

FIS Freestyle Judges' Cards

Mo / Moguls

Edition 11-2011

5 / 7 Judges Format

Enlarge these sheets from A4 to A3 and cut them out.

Stefan J. Buob
FIS Judge & Proctor

Bib#	Name	M	L	Qual	Final	1	
		CA	Abs	UB	Turn Evaluation - MOGULS		
					Excellent	4.6 - 5.0	
					Very Good	4.1 - 4.5	
					Good	3.6 - 4.0	
					Above Average	3.1 - 3.5	
					Competent	2.6 - 3.0	
					Below Average	2.1 - 2.5	
		Time			Poor	1.1 - 2.0	
					Very Poor	0.1 - 1.0	
		Deduction					
		0.1 - 0.5 Light touchdown, small stumble., fall line dev., speed check					
		0.6 - 0.7 Medium touch, no stop					
		0.8 - 1.0 Hard touch, Sig. Sliding, front roll no stop					
		1.1 - 1.4 Compl. fall without, Slide to near stop					
		1.5 Any complete stop				Total Score	

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					Above Average	3.1 - 3.5	
					Competent	2.6 - 3.0	
					Below Average	2.1 - 2.5	
		Time			Poor	1.1 - 2.0	
					Very Poor	0.1 - 1.0	
		Deduction					
		0.1 - 0.5 Light touchdown, small stumble., fall line dev., speed check					
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					Below Average	2.1 - 2.5	
		Time			Poor	1.1 - 2.0	
					Very Poor	0.1 - 1.0	
		Deduction					
		0.1 - 0.5 Light touchdown, small stumble., fall line dev., speed check					
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Bib#	Name	M	L	Qual	Final	2	
		CA	Abs	UB	Turn Evaluation - MOGULS		
					Excellent	4.6 - 5.0	
					Very Good	4.1 - 4.5	
					Good	3.6 - 4.0	
					Above Average	3.1 - 3.5	
					Competent	2.6 - 3.0	
					Below Average	2.1 - 2.5	
					Poor	1.1 - 2.0	
					Very Poor	0.1 - 1.0	
		Deduction					
		0.1 - 0.5 Light touchdown, small stumble., fall line dev., speed check					
		0.6 - 0.7 Medium touch, no stop					
		0.8 - 1.0 Hard touch, Sig. Sliding, front roll no stop					
		1.1 - 1.4 Complete fall without, Slide to near stop					Total Score
		1.5 Any complete stop					
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		Deduction					
		0.1 - 0.5 Light touchdown, small stumble., fall line dev., speed check					
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Bib#	Name	M	L	Qual	Final	6																		
Very poor jump			Poor jump			Average jump			Good jump			Excellent jump												
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
Quality • athleticism displayed • control • balance • landing, continuity of motion. Air (Height and Distance) Spontaneity	Traditional Uprights K - Kosak M - Mule Kick S - Spread Eagle D - Daffy L - Leg Cross/Uncross Z - Zudnik T - Twister Y - Back Scratcher X - Iron Cross	Modifiers / Inverted Flips / Rotations 1=180/3=360/5/7/9/10 F = full / H = half (twist) L = lay / T = tuck / P = Free Pos f = front / b = back p = Position G = Tip / T ail / Mute g = Boot / Binding		Off Axis Group A Dspin / loopfull (only on 720) Group B Cork / Misty / Bio Group C Rodeo / Flatspin Loop I = Loop	Jump 1 Score 1	Jump 2 Score 2																		

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Bib#	Name	M	L	Qual	Final	6																		
Very poor jump			Poor jump			Average jump			Good jump			Excellent jump												
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
Quality • athleticism displayed • control • balance • landing, continuity of motion. Air (Height and Distance) Spontaneity	Traditional Uprights K - Kosak M - Mule Kick S - Spread Eagle D - Daffy L - Leg Cross/Uncross Z - Zudnik T - Twister Y - Back Scratcher X - Iron Cross	Modifiers / Inverted Flips / Rotations 1=180/3=360/5/7/9/10 F = full / H = half (twist) L = lay / T = tuck / P = Free Pos f = front / b = back p = Position G = Tip / T ail / Mute g = Boot / Binding		Off Axis Group A Dspin / loopfull (only on 720) Group B Cork / Misty / Bio Group C Rodeo / Flatspin Loop I = Loop	Jump 1 Score 1	Jump 2 Score 2																		

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Quality • athleticism displayed • control • balance • landing, continuity of motion. Air (Height and Distance) Spontaneity	Traditional Uprights K - Kosak M - Mule Kick S - Spread Eagle D - Daffy L - Leg Cross/Uncross Z - Zudnik T - Twister Y - Back Scratcher X - Iron Cross	Modifiers / Inverted Flips / Rotations 1=180/3=360/5/7/9/10 F = full / H = half (twist) L = lay / T = tuck / P = Free Pos f = front / b = back p = Position G = Tip / T ail / Mute g = Boot / Binding		Off Axis Group A Dspin / loopfull (only on 720) Group B Cork / Misty / Bio Group C Rodeo / Flatspin Loop I = Loop	Jump 1 Score 1	Jump 2 Score 2																		

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Very poor jump				Poor jump					Average jump					Good jump					Excellent jump									
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5				
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0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5				
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Bib#	Name																			M	L	Qual	Final	7				
Very poor jump				Poor jump					Average jump					Good jump					Excellent jump									
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5				
Quality • athleticism displayed • control • balance • landing, continuity of motion. Air (Height and Distance) Spontaneity	Traditional Uprights K - Kosak M - Mule Kick S - Spread Eagle D - Daffy L - Leg Cross/Uncross Z - Zudnik T - Twister Y - Back Scratcher X - Iron Cross	Modifiers / Inverted Flips / Rotations 1=180/3=360/5/7/9/10 F = full / H = half (twist) L= lay / T= tuck / P= Free Pos f = front / b = back p= Position G = Tip / T ail / Mute g = Boot / Binding Loop	Off Axis Group A Dspin / loopfull (only on 720) Group B Cork / Misty / Bio Group C Rodeo / Flatspin I= Loop	Jump 1					Score 1					Jump 2					Score 2									

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Bib#	Name																			M	L	Qual	Final	4				
Very poor jump				Poor jump					Average jump					Good jump					Excellent jump									
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5				
Quality • athleticism displayed • control • balance • landing, continuity of motion.	Air (Height and Distance)	Spontaneity	Traditional Uprights	K - Kosak	Modifiers / Inverted Flips / Rotations				1=180/3=360/5/7/9/10 F = full / H = half (twist) L = lay / T = tuck / P = Free Pos f = front / b = back p = Position G = Tip / T ail / Mute g = Boot / Binding				Off Axis	Group A					Jump 1					Score 1				
				M - Mule Kick										Dspin / loopfull (only on 720)					Score 1									
				S - Spread Eagle										Group B					Score 1									
				D - Daffy										Cork / Misty / Bio					Score 2									
				L - Leg Cross/Uncross										Group C					Score 2									
				Z - Zudnik										Rodeo / Flatspin					Score 2									
				T - Twister										Loop					Score 2									
Y - Back Scratcher	I = Loop					Score 2																						
X - Iron Cross						FIS																						

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Bib#	Name																			M	L	Qual	Final	4				
Very poor jump				Poor jump					Average jump					Good jump					Excellent jump									
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5				
Quality • athleticism displayed • control • balance • landing, continuity of motion.	Air (Height and Distance)	Spontaneity	Traditional Uprights	K - Kosak	Modifiers / Inverted Flips / Rotations				1=180/3=360/5/7/9/10 F = full / H = half (twist) L = lay / T = tuck / P = Free Pos f = front / b = back p = Position G = Tip / T ail / Mute g = Boot / Binding				Off Axis	Group A					Jump 1					Score 1				
				M - Mule Kick										Dspin / loopfull (only on 720)					Score 1									
				S - Spread Eagle										Group B					Score 1									
				D - Daffy										Cork / Misty / Bio					Score 2									
				L - Leg Cross/Uncross										Group C					Score 2									
				Z - Zudnik										Rodeo / Flatspin					Score 2									
				T - Twister										Loop					Score 2									
Y - Back Scratcher	I = Loop					Score 2																						
X - Iron Cross						FIS																						

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Bib#	Name																			M	L	Qual	Final	4				
Very poor jump				Poor jump					Average jump					Good jump					Excellent jump									
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5				
Quality • athleticism displayed • control • balance • landing, continuity of motion.	Air (Height and Distance)	Spontaneity	Traditional Uprights	K - Kosak	Modifiers / Inverted Flips / Rotations				1=180/3=360/5/7/9/10 F = full / H = half (twist) L = lay / T = tuck / P = Free Pos f = front / b = back p = Position G = Tip / T ail / Mute g = Boot / Binding				Off Axis	Group A					Jump 1					Score 1				
				M - Mule Kick										Dspin / loopfull (only on 720)					Score 1									
				S - Spread Eagle										Group B					Score 1									
				D - Daffy										Cork / Misty / Bio					Score 2									
				L - Leg Cross/Uncross										Group C					Score 2									
				Z - Zudnik										Rodeo / Flatspin					Score 2									
				T - Twister										Loop					Score 2									
Y - Back Scratcher	I = Loop					Score 2																						
X - Iron Cross						FIS																						

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Bib#	Name																			M	L	Qual	Final	5
Very poor jump				Poor jump					Average jump					Good jump					Excellent jump					
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
Quality • athleticism displayed • control • balance • landing, continuity of motion. Air (Height and Distance) Spontaneity	Traditional Uprights K - Kosak M - Mule Kick S - Spread Eagle D - Daffy L - Leg Cross/Uncross Z - Zudnik T - Twister Y - Back Scratcher X - Iron Cross	Modifiers / Inverted Flips / Rotations 1=180/3=360/5/7/9/10 F = full / H = half (twist) L= lay / T= tuck / P= Free Pos f = front / b = back p= Position G = Tip / T ail / Mute g = Boot / Binding Loop	Off Axis Group A Dspin / loopfull (only on 720) Group B Cork / Misty / Bio Group C Rodeo / Flatspin I= Loop	Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					



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Bib#	Name																			M	L	Qual	Final	5
Very poor jump				Poor jump					Average jump					Good jump					Excellent jump					
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
Quality • athleticism displayed • control • balance • landing, continuity of motion. Air (Height and Distance) Spontaneity	Traditional Uprights K - Kosak M - Mule Kick S - Spread Eagle D - Daffy L - Leg Cross/Uncross Z - Zudnik T - Twister Y - Back Scratcher X - Iron Cross	Modifiers / Inverted Flips / Rotations 1=180/3=360/5/7/9/10 F = full / H = half (twist) L= lay / T= tuck / P= Free Pos f = front / b = back p= Position G = Tip / T ail / Mute g = Boot / Binding Loop	Off Axis Group A Dspin / loopfull (only on 720) Group B Cork / Misty / Bio Group C Rodeo / Flatspin I= Loop	Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					



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Bib#	Name																			M	L	Qual	Final	5
Very poor jump				Poor jump					Average jump					Good jump					Excellent jump					
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	1.0	1.1	1.2	1.3	1.4	1.5	1.6	1.7	1.8	1.9	2.0	2.1	2.2	2.3	2.4	2.5
Quality • athleticism displayed • control • balance • landing, continuity of motion. Air (Height and Distance) Spontaneity	Traditional Uprights K - Kosak M - Mule Kick S - Spread Eagle D - Daffy L - Leg Cross/Uncross Z - Zudnik T - Twister Y - Back Scratcher X - Iron Cross	Modifiers / Inverted Flips / Rotations 1=180/3=360/5/7/9/10 F = full / H = half (twist) L= lay / T= tuck / P= Free Pos f = front / b = back p= Position G = Tip / T ail / Mute g = Boot / Binding Loop	Off Axis Group A Dspin / loopfull (only on 720) Group B Cork / Misty / Bio Group C Rodeo / Flatspin I= Loop	Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					
				Jump 1					Score 1					Jump 2					Score 2					



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