



**The
INTERNATIONAL
FRISBEE[®] DISC
ASSOCIATION[®]**

**Competitive
Freestyle
Judging**

Running A Competitive Freestyle Event

- I. Playing areas must be relatively smooth and clear of obstacles. A 25 X 35 meter space is the minimum required for each pool. Indoor or outdoor space is acceptable. Indoor should have adequate lighting and overhead clearance (at least 6 meters).
- II. **Equipment and Staffing**
 - A. A watch is needed to time routines for each site.
 - B. Bullhorns should be used to alert players of time calls.
 - C. Pencils and judging sheets (front and back of opposite page) are required for all judges. Tabulation sheets are required to total scores.
 - D. A music amplification system is usually used in competition. Cassette tape input is most common.
 - E. Each pool requires a head judge to call and announce competitors, make player's time calls and collect the judge's final rankings.
 - F. Someone or thing that can add single digit numbers quickly and correctly is needed.
 - G. Advance 6 or 8 teams to the final. Have as large a number of knowledgeable judges as possible for the finals. Use either all eliminated players or those eliminated in the semis depending upon the number and knowledge of the contestants.
 - H. Preliminary routines should be 3 minutes in length with semifinals and finals 5 minutes. Players may request whatever time calls they wish during their play. Time begins with the first propulsion and ends either at the final time call or the first termination after the call. Routines must be ready to play when called without warm-up in front of the judges.
 - I. Scoring and placement of teams involves collection and tabulation of each judge's final ranking of routines. Give 3 minutes after the pool is completed and then call for the ranking sheets. First place votes are worth 5 points, 2nd, 4 points, 3rd, 3 points, 4th, 2 points, and 5th, 1 point. A routine's score is the total of all points received. Ties are broken in the following manner: Which team had more first place votes? If equal, which had the most 2nd place votes? Continue down until the tie is broken. If a tie still remains, they must be tied — admit it and get another trophy. In rounds other than the finals, let both pools play before announcing the results.
- III. **Competitive Procedure**
 - A. Sign up routines of 1, 2 or 3 players each.
 - B. Determine total number of routines competing.
 - C. Divide the teams into an even number of preliminary pools, having no more than 8 teams per pool.
 - D. The final two teams of each pool should be seeded with the remainder of the teams assigned at random.
 - E. If there are 4 or fewer preliminary pools, move directly to a final, taking the top two teams from each pool. All players not in the final are judges.
 - F. If there are more than 4 preliminary pools, a semifinal round is needed. Advance from the prelims a total of 12, 18, 24 or 32 teams by taking an equal number from each pool. This will allow 2 or 4 pools of 6 or 8 teams. Assign two pools to each site. One pool plays and is judged by the other and then the reverse. The order of play in semi and final rounds is determined by finishes in the preceding round. For example, in a final fed by four semi pools, the winners of each pool should be randomly assigned to the last four positions. Second play teams randomly occupy the four previous playing positions, and so forth.