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**V5**



**Rules and Regulations  
for WCMX Competitions**

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# 1. Preliminary provisions

WCMX being a young sport with a rapid evolution, the international rulebook might be regularly updated.

For the year 2025, in order to allow for a healthy development of the sport, a new version of this rulebook may be modified by board members and then agreed by the board as per the **World WCMX Board – Preliminary Agreement of Use**

## 2. General

WCMX (Wheelchair Motocross) - also known as wheelchair freestyle or wheelchair skateboarding - is a judged sport, in which riders use wheelchairs to ride skatepark modules. Their score is based upon their skill at executing a routine, including one or more of a variety of different manoeuvres, that are known as “tricks”.

This document presents the rules and regulations for all WCMX competitions (international or national) under World WCMX. Regional competitions are invited to follow this document too.

## 3. Divisions

During competitions, riders are separated into different divisions, such as **Pro**, **Intermediate**, and **Non-Competitive**.

The divisions present at an event are **adapted depending on the size and level of the field**. A division must have **three (3) or more riders** to compete.

If a division does not meet this minimum, competition organisers must **work with the Competition Technical Director (CTD)** to determine the **best alternative**—keeping the **riders’ interests in mind** and operating **within the scope of this rulebook**. For Example if there’s not enough riders for both division 3A and 3B then depending on ride skill level you could remove a division and shuffle the riders around.

Once the divisions present at an event are **open for registration**, they **can’t be cancelled** without a **reasonable motive or the agreement of the riders** in the cancelled division, and any decision must remain **within the scope of this rulebook**.

### 3.1. Pro Men (Division 1) and Pro Women (Division 2)

Any rider who can ride at the level described below must compete in their respective gender division (Pro Men for male riders, Pro Women for female riders).

The rider must display **advanced WCMX skills**, complete **big and challenging tricks**, and **use the skatepark to its full extent**. These requirements must be **adapted for riders with**

**lower Functional Scores (FS).** The rider should be able to perform advanced tricks and ride with a **high level of confidence and fluidity.**

Riders in these divisions may **not receive the assistance of a coach/spotter** at any time. Doing so ends the run and leads to a penalty.

Riders in these divisions may **receive the assistance of a pusher only if their Pusher Class allows it** (see section 5.4). The use of the pusher will be limited to the elements allowed by the competition technical director or from an agreement at the riders meeting (see section 7.7) and **should not gain time or speed** for the rider. The pusher can help the rider **get up from a fall or after a mistake** if the rider is not able to do so themselves (see section 5.4).

**All Riders** are allowed help to access the starting point of their run or best trick attempt without punishment providing:

- a. The Pusher is **away from the rider** before their run/attempt
- b. The push is deemed reasonable by the competition technical director (**CTD**)
- c. The rider gains **no advantage** in the run/attempt

Note: if deemed reasonable (by **CTD**) the rider is able to have their chair held still if they start their run/attempt from a precarious position, providing it meets the above stipulations and the pusher does not give them extra speed by pushing

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### **3.1.1. Exceptional ruling (Applies to Both Pro Men and Pro Women)**

Exceptions to the rules regarding Pro divisions can be made by the **competition technical director** if this rulebook shall not prove adequate for a particular circumstance.

These exceptions can include, but are not limited to, the **use of pushers.**

An exception can be decided by the technical director alone or can be proposed by riders or other parties. When a request is brought to them, the technical director must be certain to **listen to all voices, including the less vocal ones, and make a fair and impartial decision.**

For an exception to be valid there must be **solid and reasonable arguments** in favour of a temporary change of the rules, such as **safety, equity or improvement of the sport.** In no case shall the request be made **for self-advancement only.**

After an exceptional ruling has been made at an event, the ruling must be **reviewed by the rulebook commission at World WCMX**, and a decision must be made if the ruling was truly exceptional due to the circumstances, or if a change of the rulebook should be considered.

### **3.2. Intermediate (Division 3A)**

Division 3A is a mixed division (male and female) and is intended for riders who do not meet the requirements for the Pro or Amateur divisions.

Riders must show command over wheelchair intermediate skills such as basic one wheel variations, carving, flow, grinds and laybacks. These requirements must be adapted for riders with lower physical abilities.

Riders are not allowed assistance to perform the tricks, but they may use a spotter. Should the spotter touch the rider or assist him in any way, deductions will be made at the judge's discretion.

Riders may use a pusher only to get up ramps and/or out of the bowl or to be helped in case they fall or if they are caught in a difficult position. Deduction will be made according to the mistake leading to the situation.

### **3.3. Amateur (Division 3B)**

Division 3B is a mixed division (male and female) and is intended for riders who do not meet the requirements for the Pro or Intermediate divisions.

Riders must show command over wheelchair amateur skills such as wheelies and variations, carving, drop-ins, stairs. These requirements must be adapted for riders with lower physical abilities.

Riders are not allowed assistance to perform the tricks, but they may use a spotter. Should the spotter touch the rider or assist him in any way, deductions will be made at the judge's discretion.

Riders may use a pusher only to get up ramps and/or out of the bowl or to be helped in case they fall or if they are caught in a difficult position. Deduction will be made according to the mistake leading to the situation.

### **3.4. Non competitive (Division 4)**

Division 4 is a mixed division (male and female) and is intended for any riders who do not meet the requirements for higher divisions and/or wish to take part without competing.

Riders are allowed pushers, spotters and helpers during the trick.

This division is not judged but meant to allow beginner riders to enter competitions without restrictions.

### **3.5. Youth (Division 5)**

WCMX divisions are based on skill level not age. However, a Youth division can be used, in order to regroup boys and girls wanting to compete with their age group (generally under 16). Young riders can choose if they want to enter this division or to compete with adults.

### 3.6. Open divisions

If a competition does not have enough riders to run different divisions - despite a wide range of abilities - Open divisions can be used.

Riders who would normally compete in divisions 3A or 3B are allowed pushers and spotters according to these divisions rules (see 3.1 and 3.2). This must be identified on the result list, for example using an asterisk (\*).

For riders who would normally compete in divisions 3A or 3B, and thus may have not completed their classification, judges must use what they see in terms of physical abilities to adapt the scores. The use of a quick questionnaire asking how much the disability impacts the rider's riding (mildly, moderately, severely) can also be a simple way to introduce the notion of classification.

With the Open Division being ungendered, female riders competing professionally would have a separate podium and result list and/or be clearly identified on the open result list.

## 4. Riders

### 4.1. Eligibility

Any disability mitigated in the practice of sport by the use of a wheelchair are eligible. All underlying conditions are accepted.

### 4.2. Classification

Riders in Divisions 1 and 2 are required to complete their classification (see [section 5](#)). A rider who did not complete their classification in due form will receive Functional Scores (FS) of 10.

In divisions 3A, 3B, 4 or 5, riders are encouraged to complete their classification but are not required to. The use of a "pre-classification" system with simply rating how much disability impacts the riding ability (mildly, moderately, severely), can be a good alternative.

### 4.3. Division selection and assignment

Riders must register in the division the most appropriate for their skill level (see [section 3](#)).

Should a rider enter (or be entered by a representative) into an easier division than what their skill level allows, the expulsion from the competition can be pronounced.

If the rider (or their representative) are unsure which division is most appropriate, they must ask the event organisation, the **CTD** or head judge for guidance. If it is pointed out prior to the event that the rider is not registered in the appropriate division, the rider will be changed into the appropriate division and the incident is considered a mistake. However, If the rider has deliberately lied on the competition entry form, they can be excluded from the event.

The technical director can at any point assign a rider to a different division if it is considered that they are not meeting the minimum skills or exceeding maximum requirements. In case of a change of the division the participant must pay the difference of the participation fee, if applicable.

#### **4.4. Gender attribution**

For gendered divisions (Pro Men and Pro Women, and if applicable Open Men and Open Women), the rider's gender is decided following the 2021 *IOC Framework on fairness, inclusion and non-discrimination on the basis of gender identity and sex variation*.

#### **4.5. Age limit**

There is no minimum age to take part in a WCMX event.

Underage riders must provide a waiver signed by a guardian, authorising them to enter the competition.

Events are free to set an age limit if they consider that young children should not take part in their competition.

#### **4.6. Nationality**

Riders from any nationality can participate in - and if applicable win - international competitions (in all divisions), provided that the event is announced as an International Open competition.

Riders must be citizens of the country they represent.

##### **4.6.1. Riders with dual nationality**

Riders who have dual nationality can only represent one nation; a rider may not switch national teams.

A rider might change the nation they represent under certain circumstances:

The rider gains a new citizenship.

The rider has not competed in a WCMX event for 3 (three) years.

The 3 (three) years duration can be shortened if both the new and the previous nation agree, and the World WCMX international board agrees.

##### **4.6.2. National championships**

If the competition is announced as a National championship, the best ranked rider from that nation will become that national champion. Riders from other nations might still attend, but cannot earn the national champion title.

##### **4.6.3. World and continental championships**

During World Championships, riders must be part of the national team from the nation they represent. If the nation does not have a national team, any rider from that nation is allowed to compete.

During Continental Championships, riders must represent a nation who is part of that continent.

## 4.7. Antidoping

WCMX follows the same anti doping rules as BMX freestyle. The terms of the World Anti-Doping Agency (WADA) resp. the National Anti-Doping Agency (NADA) are applicable in their current version. Tests are possible at any time.

Note: We do have an expedited inhouse TUE like process, if a rider uses steroids for medical use prescribed by a doctor they must be able to provide a signed doctor's note to the CTD if they request it. The doctor's note may be given either by email or physical letter.

## 4.8. Responsibility and insurance

Riders compete and train under their responsibility and must be covered by a health insurance valid in the country of competition.

World WCMX or events organisations cannot be held responsible or asked for compensation in case of material damage, injury or any other situation caused to the rider or their staff due directly or indirectly being part of a World WCMX event.

# 5. Classification

## 5.1. Goal

The goal of a classification system is to allow riders to compete on equal terms despite a wide range of disabilities.

A classification does not diminish the importance of a rider's skills and training. It is attributed to riders according to their level of impairment, not their level of riding.

The classification system aims to allow the comparison of performance, according to each rider's physical limitation.

## 5.2. Overall working

Each rider receives 4 Functional Scores (FS). These scores represent the rider's functions of their Upper Extremities (UE-FS), Trunk (T-FS), Hips (H-FS) and Coordination (C-FS), according to specific tests ([see A1.2](#)). A lower FS corresponds to a higher level of impairment (minimum 0), while a high FS corresponds to a higher level of function (maximum 10).

All riders in a division compete against each other. There is no separate ranking depending on the classification results. Instead, the rider Functional Scores are considered by the judges when attributing their score.

## 5.3. Classification process

For 2025, each rider conducts their own classification, following the classification guide provided by World WCMX.

## 5.4. Pusher Classes (pro divisions)

The UE-FS (Upper extremity) and C-FS (Coordination) are used to consider which riders are allowed some pushing in the pro division. These riders are separated in three **Pusher Classes**:

**P-3:** UE-FS  $\geq$  6.0 AND 4.0 > C-FS  
or 6.0 > UE-FS  $\geq$  4.0 AND C-FS  $\geq$  4.0

The rider can be pushed on the steepest/longest uphill slopes that most riders in their division (UE-FS and C-FS superior to 6) can climb alone.

The rider can also be helped to get up in case of fall or if the rider is not able to move out of the situation due to a mistake. Deductions are applied according to the gravity of the mistake, but the need for extra help is not penalised.

**P-2:** 6.0 > UE-FS  $\geq$  4.0 AND 4.0 > C-FS  $\geq$  2.0  
or 4.0 > UE-FS  $\geq$  2.0 AND C-FS  $\geq$  4.0

The rider can be pushed on the most uphill slopes that most riders in their division (UE-FS and C-FS superior to 6) climb alone. Only the mildest slopes are excluded.

The rider can also be helped to get up in case of fall or if the rider is not able to move out of the situation due to a mistake. Deductions are applied according to the gravity of the mistake, but the need for extra help is not penalised.

**P-1:** 6.0 > UE-FS  $\geq$  4.0 AND 2.0 > C-FS  
or 4.0 > UE-FS  $\geq$  2.0 AND 4.0 > C-FS  
or 2.0 > UE-FS

The rider can be pushed on all the uphill slopes that most riders in their division (UE-FS and C-FS superior to 6) climb alone. The rider can also be helped to get up in case of fall or if the rider is not able to move out of the situation due to a mistake. Deductions are applied according to the gravity of the mistake, but the need for extra help is not penalised.

### **P-1S:**

P-1S is a pusher class that can only be given by the CTD in person, it's designed to allow riders with significant difficulty navigating features thereby causing a major safety concern and is only to be given out on a case by case and park by park basis

Pro riders who do not meet the criteria of these Pusher Classes, are not allowed pushers and are assigned the **No Pusher Class (NP)**.

The following table summarises the different Pusher classes according to the Upper Extremities and Coordination Functional Scores:

		Coordination			
		C-FS $\geq$ 6.0	6.0 > C-FS $\geq$ 4.0	4.0 > C-FS $\geq$ 2.0	2.0 > C-FS
Upper Extremities	UE-FS $\geq$ 6.0	NP	NP	P-3	P-3
	6.0 > UE-FS $\geq$ 4.0	P-3	P-3	P-2	P-1
	4.0 > UE-FS $\geq$ 2.0	P-2	P-2	P-1	P-1
	2.0 > UE-FS	P-1	P-1	P-1	P-1

*Summary of the Pusher Classes according to the UE-FS and C-FS*

## 5.5. Feature Classes (pro divisions)

### F-3 Ramp:

A F-3 ramp would be the largest and steepest ramp in the skate park and would reasonably require pushers for riders with a P-3 or lower

### F-2 Ramp:

A F-2 ramp would be smaller than a F-3 but would still reasonably require a pusher for riders with a P-2 or lower

### F-1 Ramp:

A F-1 ramp would be smaller than a F-2 but would still reasonably require a pusher for riders with a P-1

### F-1S Ramp:

F-1S includes all ramps and to the CTD's discretion may also include ramps attached to obstacles

The following table summarises the different Feature classes and how they intersect with Pusher classes:

	P-1S	P-1	P-2	P-3	NP
F-1S	Yes	No	No	No	No
F-1	Yes	Yes	No	No	No
F-2	Yes	Yes	Yes	No	No
F-3	Yes	Yes	Yes	Yes	No

### 5.5.1 Feature Class allocation

The Feature class may be allocated to the specific ramp by the CTD following the advisement of the riders meeting.

## **6. Equipment**

### **6.1. Wheelchair**

Riders must be riding in a manual wheelchair.

A wheelchair is defined by a seat mounted on 4 (four) wheels. The 2 (two) back wheels must resemble bicycle wheels (all sizes allowed). The 2 (two) front wheels are smaller and called casters (all sizes allowed).

No propulsion or launch equipment may be used during the event.

Any device different from the definition above must be presented to World WCMX and approved, before use in a competition.

### **6.2. Safety equipment**

Throughout the competitions, riders must be wearing a helmet when riding in the skatepark (including practice). The helmet must be certified with the norm EN 1078 and fastened under the rider's chin.

Wearing complete protective gear (full face helmet, knee and elbow pads, and back and neck protection as appropriate) is not mandatory, but recommended depending on trick and performance level.

## **7. Competitions**

Competitions are events where riders show their skills and are ranked according to scores received by judges, following this rulebook. If other formats or rules are applied, the competition will not be recognised by World WCMX.

### **7.1. Rider's code of conduct**

The rider must be registered for the event. For under age riders, a written confirmation by a guardian must be handed.

Riders must respect this rulebook.

Riders must follow instructions by officials.

Riders must behave in a fair manner and respect other riders, judges and officials.

Contraventions to this code of conduct may be penalised with disqualification from the contest and can be decided by the judging panel and/or the CTD. Repetitive offences might lead to the suspension or banning of that rider for future WCMX competitions, this decision is to be voted on by the World WCMX Board.

Riders or their representative have 48 hours to enter objections against decisions made during the competition. Objections must be written and addressed to management of the WCMX event and to World WCMX. The management of the WCMX division will then, if

needed after hearing the persons involved, decide whether and to what extent an adjustment to the results might be necessary. A competition cannot be repeated due to a mis-determination.

## **7.2. Event management**

The competition management consists of three parties:

### **7.2.1. Event organiser**

The organiser of the event is in charge of putting together the competition.

This includes, but is not limited to:

- Access to the venue, general accessibility, transportation, etc;
- Fundings, relations with the authorities and other parties, etc;
- Search for volunteers, pushers, first aiders, etc;
- Proper condition of the venue, accreditations, etc.
- Respect of the schedule and overall course of the event.

### **7.2.2. Competition technical director**

The Competition Technical Director (CTD) is the official representative of World WCMX responsible

for ensuring that competitions are run fairly, safely, and in full compliance with this rulebook.

#### **Role and Responsibilities:**

- Verify that the skatepark, modules, and equipment meet World WCMX standards.
- Confirm that divisions, park settings, and competition formats are correctly applied.
- Oversee pushers, spotters, and classification rules to ensure they are used properly.
- Lead the riders' meeting and communicate critical event information.
- Make decisions on exceptional rulings when the rulebook proves inadequate (see Section 7.17).
- Act impartially to protect riders' safety, equity, and the integrity of the sport.

#### **Authority:**

- The CTD's decisions regarding safety, rule compliance, and exceptional rulings are final during the event.
- Only authorised CTDs may serve at a World WCMX competition. Currently, the sole authorised CTD is Victor Nelson.
- Competition organisers must use an authorised CTD for their event to be recognised by World WCMX.
- In exceptional cases where an authorised CTD is unavailable, organisers must contact the World WCMX Board for guidance or appointment of an alternative.

### 7.2.3. Judges Panel

The judging panel consists of 3 (three) judges.

One judge is declared head judge for the entire competition. The head judge must have experience in WCMX and understand the classification system.

The judges must have experience in the evaluation of contests and knowledge of the rules and the different divisions requirements. They must be familiar with the standards of the discipline, be experienced WCMX riders or have a past background in other freestyle disciplines and be involved in WCMX.

The judges must be familiar with the classification system and understand its implication in judging.

The Judges must not be directly related to any competitors participating in the event/division this include, but is not limited to, family member, coach, team Member or sponsor.

## 7.3. Event announcement & Hosting

### Event Announcement Requirements

To promote their event, potential organisers must communicate the following information to **World WCMX**:

- **By January 31** of the year of the competition:
  - The location of the competition
  - The date of the competition (for events later in the year, a provisional date is acceptable; the final date must be confirmed at least **3 months** before the event)
  - The divisions that are planned to be hosted

### Official World WCMX Events

For official World WCMX events, organisers must communicate to World WCMX and all registered riders **at least one week before the competition**:

- The divisions that will be hosted
- The competition format for each division
- The full schedule, including practice times, riders' meeting, and competition times
- The park plan and the number of mobile modules each rider may move
- Whether other disciplines will be present at the same event
- Any other relevant competition information

### Hosting a World Championship

To host a World WCMX Championship, potential organisers must complete a **Host Application Form**, which is released on a competition-by-competition basis.

## 7.4. Venue requirements

The skatepark used for the competition must: Contain features suitable for WCMX

- Permit and provide additional modules, such as ramps, kickers, or rails (this is required)
- Be at least partially accessible, with access to some modules as a minimum requirement

## 7.5. Park setting

To accommodate WCMX, skateparks often require extra modules such as ramps, kickers, or rails. To ensure clarity for riders, the park must be set to closely resemble the competition layout no later than the day before the competition during practice sessions.

### 7.5.1. Original park setting

The “original park setting” refers to the placement of all extra modules as they will be used for all riders during the competition. The technical director is responsible for choosing the original park setting, aiming to create a layout that is useful and accessible to most riders. Riders’ input may be considered.

Once the original park setting is established:

- All modules must have their placement clearly marked.
- A clear distinction must be made between fixed (non-movable) modules and mobile modules.
- Non-movable modules **must never obstruct the park**. Non-movable modules should be used out of the way for riders to access features. For example a bank behind a quarter so the rider can get on top of the deck easier, ensuring riders have freedom to move and choose lines creatively around them.

### 7.5.2. Division-Specific Settings

- Different original park settings may be used for different divisions.
- Pro Men and Pro Women (or Open Men and Open Women) **must share the same original park setting**.
- If multiple settings exist for different divisions, a clear marking system (e.g., color-coding) must be used to indicate which placement corresponds to which division.
- Riders must have sufficient practice time on their respective settings

### 7.5.3. Mobile modules and park setting managers

Mobile modules include rails, ramps, kickers, or other movable elements. When mobile modules are present:

- Each mobile module must be clearly indicated (stickers, tape, or other markings), visible without being damaged by riders.
- If more than one mobile module exists, each must be numbered. The numbering must remain visible and durable.
- The original position of each mobile module must be clearly marked on the skatepark floor, so it can be returned to its original spot if moved.
- Division-specific positions must be clearly indicated if different settings exist.

### 7.5.4 Rider Interaction with Mobile Modules

- Riders may move each mobile module **once per run**.
- If the competition includes best trick attempts, riders may move any mobile module.
- Park setting managers are responsible for moving modules between runs. They must be easily recognizable and coordinate with incoming riders while the previous rider completes their run, ensuring smooth and efficient transitions.

## 7.6. Judging

The judges must give a score between 0 and 100 to each run/best trick of each rider.

After each run/best trick attempt, the judges can take time to consult each other and determine a score for the rider.

Until the official scores have been announced to the event and competitors the judges **must not** communicate with anybody off the judging panel.

### 7.6.1. Overall Impression and Scoring

The judging method is based on the notion of “Overall Impression”. This means that on balance, the ranking is established based upon the judges’ impression of the overall quality of each rider’s runs/best tricks, when considering the rider’s classification.

The judging criteria listed in section [7.11.5](#) are the basis on which this impression is built, but do not have to be scored individually.

When forming their Overall Impression, judges first allocate a number of points corresponding to how well the rider’s run corresponds to the judging criteria, including the impact of the rider’s classification on these criteria. Deductions are then applied in a second time.

After watching a run/best trick, judges assess the quality of the run. While each judge forms their own opinion, judges must openly discuss the run with each other to ensure that the quality of each run is assessed correctly and is accurate when compared to the quality of the runs/best tricks done by all of the riders up until that point (or of all the riders in the current division up until that point). At the end of the process, judges must reconsider the

rider's classification and can add a bonification to any if they consider it applies. Finally, a single score - reflecting the agreement of all judges - is given to each run/best trick.

It is important to understand that scores are not absolute. WCMX is judged using comparisons to the other riders in the competition. The score is a tool which helps the judges establish the ranking. Therefore, if two riders have close scores, judges must look back at them (including for both rider's classification, see next section), and make sure they agree on the final ranking

In a 'run and best trick' format, if the score of a best trick should influence the result of the competition (considering that best trick is factored by a 0.5 factor, see [section 7.5.2](#)), the addition of both the best run and best tricks of the riders involved should be compared before deciding on a score.

If at the end of the competition, judges agree on the ranking but the best score does not correspond to the benchmark in section ([7.11.4](#)), all the scores should have a set amount of points added or subtracted in order for the best score to be in agreement with the benchmark.

### **7.6.2. Use of classification**

Judges have the responsibility of including each rider's classification into the final scoring. This is done in two steps.

- (1) Before each rider's run/best trick attempt, judges must look at their Functional Scores (FS) and consider how this might influence the rider's abilities ([see A1.3](#)). They then score according to this informed "overall impression".
- (2) When comparing two runs/best tricks at the end of the judging process, judges must compare the Functional Scores (FS) of the involved riders. If it is considered that the rider with the lowest score did not score better due to lower Functional Scores, their score should receive a bonification, to reflect their performance, compared to the rider with higher Functional Scores.

A rider score can be increased to take into account their low Functional Scores. However, a rider score cannot decrease due to high Functional Scores.

### **7.6.3. Scoring Benchmark**

For each run or best trick, a score between 0 and 100 will be awarded by the judging panel.

85-100 points	Outstanding Run
65-84 points	Above Average Run
46-64 points	Average Run
25-44 points	Below Average Run
0-25 points	Poor Run

#### **7.6.4. Judging criteria and deductions**

Intensity/Amplitude: How high, wide or fast tricks are completed and how much energy comes from the rider when performing them.

Execution: How well, clean, precise and controlled tricks are completed. It includes wheelchair control and rider stability.

Difficulty: How technical or demanding tricks are.

Variety: How varied are the tricks in a run. Avoiding tricks repetition; spinning or carving in different directions, use of tricks variations, etc.

Combinations: Does the rider link tricks together.

Risk: How exposed the tricks are. Back-to-back execution of risky tricks or extremely difficult tricks at the beginning of a run have a positive effect on the rider's risk score.

Quantity: How many tricks a rider performs. Tricks must be well executed to be included.

Course use: How good did the rider use the park. Integration of most available elements of the course, execution of as many tricks as possible and not ending the run ahead of time.

#### Deductions:

Minor mistakes: Obvious body instability during a trick or slight unwanted touch of an obstacle with the hand for stabilisation.

Medium mistakes: Hand touch/drag on the ground or heavy touch of an obstacle with the hand for stabilisation.

Major mistakes: Complete fall.

#### **7.6.5. World first**

If a trick is determined a world's first by the judges they may add on up to 5 points extra a run for every world's first

### **7.7. Competition format**

World WCMX recognises 2 (two) official formats of competitions. Runs-only ([7.4.1](#)) and Runs and Best Tricks ([7.4.2](#)).

Different formats can be used for different divisions. However Pro Men and Pro Women (or Open Men and Open Women) must have the same format.

#### **7.7.1. Runs-only**

Each rider has 2 (two) runs. Each run lasts 90 (ninety) seconds.

The final score is the score of the best of the two runs (over 100 pts).

A clear signal must indicate the 10 (ten) last seconds of each run. A sound is preferred, however riders with auditory impairments can ask for a visual signal.

In case of extreme conditions, such as extreme heat, the competition management may decide to allow extra time for each run.

In case of change in the schedule (such as due to bad weather), the competition management can decide to use only 1 (one) run per rider. The competition management must ensure that all riders are aware of the change.

Notation - Format: Runs-only

### **7.7.2. Runs and Best tricks**

Each rider has 2 (two) runs of 90 (ninety) seconds. The same conditions as [\(7.4.1\)](#) apply.

In addition, each rider has 3 (three) attempts at a Best trick. Best scored one count.

The final score is the addition of the best run and 50% of the best trick (100 pts + 0.5 \* 100 pts, so a total over 150 pts).

In case of change in the schedule (such as due to bad weather), the competition management can decide to use only 1 or 2 best trick attempt(s) per rider. Or to move to a runs-only competition, and even to use only one run per rider. The competition management must ensure that all riders are aware of the change.

Notation - Format: Runs and Best tricks

### **7.7.3. Additional format**

Competition organisers can run additional format contests on the side (such as a jam). However, only the two formats defined here are valid for World WCMX competitions.

## **7.8. Practice time**

Competitions must allow for these minimum practice times:

2 (two) hours on the day before the competition (between 8am and 9pm);

1 (one) hour on the day of the event (after 8am);

20 (twenty) minutes before the start of each division (warm up).

More practice times are welcome.

In case of change of schedule (such as due to bad weather), the competition management must do their best to allow for adequate practice time.

## **7.9. Riders meeting**

The day of the competition or the evening before, a rider meeting must be hosted by the technical director. The riders meeting must address:

- Competition day schedule;
- Park setting;
- Slopes where pushers are allowed for riders with a pusher class (P-1, P-2 or P-3);
- Any other important information for the progress of the competition.

## 7.10. Pushers and spotters

Official pushers and spotters must be clearly recognisable during the event. They must be briefed on what kind of help is allowed for each rider (see [section 3](#)).

If a particular pushing technique is demanded, a rider can request the use of a private pusher for safety reasons. The private pusher must be clearly briefed on what is allowed for their rider and a penalty can be decided by the judges if the pushing does not respect the rules.

Pushers should not attempt to help a rider that does not ask for it and should not be interfering with the rider's run or best tricks attempts.

In Pro divisions, the pushers must be clearly briefed on who is allowed to be pushed on which slopes. The technical director defines which parts of the park correspond to the slopes indicated for each class of pushing allowed (see [section 5.4](#)):

- P-3:** The rider can be pushed on the steepest/longest uphill slopes that riders with no pushing (NP) class in their division can climb alone.
- P-2:** The rider can be pushed on the most uphill slopes that other riders with no pushing (NP) class in their division can climb alone. Only the easiest slopes are excluded.
- P-1:** The rider can be pushed on all uphill slopes that other riders with no pushing class (NP) in their division can climb alone.

The pushers must help in such a way that the pushed rider gets up the slope, but without gaining time or additional speed at the top of the slope.

## 7.11. Rerun

Should a rider be significantly disturbed during a run or a best trick attempt, they can request a restart.

The rider must claim the disturbance upon occurrence and aborts the run/best trick attempt.

The decision to allow a rerun is the respective head judge's responsibility.

Should the rider end their run without claim, a restart is impossible. In this case, they must resume their run for where they were at the time and point of the disturbance.

## 7.12. Results

The competition results consist of the riders being ranked from highest to lowest final score. The final score is the score of the best run or of the best run + 50% of the best best trick, according to the competition format.

All results of a competition must be announced publicly after the event in written form with indication of the achieved scores and rankings of every run, best trick and the final score.

In case of Open divisions, the results must also indicate if riders received extra pushing or had spotters.

### **7.13. Prize money**

If prize money is awarded, Pro Men and Pro Women (or Open Men and Open Women) divisions riders must receive the same amount.

### **7.14. Online competitions**

Online events do not gather riders at a skatepark to compete. Instead each rider film their run(s) independently and send them numerically to the event organiser, or upload them on a video platform for the event organiser to gather.

Online events are a modern solution to organise events that are low cost for riders and environmentally friendly. However, to be recognised as official World WCMX competitions, these events must adhere to the spirit of on site competitions.

#### **7.14.1. Information, Registration and Deadline**

On the day of the opening of the registration, all the information including the whole format and the deadline to submit the video must be given.

In order to give everyone the same amount of time to prepare and film their video, all the riders must receive the information about the format used for the competition and the deadline to submit their video(s), at the same time.

#### **7.14.2. Video format**

The video must be filmed horizontally in a 16:9 format, unless specified clearly otherwise by the organiser.

#### **7.14.3. Framing of the video**

The rider must be into the frame of the video clip the entire time. There cannot be a frame showing only the sky or the background.

The video clip cannot show a very close shot of the rider where recognising what is shown is not possible.

This rule is to ensure that the clip cannot be edited using a frame in which the rider is not present or recognisable as transition.

#### **7.14.4. Dating of video clips**

All the video clips included in the video(s) submitted by the riders must be filmed between the day of the opening of the registration of the competition and the day of the deadline of the submission of the video(s). No video clip filmed prior to the day of the opening of the registration must appear in a rider's video.

If a proof can be made that a video clip was filmed prior to the day of the opening of the registration of the competition, the whole video in which this clip appears will be discarded and the rider will receive a score of 0 (zero) for this video.

#### **7.14.5. Video clips non editing**

Video clips must be presented plain. This include, but is not limited to no

- (a) logo or pictures;
- (b) text;
- (c) music;

added to the clips.

#### **7.14.6. Video clips exclusivity**

Until the closure of the online competition (end of the day of the event) all video clips entered in the competition must remain private and cannot be published on any online platform, except for the one used by the event organiser for the video(s) submission - respecting the privacy settings set by the organiser.

#### **7.14.7. Video clips single use**

A video clip can only be used in 1 (one) video entered in an official World WCMX online competition.

If several official World WCMX online competitions are happening simultaneously, a video clip can only be used for a video submitted in 1 (one) of them.

If a clip is used more than 1 (one) time in a video submitted in an official World WCMX online competition the following rules apply:

1. The first time the video clip is used, nothing happens;
2. The second time the video clip is used, the clip is ignored as if in this part of the video the rider was standing still in the middle of a skatepark.
3. Any other time the video clip is used is dealt with similarly as in point (2.).

#### **7.14.8. Start of video clips**

At the start of each video clip, the rider must be visibly stationary. The camera angle must clearly show at least one of their main wheels (back wheels) not turning for a minimum of 1 (one) second, before they start moving.

This rule is to ensure that the rider did not receive help to gain speed before the start of the video clip.

#### **7.14.9. Video(s) submission**

Each rider is allowed to submit their final video(s) only 1 (one) time. It means that for a Run-only contest they can submit 1 (one) video and for a Run and Best tricks contest they can submit 2 (two) videos - 1 for the run and 1 for the best tricks.

If a rider submits more than 1 (one), respectively 2 (two), video, only their first submission will be accepted.

If a rider wants to submit a different video, due to a valid reason, they can contact the organiser to ask for an exception and motivate their request. It is up to the organiser to consider if they accept the demand but they have no obligation to do so.

#### **7.14.10. Pushers**

On camera, pushers must be limited to what is allowed for each division (see [section 3](#)).

#### **7.14.10.1. Pushers for Pro divisions**

For Pro divisions, the right to be helped by pushers during runs depends on the riders Pusher Class defined by their classification (see [section 5.4](#)).

In an on-site competition, the slopes on which a rider is allowed to be pushed depending on their Pusher Class would be determined by the Technical Director. This is not possible during an online competition.

Therefore, each rider whose Pusher class allows the use of a pusher during the competition, and thus during the making of the video, must self-evaluate on which slope they can be pushed. These slopes must meet these 2 criteria:

- 1) The rider cannot climb the slope themselves;
- 2) Most riders in the rider's division with a NP (non pusher) class can climb the slope non assisted.

If when watching the video judges consider that one or both of these criteria are not met despite the rider being pushed, they can impose a deduction.

When the rider is being pushed, the pushing should not gain them time or speed, compared to a non-assisted rider with a NP class. If the judges consider that the pushing gained the rider speed or time, they can impose a deduction.

#### **7.14.11. Format**

##### **7.14.11.1. Run-only**

In a Run-only competition, riders will submit 1 (one) video with the following criteria:

- Stationary start ([see 7.12.2](#));
- Correct framing of the rider ([see 7.12.3](#));
- Maximum video clip length of 90 (ninety) seconds;
- Continuous video clip: there must be no editing or cutting in the video;
- Moving camera: the camera must be continuously moving during the filming of the whole run, and cannot be placed on a tripod or equivalent support.

##### **7.14.11.2. Run and Best tricks**

In a Run and Best tricks competition, riders will submit:

- 1 (one) Run video following the same rules as Run-only competition ([see 7.12.7.1](#))
- 1 (one) Tricks video

The best trick video's must contain 3 (three) video clips, each clip showing 1 (one) trick. Each video clip must follow these criteria:

- Stationary start ([see 7.12.2](#));
- Correct framing of the rider ([see 7.12.3](#));
- Continuous video clip: there must be no editing or cutting within each clip;
- Moving camera: the camera must be continuously moving during the filming of the clip and cannot be placed on a tripod or equivalent support.

#### **7.14.11.3. Video rules - Penalties for Pro Men and Pro Women (division 1 and 2)**

- a. If the video starts showing the rider not being stationary (already have speed), the judges can :
  - (1) Apply a proportionate point deduction - when the speed of the rider is very moderate and it seems that the video was just started too late.
  - (2) Discard the first trick - when the speed of the rider is not important but determining what happened before the video started is in doubt.
  - (3) Disqualify the rider - if the speed is important and there is any doubt that pushing or any other help could have been used to gain it before the video started.
- b. If the video contains a frame in which the rider cannot be seen or recognised, and this frame could be used as an editing connector, the rider will be disqualified.
- c. For a run video, if a rider submits a video that exceeds the time limit, only the first 90 (ninety) seconds will be watched and scored by the judges.
- d. If the video contains any cutting or editing, the rider will be disqualified.
- e. If the camera is stationary, the following penalties can be applied:
  - (1) No penalty - for stationary camera of 3 seconds or less;
  - (2) Proportionate point deduction - for stationary camera of more than 3 seconds that do not create a important doubt about a possible editing of the clip;
  - (3) Discard of trick - for prolonged stationary camera position, that could be used to edit.
  - (4) Disqualification - for repeated use of prolonged stationary camera position.

#### **7.14.11.4. Video rules - Penalties for Amateur and Youth (division 3 and 5)**

For Amateur and Youth riders, judges can apply the same penalties as for Pro Men and Pro Women divisions ([see section 7.12.9.3](#)).

However, these penalties do not have to be applied, and judges are allowed to be lenient in order to encourage riders in these divisions to compete, despite making mistakes. It is left to the judge to find the correct balance between respecting the other athletes work and not over punishing a rider who made a mistake without any intention to cheat.

#### **7.14.11.5. Video rules - Penalties for Non Competitive (division 4)**

No penalties are applied to non competitive riders. However, they are encouraged to follow the rules in order to learn how to submit a competitive video.

### **7.14.12. Judging**

The judging of an online competition must be as close as possible as an on-site competition. Due to the particularities of these events, some precautions adaptations are possible, but some precautions must also be taken.

#### **7.14.12.1. Judges panel**

The judging panel must be identical to any official World WCMX competition ([see section 7.2.3](#)): 3 trained judges, one of them being the head judge.

Only these 3 people are responsible for scoring the riders performance. In no circumstances should the vote of the public be a factor in judging an official World WCMX competition.

#### **7.14.12.2. Judging process**

The judging process must be identical to any official World WCMX competition (see [section 7.6](#)).

The judges can choose to drop the criteria “course use” during online contests, as it can be difficult to judge it when each rider uses a different park.

The judges must do their best to not be impacted by the quality of the video. The criteria they are judging concern the rider’s ability to perform WCMX, not their camera, their cameraman editing skills.

The use of artefacts, such as, but not limited to, flames, fireworks, water or animals, is not forbidden. However they should not have a different impact on the rider’s score than if they were inanimate objects. The judging criteria are based on the rider’s ability to perform WCMX.

The judges must base their score on what they can see. If the video is too poorly filmed for them to see some part of a trick, they should consider that it is not happening.

#### **7.14.12.3. Point attribution**

As for the rest of judging, the point attribution must be as close as possible to an on-site competition. The main difference is in the scoring of the Best tricks video.

##### **7.14.12.3.1. Run-only competition**

Similarly to onsite competition, judges attribute a score over 100 points to each run and the best one wins.

The only difference is that riders only submit one run, as it is considered that they had possibilities to have many trials in the making of their video.

##### **7.14.12.3.2. Run and Best tricks competition**

For the Run and Best tricks competition, the final score is the addition of the Run video (over 100 points) and 50% of the Best tricks video (over 100 points). So the total is over 150 points.

To score the Best tricks video, the judges take into account the 3 (three) tricks submitted by the rider. This is different to an on site best trick competition where only the best attempt counts.

#### **7.14.12.4. Viewing of the videos**

For online competitions, the judges have the choice to be together or to be separated and communicate via video call, when viewing the videos.

Before starting the viewing session, the 3 judges, led by the head judge, must decide if they allow themselves only 1 (one) view of each video, or if they agree on allowing replays of some sections. This must be equal for all riders in the same division and the same rule must apply for Pro Men and Pro Women (or Open Men and Open Women).

While viewing the videos, judges must not communicate with anyone but their fellow judges. Their electronic devices must be switched off unless used specifically for the judging session.

The judging session can be done in one or in several sessions. If done in several sessions, judges must not talk about the videos or the judging process to anyone.

The event organiser can choose to do the judging session live and to use it as the event itself (see [section 7.14.3](#)).

#### **7.14.13. Running of the event**

The day of the online event, the organiser can choose how they want to run the event itself. Here are a few possibilities:

- Share all the videos of the riders and the results from the judges scoring.
- Creating one long video with all the videos from the riders being commented and sharing the score of each rider directly between videos.
- Broadcasting live the judges as they comment and score the riders videos and share the scores at the end.

### **7.15. Additional disciplines**

The hosting of non WCMX disciplines during an event is allowed. However these will not be recognised by World WCMX.

### **7.16. World Championships**

The WCMX World Championships are the premier competition of the year. As such, additional requirements and standards apply to ensure the event's quality and fairness.

#### **Host Eligibility and Application**

- Candidate countries **must have significant experience with WCMX events** to be considered.
- An **official Host Application Form**, released on a competition-by-competition basis by World WCMX, must be completed and submitted.
- Applications must be received **no later than August 31 of the year prior** to the proposed World Championships. Submissions received after this deadline may still be reviewed but could be postponed to a later year.

#### **Required Project Details**

The Host Application will **include, but is not limited to**, the following:

- Proposed **date(s)** for the event and a **provisional schedule**.
- The **venue location** (skatepark) with plans and/or photos.
- A **transportation plan** for athletes, including the nearest airport and available travel options to the venue.
- **Accessible lodging options**, such as nearby hotels.
- The **expected number of participating nations** and a plan to increase international participation if necessary. (*World Championships must aim for riders from a minimum of four nations.*)
- A detailed **budget** allocated for the event's organisation.

- Any **additional benefits**—such as grants for athlete travel, free lodging, prize money, livestreaming, or other supportive measures—will be considered a bonus in the selection process.

### Event Requirements

- Hosting a **World WCMX event in the year prior** is strongly recommended.
- **Pro Women** and **Pro Men** divisions are mandatory; an amateur division is recommended.
- Judges must be **trained in the scoring process and classification standards**.
- **Practice time** must include a minimum of **four hours (between 8am and 9pm)** on each of the three days leading up to the event, plus **two hours (after 8am)** on the event day.

### Final Preparations and Communication

- At least **14 days before the event**, organisers must provide World WCMX with:
  - The **final schedule**, including practice times, rider meeting times, and competition times.
  - The **chosen competition format** for each division.
  - Details of **markings for movable modules**, if applicable (see Section 7.7).
- **Competition results**, including scores, must be sent to World WCMX **on the day(s) of the event**.

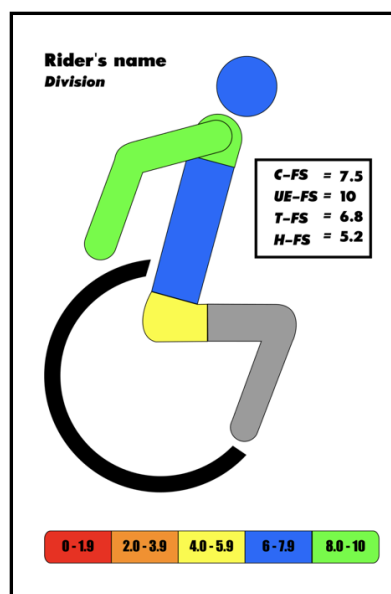
### Selection Process

Submitting an application does **not guarantee selection**. If multiple countries apply, World WCMX will review all proposals and award hosting rights to the project that best meets the organisation's standards and goals

# Annexe 1: Classification

## A1.1. Visualisation

Each rider classification is presented to judges under this format:



## A1.2. Functional Scores Calculation

### A1.2.1. Upper Extremities (UE-FS)

$$\text{UE-FS} = 0.25*(\text{UE.SF.r}+\text{UE.SF.l}) + 0.25*(\text{UE.SE.r}+\text{UE.SE.l}) + 0.15*(\text{UE.SA.r}+\text{UE.SA.l}) + 0.06*(\text{UE.Sc.r}+\text{UE.Sc.l}) + 0.11*(\text{UE.EF.r}+\text{UE.EF.l}) + 0.11*(\text{UE.EE.r}+\text{UE.EE.l}) + 0.04*(\text{UE.WF.r}+\text{UE.WF.l}) + 0.03*(\text{UE.WE.r}+\text{UE.WE.l})$$

With:

UE.SF.r is the Right Shoulder Flexion muscle strength, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

UE.SF.l is the Left Shoulder Flexion muscle strength, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

UE.SE.r is the Right Shoulder Extension muscle strength, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

UE.SE.l is the Left Shoulder Extension muscle strength, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

UE.SA.r is the Right Shoulder Abduction muscle strength, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

UE.SA.l is the Left Shoulder Abduction muscle strength, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

UE.Sc.r is the muscle strength of the Right Scapula Abduction, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

UE.Sc.l is the muscle strength of the Left Scapula Abduction, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

UE.EF.r is the muscle strength of the Right Elbow Flexion, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

- UE.EF.l is the muscle strength of the Left Elbow Flexion, measured with the Oxford Scale, but with results of 1 or 2 set to 0.
- UE.EE.r is the muscle strength of the Right Elbow Extension, measured with the Oxford Scale, but with results of 1 or 2 set to 0.
- UE.EE.l is the muscle strength of the Left Elbow Extension, measured with the Oxford Scale, but with results of 1 or 2 set to 0.
- UE.WF.r is the muscle strength of the Right Wrist Flexion, measured with the Oxford Scale, but with results of 1 or 2 set to 0.
- UE.WF.l is the muscle strength of the Left Wrist Flexion, measured with the Oxford Scale, but with results of 1 or 2 set to 0.
- UE.WE.r is the muscle strength of the Right Wrist Extension, measured with the Oxford Scale, but with results of 1 or 2 set to 0.
- UE.WE.l is the muscle strength of the Left Wrist Extension, measured with the Oxford Scale, but with results of 1 or 2 set to 0.

### **A1.2.2. Trunk (T-FS)**

$$T-FS = 0.6 * T.TF + 0.6 * T.TE + 0.2 * (T.TR.r + T.TR.l) + 0.2 * (T.PE.r + T.PE.l)$$

With:

- T.TF is the muscle strength of the Trunk Flexion, measured with the Oxford Scale.
- T.TE is the muscle strength of the Trunk Extension, measured with the Oxford Scale
- T.TR.r is the muscle strength of the Trunk Rotation towards the right, measured with the Oxford Scale
- T.TR.l is the muscle strength of the Trunk Rotation towards the left, measured with the Oxford Scale
- T.PE.r is the muscle strength of the Pelvis Elevation (Right side), measured with the Oxford Scale
- T.PE.l is the muscle strength of the Pelvis Elevation (Left side), measured with the Oxford Scale

### **A1.2.3. Hips (H-FS)**

$$H-FS = 0.5 * (H.HF.r + H.HF.l) + 0.5 * (H.HE.r + H.HE.l)$$

With:

- H.HF.r is the muscle strength of the Right Hip Flexion measured with the Oxford Scale.
- H.HF.l is the muscle strength of the Left Hip Flexion measured with the Oxford Scale.
- H.HE.r is the muscle strength of the Right Hip Extension measured with the Oxford Scale.
- H.HE.l is the muscle strength of the Left Hip Extension measured with the Oxford Scale.

#### **A1.2.4. Coordination (C-FS)**

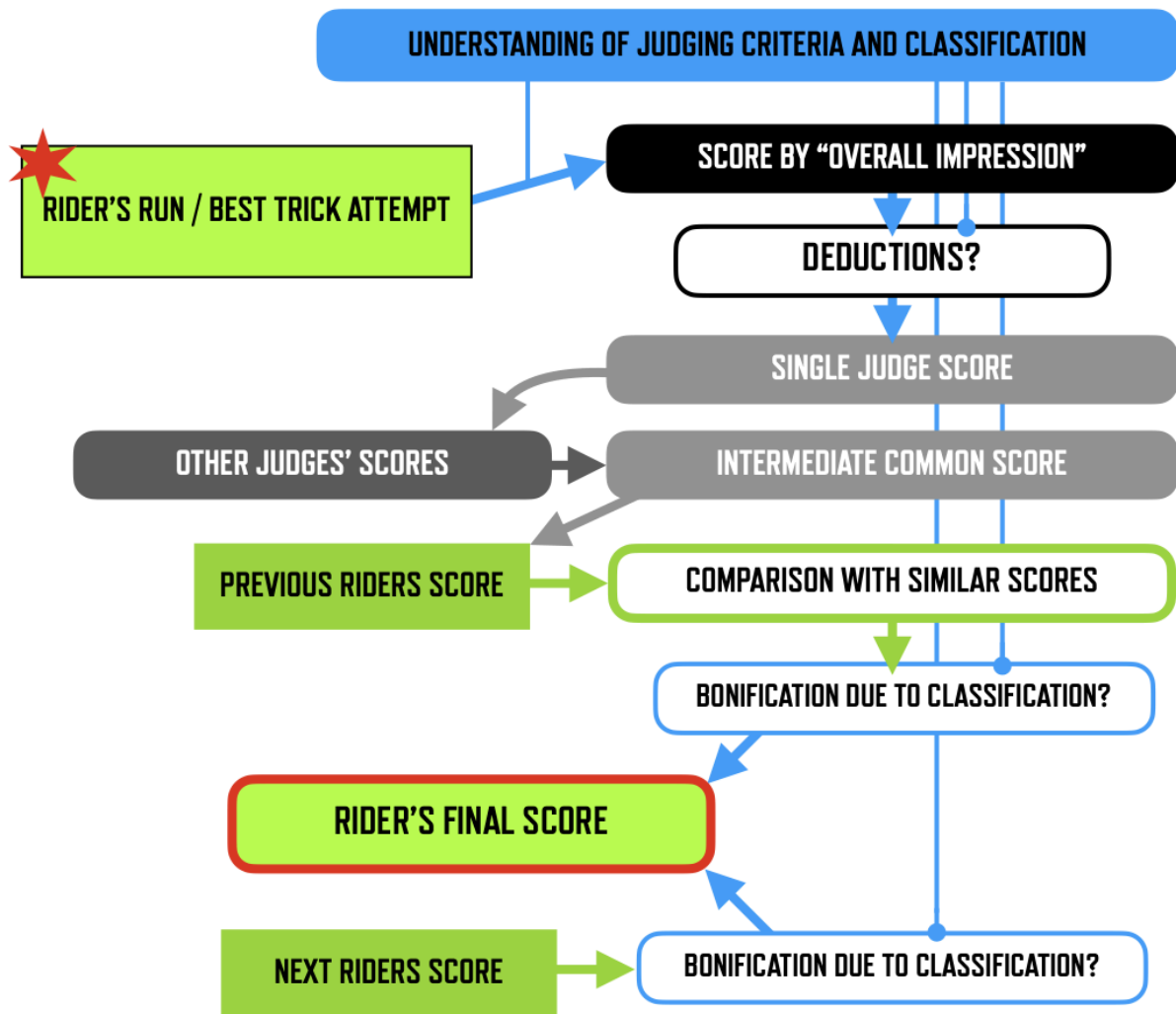
$$\text{H-FS} = 1.2 / 8 * (\text{C.FTN.r} + \text{C.FTN.l}) + 3.4 / 12 * (\text{C.ATC.r} + \text{C.ATC.l}) + 1 / 2 * (\text{C.ILC})$$

With:

- C.FTN.r is the scoring of the Finger To Nose test (performed with the Right hand), from the Comprehensive Coordination Scale [McGill University 2020].
- C.FTN.l is the scoring of the Finger To Nose test (performed with the Left hand), from the Comprehensive Coordination Scale [McGill University 2020].
- C.ATC.r is the scoring of the Arm-Trunc Coordination test (performed with the Right hand), from the Comprehensive Coordination Scale [McGill University 2020].
- C.ATC.l is the scoring of the Arm-Trunc Coordination test (performed with the Left hand), from the Comprehensive Coordination Scale [McGill University 2020].
- C.ILC is the scoring of the Interlimb Coordination test, from the Comprehensive Coordination Scale [McGill University 2020].

# Annexe 2: Judging































## A.2.1. Judging flowchart






### SCORING BENCHMARK


85-100 points	Outstanding Run
65-84 points	Above Average Run
46-64 points	Average Run
25-44 points	Below Average Run
0-25 points	Poor Run

## A.2.2. Impact of Functional Scores on Judging Criteria

	<b>UE-FS</b> UPPER EXTREMITIES	<b>T-FS</b> TRUNK	<b>H-FS</b> HIPS	<b>C-FS</b> COORDINATION
<b>INTENSITY / AMPLITUDE</b>	 Speed generation Amplitude gain	 Chair moves/turns Speed generation	 Chair moves Speed generation	 Speed generation Moves speed/precision
<b>EXECUTION</b>	 Chair control	 Chair stabilisation	 Chair stabilisation	 Moves fluidity Mistakes compensation
<b>DIFFICULTY</b>	 Chair control Speed generation	 Chair moves/turns	 Chair moves	 Moves complexity
<b>VARIETY</b>	 Trick availability	 Trick availability	 Trick availability	 Tricks availability
<b>COMBINATION</b>	 Speed generation	 Chair stabilisation		 Moves complexity
<b>RISK</b>	 Trick availability	 Trick availability	 Trick availability	 Tricks availability
<b>QUANTITY</b>	 Speed generation Park accessibility			 Time needed per trick
<b>COURSE USE</b>	 Park accessibility			
<b>DEDUCTIONS</b>	 Chair control	 Chair stabilisation Mistake compensation	 Chair stabilisation	 Mistake compensation

 : mild effect on criterion     : moderate effect on criterion     : important effect on criterion

### A.2.3. Example of scoring cards



**NAME** \_\_\_\_\_

**NATION** \_\_\_\_\_

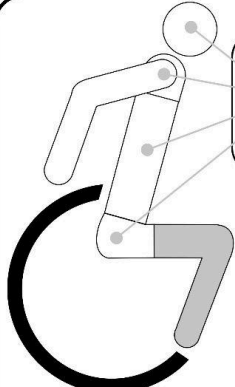
**PRO MEN**     **PRO WOMEN**

**WORLD SERIES | RANKING:** \_\_\_\_\_

**MAIN RESULTS:** \_\_\_\_\_

**VISUAL CUE (HEARING IMPAIRED)**

## CLASSIFICATION



**FUNCTIONAL SCORES**

COORDINATION C-FS: \_\_\_\_\_

UPPER EX. UE-FS: \_\_\_\_\_

TRUNK T-FS: \_\_\_\_\_

HIPS H-FS: \_\_\_\_\_

**PUSHER CLASS**

NP (NO PUSHER)

P-3 (STEEPEST\*)

P-2 (MOST\*)

P-1 (ALL\*)

PUSHER ON (\*) UPHILL SLOPES THAT MOST RIDERS WITH NP CLASS IN THE DIVISION CAN CLIMB ALONE. AND IN CASE OF FALL OR IF THE RIDER IS STUCK.

0-1.9
2.0-3.9
4.0-5.9
6-7.9
8.0-10

RUN 1

OVERALL IMPRESSION

AFTER DEDUCTION

COMMON SCORE

CLASSIFICATION BONIFICATION →

RUN 2

OVERALL IMPRESSION

AFTER DEDUCTION

COMMON SCORE

CLASSIFICATION BONIFICATION →

DATE: \_\_\_\_\_

CONTEST: \_\_\_\_\_

JUDGE NAME: \_\_\_\_\_

# CLASSIFICATION

NAME \_\_\_\_\_

NATION \_\_\_\_\_

PRO MEN     PRO WOMEN

WORLD SERIES | RANKING: \_\_\_\_\_

MAIN RESULTS: \_\_\_\_\_

VISUAL CUE (HEARING IMPAIRED)

**FUNCTIONAL SCORES**

COORDINATION C-FS: \_\_\_\_\_  
 UPPER EX. UE-FS: \_\_\_\_\_  
 TRUNK T-FS: \_\_\_\_\_  
 HIPS H-FS: \_\_\_\_\_

**PUSHER CLASS**

NP (NO PUSHER)  
 P-3 (STEEPEST\*)  
 P-2 (MOST\*)  
 P-1 (ALL\*)

PUSHER ON (\*) UPHILL SLOPES THAT MOST RIDERS WITH NP CLASS IN THE DIVISION CAN CLIMB ALONE. AND IN CASE OF FALL OR IF THE RIDER IS STUCK.

0-1.9   2.0-3.9   4.0-5.9   6-7.9   8.0-10

**RUN 1**

OVERALL IMPRESSION

AFTER DEDUCTION

COMMON SCORE

IMPACT OF DISABILITY →

**TRICK 1**

OVERALL IMPRESSION    COMMON SCORE

**RUN 2**

OVERALL IMPRESSION

AFTER DEDUCTION

COMMON SCORE

IMPACT OF DISABILITY →

**TRICK 2**

OVERALL IMPRESSION    COMMON SCORE

**TRICK 3**

OVERALL IMPRESSION    COMMON SCORE

DATE: \_\_\_\_\_ CONTEST: \_\_\_\_\_ JUDGE NAME: \_\_\_\_\_



# SCORING WC&MX - OPEN DIVISION

OPEN MEN  OPEN WOMEN

**BEST RUN + 0.5 x BEST TRICK**

START LIST	RUN 1	RUN 2	BEST	TRICK 1	TRICK 2	TRICK 3	BEST	TOTAL	RANK	*
INTERMEDIATE SCORE AFTER RIDER'S RUN ↓ AFTER FINAL CLASSIFICATION CHECK	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="checkbox"/>
INTERMEDIATE SCORE AFTER RIDER'S RUN ↓ AFTER FINAL CLASSIFICATION CHECK	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="checkbox"/>
INTERMEDIATE SCORE AFTER RIDER'S RUN ↓ AFTER FINAL CLASSIFICATION CHECK	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="checkbox"/>
INTERMEDIATE SCORE AFTER RIDER'S RUN ↓ AFTER FINAL CLASSIFICATION CHECK	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="checkbox"/>
INTERMEDIATE SCORE AFTER RIDER'S RUN ↓ AFTER FINAL CLASSIFICATION CHECK	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="checkbox"/>
INTERMEDIATE SCORE AFTER RIDER'S RUN ↓ AFTER FINAL CLASSIFICATION CHECK	<input type="text"/>	<input type="text"/>		<input type="text"/>	<input type="text"/>	<input type="text"/>				<input type="checkbox"/>

\*USED A SPOTTER OR EXTRA PUSHING

CONTEST: \_\_\_\_\_ DATE: \_\_\_\_\_ HEAD JUDGE NAME: \_\_\_\_\_