

Bib#	Name	W	M	Fore	Qual	Final	Judge 1 Acro	Bib#	Name	W	M	Fore	Qual	Final	Judge 3 Acro
Artistic Impression								Artistic Impression							
Interpretation of Music	Mood/Style	Rev. 01/11/1999	Excellent	4.6 - 5.0				Interpretation of Music	Mood/Style	Rev. 01/11/1999	Excellent	4.6 - 5.0			
	Relation to the music		Very Good	4.1 - 4.5					Relation to the music		Very Good	4.1 - 4.5			
Variety & Creativity	Variety of movement		Good	3.6 - 4.0				Variety & Creativity	Variety of movement		Good	3.6 - 4.0			
	Creativity		Above Average	3.1 - 3.5					Creativity		Above Average	3.1 - 3.5			
Movement	Carriage		Competent	2.6 - 3.0				Movement	Carriage		Competent	2.6 - 3.0			
	Control	Below Average	2.1 - 2.5		Control	Below Average	2.1 - 2.5								
	Fluency	Poor	1.1 - 2.0		Fluency	Poor	1.1 - 2.0								
	Expressiveness	Very Poor	0.1 - 1.0		Expressiveness	Very Poor	0.1 - 1.0								
	Dynamic action					Dynamic action									
Deductions								Deductions							
0.1	Time deduction							0.1	Time deduction						
	Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.						Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.								
0.3	Medium stumbles							0.3	Medium stumbles						
0.5	Hard stumbles (possible touch down)							0.5	Hard stumbles (possible touch down)						
0.7	Hard touchdown							0.7	Hard touchdown						
1.0	Full fall							1.0	Full fall						
							Total Score								Total Score
Artwork: © Pareffis Inc • Concept: FIS Rules & Tech. 5 Judge Format - Rev. 01/11/1999								Artwork: © Pareffis Inc • Concept: FIS Rules & Tech. 5 Judge Format - Rev. 01/11/1999							
Bib#	Name	W	M	Fore	Qual	Final	Judge 2 Acro	Bib#	Name	W	M	Fore	Qual	Final	Judge 2 Acro
Artistic Impression								Artistic Impression							
Interpretation of Music	Mood/Style	Rev. 01/11/1999	Excellent	4.6 - 5.0				Interpretation of Music	Mood/Style	Rev. 01/11/1999	Excellent	4.6 - 5.0			
	Relation to the music		Very Good	4.1 - 4.5					Relation to the music		Very Good	4.1 - 4.5			
Variety & Creativity	Variety of movement		Good	3.6 - 4.0				Variety & Creativity	Variety of movement		Good	3.6 - 4.0			
	Creativity		Above Average	3.1 - 3.5					Creativity		Above Average	3.1 - 3.5			
Movement	Carriage		Competent	2.6 - 3.0				Movement	Carriage		Competent	2.6 - 3.0			
	Control	Below Average	2.1 - 2.5		Control	Below Average	2.1 - 2.5								
	Fluency	Poor	1.1 - 2.0		Fluency	Poor	1.1 - 2.0								
	Expressiveness	Very Poor	0.1 - 1.0		Expressiveness	Very Poor	0.1 - 1.0								
	Dynamic action					Dynamic action									
Deductions								Deductions							
0.1	Time deduction							0.1	Time deduction						
	Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.						Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.								
0.3	Medium stumbles							0.3	Medium stumbles						
0.5	Hard stumbles (possible touch down)							0.5	Hard stumbles (possible touch down)						
0.7	Hard touchdown							0.7	Hard touchdown						
1.0	Full fall							1.0	Full fall						
							Total Score								Total Score
Artwork: © Pareffis Inc • Concept: FIS Rules & Tech. 5 Judge Format - Rev. 01/11/1999								Artwork: © Pareffis Inc • Concept: FIS Rules & Tech. 5 Judge Format - Rev. 01/11/1999							
Bib#	Name	W	M	Fore	Qual	Final	Judge 3 Acro	Bib#	Name	W	M	Fore	Qual	Final	Judge 1 Acro
Artistic Impression								Artistic Impression							
Interpretation of Music	Mood/Style	Rev. 01/11/1999	Excellent	4.6 - 5.0				Interpretation of Music	Mood/Style	Rev. 01/11/1999	Excellent	4.6 - 5.0			
	Relation to the music		Very Good	4.1 - 4.5					Relation to the music		Very Good	4.1 - 4.5			
Variety & Creativity	Variety of movement		Good	3.6 - 4.0				Variety & Creativity	Variety of movement		Good	3.6 - 4.0			
	Creativity		Above Average	3.1 - 3.5					Creativity		Above Average	3.1 - 3.5			
Movement	Carriage		Competent	2.6 - 3.0				Movement	Carriage		Competent	2.6 - 3.0			
	Control	Below Average	2.1 - 2.5		Control	Below Average	2.1 - 2.5								
	Fluency	Poor	1.1 - 2.0		Fluency	Poor	1.1 - 2.0								
	Expressiveness	Very Poor	0.1 - 1.0		Expressiveness	Very Poor	0.1 - 1.0								
	Dynamic action					Dynamic action									
Deductions								Deductions							
0.1	Time deduction							0.1	Time deduction						
	Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.						Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.								
0.3	Medium stumbles							0.3	Medium stumbles						
0.5	Hard stumbles (possible touch down)							0.5	Hard stumbles (possible touch down)						
0.7	Hard touchdown							0.7	Hard touchdown						
1.0	Full fall							1.0	Full fall						
							Total Score								Total Score
Artwork: © Pareffis Inc • Concept: FIS Rules & Tech. 5 Judge Format - Rev. 01/11/1999								Artwork: © Pareffis Inc • Concept: FIS Rules & Tech. 5 Judge Format - Rev. 01/11/1999							

Please Note: This is the 5 Judge Format

FIS Acro Judging Cards
Sheet 1 of 1 for 5 Judges Rev.01/11/1999

Printer Please Note:
This artwork must be enlarged to print on A3 size Green Bond Paper

Bib#	Name	W	M	Fore	Qual	Final	Judge 1 Acro	Bib#	Name	Woman	Man	Fore	Elim	Final	Judge 5 Acro	
Artistic Impression								Artwork: © Parefis Inc • Concept: FIS Rules & Tech. 7 Judge Format - Rev. 01/11/1999	Artistic Impression							
Interpretation of Music	Mood/Style	Rev. 01/11/1999	Excellent		4.6 - 5.0		Interpretation of Music		Mood/Style	Rev. 01/11/1999	Excellent		4.6 - 5.0		Interpretation of Music	Mood/Style
	Relation to the music		Very Good		4.1 - 4.5				Relation to the music		Very Good		4.1 - 4.5			
Variety & Creativity	Variety of movement		Good		3.6 - 4.0		Variety & Creativity		Variety of movement		Good		3.6 - 4.0		Variety & Creativity	Variety of movement
	Creativity		Above Average		3.1 - 3.5				Creativity		Above Average		3.1 - 3.5			
Movement	Carriage		Competent		2.6 - 3.0		Movement		Carriage		Competent		2.6 - 3.0		Movement	Carriage
	Control		Below Average		2.1 - 2.5				Control		Below Average		2.1 - 2.5			Control
	Fluency	Poor		1.1 - 2.0		Fluency			Poor		1.1 - 2.0		Fluency	Poor		
	Expressiveness	Very Poor		0.1 - 1.0		Expressiveness			Very Poor		0.1 - 1.0		Expressiveness	Very Poor		
Dynamic action					Dynamic action						Dynamic action					
Deductions									Deductions							
0.1	Time deduction								0.1	Time deduction						
	Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.									Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.						
0.3	Medium stumbles							0.3	Medium stumbles							
0.5	Hard stumbles (possible touch down)							0.5	Hard stumbles (possible touch down)							
0.7	Hard touchdown							0.7	Hard touchdown							
1.0	Full fall							1.0	Full fall							
						Total Score								Total Score		

Bib#	Name	W	M	Fore	Qual	Final	Judge 2 Acro	Bib#	Name	Woman	Man	Fore	Elim	Final	Judge 4 Acro	
Artistic Impression								Artwork: © Parefis Inc • Concept: FIS Rules & Tech. 7 Judge Format - Rev. 01/11/1999	Artistic Impression							
Interpretation of Music	Mood/Style	Rev. 01/11/1999	Excellent		4.6 - 5.0		Interpretation of Music		Mood/Style	Rev. 01/11/1999	Excellent		4.6 - 5.0		Interpretation of Music	Mood/Style
	Relation to the music		Very Good		4.1 - 4.5				Relation to the music		Very Good		4.1 - 4.5			
Variety & Creativity	Variety of movement		Good		3.6 - 4.0		Variety & Creativity		Variety of movement		Good		3.6 - 4.0		Variety & Creativity	Variety of movement
	Creativity		Above Average		3.1 - 3.5				Creativity		Above Average		3.1 - 3.5			
Movement	Carriage		Competent		2.6 - 3.0		Movement		Carriage		Competent		2.6 - 3.0		Movement	Carriage
	Control		Below Average		2.1 - 2.5				Control		Below Average		2.1 - 2.5			Control
	Fluency	Poor		1.1 - 2.0		Fluency			Poor		1.1 - 2.0		Fluency	Poor		
	Expressiveness	Very Poor		0.1 - 1.0		Expressiveness			Very Poor		0.1 - 1.0		Expressiveness	Very Poor		
Dynamic action					Dynamic action						Dynamic action					
Deductions									Deductions							
0.1	Time deduction								0.1	Time deduction						
	Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.									Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.						
0.3	Medium stumbles							0.3	Medium stumbles							
0.5	Hard stumbles (possible touch down)							0.5	Hard stumbles (possible touch down)							
0.7	Hard touchdown							0.7	Hard touchdown							
1.0	Full fall							1.0	Full fall							
						Total Score								Total Score		

Bib#	Name	W	M	Fore	Qual	Final	Judge 3 Acro		
Artistic Impression									
Interpretation of Music	Mood/Style	Excellent		4.6 - 5.0		Interpretation of Music	Mood/Style		
	Relation to the music	Very Good		4.1 - 4.5			Relation to the music	Very Good	
Variety & Creativity	Variety of movement	Good		3.6 - 4.0		Variety & Creativity	Variety of movement		
	Creativity	Above Average		3.1 - 3.5			Creativity	Above Average	
Movement	Carriage	Competent		2.6 - 3.0		Movement	Carriage		
	Control	Below Average		2.1 - 2.5			Control	Below Average	
	Fluency	Poor		1.1 - 2.0			Fluency	Poor	
	Expressiveness	Very Poor		0.1 - 1.0			Expressiveness	Very Poor	
Dynamic action					Dynamic action				
Deductions									
0.1	Time deduction							0.1	
	Small stumbles, speed checks, loss of pole, long set-up, skating or poling more than once.								
0.3	Medium stumbles							0.3	
0.5	Hard stumbles (possible touch down)							0.5	
0.7	Hard touchdown							0.7	
1.0	Full fall							1.0	
						Total Score			

Please Note: This is the 7 Judge Format

FIS Acro Judging Cards
 Sheet 1 of 1 for 7 Judges Rev.02/10/1999
Printer Please Note: This artwork must be enlarged to print on A3 size Green Bond Paper



Women's Acro Program Layout (APL)

Name:

Nation:

Competition:

Bib No.	Fore	Elim	Final	Judge No.
---------	------	------	-------	-----------

											Competitor to complete			Judges use only			
											No.	Type F/J	Trick	Prop. Score	Ver.	Pts	Exec.
F	0	1/2		1		1 1/2		2		2 1/2		1					
	0.8	1.2	1.4	1.6	2.0	2.4	2.8	3.2	3.6	4.0							
J		360°		540°		720°		900°		1080°							
		1.0	1.2	1.4	1.8	2.2	2.6	3.0	3.4	3.8	4.2						
F	0	1/2		1		1 1/2		2		2 1/2		2					
	0.8	1.2	1.4	1.6	2.0	2.4	2.8	3.2	3.6	4.0							
J		360°		540°		720°		900°		1080°							
		1.0	1.2	1.4	1.8	2.2	2.6	3.0	3.4	3.8	4.2						
F	0	1/2		1		1 1/2		2		2 1/2		3					
	0.8	1.2	1.4	1.6	2.0	2.4	2.8	3.2	3.6	4.0							
J		360°		540°		720°		900°		1080°							
		1.0	1.2	1.4	1.8	2.2	2.6	3.0	3.4	3.8	4.2						
F	0	1/2		1		1 1/2		2		2 1/2		4					
	0.8	1.2	1.4	1.6	2.0	2.4	2.8	3.2	3.6	4.0							
J		360°		540°		720°		900°		1080°							
		1.0	1.2	1.4	1.8	2.2	2.6	3.0	3.4	3.8	4.2						
F	0	1/2		1		1 1/2		2		2 1/2		5					
	0.8	1.2	1.4	1.6	2.0	2.4	2.8	3.2	3.6	4.0							
J		360°		540°		720°		900°		1080°							
		1.0	1.2	1.4	1.8	2.2	2.6	3.0	3.4	3.8	4.2						
F	0	1/2		1		1 1/2		2		2 1/2		6					
	0.8	1.2	1.4	1.6	2.0	2.4	2.8	3.2	3.6	4.0							
J		360°		540°		720°		900°		1080°							
		1.0	1.2	1.4	1.8	2.2	2.6	3.0	3.4	3.8	4.2						

Start

Course Layout Box

Finish

Music:

Signature: Date Signed:

Print Name:

Verification: F J

Proposed Total TM		Max 3.0
Total Score Technical Merit		Max 12.0
Total Score Technical Merit		Max 15.0

Any tricks not counted must be shown in the course layout box. Tricks not counted will be shown by a F or J, instead of a number.



Men's Acro Program Layout (APL)

Name:

Nation:

Competition:

Bib No.	Fore	Elim	Final	Judge No.
---------	------	------	-------	-----------

											Competitor to complete			Judges use only			
											No.	Type F/J	Trick	Prop. Score	Ver.	Pts	Exec.
F	0	1/2		1		1 1/2		2		2 1/2	1						
	0.7	1.1	1.3	1.5	1.7	1.9	2.2	2.5	2.7	3.1							
J		360°		540°		720°		900°		1080°	1						
		0.9	1.1	1.3	1.5	1.7	2.0	2.3	2.6	2.9							
F	0	1/2		1		1 1/2		2		2 1/2	2						
	0.7	1.1	1.3	1.5	1.7	1.9	2.2	2.5	2.7	3.1							
J		360°		540°		720°		900°		1080°	2						
		0.9	1.1	1.3	1.5	1.7	2.0	2.3	2.6	2.9							
F	0	1/2		1		1 1/2		2		2 1/2	3						
	0.7	1.1	1.3	1.5	1.7	1.9	2.2	2.5	2.7	3.1							
J		360°		540°		720°		900°		1080°	3						
		0.9	1.1	1.3	1.5	1.7	2.0	2.3	2.6	2.9							
F	0	1/2		1		1 1/2		2		2 1/2	4						
	0.7	1.1	1.3	1.5	1.7	1.9	2.2	2.5	2.7	3.1							
J		360°		540°		720°		900°		1080°	4						
		0.9	1.1	1.3	1.5	1.7	2.0	2.3	2.6	2.9							
F	0	1/2		1		1 1/2		2		2 1/2	5						
	0.7	1.1	1.3	1.5	1.7	1.9	2.2	2.5	2.7	3.1							
J		360°		540°		720°		900°		1080°	5						
		0.9	1.1	1.3	1.5	1.7	2.0	2.3	2.6	2.9							
F	0	1/2		1		1 1/2		2		2 1/2	6						
	0.7	1.1	1.3	1.5	1.7	1.9	2.2	2.5	2.7	3.1							
J		360°		540°		720°		900°		1080°	6						
		0.9	1.1	1.3	1.5	1.7	2.0	2.3	2.6	2.9							

Start

Course Layout Box

Finish

Music:

Signature: Date Signed:

Print Name:

Verification: F J

Proposed Total TM				Max 3.0
Total Score Technical Merit				Max 12.0
Total Score Technical Merit				Max 15.0

Any tricks not counted must be shown in the course layout box. Tricks not counted will be shown by a F or J, instead of a number.

ACROSKI MANEUVER CODES

JUMPS

JUMP CODES (TYPE)

Uncrossed	Code	Crossed	Code
Inside	i	Inside staycross	ix
Outside	o	Inside recross	irx
Tip vault	tv	Thumper t	
Reverse inside	ri	Outside cross-in	oxi
		Tip vault crossed	tvx
		Reverse inside staycross	rix
		Reverse inside recross	rirx

Direction of Rotation l = Left r = Right

A competitor can repeat a jump if the direction of rotation is changed.

*If a competitor changes the rotation they must mark after the jump l or r if there is a repeat.

JUMP CODES (ROTATION)

Rotation	Code	Rotation	Code	Rotation	Code
180	1.8	360	3	540	5
720	7	900	9	1080	10

JUMP EXAMPLES

180 Inside	1.8i	360 Inside stay cross	3ix	720 Thumper	7t
720 Reverse inside	7ri	720 Inside (right)	7i (r)*		

FLIPS

Front and back Code: Front = F / Back = B

FLIPS GROUPS, TWISTS, ROTATION AND LANDING

The 3 flip groups	Code	Twist	Code
1. Open	o	1. No twist	
2. Gut	g	2. Half	1/2
3. Rock and Roll	rr	3. Full	1
Poles		4. Rudy	1 1/2
One Pole	op	5. Double	2
Landing		Rotation	
1. Crossed	x	Single Front	F
2. Uncrossed		Double Front	2F

FLIP EXAMPLES

Front Rock Roll 1/2 twist	Frr 1/2	Front Gut 1 1/2 Twist	Fg1 1/2
Front Open with 1 twist	Fo 1	Front One pole 1/2	Fop 1/2
Double front Gut 1/2 twist	2Fg 1/2	Front Open, one pole 1/2 cross ski	Foop 1/2 x

Variation in flips - A competitor cannot repeat any Flip Group unless there is a variation in the landing (crossed or uncrossed), twists (no twist or twist), flips (single or double). Pole plant (one pole or two) or a change in direction (front or back).

Jump 1	Front open 1/2 crossed ski landing	Fo 1/2 x (open, twist with x ski)
Jump 2	Front open 1/2	Fo 1/2 (open, twist)
Jump 3 (repeat)	Front open full	Fo1 (open, twist)
Jump 4 (repeat)	Front open full crossed ski landing	Fo 1x (open, twist with x ski)

Compulsory Moves

Tip Spin
 Cartwheel
 360 Spin
 Inside Ski Turn
 360 Outside Axel

The run must also include any other
 4 tricks of the competitor's choice.

Artistic Element Criteria

Accurate, clean, smooth
 Poise of body/arms
 Fitting use of poles
 Balance, Technique, Control
 Start and Finish
 Musical Interpretation

ENGLISH SKI COUNCIL FREESTYLE - APL FIXED ELEMENT RUN

NAME												
CLUB						BIB			JUDGE			
No.	Trick	Scores										
		Very Poor			Poor		Average		Good		Excellent	
1		0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
2		0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
3		0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
4		0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
5		0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
6		0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
7		0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
8		0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
9		0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
10	Artistic Impression	0	0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1
											TOTAL	