



Scottish Skateboard Association

1979 Competition Regulations

SSA

1979 COMPETITION REGULATIONS

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ALSO SUBMITTED TO UKSF AS A BASIS FOR
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Scottish Skateboard Association

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1 INTRODUCTION	

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This second edition of the rules ^{has} been revised in the light of experience and comments from event organisers and competitors. Further comments are invited by the Association. Organisers and competitors are urged to consider the rules in spirit as much as in word.

2 SAFETY EQUIPMENT

During all events, a helmet with a fastened chin strap, elbow pads, and soft, flat-soled footwear must be worn. 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. In high jump and long jump, gloves must be worn. In all events except high jump, knee pads must be worn.

3 SKATEBOARD DESIGN

- a) It may be constructed to any shape and from any materials not deemed dangerous by the Association or the contest organisers.
- b) It shall consist of a deck, 2 trucks and 4 wheels.
- c) For the high jump board and the landing board in long jump, the following specifications will apply:

length	900mm max.	
width	200mm max.	<i>to include wheels and trucks.</i>
height	120mm max.	<i>be flexible and</i>
flex	the deck shall deflect less than 10mm when loaded 70Kg at the centre of the board.	
- 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.
- e) In speed events, the maximum allowed wheel diameter shall be 150mm.
- f) It shall be steered by tilting the deck only.
- g) The only means of propulsion shall be through gravity or contact with the rider.
- h) No shells, fairings, handlebars or suchlike attachments may be used

4 EQUIPMENT CHECKS

Any equipment for any event, including safety gear, must be submitted to event marshals/judges for checking as to its safe condition. Competitors may be refused permission to use such equipment should the marshals/judges deem it to be dangerous. The full reason for any such refusal must be conveyed to any competitor whose equipment has not been approved.

Age Groups

Age groups should be

- a) 10 years and under
- b) 11 to 13 years
- c) 14 to 16 years
- d) 17 years and over

The ages given refer to the age of the competitor on 1st January in the year in which the contest is held.

For the time being, the first two and the last two age groupings will be combined.

The 13 and under age group will be called Junior.

The 14 and over age group will be called Senior.

Competitors of 10 years and under are not permitted to take part in speed events.

Competitors may, if they wish, take part in age groups above their own - at the discretion of the organisers.

Sex Classes

Where the numbers of competitors allow, separate classes should be used for male and female competitors.

If the number does not allow this, separate contest and/or event placings for the male and female competitors should be found.

Competitor Registration

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.

Individuals may join one or more clubs and compete without registration in any competition other than SSA approved contests. SSA approved contests are restricted to entrants who have registered with the SSA Membership Secretary a minimum of one calendar month prior to competing.

Registration will require the recording of the individual's name, sex, age, permanent address and club. In the event of an individual being a member of several clubs, the person may only be registered for competition purposes with one club (which must be affiliated to the SSA).

The onus will be on the individual to ensure registration is recorded by the required date.

Individuals intending to change registration so that they may compete for a different club must, in every instance, advise the SSA Membership Secretary in writing. A period of seven calendar months from receipt of this formal intimation must lapse before the competitor's registration may be transferred to the alternative club. During this period the individual is debarred from competing in SSA approved contests and title attempts.

The following cases are exceptions to this seven month rule:

- a) Individuals changing permanent address may transfer to a club in the new locality without time penalty.
- b) In the event of a new club being formed, individuals may transfer registration from other clubs without time penalty so long as the transfer is intimated to the SSA Membership Secretary within a period of 3 calendar months from the date that the new club becomes affiliated to the SSA.
- c) The SSA executive committee may consider individual cases and in appropriate circumstances agree to reduce or eliminate the seven month period.

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

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.

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

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.

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.

6 JUDGES

There shall be at least 3 judges for freestyle or bowl-riding events - all should be fully competent to conduct such judging.

If 4 judges are used for freestyle or bowl-riding, the lowest score for each competitor should be discounted. If 5 or more judges are used for freestyle or bowl-riding, the lowest and highest scores for each competitor should be discounted.

A judge should not normally be involved in judging his own relations or his club members.

The only exception to this rule is that one judge in a judging panel of 5 members may remain on the panel even if this would involve him judging his own relations or club members (since the highest score is discounted anyway).

Appeals

A judge's decision is final except where allegation of misconduct or breach of rules is made.

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.

The appeal must be made in writing to the Association within 7 days of the event.

Any costs incurred by the appellant will not be met by the Association.

A fee of £5 must accompany each appeal and will only be refunded if the appeal is successful.

Association Judge appointment procedure

The SSA will keep a list of approved Association Judges. 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.

The following procedure will be used for the appointment of further judges.

6

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.

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

It is suggested that the SSA competition regulations apply to all skateboard contests run by any organiser for any group of competitors.

Association approval of skateboarding competitions will be granted in the following two categories: Regional Skateboard Championships which are used as the main method of selection of entrants for the annual Scottish Skateboard Championships.

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).

General Conditions for Association Approval

SSA competition regulations must apply.
Judges

At least 2 judges in each event must be Association Judges.

The other judges must be approved of by the Association. For freestyle or bowl-riding, a minimum of 5 judges will be used. The lowest and highest scores for each competitor will be discounted.

Timing of events

All timed events must use Association approved electronic timing apparatus. It shall provide a digital read out 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.

Contestants

Contestants must be SSA registered competitors.

Contestants must be amateur as defined earlier.

Additional rules for SSA approval of Regional Championships

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.

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

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. 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.

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 (see Appendix 2). The results of regional championships for each event must be sent to the Association in writing within 7 days of the contest.

Additional rules for SSA approval of Special Contests

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.

The Association may arrange for the winners of approved special contests to be made eligible for selection for the annual Scottish Skateboard Championships. 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. 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.

Title claims at Association approved events

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

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.

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.

Title Timing

All timed title attempts must use electronic timing equipment as required for Association approved events (see section 7).

Title Contenders

Scottish Record Title Contenders must be SSA registered competitors. Scottish Record Title Contenders must be amateur as defined earlier.

Speed events are downhill races in which the time or the average velocity over a fixed distance is measured.

Standard (Stand-up) Speed Event

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.

The standard skateboard design rules in section 3 apply. The course shall consist of a start, timing and finish line.

The start line should be 5 metres from the timing line. On gently sloping courses, the distance may be increased. The timing line should be at least 30 metres from the finish line (though local conditions may otherwise dictate the distance).

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.

Pumping is permissible between the timing and finish lines.

Modified Speed Event

The standard skateboard design limits in section 3 (a) to (f) apply. *(g) and (h) do not apply*
 A lying position may be adopted by the rider. 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.

Speed General

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.

Once past the timing line, no part of a competitor may touch the ground or be assisted in gathering momentum. Competitors crossing the timing line before the start signal has been clearly given will be deemed to have made a 'false start'.

A second false start for any one run will lead to disqualification for that run.

Competitors will have two timed runs, the best time to count.

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.

It is recommended that electronic timing is employed as required for Association approved events (see section 7). 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.

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.

Slalom is a downhill race through cones with no touch down between a timing line and the finish.

A course in which the cones are in a straight line will be known as standard slalom.

A course in which the cones are placed irregularly and/or are placed on a curved course will be known as giant slalom.

Standard Slalom Event

The course shall consist of a start, timing and finish line. The event may be held on flat land or land sloping up to 5%. On gently sloping courses of up to 2%,

organisers may, if they wish, employ the use of a ramp start. When not using a ramp start, the start line should be 5 metres from the timing line. On gently sloping courses (not beyond 10 metres) this distance may be increased.

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.

When using a ramp start, a competitor may start at any position on the ramp and is not restricted to starting at its top.

When using a ramp start, no part of a competitor may touch the ground after the skateboard has been mounted.

Whether or not a ramp start is used, the timing line should be 30 metres from the finish line.

The 1st cone (centrepoint) shall be 3 metres from the timing line and thereafter, there shall appear one cone every 2 metres (measured from centrepoint to centrepoint).

The finish line shall be 3 metres from the last cone (centrepoint).

Therefore, the total number of cones needed for a 30 metre course is 13. However, where space does not allow, this number and hence the length of the course may be reduced to suit.

~~Competitors may displace up to 2 cones during any one run without receiving penalty.~~

~~Should a third be displaced a third disqualification shall result.~~ *Up to 2 cones may be displaced without a third disqualification*

Competitors must pass the first cone on their right.

Failure to take a correct course (i.e., to pass each cone alternately on their right and left sides) or to complete the course will also disqualify.

Giant Slalom Event

The course shall consist of a start, timing and finish line. The event may be held on sloping land and the course may contain curves and be of any length.

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.

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.

Competitors may displace a certain number of cones during any one run without receiving penalty. *Disqualification*

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. Should a greater number of cones be displaced than the number set, disqualification shall result.

Failure to take a correct course or to complete the course will also disqualify.

Knock-out (Head to Head) Slalom Event

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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.

Each competitor should start with the front wheels of his skateboard on the same line.

Both start on the go command, the winner being the first to cross the finish line.

The two lines of cones should be a minimum distance of 3 metres apart.

Slalom General

Cones should be approximately 125mm in diameter and sit within a white circle drawn around their outside edge. A cone is said to be displaced after a run if no part of it is within the circle described by the inner edge of the circle drawn around its base.

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.

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.

A 0.25 second penalty is added to the competitor's time for each cone displaced.

Once past the timing line, no part of the competitor may touch the ground.

Competitors crossing the timing line before the start signal has been clearly given will be deemed to have made a 'false start'.

A second false start for any one run will lead to disqualification for that run.

Competitors should have 2 timed runs, the best time to count.

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.

In the event of a tie, the winners may be decided by the least number of cone displacements in the run in question.

It is recommended that electronic timing is employed as required for Association approved events (see section 7).

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

Freestyle consists of tricks or manoeuvres performed in a fluid manner in a fixed time period.

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 by 24 metres.

Compulsory Exercises Event

Freestyle manoeuvres are placed in 5 categories each having a trick coefficient of 2, 4, 6, 8 or 10. The trick categories for any one year will be decided by the SSA. The list for the current year is given in Appendix 3. Suggestions for inclusion on this list or modifications to it will be welcomed by the SSA.

Contest organisers will choose 2 tricks from each of 3 of the 5 categories appropriate to the level of skill of the competitors (the level of the contest).

The tricks must be notified to the competitors at least 14 days in advance.

Competitors should be advised that they must select one of the two tricks in each category to be performed on the day of the contest. On a given signal, a competitor will have a period of 30 seconds in which to perform a particular manoeuvre.

Scoring

Each trick is marked separately on its technical merit on the scale

0	not performed
1	poor
2	fair
3	average
4	good
5	very good
6	perfect

Decimal points may be given for intermediate values. The marks for each trick for the required number of judges are multiplied by the coefficient for the trick category. The marks for the 3 different categories are then totalled to get the competitor's overall score for the compulsory exercises event.

It is suggested that the compulsory exercises event be used as a preliminary round for Freestyle and that the best 25% of the competitors are selected to go on to perform in the Free Expression event.

Free Expression Event

The event will consist of a competitor performing a linked routine incorporating any manoeuvres.

The routine should last 2 minutes, or if time does not allow this, a minimum of one and a half minutes should be given.

A competitor may bring along a selected piece of music with which to perform the routine (if facilities allow).

Each competitor should be advised of the music reproduction facilities to be available at the contest.

Scoring

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.

Whole points only should be given.

This will give each entrant a total score out of 100 points.

Freestyle General

When a competitor is ready to start his routine he should raise his hand.

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.

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.
 It is recommended that a double signal by bell or whistle is used to indicate when the time period has elapsed. A 10 second overrun period is allowed without penalty. If a competitor is still performing at the end of this period a signal will be given by bell or whistle.
 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.
 Competitors may not use more than 3 props in any one routine. Any permanently sited ramp/s should be considered one prop unless a competitor expressly informs the organisers that it/they shall not be required.
 Up to 6 cones will count as one prop.
 Human props may not be used (e.g., as long jump obstacles) because of the risk of injury.
 No more than 3 skateboards will be allowed in one routine. Skateboards are not considered to be props.

12 HIGH JUMP

A High Jump is a jump from a moving skateboard over a bar back onto the same board.
 The event shall be held on flat ground (maximum of 2% slope in direction of jump).
 The bar equipment shall be of the type recommended for athletic events.
 Each rider shall use one board only that conforms to the regulations laid down in section 3.
 The jumper may land on one or two feet, but the jumper's hands may not touch the board.
 After landing, the rider must demonstrate control over the skateboard by not dismounting or touching the ground for a distance of 2 metres from the bar. A line will be drawn on the ground or markers used to denote this distance (see Appendix 1).
 The height jumped shall be deemed that distance from the ground to the top of the bar.
 Once the competitor or the front of a competitor's skateboard has passed between the bar supports, the run shall be deemed an attempt.
 If during a jump attempt, the bar is touched but does not fall, the jump shall be considered successful.
 Each competitor shall be allowed 3 tries at each stipulated height. If these are unsuccessful, the competitor shall be deemed out of the event.
 The competitor who achieves the highest jump with the least attempts shall be deemed the winner.
 The number of attempts to reach each prior height may be used to resolve ties.
 If there is still a tie, the judges should arrange a tie-breaking scheme.
 Recommendations for bar settings in High Jump events

The following notes are intended for guidance only. The actual settings used may be dictated by other conditions (e.g., weather and skating surface).
 Initial height may be calculated as two thirds of the contest record (i.e., height jumped in an earlier similar contest) for the entrant class (age group and sex) rounded down to a multiple of 5cms.
 The bar may be raised 10cms for the second height.
 The bar may be raised 5cms four times.
 After that the bar may be raised 2cms at a time.
 After a record has been broken, the bar may be raised 1cm at a time.

A Long Jump is a board to board jump over an obstacle which is varied in length. The event will be held on flat land (maximum of 2% slope in the direction of the jump).

No ramp starts to be used.

Each competitor shall be allowed a maximum run up of 25 metres to the obstacle.

It shall rest with each competitor to ensure that the landing board is correctly positioned, prior to each jump attempt.

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. The landing board must conform to the regulations in section 3.

The jumper may land on one or two feet, but the jumper's hands may not touch the board.

After landing, the rider must demonstrate control over the landing skateboard by not dismounting or touching the ground for a distance of 5 metres further than the position of the landing board before the jump. A line will be drawn on the ground or markers will be used to denote this distance.

Each competitor shall be allowed 3 tries at each stipulated distance. If these are unsuccessful, the competitor shall be deemed out of the event.

The distance jumped must be measured from the start of the obstacle to the rear of the landing board.

The competitor who achieves the longest jump with the least attempts shall be deemed the winner.

The number of attempts used by competitors to reach prior distances may be used to break ties.

If there is still a tie, the judges should arrange a tie-breaking scheme.

Recommendations for the obstacle

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.

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.

The wooden bar should not be too heavy.

A strip of foam shock absorbing material should be glued to the wooden bar marker on the side from which the jump takes place.

The distance jumped should not include the thickness of this shock absorbing layer.

The obstacle (especially its start) must be brightly coloured to aid jumpers.

For safety, it is advisable to use matting (e.g., of the type used in gymnasia) or foam between the start of the obstacle and the end line.

It is recommended that the maximum height of the obstacle and any shock absorbing material should not exceed 300mm.

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. 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. The bank/raap 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.

Compulsory Exercises event

Bowl-riding manoeuvres are placed in 5 categories each having a trick coefficient of 2, 4, 6, 8 or 10. The trick categories for any one year will be decided by the SSA. The list for the current year is given in Appendix 4. Suggestions for inclusion on this list or modifications to it will be welcomed by the SSA.

In addition to the manoeuvre list, certain fixed format bowl-riding skills will be given a coefficient. These include carving, number of one-wheelers and pipe riding height (see Appendix 4). The coefficients to be attached to these manoeuvres is dependant on the particular bowl etc. being used. It will be decided upon by the SSA each year when amending the list of Bowl-riding manoeuvre categories.

Contest organisers will choose 2 tricks from each of 3 of the 5 categories appropriate to the level of skill of the competitors (the level of the contest).

The tricks must be notified to the competitors at least 14 days in advance.

Competitors should be advised that they must select one of the two tricks in each category to be performed on the day of the contest. On a given signal, a competitor will have a period of 30 seconds in which to perform a particular manoeuvre.

Scoring

Each trick is marked separately on its technical merit on the scale

0	not performed
1	poor
2	fair
3	average
4	good
5	very good
6	perfect

For the fixed format skill tests (see above) the mark will be given by the appropriate carving distance, number of one-wheelers, pipe height etc. (see Appendix 4).

Decimal points may be given for intermediate values. The marks for each trick for the required number of judges are multiplied by the coefficient for the trick category. The marks for the 3 different categories are then totalled to get the competitor's overall score for the compulsory exercises event.

It is suggested that the compulsory exercises event be used as a preliminary round for Freestyle and that the best 25% of the competitors are selected to go on to perform in the Free Expression event.

Free Expression event

A competitor should be allowed 2 runs in the bowl. He may choose different manoeuvres on each run. A time of one minute should be set as an upper limit for each run. When a competitor is ready to start his run he should raise his hand.

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. A competitor must be given indication by bell or whistle at a point where three quarters of the time has elapsed. It is recommended that a double signal by bell or whistle is used to indicate when the time period has elapsed. A 10 second overrun period is allowed without penalty. If a competitor is still performing at the end of this period a signal will be given by bell or whistle. If a rider dismounts for any reason during the allotted time, the rider may remount or may terminate at that point. He may not walk or climb out of the bowl or reenter the bowl from its run-in ramp.

Scoring

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. Whole points only should be given. This will give each entrant a total score out of 100 points for each run. The scores for both runs are totalled to get the competitor's overall score by each judge.

15 BANK/RAMP RIDING

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. The bank or ramp should be of sufficient height and width to allow a wide variation of bank-riding manoeuvres. 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. Since this event cannot have the duration possible in bowl-riding, a competitor should be allowed 3 runs at the bank or ramp for the free expression event. He may choose different manoeuvres on each run. Each run is scored using the method employed for bowl-riding (section 14). All 3 scores for the runs are totalled to get the competitor's overall score by each judge for the free expression event.

16 OTHER SPECIAL EVENTS

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.

RAMPAGE

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.

The ramp should be at least 4.5 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. The ramp should be clearly marked with height graduations to allow an instant read-off of the heights being attained. Competitors will need a 25 metre run up for maximum effectiveness. Each heat should last approximately 15 minutes and comprise of 3 or 4 competitors.

CONSECUTIVE 360s

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. 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. 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. 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. The attempt will count so long as it is started within the allotted time period, even if it finishes after the period has elapsed. 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. Competitors may use any variation of 360 they choose. It is recommended that at least 3 judges count the number of complete rotations on each attempt by the competitor during his allotted time. 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

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

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).

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. A competitor must enter a minimum of 3 events to be eligible for overall winner.

The points obtained in the best 3 events entered would be totalled to find the competitor's overall score. 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.

17

18 TEAM COMPETITIONS

The maximum size of a team may be set by the competition organisers, though 4 or 5 members per team is normal. 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.

To ensure that all members of the team are equally involved in the contest, it is suggested that organisers stipulate the minimum and maximum number of events that each team member should compete in.

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. The rules for each individual member of the team who takes part in each event are the same as for individual competition.

The following is the suggested method of arriving at team placings in each event and for the overall contest.

For team competitions, individuals should not be placed and given points separately. To do this would only be fair if the same number of competitors were allowed in each event from the teams and if points were given for everyone placed. The recommended scheme gives equal weight to each event irrespective of the number of entrants in each event. It also allows the top 10 placed teams to be given points rather than just the top 10 placed competitors.

If two competitors from a team enter an event, the distances times or scores for both competitors shall be totalled to get the team time or score for the event.

If three or more competitors from a team enter an event, the distances times or scores 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).

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).

For points events (freestyle and bowl-riding) add together the appropriate number of points for the team members to get the team score. Any competitor who is disqualified or does not appear should be given zero points.

For distance and height events (high jump and long jump) add together the distances or heights for the appropriate number of people to get the team distance or height. Any competitor who is disqualified or fails to make the first distance or height he attempts should be given a zero distance or height.

For timed events (slalom) add together the times for the appropriate number of team members to get the team time. If one of the times necessary to count for the team time (after omitting the slowest time member - see above) is not available due to disqualification or non-appearance of a competitor, the team should be placed lower than all other teams with the correct number of times. If two or more of the necessary times are not available, such a team should be placed lower still.

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.

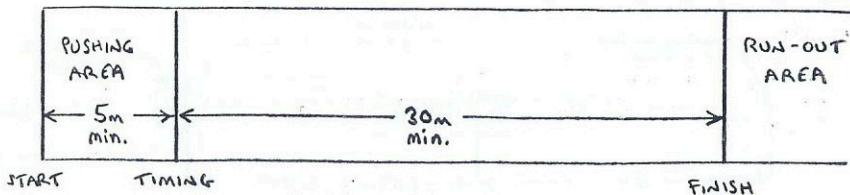
19. INTERPRETATION

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

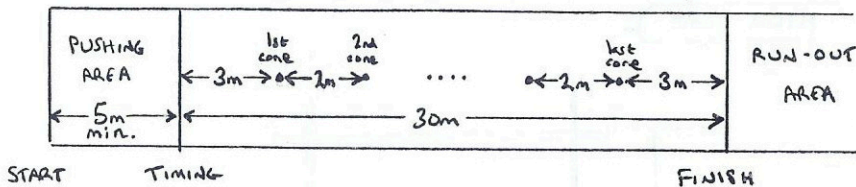
COMPETITION AREA DIAGRAMS

Not to Scale

STANDARD SPEED

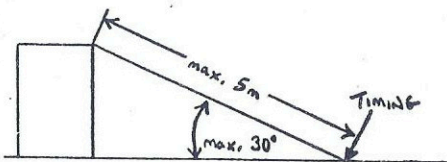


STANDARD SLALOM



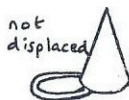
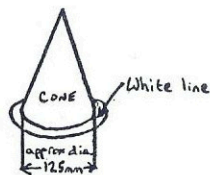
n.b. If 2 lines of cones are used (eg for Knockout slalom), the lines should be 3 metres apart.

RAMP DETAILS FOR STANDARD SLALOM

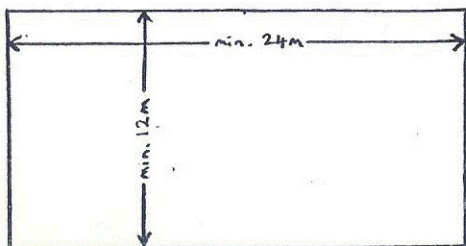


Minimum width of ramp should be 1.2 metres

CONE DETAILS FOR SLALOM

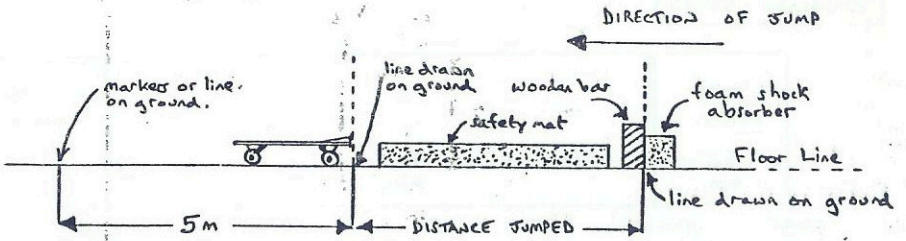


FREESTYLE

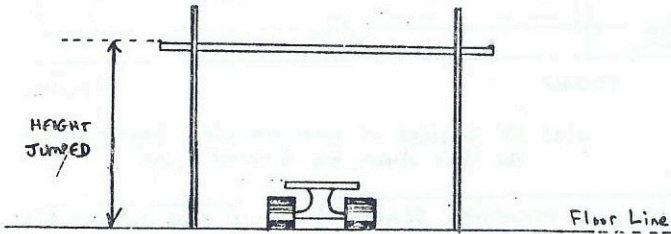


It is suggested that judges are placed at the corners or on different sides of the competition area.

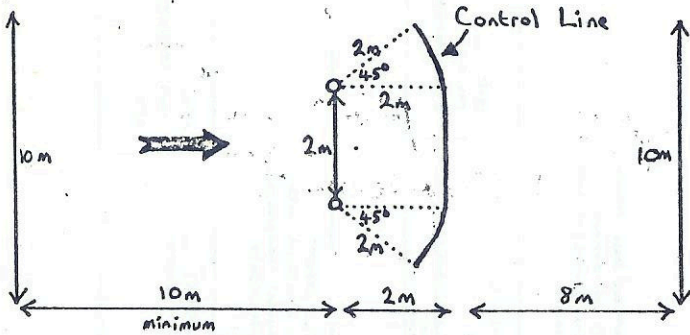
LONG JUMP



HIGH JUMP

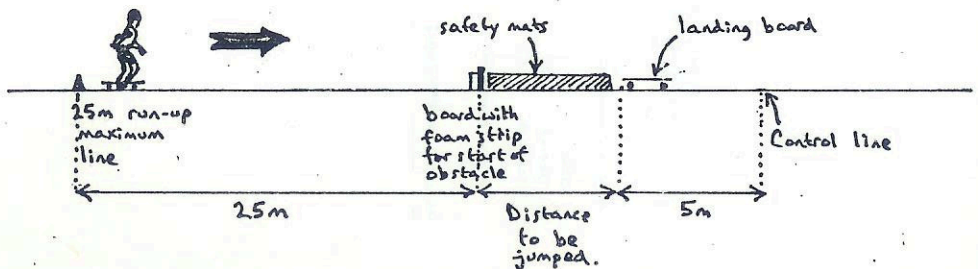
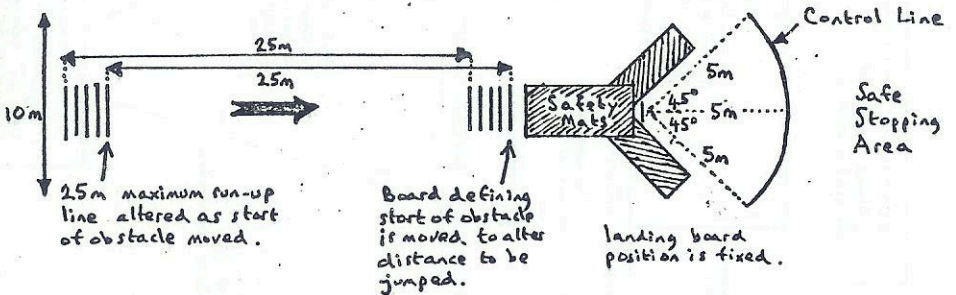


High Jump Area

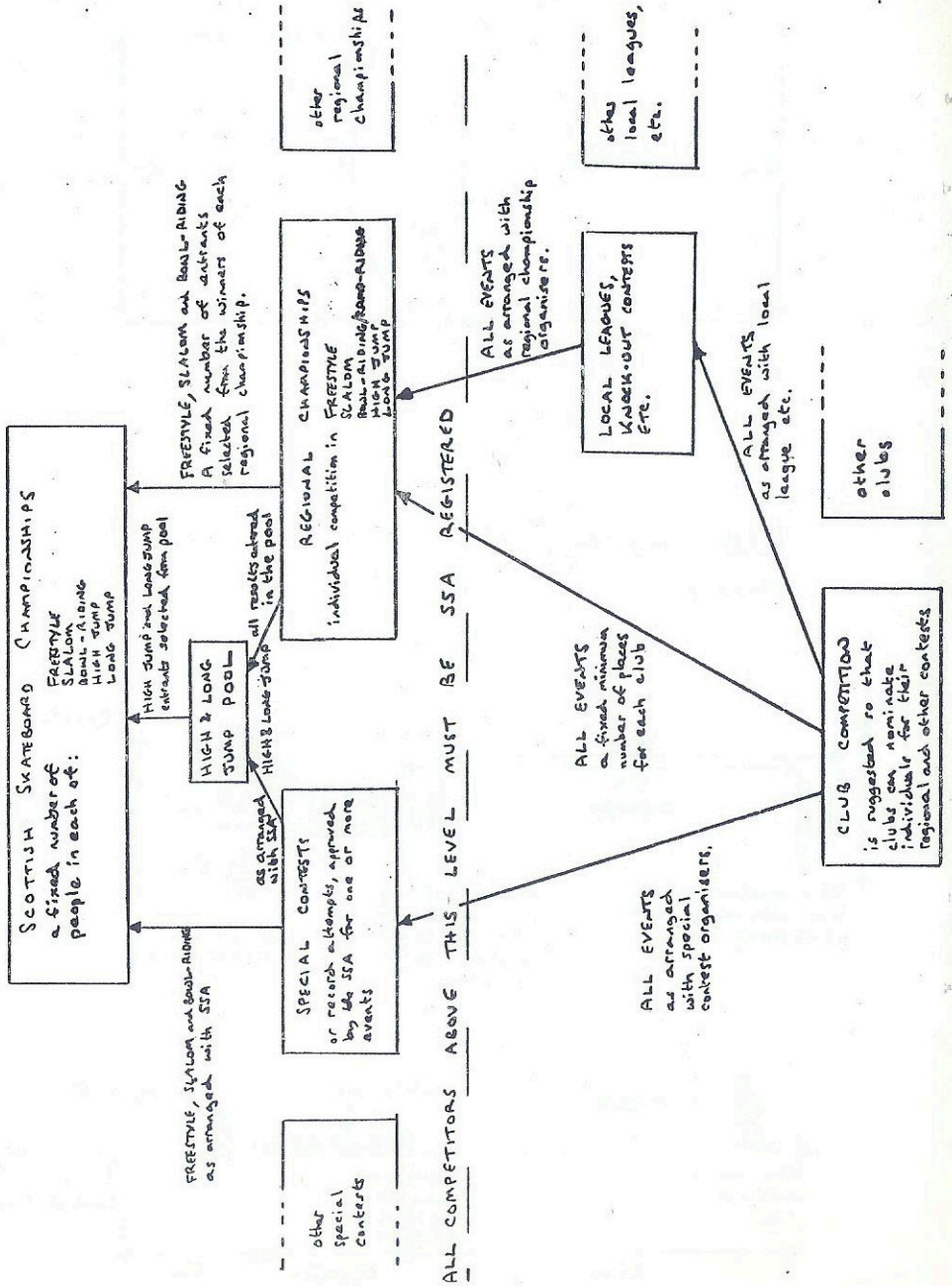


Long Jump Area

No ramp starts



SCOTTISH SKATEBOARD CHAMPIONSHIPS - ENTRANT SELECTION



The following list combines information from the recommendations of the United States Skateboard Association, the German Skateboard Association (DDS), the French Surf and Skate Federation (FFSS) and BSA Judges.

General Notes

1. These notes give a rough guide to the relative difficulty of tricks by allocating them to one of 5 difficulty classes.
2. The technical skill and style with which a trick is performed and the duration with which it is held will dictate the actual weight given to any trick.
3. The list is not intended to be exhaustive or unchangeable. Judges are asked to consider any new trick not on this list and place it in a difficulty class. These suggestions and comments on the suitability of leaving tricks in their present classes will be used for frequent revisions of this note especially during the early stages of its use.

Category 1

Wheelie Stop (by sliding back foot on the ground)
Tic-tack
Walking with the board (repeated half endovers)
180 degree Kick turn on a 30 degree bank
Switch Stance (half pirouette)
Shoot the Duck
Board to Board Jump
Bunny Hop

Category 2

Hop over an obstacle back onto take-off board
Power Slides
Coffin (if recovery smooth)
Christie
Reverse Christie
Riding 2 boards
360 X 1
Endovers
Two board Daffy
One foot nose wheelie
One foot tail wheelie
High Jump (60cms)
Half Pirouette on a 30 degree bank
Handstand
V-sit

Category 3

Two foot nose wheelie

Two foot tail wheelie

Two board Wheelie

360 X 3

360 one foot nose wheelie

Walk the Dog

360 degree turn over the board (full pirouette)

180 degree Ty Hop

360 2 foot nose wheelie

Handstand Stag

Spacewalk

Kick Flip

Flange/Bullet

High Jump (1 metre)

Stacked Board Handstand

Finger Stand

Aerial Turn on 30 degree ramp

Category 4

360 X 5

Handstand on 2 boards

Handstand press-up

180 degree Kickflip

360 degree Ty Hop

Handstand Hop (from one board onto another)

Long Jump (2 metres and over)

Moving Kickflip

Category 5

360 X 6 or more

High Jump 360 degree turn over bar (full pirouette over bar)

Handstand 2 board Daffy

Moving from V-sit to a Handstand

Handstand Wheelie

Handstand 360

SCOTTISH SKATEBOARD ASSOCIATION

BOWL-RIDING MANOEUVRE CLASSES

Class 1

Backside kickturn - non-vertical
 Frontside kickturn - non-vertical
 Backside Carve - non-vertical
 Backside Endover

Backside kickturn - vertical
 Fakie - non-vertical
 Half-pirouette - non-vertical

Class 2

Roll Back
 Drop-in
 Backside Airborne
 Fakie - vertical
 Fakie Airborne
 Front Clutch
 Backside Carve - vertical
 Handdown Rockwalk

Backside Cess Slide
 Frontside kickturn - vertical
 Backside 90-90
 Fakie 360 - non-vertical frontside
 Backside 3 wheels out
 Frontside Endover
 Frontside Carve - non-vertical
 Tail Tap

Class 3

Frontside Axle Grinder
 Frontside 3 wheels out
 Frontside Airborne
 Backside Carve - 2 wheels out
 Frontside Carve - vertical
 Fakie 360 - vertical frontside
 Frontside 90-90
 Tail Block - Backside
 Backside Ty Slide
 Handdown Backside Cess Slide
 Frontside Powerslide

Backside Axle Grinder
 Powerslide - non-vertical
 Rideout
 180 Ty hop - non-vertical
 Backside Pop-out Airborne
 Rail Grab
 Half-pirouette - vertical
 Fakie 360 - backside non-vertical
 Rock Slide
 Snapback

Class 4

Fakie Airborne Pop-out
 Frontside Pop-out Airborne
 Frontside Carve - 2 wheels out
 Axle Slide
 Frontside Ty Slide
 Ty hop 360 - non-vertical
 Tail Block - Frontside
 Fakie 360 - Backside vertical
 Handdown Backside Aerial
 Elevator Drop
 Frontside Boardslide
 Frontside Lipslide
 One-foot kickturns - non-vertical

4 wheels out
 Roll-in/Roll-out
 Frontside Cess Slide
 Axle Drop
 Kickflip - non-vertical
 Ty hop 180 - vertical
 Backside Powerslide
 Handdown Backside Tail Block
 Backside 360 Slide
 Full pirouette - non-vertical
 Backside Boardslide
 Backside Lipslide

Class 5

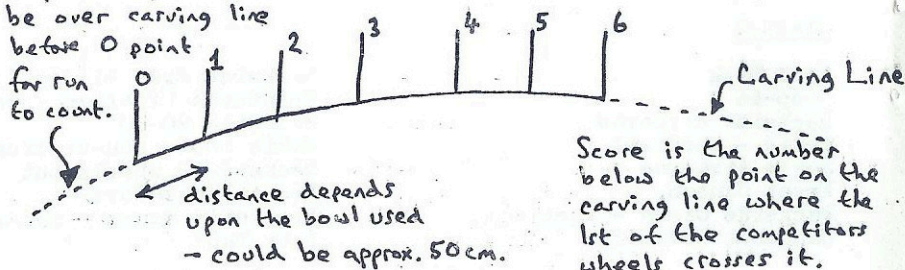
360 Airborne
 Snapback Gnarler
 Walk the board Carve - Backside
 Handdown Frontside Aerial
 Frontside Double Grinder
 Napper Slapper
 Kickflip - vertical
 One foot kickturns - vertical

360 Airborne Pop-out
 Walk the board Carve - Frontside
 Handdown Frontside Tail Block
 Handdown Frontside Cess Slide
 Backside Double Grinder
 Frontside 360 Slide
 Ty hop 360 - vertical
 Spins of more than 360 degrees

SCOTTISH SKATEBOARD ASSOCIATION

BOWL-RIDING SPECIALIST MANOEUVRES FOR PRELIMINARY ROUNDSCARVING

competitors 4 wheels must
be over carving line
before 0 point
for run
to count.



Score is the number
below the point on the
carving line where the
1st of the competitors
wheels crosses it.

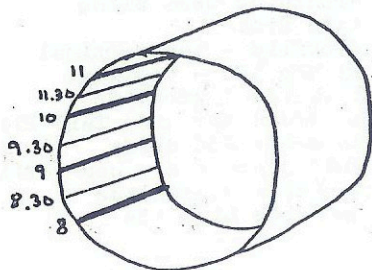
ONE-WHEELERS

number of one-wheelers
in a bowl or $\frac{1}{2}$ -pipe

0
1
2
4
8
16
32

mark

0
1
2
3
4
5
6

PIPE-HEIGHT

a) Competitors 2 front wheels must
be completely over a line for the mark.

Position	mark
8 o'clock	0
8.30	1
9 o'clock	2
9.30	3
10 o'clock	4
10.30	5
11 o'clock	6

b) ALTERNATIVE: mark according to position
that a sticker can be placed by
a competitor.

Scottish Skateboard Association

APPENDIX 5

RECORD TITLE CLAIM



EVENT

VENUE

DATE INDOOR/OUTDOOR

CONTEST

RECORD

For heights and distances give the record in metres.
 For high jump, give the height jumped above the deck followed by the height of the deck in brackets. A record will not be accepted without this information.

NAME Date of Birth

ADDRESS

.....

.....

CLUB SSA Comp. No.

We certify that the SSA rules applied to this record attempt and that the above particulars are correct.

Association Judge 1 Signed

Association Judge 2 Signed

..... Date

I accept the condition for record titles that I may not allow the record achieved by me to be used for commercial purposes.

Signed Record Claimant

This form should be returned to the SSA Competitions Secretary within 7 days of the record attempt. The SSA will notify the claimant if the record is accepted.

Return to: Austin Tate, 25 Montpelier Park, Edinburgh EH10 4LX.

Accepted as a Scottish Record
 Signed Date

APPENDIX 6

Scottish Skateboard Association

1cm = 0.4"
5cm = 2"

CONVERSION SHEET metric to ft and ins.

(up to 1") (underside) approx		(up to 1") (underside) approx		(up to 1") (underside) approx	
metric		metric		metric	
.10	4"	2.10	6' 10"	4.10	13' 5"
.20	8"	2.20	7' 2"	4.20	13' 9"
.30	1' 0"	2.30	7' 6"	4.30	14' 1"
.40	1' 4"	2.40	7' 10"	4.40	14' 5"
.50	1' 8"	2.50	8' 2"	4.50	14' 9"
.60	2' 0"	2.60	8' 6"	4.60	15' 1"
.70	2' 3"	2.70	8' 10"	4.70	15' 5"
.80	2' 7"	2.80	9' 2"	4.80	15' 9"
.90	2' 11"	2.90	9' 6"	4.90	16' 1"
1.00	3' 3"	3.00	9' 10"	5.00	16' 5"
1.10	3' 7"	3.10	10' 2"	5.10	16' 9"
1.20	3' 11"	3.20	10' 6"	5.20	17' 1"
1.30	4' 3"	3.30	10' 9"	5.30	17' 5"
1.40	4' 7"	3.40	11' 1"	5.40	17' 8"
1.50	4' 11"	3.50	11' 5"	5.50	18' 0"
1.60	5' 3"	3.60	11' 9"	5.60	18' 4"
1.70	5' 7"	3.70	12' 1"	5.70	18' 8"
1.80	5' 11"	3.80	12' 5"	5.80	19' 0"
1.90	6' 3"	3.90	12' 9"	5.90	19' 4"
2.00	6' 6"	4.00	13' 1"	6.00	19' 8"

ALTERATIONS TO DRAFT 1979 SSA RULES

- a) Judges appointed for 2 years at a time. Can be re-appointed.
- b) High Jump and Long Jump landing board width 200mm to include trucks and wheels (as European rules).
- c) 100mm max diameter of a wheel for speed events (as U.S. rules)
- d) Add rules for SSA team award series. Give a paragraph explaining its format see Newsletter number 1 and point 7 of team contest rules in Newsletter number 2.
- e) Standard Slalom. 0.25sec penalty per displaced cone (instead of allowing 2 to be displaced) as European rules
- f) Giant Slalom. 0.5sec penalty per displaced cone (instead of a certain number being displaced) as European rules
- g) Knock-out slalom. both competitors must pass the first cone on the same side. The side to be marked on the course. The course to be 6m wide separated into 2 3m lanes by a white line. Cones to be centralised in each lane. If a competitor knocks a cone into his opponents lane and, in doing so, obstructs him, both competitors must start again.
- h) Appendix 3 freestyle manoeuvres alterations
 - delete wheelie stop and walking with the board.
 - move following from Cat. 2 to Cat. 1
 - Hop over obstacle
 - Power Slides
 - Riding 2 boards
 - 360X1
 - Endovers
 - add to Cat. 2
 - 360X2
 - Railers
 - move following from Cat. 3 to Cat. 2
 - Walk the dog
 - add to Cat 3. 360 one foot tail wheelie
 - move following from Cat. 3 to Cat. 4
 - 360 2 foot nose wheelie
 - add following to Cat. 4
 - 360 2 foot tail wheelie
 - Samoaan Squat

SCOTTISH SKATEBOARD ASSOCIATION

SUGGESTIONS FOR COMPULSORY MANOEUVRES FOR EVENTS IN 1979

Competitors must choose one of the pair in each category.

Freestyle

Category	Scottish	United Kingdom	European
(1)	360 X 1 4 endovers		all 5 of the following
2	2 board daffy 5m Handstand 5m	360 X 2 Walk the Dog 5m	Walk the Dog Spacewalk 360 Kickflip Wheelie
3	Kickflip 2 foot nose whselie 5m	2 board wheelie 5m Spacewalk 5m	
4		Samoan Squat 180 degree kickflip	

Bowlriding

Same manoeuvres proposed for Scottish and UK events. This event is not to be included in the European Championships this year.

Category 1.	half pirouette non-vertical Backside endover	half-pipe
Category 2.	Backside Cess Slide Tail Tap	half-pipe

In addition each competitor must perform the following 2 fixed tests.

Carving a line marked in Jaws
Number of 3 wheels out in 30 seconds from first. 1 minute allowed altogether. No dismount allowed. Half-pipe used.

The above 2 fixed tests will be rated Category 2.