

International Unicycling Federation



2008 Competition Rulebook

February, 2008 — Prepared by the IUF Skill Levels and Rules Committee

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This version has been modified to include only Street Comp and Flatland Rules

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1 GENERAL RULES AND DEFINITIONS

1.7 Publishing Results

Results of national and international championships must be published including details such as time, distance, total score and score per judge. For each event, the names and represented nationality of competitors as well as the names and nationality of all officials shall be published. In the artistic events names of the entire judging-panel may be replaced by J1, J2, J3, etc. if desired by any of judge members.

1.19 Artistic

Any performance music must be provided on CD, or only those other media types supported by the event host. See also section 3.20.

1.23 Definitions

EXPERT: A competition category open to all riders regardless of age. There are male and female Expert groups for individual and pairs artistic events.

JUNIOR EXPERT: A category for Individual and Pairs Freestyle, any rider age 0-14. Very talented 0-14 riders may enter Expert instead, and compete among the very best riders.

UNICYCLING SKILL: (noun) Also known as 'figure.' Any skills (feats of balance) performed on a vehicle with one support point in contact with the riding surface, this being a wheel, the movement of which is controlled by the rider, thus maintaining balance. All mounts are also 'unicycling skills.' See also section 4.1.1.

WHEEL WALKING: Propelling the unicycle by pushing the top of the tire with the feet. Feet touch wheel only, not pedals or crank arms. A non-pushing foot may rest on the fork.

3 ARTISTIC EVENTS: OVERVIEW AND SHARED RULES

3.1 Types Of Artistic Events

There are four types of artistic events: **Standard Skill, Freestyle, Flatland and Street**. In Standard Skill, riders demonstrate pure skill and mastery on a standard unicycle, by performing up to 18 skills they have pre-selected. Standard Skill judging is based on the point value of the skills and quality of their execution, not the 'show.' In Freestyle, riders perform to music, with costumes, props and any kinds of unicycles. Riders are judged not only on skill, but also on how well they entertain and put on a show. There are Individual, Pair, and Group Freestyle events. In Flatland, riders perform with no judging of music and costume, with a higher emphasis on originality and creativity. Street is sort of a cross between Freestyle and Flatland, with the addition of an array of Trials-type obstacles to ride on. Riders are judged on the skill and creativity of moves and combinations they do, using both the flat ground and the obstacles.

3.4 Flatland Overview

AGE GROUP: Junior (0-14) and Senior class (15-UP), male/female separated (3 riders are the minimum requirement for each category). If there are less than 3 riders for one of the categories, those riders will compete in the older age groups. If there are less than three females or less than three males overall, the male and female categories are merged.

TIME LIMIT: Two minutes. Competitors are allowed to go over the time-limit (as long the line was started before the limit elapsed, and as long the line is continued without interruptions).

UNICYCLES: Any type and any number.

MUSIC, COSTUME AND PROPS: Riders are encouraged to bring their own music, but it is not judged. Costume is not judged. Host can provide props (for example: a grind bar) for all, and they can be removed easily for riders who want them out of the way. Competitors are also allowed to bring props (for example: a Basketball, second person for acrobatic assistance, special small obstacle.....) but these props must be available for all competitors. Competitors must announce any planned props at least four weeks before the competition starts. If the host allows the announced props, he should also inform all registered competitors about it immediately.

JUDGING METHOD: Originality and creativity are 40% of the score. Consistency and Difficulty is 60%. The emphasis is on unicycle skills, with less emphasis on "show."

3.5 Street Comp Overview

MINIMUM AGE GROUPS: None.

NUMBER OF RUNS: If there are fewer than 10 riders, each rider should get two runs, with both runs considered in the final calculation of the scoring. If there are more than 10 competitors but fewer than 20, each rider will do one preliminary run to be scored by the judges. The top 6 riders will be allowed to continue on by doing a second, final run. If there are more than 20 riders — each rider shall be given one run of 1 minute and 30 seconds. The top 10 riders are to be given a final run of 2 minutes each. Both runs will be used to calculate the final placing. See Section 3.24.3 for details on the calculation of the placing.

TIME LIMITS AND WARNINGS: 2 minutes for finals, and 1.5 or 2 minutes (depending on number of competitors) if preliminary rounds are used.

Last Move: With about 10 seconds left in the run, it will be announced "Last Move", which is a warning that it is time for their last move. They should finish whatever move they are doing, then set up and perform one more move. If they fail the first attempt, the announcer should say "Try Again", and the rider should make a second attempt — even if they are now over time! If the rider does not land this move, they are not to be penalized. However, if it is landed, it should be considered in the judging.

Warnings: A rider will be warned when half of the time is left in the run, but this should not be done if the rider appears to be setting up for a big skill or is in the process of doing one. In this case, wait until the rider has finished the skill, and announce how much time is now left (example: 51 seconds).

UNICYCLES: Any type and any number. Trials unicycles with metal pedals and marking tires are allowed, so this competition is generally intended for outdoors.

DRESS: Riders must wear the same gear required for unicycle racing (see Section 2.3), plus helmets. Riders found not to be wearing the minimum required safety gear will be disqualified.

MUSIC: Music is not judged. Competitors may provide their own music, or background music will be played.

COSTUME AND PROPS: Clothing has no influence on the score. Riders are encouraged to dress in the uniform of their national teams or clubs, or in clothing that represents their teams, groups or countries. No props allowed, other than what is included in the performing area.

JUDGING METHOD: Riders scored in four equal categories: Height/Distance, Technical Difficulty, Originality/Variety, and Consistency/Flow.

GENERAL RULES

These rules apply to all artistic events, unless otherwise noted.

3.10 Deadline For Signing Up

All artistic events have a deadline for participation, which must be specified in the registration form. If not specified in the registration form, the deadline is one month before the official convention start date. A maximum of ten Individuals, ten Pairs routines, and two groups will be allowed to be added after this time to account for difficulties in travel planning or other valid reasons that are communicated about in advance. These will be added in the order of their request to the Chief Judge and Convention Director via email or fax. Participants who attempt to sign up less than 36 hours prior to the beginning of the specified competition will not be allowed to enter.

Changing Pairs partners is allowed up to 36 hours prior to the actual competition as long as the category does not change. Adding or subtracting the members of a group routine is allowed up to 36 hours prior to the start of that competition.

3.11 Size Of Performing Areas

Required spaces for the various events are listed below. But riders, especially large groups, will want to know the overall amount of space that will be possible to ride on. Hosts must publicize the dimensions of the available performing area as far in advance of the competition as possible, and organizers of international championships at least three months prior to the event.

3.11.3 Street Comp Performing Area

The Street Comp requires an open area for flatland skills, plus a number of obstacles to ride on. Each obstacle must have sufficient space around it for the types of riding expected. For example, a grinding rail must have run-up and run-out space, and platforms and other high objects must have landing space all around. Remember when setting up a course, flow is encouraged. Any movements intended to be judged should be done where the audience and judges can see. Obstacles should be oriented so that most rider movements are toward the audience and judges, not blocked. The flat area must be in front of the obstacles, or otherwise where it has an unobstructed view from the audience and judges. These are similar to Trials obstacles (see Section 10). Trials and Street competitions can be held in the same location if there is sufficient space. Required obstacles are:

- a two-revolution manual pad (a smooth platform of at least 3m x .5m and between 7cm and 15cm in height);
- stair set (at least 90cm high with a horizontal base extension of at least 90cm; minimum tread of 25cm and minimum riser of 17cm. Minimum of 2-revolutions of run-up space in front);
- a ledge for grinding that is at least 6 feet long and has metal coping, and wide enough to grind with the whole crank and pedal. Often this would be best down a bank, but make sure that both left and right footed riders have access to it — this can be achieved by putting it in the middle of the bank, or having an up-flat-down ramp with ledges on both banks.

Additional typical obstacles will be: skinnies, benches, spools, platforms, grinding rails (at least 1.5m long and 35cm off the ground), and anything that can be creatively used in this event. The size of the area is flexible to allow for an unknown number of obstacles plus the open area. The boundaries need not be marked, as long as riders understand what areas are off-limits.

If there will be two runs, the layout of the area may be modified by the course officials between the first and second runs. Otherwise, the course may not be modified by competitors or officials except for safety reasons. For example, to remove damaged or unsafe equipment.

3.11.4 Street Comp: Problems With Required Obstacles

The required obstacles must be built strong enough to endure many hours of heavy use. They need to survive the competition without changing their shape or stability. If one of the required obstacles is broken or made unusable during the competition, it must be repaired if one or more competitors say they need to use the damaged part. If no competitors have a problem with the damage, no repair is necessary except for safety reasons, such as in the event of sharp exposed parts.

3.11.5 Flatland Competition Performing Area

Flatland requires the same minimum amount of floor space as Individual Freestyle, but there are no boundaries. Riders are free to use the entire area in front of the judges, but judges should be able to see them to judge the performance. If riders plan to do anything unusual outside the boundaries they should inform the Chief Judge before the competition starts. It can be done indoor and outdoor depending on the host's possibilities and weather conditions. For indoor competitions the host should think about the free use of unicycles and protect the ground.

3.12 Order Of Performance

Performance order for Jr. Expert and Expert in Pairs/Individual/Group freestyle are defined by an open drawing without a computer. The drawing/selection should be done publicly and transparently, at a time that is pre-announced, so people can witness it. The method to determine performance order for age groups is completely up to the Artistic Director.

3.12.1 Riders Must Be Ready

Riders who are not ready at their scheduled performance time may or may not be allowed to perform after the last competitor in their age group. The Chief Judge will remember to consider language barriers, and that riders may be engaged in convention work to slow them down. Except for Standard Skill, a rider may not perform before a different set of judges than those that judged the rest of their age group.

3.13 Performance Set-Up

Competitors are allowed a maximum of two minutes to set up their unicycles and props in the performing area. Competitors who take too long risk being disqualified. An extension of the set-up time can be given only by the Chief Judge and must be requested in advance. Competitors must show a legitimate need when requesting more time, such as numerous props or complicated special effects.

3.14 Start Of Performance

3.14.1 Freestyle Events

The judging, the stopwatch, and the 'performance' all start at the same time. The Timer starts the watch at the beginning of the music, or at a signal from competitors, whichever comes first. The signal can be a nod, wave, bow, verbal cue ("Start!") or any clearly understandable means. An acoustic signal (such as a whistle) will indicate that the timing and judging have started. Any non-unicycling activities such as dancing, posing, acrobatics, etc., must be included within the time limit of the routine to be judged. In all Freestyle routines, an acoustic signal will indicate when there are 30 seconds left. In all artistic events, two acoustic signals or a different signal will indicate the end of the riding time and end of the judging.

3.15 Interruption Of Judging

An interruption of judging can result from material damage, injury or sudden illness of a competitor, or interference with a competitor by a person or object. If this happens, the Chief Judge determines the amount of time left and whether any damage may be the fault of the competitor. Re-admittance into competition must happen within the regulatory competition time. If a routine is continued and the competitor was not at fault for the interruption, all devaluations coming forth from the interruption will be withdrawn.

3.19 Music

In Freestyle events, music is included in the judging and competitors should use it. In Flatland, music is recommended but is not judged. In Standard Skill music is not judged. But background music will be provided during all Standard Skill routines, or competitors may provide their own. Competitors may also, at their request, have no music played. It is recommended to have one or more backup copies of all music in case of loss or damage. For recordable disks, competitors are also recommended to test their music on multiple players to make sure it will work at competition time.

3.19.1 Media Types

The host is required to have the capability of playing recordable CDs. Other media types may also be supported, at the host's discretion. The Artistic Director is responsible for announcing what media types will be supported, and making sure the necessary equipment is provided.

3.19.2 Music Preparation

Competitors must provide their music in a type that is supported, and has been announced by the Artistic Director. All music must be clearly labeled with the competitor name(s), age group, and event type (such as Pairs). Whenever possible, competition music should be the first track on the CD, mini-disk, or other optical media. The DJ (music operator) is not responsible for errors if competition music is on a different track. If other than 1, track number should be included in labeling. For cassettes or other tapes, if available, labeling must also indicate which side the music is on. Competition music should be at the beginning of the tape, and the tape should be wound to a point within 1-3 seconds of the start of the music. The DJ is not responsible for tapes that are not ready to be played.

3.19.3 Music Volume

Volume level is controlled by the DJ, at instructions from the Chief Judge. The base volume for Freestyle, Street Comp and Flatland music should be loud enough to sound clear, and be heard by all. For Standard Skill, volume level should not be loud enough to interfere with judge communication, but otherwise similar to the level for Freestyle, Street Comp and Flatland. Some competitors' music may start with especially loud or quiet sections, and the DJ should be advised of these so volume levels do not get compensated in the wrong direction. Some competitors may request that their music be played at lower levels. These requests can be made directly to the DJ. Requests for higher volumes must be approved by the Chief Judge, who has the option of passing this responsibility to the DJ.

3.19.4 cSpecial Music Instructions

Some competitors may have special music instructions, such as stopping or starting the music at a visual cue, changing volume level during the performance, etc. The DJ is not responsible for errors carrying out these instructions. For best results, the competitor should supply a person to coach the DJ during the performance, so there are no mistakes. If the DJ receives instructions that sound unusual, the Chief Judge should be consulted for approval.

3.21 Protests

Must be filed in writing, within 15 minutes from the posting of event results. Protest against judges' scores is not permissible. Protest is only possible against calculation mistakes or other mistakes not connected to the scoring. The Chief Judge must resolve all protests within 30 minutes from receipt of the written form.

3.22 Freestyle Flatland, and Street Comp Judging Panel

There are three (or more) judges each of Technical and Presentation for Age Group competitions; five (or more) judges each of Technical and Presentation for Jr Expert and Expert competitions (including Group). All judges must attend a workshop provided as part of the convention schedule before the start of the Freestyle competitions. Exceptions to workshop attendance are granted by the Chief Judge if judging rules have not changed since the previous judging experience and the judge has high Accuracy Scores. Unless otherwise noted, judges at a Unicon must either speak English or have translation assistance for the specified language while judging. Judges at other unicycle conventions should speak the dominant language of that convention or have translation assistance.

Judges' names must be provided to the Chief Judge (via email, FAX, or postal mail) by at least one month prior to the start of the unicycle convention and include the number of freestyle conventions where they have been a competitor, judge, or simply in the audience. See section 3.23.9 and 3.23.10 for description of which teams/countries are required to provide judges. Judges must be at least 15 years of age at the start of the event. Judges are recommended to be a current freestyle competitor, a former freestyle competitor, an active coach of freestyle routines, a proven judge at prior competitions, or an avid spectator who has observed many freestyle routines. Details about the Standard Skill judging panel are covered in section 5.7.

3.22.1 Selecting Judges

A person should not judge an event if he or she is

- Parent, child or sibling of a rider competing in the event.
- Individual or team coach, manager, trainer, etc. of a rider competing in the event.
- More than one judge from the same family judging the same event at the same time.

If the judging pool is too limited by the above criteria, restrictions can be eliminated starting from the bottom of the list and working upward as necessary only until enough judges are available. The eliminations must be agreed upon by the Chief Judge and Artistic Director, or next-highest ranking artistic official if the Chief Judge and Artistic Director are the same person.

3.22.2 Assignment Of Age Group Judges

Judges will be chosen from the list of judges as provided in section 3.23.10. Judges who are competing in the event just before or just after the current category are eliminated from the list. Judges will also be eliminated from the list for the current category as described in section 3.23.1. The final selection of judges will be chosen based on their accuracy scores from the remaining list. If chosen from a large pool of judges, categories with six or fewer entries will have a minimum of three Technical judges and three Presentation judges; categories with seven to twelve entries will have a minimum of four Technical judges and four Presentation judges; categories with over 12 entries will have at least five Technical judges and five Presentation judges.

3.22.3 Assignment Of Expert (And Junior Expert) Judges

Assignments for Expert and Jr. Expert judges will be made by the Chief Judge using the most qualified of all judges available. Qualifications are determined in the following order of importance:

- Highest judging accuracy scores obtained while judging age group (age groups judges must have a minimum of five entrants) or other Jr. Expert and Expert events.
- Greatest amount of Jr. Expert and Expert judging experience.
- Greatest amount of international judging experience.
- Greatest number of Freestyle competition experienced (viewed, judged, or as a competitor).

Judges who are competing in the event just before or just after the current category are eliminated from the list. Judges will also be eliminated from the list for the current category as described in section 3.23.1. Judges will also be eliminated from the list if they exhibit Judging weaknesses during their Age Group judging as described in Section 3.23.6. At Unicons, if more than five judges each of Technical and Presentation remain, judges who have not judged at a previous Unicon will be removed from the list. If there are still more than five each then the final list of judges for the category will be chosen by accuracy scores as defined in 3.23.8.

3.22.4 Standard Skill Vs. Freestyle Vs. Flatland or Street Comp Judging

With entirely different sets of rules, qualified judges for Standard Skill are not necessarily qualified to judge Freestyle, the Street Comp, Flatland, and vice versa. Judges' qualifications must list the types of events they are qualified to judge.

3.22.5 Judging Panel May Not Change

The individual members of the judging panel must remain the same for entire age groups; i.e. one judge may not be replaced by another except between age groups. In the event of a medical or other emergency, this rule can be waived by the Chief Judge.

3.22.6 Rating Judge Performance

Judges are rated by comparing their scores to those of other judges at previous competitions.

Characteristics of Judging Weaknesses

Excessive Ties: A judge should be able to differentiate between competitors. Though tying is most definitely acceptable, excessive use of tying defeats the purpose of judging.

Group Bias: If a judge places members of a certain group or nation significantly different from the other judges. This includes a judge placing members significantly higher or significantly lower (a judge may be harsher on his or her own group members) than the other judges.

Inconsistent Placing: If a judge places a large number of riders significantly different from the average of the other judges.

3.22.7 Re-Instating Judges

If a judge has been labeled as having a Judging Weakness, they may have a chance to be re-instated on the list by:

- Discuss with the Chief Judge the scores that were Tied, Biased, or Inconsistent.
- Practice judge at least two categories with at least 4 competitors. If the practice judging shows no further examples of Judging Weakness, they may be reinstated on approval by the Chief Judge and Artistic Director. If the Chief Judge and Artistic Director are the same person, then the next highest ranking official must agree to the reinstatement.

3.22.8 Calculating Accuracy Scores

The score for each judge will be calculated using a pre-defined calculation that is shared with all judges and other interested people. The calculation takes into account all types of mistakes and sums each mistake. A judging score of 0 would be perfect; anything between 10 and 15 shows signs of Judging Weakness; scores of over 15 indicate a Judge with Weaknesses who should be removed from the list of available judges.

3.22.10 Individual And Pairs Freestyle Judges

Countries must provide a minimum of one judge for every five entries they have for Individual and Pairs Freestyle. Number of entries will be rounded up to the next nearest multiple of 5. For example: If a country has 1 entry, they must supply at least one judge. If a country has 11 entries, they must supply at least three judges. If a country is having difficulty finding qualified judges, they may ask a known judge from another country to represent them. Countries may also apply to the Chief Judge for help in finding judges from outside their country to represent them. Countries with no entries in Individual or Pairs Freestyle may also enter a maximum of two judges. The names of the judges will be provided by either the team leaders from the individual and pairs competitors and/or primary contact for that country. Countries not required to supply more than a maximum of ten judges for the Individual and Pairs Freestyle competition. If a country submits more than ten judges, after elimination of known Judges with Weaknesses (defined in section 3.23.6), the judges for that country will be chosen based on their accuracy scores.

3.22.11 Not Providing Judges

At Unicons, countries that are unable to provide their required number of judges (either Group or Individual/Pairs) may have their competitors removed from that competition. Exceptions will be granted on a special basis with a letter to the Chief Judge, Artistic Director, and Unicon Director.

3.22.12 Judges Workshop

A judge's workshop must be provided for by the hosts of the convention at least 24 hours prior to the start of the Freestyle competition. A minimum of 3 hours must be set aside, in a classroom or similar environment. If possible, it is strongly recommended to have more than one workshop to accommodate schedules. Variations on this can be approved by the Chief Judge. Workshop schedule(s) must be announced to all judges at least three weeks prior to the start of the competition.

Judges should have read the rules prior to the start of the workshop. The workshop will include a practice judging session. Each judge will be required to sign a statement indicating they have read the rules, attended the workshop, agree to follow the rules, and will accept being removed from the list of available judges if their judging accuracy scores show Judging Weaknesses.

3.23 Scoring

In all events except Standard Skill, the scores of each judge are transferred into placing points, which represent the ranking of each competitor by that judge. The highest scoring competitor gets 1 placing point, the next one gets 2, and so on.

Note: The ranking number, or highest placing point available for a competitor depends on the number of entries in that category. If two or more competitors have the same score, they are awarded equal portions of the total number of placing points available for the places they occupy in the ranking.

Example: Seven competitors. Four of them tie for 2nd place. 7th place gets 7 points, 6th place gets 6 points, and 1st place gets 1 point. For the other four competitors, add up the other placing points numbers: 2+3+4+5=14. Divide this by the number of competitors (4) to get 3.5 placing points each.

3.23.1 Removing The High And Low

After determining placing points as above, discard the highest and lowest placing score for each rider. If Rider A has scores of 1,2,1,3,2, take out one of the ones, and the three. Then Rider A has 1,2,2, for a total of 5. If Rider B has scores of 2,2,2,2,2, he will end up with 2,2,2, a total of 6. The winner is the competitor with the lowest total placing points score after the high and low have been removed.

3.23.3 Scoring For The Street Competition

If there is a preliminary elimination round, all scores are calculated as above with placing points and removing the high/low placing score. If riders are eliminated, the scores from the first run are recalculated using only the scores from the riders who have not been eliminated. After the second run, scores are again calculated as above with placing points and removing the high/low placing score. To determine the overall winner, the placing points from the first run are divided by two and added to the placing points from the second run. The winner is the competitor with the lowest total placing points score. Ties are broken by the placing of the second run. If there is still a tie, then the rider with the higher Consistency/Flow should win. If the riders remain in a tie, then they should both be awarded the same place.

3.24 World Champions

Standard Skill, Individual Freestyle, Pairs Freestyle, Group Freestyle, Street Comp, Flatland: Winners in the Expert category of each event are the **World Champions**. In the individual events, separate titles are awarded for male and female (excluding Street Comp and Flatland if only one competition group is offered). Winners in the Jr. Expert category are the **Junior World Champions**.

4 FREESTYLE JUDGING

Judging for Individual, Pairs, and Group Freestyle is divided into two components, Technical and Presentation. Qualified judges may judge only Technical, only Presentation, or both. For each component, judges give four scores from 0 to 10, with 10 being the highest score. Scores such as 2.0, 2.2, or even 2.25 are encouraged to help differentiate between riders of similar ability.

The scores given should match the description of the Example Scoring. For example, if there are only two competitors in a category where the first rider has 2 major dismounts and the second rider has over 20 major dismounts, a score of 10 should not be given for "Dismounts" for the first rider even though the dismounts were significantly fewer.

Judging for Flatland and the Street Comp is described in sections 4.5 and 4.6. Each judge gives scores for the complete performance.

4.5 Flatland Judging

4.5.1 Performing Area

Flatland requires the same minimum amount of floor space as Individual Freestyle, but there are no boundaries. Riders are free to use the entire area in front of the judges, but judges should be able to see them to judge the performance. If riders plan to do anything unusual outside the boundaries they should inform the Chief Judge before the contest starts. It can be done indoor and outdoor depending on the host's possibilities and weather conditions. For indoor competitions the host should think about the free use of unicycles and cover the ground.

4.5.2 Originality And Creativity (40%)

Judges give a score from 1-4. The judges are looking for inventiveness in all aspects of the performance. They are looking for new unicycling skills, and/or originality in the performance as a whole. Flatland is the place to break ground, to try new things, and to showcase new ideas.

4.5.3 Consistency And Difficulty (60%)

Judges give a score from 1-6. The judges have to watch for the flow / consistency of each of the lines performed by the riders. If the rider just rides around to keep consistent without doing more tricks, they cannot be given the perfect score of a 6 even if the 2 minute routine is without a dismount. Riders who do an above average amount of impressive lines (rows of difficult skills) within the time-limit should be given a score of 6. The highest scores will be achieved by the riders who display a significant number of difficult skills, a wide variety of skills, and do not have an excessive number of dismounts. Dismounts during attempts of new/spectacular/difficult skills do not affect this score.

4.6 Street Comp Judging

Some flatland, flips, grinds, and some obstacle riding must be displayed with good consistency and flow for an optimum score. Judges are looking for clever use of the space to set up moves and combinations of various types, done with flow and personality.

4.6.1 General

Four equal categories named Height/Distance, Technical Difficulty, Originality/Variety, Consistency/Flow, each to be scored from 0 to 10 (a score of 10 is perfect).

4.6.2 Street Comp Performing Area

The Street Comp requires an open area for flatland skills, plus a number of obstacles to ride on. Each obstacle must have sufficient space around it for the types of riding expected. For example, a grinding rail must have run-up and run-out space, and platforms and other high objects must have landing space all around. Remember when setting up a course, flow is encouraged. Any movements intended to be judged should be done where the audience and judges can see. Obstacles should be oriented so that most rider movements are toward the audience and judges, not blocked. The flat area must be in front of the obstacles, or otherwise where it has an unobstructed view from the audience and judges. These are similar to Trials obstacles (see Section 10). Trials and Street competitions can be held in the same location if there is sufficient space. Required obstacles are:

- a two-revolution manual pad (a smooth platform of at least 3m x .5m and between 7cm and 15cm in height);
- stair set (at least 90cm high with a horizontal base extension of at least 90cm; minimum tread of 25cm and minimum riser of 17cm. Minimum of 2-revolutions of run-up space in front);
- a ledge for grinding that is at least 6 feet long and has metal coping, and wide enough to grind with the whole crank and pedal. Often this would be best down a bank, but make sure that both left and right footed riders have access to it — this can be achieved by putting it in the middle of the bank, or having an up-flat-down ramp with ledges on both banks.

Additional typical obstacles will be: skinnies, benches, spools, platforms, grinding rails (at least 1.5m long and 35cm off the ground), and anything that can be creatively used in this event. The size of the area is flexible to allow for an unknown number of obstacles plus the open area. The boundaries need not be marked, as long as riders understand what areas are off-limits.

If there will be two runs, the layout of the area may be modified by the course officials between the first and second runs. Otherwise, the course may not be modified by competitors or officials except for safety reasons. For example, to remove damaged or unsafe equipment.

4.6.2.1 Street Comp: Problems With Required Obstacles

The required obstacles must be built strong enough to endure many hours of heavy use. They need to survive the competition without changing their shape or stability. If one of the required obstacles is broken or made unusable during the competition, it must be repaired if one or more competitors say they need to use the damaged part. If no competitors have a problem with the damage, no repair is necessary except for safety reasons, such as in the event of sharp exposed parts.

4.6.3 Height / Distance

This category looks for runs that are "Big Street". Higher scores are given by skills performed off of bigger obstacles, skills onto bigger obstacles, or longer grinds. In this category the skills being performed are not considered, only the obstacle(s) involved with them. These skills are judged in the next category: Technical Difficulty.

4.6.4 Technical Difficulty

This category is to cater to a "Technical Street" or "Flatland" style. This is where the difficulty of all skills is scored, whether on, off or between obstacles. Points are scored for any skills successfully executed. Partial scores may be given for skills with partial completion but no points should be given skills with no success. In general, all skills should be judged as if they were performed on flat ground (example: a combination flip down 5 stairs will score the same amount of points in this category as if it was on flat ground, but the former will score higher overall because of the previous category: Height / Distance). The exception is for skills that are easier if done using an obstacle, or skills that are significantly more difficult when done using an obstacle.

4.6.5 Originality / Variety

This category is to encourage a well thought out, creative run, with a wide spectrum of skills. This category is also used to discourage "copying" or "one-upping" another rider. Each rider should try to use some obstacles in a creative way, but may not move them around to do this. Newer/unseen skills, and lots of variety in skills and obstacles ridden will score high. A routine that is only one style of riding (flatland, or only grinds, or only flips), should score very low in this category.

4.6.6 Consistency / Flow

This category is to encourage high consistency of skills with minimal pre-hops and set-up time. Riding directly from one skill into another will score high, while lots of extra riding or hopping between skills will score low. Getting off the unicycle between skills is acceptable when an obstacle or position is difficult to get into, and the rider wants the judges to focus on the skill and not getting there. More points should be scored for a skill that is done with fewer setup hops and no finishing hops, or for skills that are connected sequentially without excessive setup time between them.