

Community in Bowls (CIB) Judging Framework for Roller Skating Competition

Our CIB street and bowl judging framework is a tool to rank performances of roller skaters against each other in any given park, street, or ramp competition. Scoring is based on judging in the moment and judging does not offer rank with respect to past performance or ability.

Judging for roller skating requires a comprehensive understanding of the mechanics of most roller skate maneuvers and their constantly-evolving nature throughout the years of the sports of park and street skating. A judge with a high level of roller skating know-how will be able to impartially distinguish and evaluate trick difficulty, complexity of lines, and multiple ways of possible executions on any given skateable terrain when judging roller skating performances.

Judging park skating for quad roller skates has two major factors in our CIB framework: Objective and subjective. Objective judging is based on facts, such as how fast a skater is going, how high an air is, how long a slide/grind was, the number of tricks in a landing, etc. Subjective judging is based on personal opinions, such as a skaters' style showing power, fluidity, and/or aesthetics, and what that means to each judge. The goal is to combine both of these factors to create a judging system that not only gives points for tricks accomplished, but also how they were executed as interpreted subjectively by each judge.

This framework assumes that each skater in a competition is given the same course and time to work with, and it is the athlete's job to create a line that utilizes both of these to the best of their abilities. Each skater is evaluated on the number of tricks, and how they are able to execute those tricks.

Some positive factors that could increase the score of tricks include increased complexity. For example, doing grabs, combinations, height of your air, length of your slide/grind, switch ups, 180/360/540 etc. in or out of, and alley oops can add additional strength to a run because of the difficulty of tricks. It's important to note that we are not necessarily creating a hierarchy of tricks—for example, saying inverts are more complicated than grinds. Especially in our initial use of this framework, we recognize that complexities look different depending on a skater's style and trick focus.

However, some negative factors that could decrease your score include an inability to land tricks without an assist, such as landing using your hands or landing using your toe stops. Repetitive tricks, striding in between tricks on the flat, or low numbers of tricks are potentially seen as detrimental. We would also recommend designing your run with flow in mind, and saving energy-focused tricks such as fly outs or other aerial maneuvers to the end.

The judging panels will use the following criteria to formulate a single score based on the overall impression of an athlete's performance within the parameters of the competition.

General Judging Criteria

1. Difficulty and Variety of Performed Tricks

Obstacle Selection - Influences the trick selection and difficulty.

Trick Selection - Is influenced by obstacle selection and skater's capacity.

Originality and Innovation - A unique or innovative approach to the individual use of the course terrain and featured obstacles.

2. Quality of Execution

Quality of Trick Execution (objective)

Style of Execution - Fluidity, Power, Aggression, personal Aesthetics (subjective)

Speed / Overall Velocity (objective)

Height / Distance (objective)

Quality of Landing (pre and post landing)

3. Use of Course and Individual Obstacles

Quantity of tricks performed in runs or jam sessions - More tricks are typically better, but a higher number of tricks will not necessarily result in a higher point evaluation. Conversely, if the quality and execution of tricks is high, but the number of tricks is notably low as compared with other skaters in the event, score could be impacted

Variety of used obstacles - Shows that a skater knows how to use the environment to their advantage

Connecting tricks in lines - Shows that a skater knows how to continue the flow of their run in a consistent and an uninterrupted matter

4. Flow and Consistency

The values of difficulty, execution, and the use of course and obstacles are more critical in formulating the overall impression score.

5. Repetition

Will be considered as a lack of skaters originality or as a missing variety of tricks and may result in a lower overall impression score at the end.

6. Scoring

For every trick executed by a skater within a run, judges provide a score of 1-5, five being a highly well-executed trick or a trick of high complexity that is well executed, whereas a trick with little complexity, or trick that is not well executed, might be closer to one. Decimals may be used if desired, and judges may use a score of 0 for a trick if they choose.

Following the run, the point total is divided by the possible total points for the run, and multiplied by 100. This provides the objective score. A skater's objective score is averaged across judges and provided with an averaged objective score for the run.

Judges are also asked to provide a subjective score that could provide additional insight into that judge's impression of the skater's score. A subjective score that is higher than the objective total could mean a judge feels the scoring system didn't capture the energy or style provided, and can be used as a discussion point for final rounds. Similarly, a score lower than the objective score could signal a lack of energy in the run, or an overly technical performance.

7. Judges

CIB will always provide an odd number of judges for competition to avoid ties and reduce judging bias as much as possible.