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FREESTYLE DISC  
**DEUTSCHLAND**  
**SAISON 2022-23**  
COLOGNE  
15-16 APRIL 2023

# The judging tutorial

By Ilka Simon

# What are you going to hear?

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# What are you going to hear?

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# AN OVERVIEW OF FREESTYLE COMPETITION

Teams of freestylers are judged based on the

- difficulty,
- variety,
- artistry and execution

of their 3-minutes (Pairs) or 4-minutes (Coop) routines.

→ Each player is allowed to enter three divisions max.

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# What the Judges Evaluate

**2 Judges evaluate each team's routine in each of these categories:**

- **(1) Difficulty**
  - **(2) Variety**
  - **(3) Artistry**
- **The Artistry category includes 4 unique subcategories**
- (1) Execution**
  - (2) Teamwork**
  - (3) Musical Choreography**
  - (4) Form**

**All categories include a "General Impression" subcategory.**

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# GENERAL RULES

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- **Judges evaluate everything what they see**
  - don't guess what you haven't seen
  - don't ask other judges what they have seen
  - also judge what the players perform after the "time" call (exception: music)
- **Judges should avoid rewarding teams for non-disc elements (e.g. dancing or gymnastics) in every category**

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# How to judge Difficulty

- **Difficulty judges score the difficulty of moves and move combinations.**
- **They put in numerical scores 0-10 with half point increments (like 5.5 or 8.5) for each phrase.**
  - **1 represents "easy" move combinations and 10 represents "difficult" move combinations.**
  - **try to use the entire scale each round**

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# What's a phrase?

- **In general, a “phrase” encompasses the combination of moves from the throw to the catch.**
- **In quick catch or speed flow sequences, each throw and catch combination is its own phrase.**
- **Judges should input scores even for incomplete phrases. (e.g. even for a wild throw)**

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# How to judge Difficulty

- **Judges should consider moves that are completed or attempted.**
  - A completed move should receive a higher difficulty score than an attempted move
- **Difficulty judges, like all other judges, also provide a score for general impression.**
  - Difficulty judges may consider factors other than difficulty in providing a general impression score.

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# What factors determine difficulty?

- **Difficulty is determined by many factors. Judges may consider, for example:**
- **The skill and effort required to learn a move or combination.**
- **The skill and effort required to perform a move or combination.**
- **The risk of attempting a move or combination (e.g. speedflow).**
- **The precision demonstrated in executing the move or combination.**
- **The form displayed in executing the move or move or combination.**
- **The physicality or athleticism of the move or move combination.**
- **The coordination and timing required to perform cooperative (teamwork) aspects of a move or combination.**
- **The consecutivity of the move or move combination.**

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# What is consecutivity?

**Consecutivity is the ideal of transitioning directly from restricted move to restricted move.**

**→ One trick becomes a direct set up for the next trick.**

**→ Who wants to show a combo consecutive and non-consecutive?**

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# How to judge Artistry

- **Artistry is a category that consists of:**
  - (1) Teamwork**
  - (2) Music Choreography**
  - (3) Form**
  - (4) Execution**
- **Judges provide a 0-10 score in each of Teamwork, Music Choreograph, and Form.**
- **Execution is judged by deducting points for execution errors from the team's final score.**

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# Artistry: (1) Teamwork

- **In the Teamwork category, judges evaluate the quality and quantity of co-ops and speed-flow segments.**
- **Judges should place special emphasis on the quality of the co-ops.**
- **You give one score from 1-10.**
- **Paper and pens for notes are on the tables**

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# Artistry: (2) Music Chereography

- Evaluate the team's relationship to the style and content of their music.
  - How do they interact with the music with the disc
  - Do they hit key breaks/music hits? (The more precise the better)
- Judges should not let their own musical tastes dictate the score, but judges should consider how the team interacts with the music.
- You give one score from **1-10**.
- Paper and pens for notes are on the tables

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## Artistry: (3) Form

- **Judges should evaluate the extent to which the team incorporates appealing, confident, and purposeful body positioning, as opposed to haphazard or sloppy body positioning.**
- **You give one score from 1-10.**
- **Paper and pens for notes are on the tables**

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## Artistry: (4) Execution

- **Judges deduct for all execution errors. The worse the error, the larger the deduction.**
- **The judging system provides three increments of deductions:**
  - **0.3 (Major Error): e.g. drops**
  - **0.2 (Intermediate Error): e.g. pancake catch,**
  - **0.1 (Minor Error): e.g. bobbles, pauses, re-revving, not intended brushes, "bail" catches, obvious saves**
- **0.5 (extraordinary execution error, e.g. a wild throw) is possible by using a combination of deductions**

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## Artistry: (4) Execution

### Guiding principles:

- **consistency and relativity.**  
→ A judge who provides a 0.3 deduction for a drop that is quickly recovered should provide a higher deduction for a drop that results in the disc spinning away from the player.
- **Players should be judged on their intent.**
- **Judges should deduct for any and all breaks in flow.**

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## Artistry: (4) Execution

**There is a penalty for routines that are either too short or too long (more than 5 sec).**

- **For every five seconds that a routine is too short or too long, there is a .3 deduction from the team's total execution score.**
- **The headjudge will tell the judges when this happened**
- **Artistry judges must input the penalty manually.**

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# How to judge Variety

- **Variety reflects how many kinds of disc manipulations and physical interactions a team uses.**
- **Note whether the team presents a series of unique ideas (a high score) or the same idea over and over (a low score).**
- **You score a quantity and quality score**

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# Variety: Quantity

- The quantity score requires the judge to press an “increment” button each time a new element is introduced into a routine
- Focus closely on how each move is performed
  - Different hands, spins and/or side of the disc mean different moves
- The same moves by different players on the team does not warrant a variety increment.

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# Variety: Quality

- **Take into consideration:**
  - (1) variety of move types demonstrated;**
    - number of categories: throws, catches, rolls, skids, turnovers, tips, kicks, brushes...
  - (2) the amount of skill in each move type demonstrated;**
    - depth and difficulty in each category
  - (3) BSAA (“both spins any angle”) aptitude.**
    - clock-counter
    - upside down-right side up
    - vertical-flat.
- **You give one score from 1-10.**
- **Paper and pens for notes are on the tables**

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# How to judge General Impression

- **Every judge in every category provides a “general impression” score.**
- **Was the team successful in making the Artistic Impression or creating the emotional response they intended?**
- **Keep in mind that a team does not have to perform a pleasant or happy routine to be artistically successful.**
- **You give one score from 1-10.**

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# Weight of the categories

Each of the following groups is weighed separately:

- **Difficulty**
- **Teamwork, Music Choreography, and Form (that is Artistry without Execution)**
- **Variety**
- **General Impression**
- **Execution**

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# What does the electronic judging system with your scores?

**Notice: Do not try to anticipate the electronic judging system in inputting your scores. Just judge as you normally would do.**

## Exponential Multiplier:

- gives more weight to high difficulty scores and less weight to low difficulty scores.
  - That means the gap between a 9 and a 10 is far greater than the gap between a 1 and a 2.

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**Notice: Do not try to anticipate the electronic judging system in inputting your scores. Just judge as you normally would do.**

## Excess Phrase Multiplier:

- **Only some of the phrase difficulty scores receive full weight. The rest receive very little and diminishing weight.**
  - In a 3-minute routine, the 12 highest-scored combinations receive the full value. Combinations after those 12 receive diminishing—and very little—value.
  - In a 4-minute routine, 16 highest-scored combinations receive the full value. Combinations after those 16 receive diminishing—and very little—value.

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## Catch Percentage Multiplier:

- A “catch percentage” multiplier is applied to execution scores based on the number of “phrases” in a routine.
- The more phrases in a routine, the smaller the execution penalty for each error after the multiplier is applied.

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# Information

- **You can look at the scores 30 minutes before they are announced if you want to. Listen to the announcement!**

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**Source: Freestyle Players' Association 2022:**

<https://www.freestyledisc.org/the-updated-judging-manual-is-ready/>

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**This presentation was made by Ilka Simon  
Head Judge of German Championships Freestyle Disc 2023**

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