



Speed & Style

Format and Rules

Invitational



Protected Riders

- 8 pre-qualified riders based on the previous years Speed & Style World Tour Rankings will automatically advance to the Finals Round of 16.
- These 8 protected riders must complete Qualifier Runs to advance to the Finals Round of 16



Qualifier Runs

- All riders will then be given 2 chances down the course to qualify for the Finals based on a run with Speed and Style (Tricks)
- Best run (based on run time and Time Bonus Deductions) counts.
- In the event of a tie in the best Qualifying Run times, tie will be broken using the riders' second run (run time and Time Bonus Deductions)



Qualifier Rounds

- Qualifying Round of 32 & Qualifying Round of 16: Riders who have advanced from the Qualifier Runs (excluding the 8 Protected Riders) will go through the Qualifying Round of 32 then to Qualifying Round of 16.
- Qualifying Round of 32 & Qualifying Round of 16 will have a double elimination format: 1 run on each course. Winner (based on time and Time Bonus Deductions) of the head-to-head heat advances to next round.
- 8 riders will advance to the Finals with the pre-qualified riders to Round of 16 in the webcast.



Finals

- Ladders for the 16 riders in the finals will be recreated based on the qualifying results

Finals will have a double elimination format: 1 run on each course. Winner (based on time and Time Bonus Deductions) of the head-to-head heat advances to next round.

The maximum differential for the timed portion of the race will be 3.5 seconds. A rider will not have a time higher than this amount and will still have their tricks subtracted from this maximum. If both competitors are tied after the second run the competitor who wins the second run advances to the next round

Time Bonus Deduction

Each course will have two identical judged features/jumps. A Time Bonus Deduction will be available per each feature (maximum Time Bonus Deduction is 1.5 seconds/jump). Tricks will be worth a percentage of the total available Time Bonus Deduction, based on trick difficulty.

The maximum differential for the timed portion of the race will be 3.5 seconds. A rider will not have a time higher than this amount and will still have their tricks subtracted from this maximum. If both competitors are tied after the second run the competitor who wins the second run advances to the next round



Start Procedure

A reaction-start using a start gate will begin each run / heat. The actual times and time differentials will be recorded by an electronic timing eye at the finish.



Judging

The featured tricks below are what have been requested by competitors for the contest & what the judge panel have witnessed during the contest.

If a trick has not been mentioned below and is seen for the first time during the contest, this will be judged accordingly and remain a consistent score throughout the contest and reviewed after event finishes.

An updated list will then be created with 'X' Trick reviewed and added.

Important note- If a trick has not been executed OR exceeds its textbook standard, points can be added or deducted by a maximum of 10pts or -10pts
Examples- 3nh may not have arms fully stretched= -10pts (98pts reduced to 88pts). High and clicked/inverted 3 Table= +10 compared to textbook 3 Table (98pts to 108pts)

If a combination has not been completed, the judges will judge what they see.

Shorthand for trick list below

no hand: nh/tnh/tuck

barspin: b

360: 3

Suicide: sui

Straight Tricks

straight air	-70
scrub	-45
whip	-45
one hand	-45
1 footer	-45
no footer	-45

Straight Tricks

Tobogan	0
tire grab	0
xup	0
one foot xup	14
tabletop	14
bar spin	14
nac-nac	14
suicide	21
tuck nh	21
bar to xup	21
seat grab/nac	35
no foot can	35
Nh- table	42
Superman	42
Nh- Tobogan	49
super seater	63
tail whip	70
indian air	70
bar- nh	70
nh-bar	77
sui to bar	84
tail whip X2	126

Back Flips

back flip	56
flip xup	70
flip table	84
flip 1 foot x	91
flip one foot can	98
flip tuck nh	98
flip bar spin	105
flip nac	105
flip 1 hand xup	105
flip superman	112
flip bar xup	112
flip sui	112
flip no foot can	119
flip whip	126
flip super seat	126
flip double bar	126
flip tuck to bar	126
flip b to sui	133
flip b b back	133
flip b b b back	140

Front Flips

front flip	105
front flip xup	119
front tnh	126
front flip bar	140

360 Combos

360	56
flat 3	63
dumped 3	70
3 xup	70
3 1 hand	70
flat 360 xup	98
3 tuck nh	98
3 one foot can	98
3 1 foot xup	98
3 table	98
truck driver	105
truck xup	126
3 tail whip	126
3 suicide to bar	126
3 b b xup	133

Other

decade	126
double whip	126
double truck	126
720	133
tail whip x3	140
double flip	140
flip double whip	140
360 double whip	140
cashroll	140
cork 720	140

150pts Maximum per hit/unseen GNAR! Unless a rider can add to an already existing 140pts trick!

CRANKWORX

