



snow
AUSTRALIA



INTERSCHOOLS MOGULS COMPETITION GUIDE

FOR COMPETITORS, COACHES,
SCHOOLS AND PARENTS

UPDATE: June 2022

HOW IS INTERSCHOOLS MOGULS SCORED?

Interschools moguls is judged by a panel of 3 or 4 Judges, with a Head Judge overseeing the scoring.

SCORING BREAKDOWN

3 Judge Format (Regional and State Events)

Turns: 2 x judges x 20 =40
Air: 1 x judges x 20 =20
Maximum Score Total =60

Air judges scores in a 3 judge format will be judged out of 10 as per the air scorecard and then doubled to reach a score out of 20.

4 Judge Format (National Events)

Turns: 2 x judges x 20 =40
Air: 2 x judges x 10 =20
Maximum Score Total =60



URNS

Turns are worth 2/3 or 66% of your overall score and are independently scored by 2 turn judges. The turn judges' score the competitor's turns from 0-20 which are then added together to get a total turn score out of a possible maximum of 40. Competitors are scored on their performance of the following criteria:

Aggression / Control

Aggressiveness is skiing to one's personal limits, but not beyond, and in control.

Fall Line

Ski the one line down the mogul course; every time you change lines judges will deduct turn scores.

Carving

All turns should be initiated by carving. Efficient use of edging to control speed in and out of the turn throughout the run.

Absorption/Extension

Ski-snow contact to be maintained as much as possible. The faster the skiing, the more absorption required. Movement of the upper body should be kept minimal. Legs should be used as shock absorbers in anticipation of the moguls.

Upper Body

Head should remain still, facing downhill. Shoulders should stay square to the fall line (down the hill). Arms should stay in front of the body in a natural position. Pole Plants should be used to assist the competitor with respect to timing and balance with the hands staying in front of the body.



AIR

Air is worth 1/3 or 33% of your overall score and is scored by either 1 judge (in a 3 judge format) or 2 judges (in a 4 judge format).

In a 3 judge format, the air judge scores the competitor's jumps from 0-10 . The score is then doubled to reach a total air score out of a possible maximum of 20.

In a 4 judge format, two air judges score the competitor's jumps from 0- 10. Scores are then added together to get a total air score out of a possible maximum of 20.

The Air judge evaluates the jump based on form and **difficulty**. The judge(s) score the jump between very poor and excellent and then multiplied by the **degree of difficulty (DD)** based on the jump performed.

The judge(s) evaluate the following in each jump:

Amplitude - How high and far the athlete travels in the air.

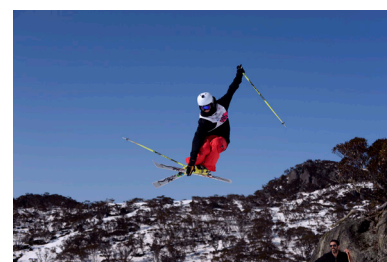
Landing - That the competitor lands the jump safely, and is able to ski straight

Execution - How well the jump was performed.

Jump Category - The difficulty of the jump, and that it stands out from the other competitors.

The jumps that can be performed in Interschools Moguls are:

JUMP	EXPLANATION / EXAMPLE
Single	Can be any one of the following tricks: Spread Eagle, Back Scratcher, Iron Cross, Kossak, Daffy, Twister and basic and advanced grabs.
Double	A double combination of any of single maneuver listed above eg. Double-Twister, Twister-Spread, Iron Cross-Kossak, Double-Daffy.
Triple	A triple combination of any of single maneuver listed above eg. Triple-Twister, Double-Twister-Spread, Iron Cross-Kossak-Iron Cross, Triple-Daffy.
360°/Heli	A full 360° rotation, including switch (backwards) take off or landing Can include a grab and/or single position for a higher DD score
Quad	A quad combination of any of single maneuver listed above eg. Quad-Twister, Triple-Twister-Spread
720°	A full 720° rotation, including switch (backwards) take off or landing Can include a grab and/or single position for a higher DD score.



Left to right: Cooper Words making his Olympic debut at Beijing 2022, Gold Medalist Jakara Anthony became the first Australian Female Olympic Champion in Moguls at Beijing 2022, Matt Graham won the silver medal at PyeongChang 2018.

COMMON MISTAKES MADE IN INTERSCHOOLS MOGULS

URNS

Competitors often believe that the event is a race and in order to do well you must be the fastest across the line. You may receive high points in the aggressiveness category, which only makes up one small part of the overall turn score, but all other parts of the turn score will suffer dramatically. It is best to find a good balance between speed and turns to achieve the best possible score. Competitors should also try and keep their legs together at all times when skiing the mogul line.

Changing lines- Always try and ski the one line down the mogul course; every time you change lines judges will deduct your turn scores. A competitor can return to their line immediately and only receive one deduction rather than 2.

AIR

Competitors often fall into the trap of attempting a much more difficult trick and performing it badly as opposed to performing a less difficult trick they can execute much better. e.g A competitor executes a 360° poorly receiving a score of 1.60, when they could have executed a single manoeuvre (see single jumps on previous page) very well receiving full marks of 4.8

Landing jumps on two feet and well balanced will score more points from the air judge. Competitors that land on one foot or off balance will score fewer points.

Always remember when approaching the jumps that slower is safer!

GROUNDS FOR DISQUALIFICATION/RUN NO LONGER BEING SCORED

URNS

- If a competitor skis around a control gate/ flag, they will be disqualified and receive a total score of 0.
- If a competitor loses both skis in a fall, they will be scored up to that point.
- The competitor will be judged according to their performance. If the competitor loses one ski and does not continue their run by putting their ski back on in the 10 second time limit, they should exit the course as soon as possible and will be judged up to that point. If a competitor loses both skis, they should exit the course as soon as possible and will be judged up to that point. If a competitor stops in the mogul course for more than 10 seconds, the competitor should exit the course as soon as possible and will be scored to that point.

AIR

- Competitors performing an "illegal jump" such as an inverted or off axis jump will be disqualified and receive a total score of 0.
- Athletes falling as a direct result of the jump will have their air score deducted depending on the severity of the fall.



JUDGING PATHWAY

During the interschools event, there will be 3 or 4 scoring judges assigned to score each run (depending on the level of the event). These judges are supervised by a head judge, who has the role of supporting the panel in giving accurate and appropriate scores for the length of the division.

The judges will use a scoresheet which documents their name, and the bib number of the competitor. The judges note down any deductions or distinguishing features of the run, as well as giving a score. At the interschools event, the judges who are given the responsibility of judging go through the following pathway.

1. Experience in the sport.

All judges have had previous experience in moguls skiing, either as a former competitor, coach, parent, or official.

2. Participate and pass a judges clinic each year.

The Judges Clinic is a workshop that is hosted by an experienced, A license judge, and addresses all the various requirements of a judge (responsibility, competition rules, deductions, bias, complaints and procedures). The participants at the clinic are required to score and discuss competition runs in front of a group of experienced people. After the clinic is complete, the participant is required to complete and pass an exam.

3. Assignment to a judging panel.

The judge must be assigned to the panel by the coordinator of judging within Victoria and NSW. Only the most capable judges will be assigned to the panel (consideration is given to their exam results, how they performed in the clinic and reports from their previous head judges). The most experienced judge will be assigned to the position of head judge so that they can assist in guiding the panel to give accurate and reliable scores.

4. World class judges in Australia.

The judges that judge interschools, are sometimes the same judges that will judge World Cup, World Championships, and Olympic Winter Games. Qualified judges are awarded licences from our National Association (C license), or from the International Federation of Skiing, FIS, (B and A license). A and B license judges have had many years experience judging moguls at all levels of the sport.



AIR SCORE CARD

INTERSCHOOLS MOGUL SKIING JUMP SCORE CARD ALL DIVISIONS

Vr June 2022

RAW SCORE		0.4	0.8	1.2	1.6	2.0	2.4	2.8	3.2	3.6	4.0	4.4	4.8	5.2	5.6	6.0	6.4	6.8	7.2	7.6	8.0	8.4	8.8	9.2	9.6	10.0
Category	Code	Poor					Below Average					Average					Good					Excellent				
Straight Jump	J	0.07	0.14	0.21	0.28	0.35	0.42	0.49	0.56	0.63	0.70	0.77	0.84	0.91	0.98	1.05	1.12	1.19	1.26	1.33	1.40	1.47	1.54	1.61	1.68	1.75
Spread Eagle	S	0.16	0.31	0.47	0.62	0.78	0.94	1.09	1.25	1.40	1.56	1.72	1.87	2.03	2.18	2.34	2.50	2.65	2.81	2.96	3.12	3.28	3.43	3.59	3.74	3.90
Back Scratcher	B	0.16	0.31	0.47	0.62	0.78	0.94	1.09	1.25	1.40	1.56	1.72	1.87	2.03	2.18	2.34	2.50	2.65	2.81	2.96	3.12	3.28	3.43	3.59	3.74	3.90
Basic Grab	g	0.16	0.33	0.49	0.66	0.82	0.98	1.15	1.31	1.48	1.64	1.80	1.97	2.13	2.30	2.46	2.62	2.79	2.95	3.12	3.28	3.44	3.61	3.77	3.94	4.10
Iron Cross	X	0.18	0.36	0.54	0.72	0.90	1.08	1.26	1.44	1.62	1.80	1.98	2.16	2.34	2.52	2.70	2.88	3.06	3.24	3.42	3.60	3.78	3.96	4.14	4.32	4.50
Kossak	K	0.18	0.36	0.54	0.72	0.90	1.08	1.26	1.44	1.62	1.80	1.98	2.16	2.34	2.52	2.70	2.88	3.06	3.24	3.42	3.60	3.78	3.96	4.14	4.32	4.50
Advanced Grab	G	0.19	0.38	0.58	0.77	0.96	1.15	1.34	1.54	1.73	1.92	2.11	2.30	2.50	2.69	2.88	3.07	3.26	3.46	3.65	3.84	4.03	4.22	4.42	4.61	4.80
Daffy	D	0.19	0.38	0.58	0.77	0.96	1.15	1.34	1.54	1.73	1.92	2.11	2.30	2.50	2.69	2.88	3.07	3.26	3.46	3.65	3.84	4.03	4.22	4.42	4.61	4.80
Twister	T	0.19	0.38	0.58	0.77	0.96	1.15	1.34	1.54	1.73	1.92	2.11	2.30	2.50	2.69	2.88	3.07	3.26	3.46	3.65	3.84	4.03	4.22	4.42	4.61	4.80
Double	--	0.26	0.52	0.78	1.04	1.30	1.56	1.82	2.08	2.34	2.60	2.86	3.12	3.38	3.64	3.90	4.16	4.42	4.68	4.94	5.20	5.46	5.72	5.98	6.24	6.50
Triple	---	0.32	0.64	0.96	1.28	1.60	1.92	2.24	2.56	2.88	3.20	3.52	3.84	4.16	4.48	4.80	5.12	5.44	5.76	6.08	6.40	6.72	7.04	7.36	7.68	8.00
360	3	0.32	0.64	0.96	1.28	1.60	1.92	2.24	2.56	2.88	3.20	3.52	3.84	4.16	4.48	4.80	5.12	5.44	5.76	6.08	6.40	6.72	7.04	7.36	7.68	8.00
360 Position	3p	0.33	0.66	1.00	1.33	1.66	1.99	2.32	2.66	2.99	3.32	3.65	3.98	4.32	4.65	4.98	5.31	5.64	5.98	6.31	6.64	6.97	7.30	7.64	7.97	8.30
360 Grab	3G	0.36	0.72	1.08	1.44	1.80	2.16	2.52	2.88	3.24	3.60	3.96	4.32	4.68	5.04	5.40	5.76	6.12	6.48	6.84	7.20	7.56	7.92	8.28	8.64	9.00
Quad	----	0.40	0.80	1.20	1.60	2.00	2.40	2.80	3.20	3.60	4.00	4.40	4.80	5.20	5.60	6.00	6.40	6.80	7.20	7.60	8.00	8.40	8.80	9.20	9.60	10.00
720	7	0.40	0.80	1.20	1.60	2.00	2.40	2.80	3.20	3.60	4.00	4.40	4.80	5.20	5.60	6.00	6.40	6.80	7.20	7.60	8.00	8.40	8.80	9.20	9.60	10.00
720 Position	7p	0.41	0.82	1.24	1.65	2.06	2.47	2.88	3.30	3.71	4.12	4.53	4.94	5.36	5.77	6.18	6.59	7.00	7.42	7.83	8.24	8.65	9.06	9.48	9.89	10.00
720 Grab	7G	0.45	0.90	1.36	1.81	2.26	2.71	3.16	3.62	4.07	4.52	4.97	5.42	5.88	6.33	6.78	7.23	7.68	8.14	8.59	9.04	9.49	9.94	10.00	10.00	10.00
Criteria:		Amplitude					Deductions: <i>deduction values reflects # of major categories deducted</i>		Minor		½	One hand touch no weight bearing, stumble														
		Execution							Medium		1	One or two hand drag with weight bearing														
		Landing							Hard		1½	Bottom, leg or arm touchdown with weight bearing														
									Major		2	Fall, tumble, forward roll, back slap, no stop														
									Complete		3	Major fall to stop OR double ski loss														

URNS SCORE CARD

TURN SCORES					
Carving	Absorption	Upper Body	Aggression	Turn Evaluation - Moguls	
				Excellent	16.1 - 20.0
				Good	12.1 - 16.0
				Average	8.1 - 12.0
				Below Average	4.1 - 8.0
				Poor	0.1 - 4.0
DEDUCTIONS					
Minor	0.1 - 0.5		Line change (0.5), significant slide to first bump (1.0), shooting, stumble. Light touchdown = one hand touch non-weight bearing		
Medium	1.1 - 2.0		Medium touchdown = one or two hand drag and weight bearing, no stop		
Major	20.1 - 3.0		Front roll, back slap, slide to near stop, stop with no fall		
Complete	3.0		Major fall, complete stop, loss of ski		