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## **Skate Australia Initiative: 2024 World Skate Games – Vert Skateboarding Nomination Selection Criteria**

Selections will be made in accordance with Skate Australia’s Skateboard High Performance Committee (SHPC) Selection Policy guidelines.

Submitted videos will be assessed against the Skate Australia High Performance Vert Technical Criteria (below).

The Selection Panel will only consider applicants they deem to be on an upwards performance trajectory and demonstrate the potential to compete at future Skateboarding benchmark events e.g., World Championships and World Skate International competitions.

However, the Selection Committee reserves the right to select an athlete for nomination only if they deem that athlete to possess ‘international competition readiness.’

### **SKATE AUSTRALIA SELECTION PANEL**

- Athlete selections will be determined by the SA National Selection Committee (NSC).
- The composition of the NSC ensures the knowledge and capability required to make informed athlete selection decisions.
- The NSC consists of three external vert discipline experts



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**SKATE AUSTRALIA High Performance Vert Technical Criteria**

CRITERIA	Quality	Relevant Definitions	Notes
<b>DIFFICULTY AND VARIETY OF PERFORMED TRICKS</b> Difficulty encompasses how hard the trick performed is to execute, the obstacle on which the trick is executed, and if the trick or trick component is repeated, regardless of the obstacle, during an individual phase of the competition. Variety refers to both tricks and obstacles. A larger variety of tricks completed on different obstacles is preferred.	<b>Obstacle selection</b>	Influences the trick selection and difficulty	Extensions, Channels and Gaps
	<b>Trick selection</b>	Is influenced by obstacle selection and athlete's capacity	Airs, Spins, Flips, Grinds, Slides, Blunts, Inverts, Switch/Fakie/Revert
	<b>Originality and innovation</b>	A unique or innovative approach to the individual use of the vert ramp and featured obstacles	
<b>EXECUTION</b> How well a trick is done from start to finish. This incorporates style, speed, distance, and height at the beginning, middle, and end of the trick. The quality of landing is also included.	<b>Quality of trick execution</b> (pre- and post-landing)		
	<b>Style of execution:</b> <ol style="list-style-type: none"> <li>Fluidity, Power, Aggression, personal Aesthetics</li> <li>Speed/overall Velocity</li> <li>Height/Distance</li> <li>Quality of Landing</li> </ol>	Fluidity - the ease by which an athlete executes the tricks. Aggression – referring to bold, forceful, assertive, energetic skateboarding. Aesthetics – how a trick looks when executed e.g., foot placement, how the feet catch the skateboard, or arm movements. Height/Distance - How far a skater travels during a grind, slide, air, or height of an obstacle	
<b>USE OF VERT RAMP (and is additional features)</b>	<b>Quantity of tricks performed</b>	More tricks are typically better, but a higher number of tricks will not necessarily result in a higher score. The values of difficulty and execution are more decisive in formulating the overall score.	
	<b>Connecting tricks in lines</b>		



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<b>FLOW AND CONSISTENCY</b>	<b>Flow</b>	This is how well an athlete assembles a sequence of tricks on the vert ramp, and the style with which the athlete executes the performance. It also means the athlete's ability to connect the tricks within their performance in a continuous, organic, and spontaneous way.	
	<b>Consistency</b>	An athlete's ability to land tricks, or tricks to a certain difficulty level, continuously without bailing and with full control during the entirety of his or her performance.	
<b>REPETITION</b> Repetition of tricks or trick components is strongly not recommended and will be penalized in the 'overall impression' evaluation and may reflect in the assessment.	<b>Repetition of tricks</b>	Repetition of the same tricks during the Best Trick attempts is strongly not recommended and will lead to a penalization with every repeated trick. Repetition of tricks already landed in a Run may result in a lower overall assessment at the end.	
	<b>Repetition of trick components</b>	Repeating trick components consecutively, e.g. Nosegrab <u>540</u> , Tailgrab <u>540</u> , can result in a lower overall assessment.	