



FREESTYLE TRAMPOLINE

WORLD

Championships



EUROTRAMP
FREESTYLE



2024

BARCELONA • SPAIN

PRESENTED BY THE FREESTYLE TRAMPOLINE ASSOC.

Freestyle Trampoline Judging Summary 2024

So let's talk about the FTA scoring system for Freestyle Trampolining. At the Qualifier events, athletes should be able to show control, while performing high-level skills and will also be rewarded for new and interesting variations.

What makes the Freestyle Trampoline scoring system so unique is that instead of the traditional method of deducting points from a starting 'difficulty' tariff, the scores are BUILT from ZERO, using a reward system recognising each part of the performance.

The judging panel combines the scores of combos judged on THREE different aspects. Each is scored out of a total of TEN points, so the maximum total is THIRTY points.

The three areas that judges score are:

- Difficulty
- Control or Execution
- Creativity

Let's look at **DIFFICULTY** first.

This is a mathematical points-based system that counts:

- the total amount of skills in a combo,
- the total degrees of rotation performed,
- the total degrees of twist,
- whether an athlete changes the direction of twist within the combo,
- and if they change the direction of twist within a single skill.

It also looks at the variation of body landings used.

Combos can be anywhere between TWO and FIVE linked skills, and each element is rewarded with a fixed amount of points, so it makes sense that a three-element combo will score less than if the athlete is able to keep control and perform a five-element combo.

Within these skills, each full 360-degree rotation is awarded 0.1 marks

So for example, three double flips in a row would score 0.6 or four quads would score 1.6.

In the same way, each 360 degree twist scores an additional 0.1 points.

This means that athletes who are stronger at flipping achieve the same build-up of scores as someone who is more proficient at twisting skills.

A bonus of 0.5 marks are awarded if TWO different landing positions are shown (stomach, back or feet) and a **ONE POINT 1.0 BONUS** is awarded if THREE different landing positions are shown, so that's quite a difference, and worth trying to show a full variation of landings in the combo.

A further ONE 1.0 MARK is awarded for a triple or quad flip, if that can be performed, with an extra 0.3 for each additional triple or quad flip within the combo.

Similarly, ONE MARK is awarded for each triple or quad TWIST with a further 0.3 for each additional triple or quad twist within the combo.

Half a mark is awarded for twisting two different directions within a combo and a further ONE WHOLE MARK is awarded for twisting in two different directions within one skill.

All these add up to a score that accurately reflects the DIFFICULTY of the combo performed, by rewarding the elements as they are observed.

The **EXECUTION** score starts with a baseline allocation and considers how controlled and purposeful the Combo is performed. This includes:

- during the pre-bounce
- the athlete in flight during the combo
- and control on each landing.

Judges will look to see:

- If there was excessive travelling on the trampoline bed
- if control is shown in the air
- Flat or upright body positions on the landings
- If purposeful shapes, transitions and take-offs are shown
- and will look for a consistency of height, with the final skill being over 50% of the height of the first skill.

This means the athlete will have to demonstrate that the combo was executed as it was intended and that landings are spotted, with good height generation for each skill. It is essentially looking for a "clean" combo performance, NOT strong or tight body shapes, pointed toes and that kind of thing.

The score builds as each part of the overall execution is observed.

- Fewer points are achieved if there are any "faults" including imbalanced or unsafe landings.
- There is no score change for using different areas of the trampoline bed or mat throwing for safety.

The **CREATIVITY** score is always the most interesting and exciting part of the Freestyle discipline. Here, judges consider how unique the athlete's combo was compared to what the community has been showcasing over the last year, if the athlete shows a unique style, and if different positions, grabs or techniques are used during the combo.

Each year, the 'menu' of scoring bands are updated, relegating more common themes and techniques to a lower score banding, and adding new variations to the upper score bandings.

It's important to note that these are only a **guideline** for judges and athletes alike.

An athlete can score anything between 0.1 to 0.7 points for the most basic, conventional or common techniques such as coca-cola flips, diamond tuck shapes and flatspins, as an example

Judges are able to allocate between 0.8 and 1.4 points for 'medium' scoring techniques, such as showing alternative shapes in flips causing slower rotation speed, uncommon shapes that slow down rotation, for example a rodeo, skills with blind landings and such.

The highest band, typically around 1.5 to TWO FULL POINTS will be allocated for high scoring techniques, such as flat spins with a shape, with twists or done using open shapes, differentiated execution within twisting, like a snapu, linking a backwards rotation from a forward rotating flip, off-axis flips or Bowls and Zero's. Most impressively of course, is the ability to show the judges something COMPLETELY NEW! This will score BIG!

Please bear in mind, this is only a **suggestion** of what gets looked at and each year the criteria is reviewed by the Creativity Judging panel prior to competition season and input is provided by the community as a whole.

So with each of these three different areas of Difficulty, Execution and Creativity considered for every athlete performing, and the same 10 point scoring system applied to each aspect, athletes are rewarded for a truly freestyle combo playing to their own strengths.

For example, if an athlete were to do the most outrageously difficult combo and achieve 9.5 total points for their Difficulty score but jumps with conventional techniques with poor execution, that would then be added to the other two categories and provide an overall pretty average score. However, on the other end of the spectrum, if the athlete is ONLY able to perform three skills which achieves a low difficulty score, but shows creativity and good execution, this would also provide an average score.

This way of scoring inspires athletes to think differently about how they can construct a combo that is unique, difficult and demonstrates great execution.

The Freestyle discipline has a qualifying system for competitions, where scores are RESET after each round, so scores are NOT carried over from previous rounds. This allows all athletes to have a good chance of moving up in the rankings in subsequent rounds.

The top 5 placing athletes will move on to the finals.

In each round, athletes have TWO attempts to perform their combination and can rest between each attempt. Judges will score the best combo attempt only.

Athletes cannot repeat the same combination in subsequent rounds, but can repeat the same combo in their second attempt.

Athletes can repeat the same skills from a subsequent round, but not in the same order.

The Head Judge has the final say in all scoring matters and any disputes.

If an athlete feels there was an error in the judging, there is an appeal process available, the full details of which are available in the FTA's competition guidance documentation.

Good luck to everyone taking part in FTA competitions!

Remember: It's impossible to accomplish every single aspect in each of the three scoring areas, so athletes should pick and choose the construction of their combo based on the factors judges look for and calculate what they are good at, and then build a combo around those aspects.

Performances are judged on HOW THEY ARE PERFORMED, not necessarily just WHAT is performed!