

Freestyle Judging Guidelines

Freestyle Scoring

The defining principle of the discipline is in the name 'Free'. A competitor may perform whichever moves that they feel can best express their abilities to the judges.

Formats

Freestyle contests will be judged primarily using the "Best Move Format" but if required then the Race Committee may elect to run on the "Overall Impression" format.

Best Move Format

The Head Judge, in consultation with the committee, shall decide upon a maximum number of manoeuvres that a competitor may attempt during a heat. This may be a maximum number of manoeuvres in total, or a maximum number on each tack. From this maximum number of manoeuvres, the Head Judge shall specify how many manoeuvres are to count towards the result of the heat.

For example, the Head Judge may specify a maximum of 8 manoeuvres on each tack of which the best 5 on each tack shall be taken into account when giving scores at the end of the heat.

The judges shall then observe the heat, noting down the manoeuvres each sailor performs.

Once a competitor has completed or attempted the maximum number of moves on each tack, the judges shall no longer score them for the remainder of that heat. A sailor may continue to perform in the interests of putting on a show for the public, provided that they do not inhibit any other competitor in the heat.

At the end of the heat, the judges shall select the relevant number of moves as specified by the head judge and give scores in the following categories, based only on the specified number of counting moves in the heat.

Diversity – The number of different manoeuvres and variations performed during the heat – moves performed on different tacks will be considered different and will increase the variety.

Technical Skill – The difficulty of moves attempted during the heat. Moves that are not completed with control will not enhance the technical skill.

Style – The personal flamboyance and attitude of the sailor when performing in the heat.

These three score shall then be added together and the sailor with the highest score shall be the winner.

Ties

Where there is a tie, the Style and Technical Skill scores of each competitor shall be multiplied together to give a tie break score. The sailor with the highest tie break score shall be declared the winner.

If the tie remains, then the sailor with the highest score for Technical Skill shall be declared the winner.

If the tie remains, then the sailor with the highest score for Style shall be declared the winner.

If the tie remains, then the sailor with the highest score for Diversity shall be declared the winner.

If the tie remains, then the remaining moves, up to the maximum number specified in the heat shall be taken into consideration by the judge(s) in question and they will nominate a winner based on the entire heat and their overall impression of the sailor s in the heat.

Notes

Sailors who can exhibit a variety of different manoeuvres shall score more highly than those who perform the same manoeuvre repeatedly regardless of its difficulty.

All moves should be performed cleanly and stylishly in order to score highly.
Manoeuvres that appear scrappy or disjointed shall score less highly.

Sailors who demonstrate the ability to perform difficult and complicated manoeuvres will score highly but variety must also be taken into account.

Overall Impression Format

In Overall Impression, Judging will be based on an entire heat not on individual manoeuvres . A sailor who performs just one 'big' manoeuvre in a heat and little else will not be scored as highly as a sailor who can perform manoeuvres of a high standard throughout the heat.

Overall Impression, which will be based on the following.

Diversity – The number of different manoeuvres and variations performed during the heat – moves performed on different tacks will be considered different and will increase the variety.

Technical Skill – The difficulty of moves attempted during the heat. Moves that are not completed with control will not enhance the technical skill.

Style – The personal flamboyance and attitude of the sailor when performing in the heat.

Sailors who can exhibit a variety of different manoeuvres shall score more highly than those who perform the same manoeuvre repeatedly regardless of its difficulty.

All moves should be performed cleanly and stylishly in order to score highly. Manoeuvres that appear scrappy or disjointed shall score less highly.

Sailors who demonstrate the ability to perform difficult and complicated manoeuvres will score highly but variety must also be taken into account.

In general the judges will look for a sailors ability to perform a “routine” where more than one manoeuvre is performed in sequence to present a well-organised and “choreographed” performance.

The sailor who demonstrates a greater degree of fluidity in individual manoeuvres, between different manoeuvres in a routine and in the heat as a whole shall be scored more highly than those who perform a broken and disjointed heat.

The Judges shall watch the heat noting down the different moves performed on each tack. At the end of the heat, the judges will note down scores for Diversity, Technical Skill and Style. These scores will all be multiplied by a factor of 1. The judges shall then give a score for Overall Impression, which will be multiplied by a factor of 3. The scores will then be totalled and the sailor with the highest score will win the heat.

