be deemed that distance from the top of the skateboard deck to the top of the bar.
- 12.7 Prior to the event starting, each competitor shall be required to have the highest point between the trucks on his skateboard marked, measured from the ground and recorded. This measurement will be subtracted from the bar height to give the actual height jumped. In practical terms, if a competitor wishes to jump, say, 1 metre and the board height is 100mm, then the bar will have to be set to 1.1 metres.
- 12.8 Care should be taken that results are not announced until the height of a competitor's board has been subtracted from the height obtained by each competitor.
- 12.9 No competitor shall alter the equipment to be used in the event after the height has been measured.
- 12.10 No competitor shall be allowed a shoe sole thickness exceeding 5mm.

- 12.11 Once the competitor or the front of a competitor's skateboard has passed between the bar supports, the run shall be deemed an attempt.
- 12.12 If during a jump attempt, the bar is touched but does not fall, the jump shall be considered successful.
- 12.13 Each competitor shall be allowed 3 tries at each stipulated height. If these are unsuccessful, the competitor shall be deemed out of the event.
- 12.14 The competitor who achieves the highest jump with the least attempts shall be deemed the winner.
- 12.15 In the event of a tie, the judges should arrange a tie-breaking scheme.
- 13 LONG JUMP
- 13.1 A Long Jump is a board to board jump over an obstacle which is varied in length.
- 13.2 The event will be held on flat land, no ramp starts to be used.
- 13.3 Each competitor shall be allowed a minimum run up of 25 metres to the obstacle.
- 13.4 It shall rest with each competitor to ensure that the landing board is correctly positioned, prior to each jump attempt.
- 13.5 Once a competitor's board has touched the obstacle or the competitor has passed through a line at right angles to the beginning of the obstacle, the run shall be deemed an attempt.
- 13.6 The landing board must conform to the regulations in section 3.
- 13.7 After landing, the rider must demonstrate control over the landing skateboard by not dismounting for a distance of 3 metres further than the position of the landing board before the jump. Markers will be used to denote this distance.
- 13.8 Each competitor shall be allowed 3 tries at each stipulated distance. If these are unsuccessful, the competitor shall be deemed out of the event.
- 13.9 The distance jumped must be measured from the start of the obstacle to the rear of the landing board.
- 13.10 The competitor who achieves the longest jump with the least attempts shall be deemed the winner.
- 13.11 In the event of a tie, the judges should arrange a tie-breaking scheme.
- 13.12 Recommendations for the obstacle  
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- 13.12.1 The obstacle may be defined as follows:  
For the start of the obstacle, a line may be drawn on the ground and a wooden bar may be laid on this line.
- 13.12.2 For the end of the obstacle, a line may be drawn on the ground and the rear of the landing board should be aligned with this line.
- 13.12.3 The wooden bar should not be too heavy (e.g., a 2.5"x1" strip).
- 13.12.4 A strip of foam shock absorbing material should be glued to the wooden bar marker on the side from which the jump takes place (e.g., a 2"x2" strip).
- 13.12.5 The distance jumped should not include the thickness of this shock absorbing layer.



- 13.12.6 For safety, it may be advisable to use matting (e.g., of the type used in gymnasia) or foam between the start of the obstacle and the end line.
- 13.12.7 It is recommended that the maximum height of the obstacle and any shock absorbing material should not exceed 30cms.
- 14 BOWL-RIDING
- 14.1 An event in which the competitor must enter a skatepark bowl and may use manoeuvres to repeatedly traverse it in any manner whilst mounted on a skateboard.
- 14.2 The location for the event may be any suitable bowl, but it should have at least 2 opposing faces which rise to the vertical. It would be possible to hold this event in a half-pipe if a suitable bowl was not available.
- 14.3 The bank/ramp riding event, whose rules are given in section 15, is a version of the bowl-riding event where only a single banked riding surface is available.
- 14.4 A competitor should be allowed 2 runs in the bowl.
- 14.5 He may choose different manoeuvres on each run.
- 14.6 A time of one minute should be set as an upper limit for each run.
- 14.7 When a competitor is ready to start his run he should raise his hand.
- 14.8 When the judges are ready for the run to begin and the competitor has signalled his readiness, an indication should be given by bell or whistle that the run may start and that timing has commenced.
- 14.9 A competitor must be given indication by bell or whistle at a point where three quarters of the time has elapsed.
- 14.10 It is recommended that a double signal by bell or whistle is used to indicate when the time period has elapsed.
- 14.11 If a rider dismounts for any reason during the allotted time, the rider may remount or may terminate at that point. He may not reenter the bowl from its run-in ramp.
- 14.12 Scoring  
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- 14.12.1 For each run, a competitor shall be judged as follows:  
Technical Merit (out of 50 points) for the manoeuvres performed during the time period.  
Style (out of 50 points) for originality, style, fluidity and effectiveness of the performance in terms of ability to entertain and impress.
- 14.12.2 Whole points only should be given.
- 14.12.3 This will give each entrant a total score out of 100 points for each run.
- 14.12.4 The scores for both runs are totalled to get the competitor's overall score by each judge.

## 15 BANK/RAMP RIDING

- 15.1 In this event, a competitor approaches a bank or ramp and may negotiate it in any fashion he chooses. The bank/ramp riding event is an alternative to the bowl-riding event where a suitable bowl does not exist.
- 15.2 The bank or ramp should be of sufficient height and width to allow a wide variation of bank-riding manoeuvres.
- 15.3 A suitable run-up area should be allowed in which the competitor can build up speed for his run and/or can approach the ramp at different angles.
- 15.4 Since this event cannot have the duration possible in bowl-riding, a competitor should be allowed 3 runs at the bank or ramp.
- 15.5 He may choose different manoeuvres on each run.
- 15.6 Each run is scored using the method employed for bowl-riding (section 14) out of 100 points.
- 15.7 All 3 scores for the runs are totalled to get the competitor's overall score by each judge.

## 16 OTHER SPECIAL EVENTS

- 16.1 Several other events are possible. They are often used as final crowd pleasers at competitions. These include rampage, consecutive 360s, etc. Some basic rules are worth applying.
- 16.2 RAMPAGE
- 16.2.1 Taking runs at the ramp in turn, the winner is the competitor who reaches the highest point and returns safely during the allowed period of time.
- 16.2.2 The ramp should be at least four and a half metres high to ensure sufficient difficulty for the best skaters. It should be constructed as a smooth curve up from the floor, leading to a vertical section. It should be of a safe width.
- 16.2.3 The ramp should be clearly marked with height graduations to allow an instant read-off of the heights being attained.
- 16.2.4 Competitors will need at least a 25 metre run up for maximum effectiveness.
- 16.2.5 Each heat should last approximately 15 minutes and comprise of 3 or 4 competitors.
- 16.3 CONSECUTIVE 360s
- 16.3.1 Within an allotted period of time a competitor should try to complete as many continuous rotations of the skateboard on its rear wheels as possible.
- 16.3.2 The time allowed should be 2 minutes, but if time does not allow this, a minimum of one and a half minutes should be given.
- 16.3.3 A competitor must be given indication by bell or whistle that the time period is coming to a close at a point where three quarters of the time has elapsed.
- 16.3.4 The count of rotations for any attempt within the allotted time shall begin when the front wheels are raised from the ground and shall end when the front wheels return to the ground.

- 16.3.5 The attempt will count so long as it is started within the allotted time period, even if it finishes after the period has elapsed.
- 16.3.6 If any part of the competitor's body touches the ground before the front wheels are put back on the ground, the attempt will not count.
- 16.3.7 Competitors may use any variation of 360 they choose.
- 16.3.8 It is recommended that at least 3 judges count the number of complete rotations on each attempt by the competitor during his allotted time.
- 16.3.9 Organisers are advised, for record purposes, that judges will require a slow motion replay video facility. Very high rotational speeds can be attained which the eye may not be able to accurately follow.

## 17

## OVERALL WINNERS

- 17.1 To obtain an overall winner for mixed event competitions, it is recommended that competitors be given the following points for placings in each event entered:
- |            |           |
|------------|-----------|
| 1st place  | 12 points |
| 2nd place  | 10 points |
| 3rd place  | 8 points  |
| 4th place  | 7 points  |
| 5th place  | 6 points  |
| ...        |           |
| 10th place | 1 point   |
- 17.2 If there is a tie for any place, the points for the number of consecutive lower places equal to the number of competitors tying are aggregated and shared equally amongst these competitors. For example, if 3 people tie for 4th place, then the points for the 4th, 5th and 6th places are aggregated and divided between the 3 competitors ( $7+6+5=18$  divided by  $3 = 6$  points each).
- 17.3 The places whose points are allocated to tying competitors will be omitted to place the next competitor. For example, if 3 people tied for 4th place, the next placed person would be 7th.
- 17.4 A competitor must enter a minimum of 3 events to be eligible for overall winner.
- 17.5 The points obtained in the best 3 events entered would be totalled to find the competitor's overall score.
- 17.6 In the event of a tie, the points for the next best event entered by the tying competitors may be used as a tie breaker.

## 18

## TEAM COMPETITIONS

- 18.1 The maximum size of a team may be set by the competition organisers, though 4 or 5 members per team is normal.
- 18.2 The contest organisers may also decide how many members of each team may compete in each event, though the choice of the entrants should be left to the team.
- 18.3 To ensure that all members of the team are equally involved in the contest, it is suggested that organisers stipulate the minimum number of events that each team member should compete in.



- 18.4 As long as possible before the competition, teams should be advised of the maximum team size, the number of entrants to be allowed for each event from the team and the minimum number of events that each team member should compete in.
- 18.5 The rules for each individual member of the team who takes part in each event are the same as for individual competition.
- 18.6 The following is the suggested method of arriving at team placings in each event and for the overall contest.
- 18.6.1 If two competitors from a team enter an event, the times or scores for both competitors shall be totalled to get the team time or score for the event.
- 18.6.2 If three or more competitors from a team enter an event, the times or points for all but the slowest or lowest scoring competitor shall be totalled to get the team score for the event (e.g., if 4 people can compete in an event from each team, then the best 3 peoples times or scores are totalled).
- 18.7 It is up to the team to ensure that they put the required number of people into each event. If they do not, or if team members are disqualified in an event, only the times or scores of the competitors who actually take part or finish are totalled (without deducting the worst time or score).
- 18.8 The overall winning team can be found by allocating points for the placing of teams in each event (similarly to section 17 for individual competitors) and totalling these to get overall team placings.

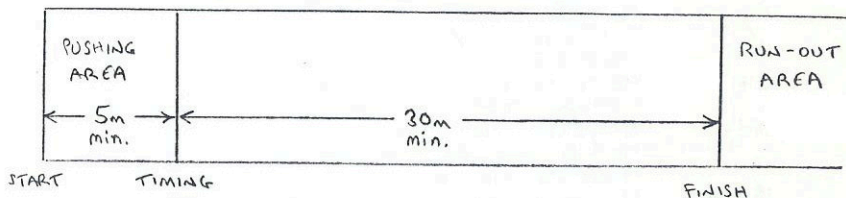
#### 19 INTERPRETATION

If any conflict in the interpretation of these rules arises, the final decision will rest with the Scottish Skateboard Association.

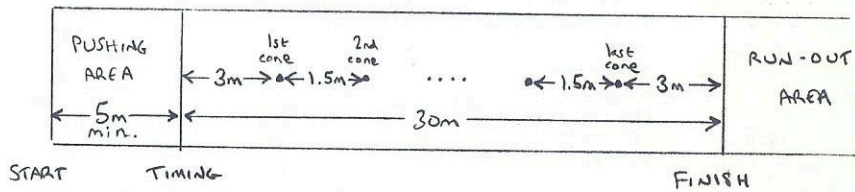
COMPETITION AREA DIAGRAMS

Not to Scale

STANDARD SPEED

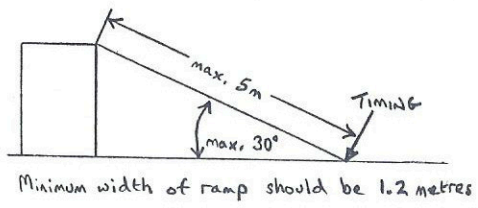


STANDARD SLALOM

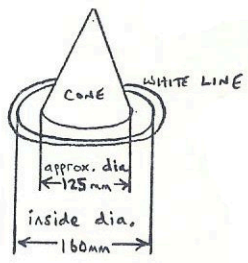


n.b. If 2 lines of cones are used (eg for Knock-out slalom), the lines should be 3 metres apart.

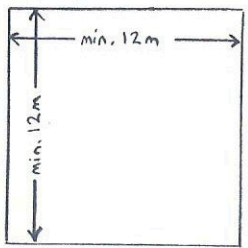
RAMP DETAILS FOR STANDARD SLALOM



CONE DETAILS FOR SLALOM

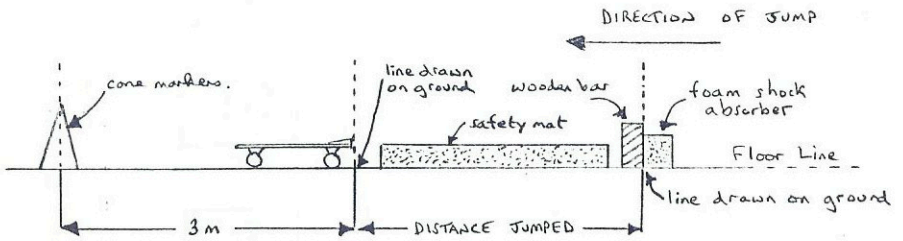


FREESTYLE

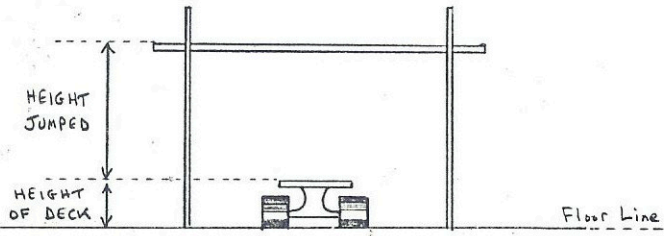


n.b. It is suggested that judges are placed at the corners or on different sides of the competition area.

LONG JUMP



HIGH JUMP





SCOTTISH SKATEBOARD CHAMPIONSHIPS - ENTRANT SELECTION

