

**2015 MANDURAH ACTION SPORTS GAMES EVENT PROGRAM**  
**SCOOTER – SKATE – BMX COMPETITION**  
**13<sup>th</sup> – 14<sup>th</sup> – 15<sup>th</sup> March**

<b>Friday 13<sup>th</sup> March</b>	<b>Time</b>	
Official practice and registrations	2.00pm	Official practice and registrations start for all disciplines
	4.00pm	Official Scooter competition qualifying round practice
Scooter competition qualifying	5.00pm	Scooter competition qualifying round start
	7.00pm	Scooter competition qualifying round finish
<b>Saturday 14<sup>th</sup> March</b>	<b>Time</b>	
Skate and bmx park competition	8.30am	Skate and BMX Registration and practice
	9.30am	BMX warm up and practice
	10.00am	BMX qualifier start
	11.30am	BMX qualifier finish
	11.30am	Skateboard registration
	12.30am	Skate warm up and practice
	1.00pm	Skate qualifier start
	2.30pm	Skate qualifier finish
Halfpipe battle jam	3.00pm	Skate and BMX half pipe warm up
	3.30pm	Skate half pipe battle jam round 1
	4.00pm	BMX half pipe battle jam round 1
	4.30pm	Skate half pipe battle jam round 2
	5.00pm	BMX half pipe battle jam round 2
	5.30pm	Skate half pipe battle jam round 3
	6.00pm	BMX half pipe battle jam round 3
	6.30pm	Skate half pipe battle jam round 4
	7.00pm	BMX half pipe battle jam round 4
	7.30pm	Finish
<b>Sunday 15<sup>th</sup> March</b>	<b>Time</b>	
Scooter – skate - bmx park competition finals	9.00am	Official finalist warm ups (all disciplines)
	10.00am	Scooter semi finals warm ups
	10.30am	Scooter semi finals start – top 10
	11.00am	Scooter semi finals finish
	11.00am	Skate quarter semi finals warm up – top 9
	11.30am	Skate quarter semi finals – top 9
	12.00pm	Skate quarter semi finals finish
	12.00pm	Bmx semi finals warm up – top 10
	12.30pm	Bmx semi finals - top 10
	1.00pm	Bmx semi finals finish
	1.00pm	Skate semi finals warm up – top 6
	1.10pm	Skate semi finals start - top 6
	1.30pm	Skate semi finals finish
	1.30pm	Scooter finals warm up – top 5
	1.40pm	Scooter finals start – top 5
	1.55pm	Scooter finals finish
	1.55pm	skate finals warm up
	2.00pm	Skate finals start – top 3
	2.05pm	Skate finals finish
	2.05pm	BMX finals warm up – top 5
	2.15pm	BMX finals start – top 5
	2.30pm	BMX finals finish
	3.00pm	Presentations start (approximate only) All winners will be announced at the presentation.

**2015 Mandurah Action Sports Games – 14<sup>th</sup> – 15<sup>th</sup> – 16<sup>th</sup> March**  
**Competition categories, competition format, judging criteria, prizes money breakdown**

**ENTRY FEE** – \$30 to enter either Park competition or Halfpipe competition (skate and bmx only) or \$50 to enter both Park competition and Halfpipe competition

### **Judging criteria**

There will be three judges who will use their own discretion when marking scores. Each judge will be able to give a maximum score of 60 points for one run. Points will be added between all three judges to determine the final score. Judges will not need to explain their scores with competitors as the judge's decision is final.

**Consistency** – Best score possible 20 points

Definition: A flawless run will receive higher points. Judges will be looking at how consistent the tricks are (including slipped feet, hands or balking on a trick). This also includes how smooth the trick is.

**Difficulty** – Best score possible 20 points

Definition: A run consisting of difficult tricks and lines will earn you higher points. The more difficult the tricks and lines in a run the higher the score.

**Diversity** – Best score possible 20 points

Definition: How diverse is your competition run. A mixture of tricks and park usage, original lines and tricks, different run to what other competitors are doing.

### **Skatepark competition format**

#### **Pro BMX and Scooter skatepark competition**

Each competitor will get 2 x 60 second runs on the full skatepark course.

Each competitor will be judged according to the judging criteria.

The top 10 place getters will go into the semi final.

The semi finals each competitor will get 2 x 60 second runs on the full skatepark course. Each competitor will be judged according to the judging criteria.

The top 5 will go into the final.

The finals each competitor will get 2 x 60 second runs on the full skatepark course.

Each competitor will be judged according to the judging criteria.

#### **Pro skateboard skatepark**

Competitors will be divided into groups of 3.

Each group will have a 2 minute warm up prior to their 5 minute competition jam session. Each competitor will be judged according to the judging criteria.

The top 9 place getters will go into the quarter final.

The quarter finals will consist of 3 groups of 3.

Each group will have a 1-3 place, 4-6 place and a 7-9 place getters to mix it up.

Each group will have a two minute warm up prior to their 5 minute competition jam session.

Each competitor will be judged according to the judging criteria.

The top 6 place getters will go into the semi final.

The semi finals will consist of 2 groups of 3.

Each group will have a two minute warm up prior to their 5 minute competition jam session.

Each competitor will be judged according to the judging criteria.

The top 3 place getters will go into the final.

The finals will consist of 1 group of 3.

The group will have a two minute warm up prior to their 5 minute competition jam session.

Each competitor will be judged according to the judging criteria.

#### **Pro BMX and Skateboard Halfpipe battle jam competition**

Competition will be a battle jam consisting of 4 rounds.

Competitors will gradually be dropped out as the judges decide who is not standing out and keeping in form in the battle jam. (Basically staying rad during the jam).

This procedure will follow until the winner is determined. The top 10 will share in \$4250 prize money according to the prize money break down.

Competitors will take turns on the ramp in a determined order.

After the first round a determined number (depending on competition numbers) will be dropped out and given a placing.

The remaining number of competitors will get to roll on the ramp again in round 2.

After round 2 a determined number (depending on competition numbers) will be dropped out and given a placing.

The remaining number of competitors will get to roll on the ramp again in round 3.

After round 3 a determined number (depending on competition numbers) will be dropped out and given a placing.

The remaining number of competitors will get to roll on the ramp again in round 4. (It is hoped to have the top 3 only in round 4).

After round 4 the competitors will be given a placing.

**2015 Mandurah Action Sports Games  
Prize money breakdown - \$20000 total purse**

PRO SCOOTER	
1st	\$1,000
2nd	\$700
3rd	\$500
4th	\$300
5th	\$200
6th	\$150
7th	\$50
8th	\$50
9th	\$50
10th	\$50
	\$3,050

PRO BMX PARK	
1st	\$1,500
2nd	\$1,000
3rd	\$700
4th	\$500
5th	\$200
6th	\$150
7th	\$50
8th	\$50
9th	\$50
10th	\$50
	\$4,250

PRO SKATE PARK	
1st	\$1,500
2nd	\$1,000
3rd	\$700
4th	\$500
5th	\$200
6th	\$150
7th	\$50
8th	\$50
9th	\$50
	\$4,200

PRO BMX HALFPIPE	
1st	\$1,500
2nd	\$1,000
3rd	\$700
4th	\$500
5th	\$200
6th	\$150
7th	\$50
8th	\$50
9th	\$50
10th	\$50
	\$4,250

PRO SKATE HALFPIPE	
1st	\$1,500
2nd	\$1,000
3rd	\$700
4th	\$500
5th	\$200
6th	\$150
7th	\$50
8th	\$50
9th	\$50
10th	\$50
	\$4,250

All prize money will be deposited into the competitor's nominated bank account within a determined time frame.