

New Street rules, proposed by Kevin McMullin in the IUF rulebook after discuss it while 2008 with some Street rider.

Goals:

the current street rules have a lot of problems. The goals of changing them are:

1. to eliminate the issue of having a nice compact course (a huge problem for every competition so far)
2. to eliminate some of the judging issues by having fewer judges, and by having obstacles that would limit the number of street knowledgeable judges who are riding the course.
3. to encourage bigger and more impressive moves without the need to land them every time, while still giving a consistent rider the advantage.

Zones:

the street course is to be composed of three "zones". Each zone should have multiple obstacles, but each obstacle should encourage a specific type of skill. I will use three typical things as an example.

Zone 1: a ramp with a skatepark rail in the middle, and a ledge on either side. This zone will encourage technical grinds, without giving an advantage to a right or left footed grinder.

Zone 2: two different manny pads, one with two revs of length, and one with just one rev of length.

This will encourage the ability to perform technical flip tricks and other street moves while having to set up quickly for the move down.

Zone 3: a set of 5 stairs and a set of 7 stairs with a handrail in the middle of each (that are of a similar size to one that you would find in a city, not extremely steep). This section would encourage the ability to perform bigger moves of all types.

Prelims:

It is inevitable that there will be a lot of entrants in the competition, since street is getting very popular. For this reason, there should be a preliminary round to give riders a chance to show that they have the skills necessary to be in the finals and impress the crowd. After all, we want a street competition finals to have a lot of energy, because that's how riders land their best tricks. The prelims will run as follows:

Riders will be put into groups of 3 or 4 (preferably 4, but in some cases, there may need to be up to 3 groups of 3 depending on the number of competitors). Each group will be given a starting time, and they will proceed to zone 1 at their starting time. They will be given 5 minutes in each zone to perform as many tricks as possible in that zone. They do not have to wait in a line, but can go whenever there is an opening. Note that rider courtesy is encouraged, and unlikely to be an issue. 3 judges will be making notes of tricks that were landed during the session of 5 minutes, and after this, the judges will have 5 minutes to discuss the tricks, and even ask riders what the specific trick was (other riders will be present to justify the response), but note that relative difficulty should not be discussed as it could influence the judges. Then each judge will give an independent score out of 100 to each rider, which should be influenced by the number of tricks done, and the difficulty of the tricks. Consistency should not be considered, because it is inevitable that a consistent rider will land the most tricks. However, note that the number of tricks should also not always be the deciding factor on who wins. Someone who performs 18 easy tricks should not be scored higher than someone who performs 3 outstanding tricks. The scores of each judge will then be added together and divided by 3 to give a total out of 100.

The group will then move on to the next zone (so it will take each group 25 minutes to finish, with 5 minutes after for discussion, and it will take $10n+20$ minutes to finish prelims, where n is the number of groups). You could always have a lunch break or something in the middle, so long as you let one group finish before another starts, so as to not interrupt a rider in the middle of qualifying.

Finals:

The top 5 or 6 riders will be chosen to participate in the finals, which should be a few hours later, or the next day. Finals should preferably not be before noon, because we want a lot of spectators, and we want to riders to have a chance to warm up and be ready to be at their best.

In the finals, the same 3 zones will be used, and all riders will go at the same time for 12 to 15 minutes (open for discussion) in each zone. Again, simply use rider courtesy to decide who gets to go and when. There will be 5 judges in the finals, and these can be made up from some of the judges of prelims, or even riders that may not have performed their best in prelims, and did not make it into the finals. (Note that by having fewer judges, I think it is easier to find that many judges who know what they are looking for. It is clear that the best judges would be picked first, so every additional judge is simply bringing down the standard. After the first zone, judges will have a few minutes to discuss tricks, and then give a score out of 100 independently. The scores will be added up and divided by 5 to give a score out of 100. The scores should be announced or projected before the start of the next zone, to encourage riders to try their best to either come back, or to hold their place. The same should be done after the second round. With 12 minutes, the finals should not take more than one hour to complete, and with 15 minutes, no more than 1 hour and 15 minutes. After the competition is over, the scores will be added together to give a total score out of 300. It is almost impossible that a tie would occur, but in this case the judges will get together and decide which of the two riders had the single most impressive trick at any point in the competition (or series of tricks if on the many pads). A tie should only be broken for 1st place. All other ties may stand.

Other notes:

The spectators should gather around each zone, but in such a way that no obstacles are blocked, and that riders are given enough room to ride out or fall without a big chance of hitting anyone.

You could also have two categories, "sport" and "expert" where the obstacles would be slightly different (smaller for sport). This would help the fact that the last obstacle may be too big for all potential competitors, and give less experienced riders a chance to compete as well.

Also, competition organizers need to put thought into what obstacles will be used, and have them ready to ride, and have them be safe. In the past, it is often the riders themselves making obstacles at the last minute, and each rider always wants something different. If necessary, simply talk to some local riders, or post on the forums to ask what types of relevant "zones" could be built.