



Speed & Style Women

Format and Rules

Invitational



Qualifier Runs

- All riders will be given 2 chances down the course to qualify for the Finals based on a run with Speed and Style (Tricks)
- Best run (based on run time and Time Bonus Deductions) counts.
- In the event of a tie in the best Qualifying Run times, tie will be broken using the riders' second run (run time and Time Bonus Deductions)



Round of 16 & 8

- Round of 16 & 8 will have a double elimination format: 1 run on each course. Winner (based on time and Time Bonus Deductions) of the head-to-head heat advances to next round.
- 4 riders will advance to the Finals in the webcast.



Finals

Finals will have a double elimination format: 1 run on each course. Winner (based on time and Time Bonus Deductions) of the head-to-head heat advances to next round.

The maximum differential for the timed portion of the race will be 3.5 seconds. A rider will not have a time higher than this amount and will still have their tricks subtracted from this maximum. If both competitors are tied after the second run the competitor who wins the second run advances to the next round

Time Bonus Deduction

Each course will have two identical judged features/jumps. A Time Bonus Deduction will be available per each feature (maximum Time Bonus Deduction is 1.5 seconds/jump). Tricks will be worth a percentage of the total available Time Bonus Deduction, based on trick difficulty.

The maximum differential for the timed portion of the race will be 3.5 seconds. A rider will not have a time higher than this amount and will still have their tricks subtracted from this maximum. If both competitors are tied after the second run the competitor who wins the second run advances to the next round



Start Procedure

A reaction-start using a start gate will begin each run / heat. The actual times and time differentials will be recorded by an electronic timing eye at the finish.



Judging

The featured tricks below are what have been requested by competitors for the contest & what the judge panel have witnessed during the contest.

If a trick has not been mentioned below and is seen for the first time during the contest, this will be judged accordingly and remain a consistent score throughout the contest and reviewed after event finishes.

An updated list will then be created with 'X' Trick reviewed and added.

Important note- If a trick has not been executed OR exceeds its textbook standard, points can be added or deducted by a maximum of 10pts or -10pts
Examples- 3nh may not have arms fully stretched= -10pts (98pts reduced to 88pts). High and clicked/inverted 3 Table= +10 compared to textbook 3 Table (98pts to 108pts)

If a combination has not been completed, the judges will judge what they see.

Shorthand for trick list below

no hand: nh/tnh/tuck

barspin: b

360: 3

Suicide: sui

Straight Tricks

straight air	-30
scrub	-15
whip	0

Straight Tricks

One Hand	40
1 Footer	40
No Footer	40
Grizz Air	58
ET	63
Crank Flip	68
Tire Grab	80
Toboggan	80
X-Up	80
Tabletop	80
Tri Star	93
Inverted Table	93

Straight Tricks

One Foot X-Up	98
Nac-Nac	98
One Handed X-Up	106
Suicide	117
Tuck NH	140

150pts Maximum per hit/unseen GNAR! Unless a rider can add to an already existing 140pts trick!

CRANKWORX

