

FÉDÉRATION INTERNATIONALE DE GYMNASTIQUE



2017 CODE OF POINTS



Parkour

V.06 – 20 December 2017

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INTRODUCTION

The Fédération Internationale de Gymnastique (FIG) Parkour Commission is pleased to present the Code of Points for implementation from the 1st January 2018. The Code is guided by the current FIG Statutes, Technical Regulations, Section 1 (General Regulations), and the Technical Regulations, Section 7 (Special Regulations for Parkour) and should be read in conjunction with these documents. Appendix 1 "Parkour: Movements & Techniques" is published separately but is an integral part of the Code of Points (CoP).

It has been approved by the FIG Presidential Commission 22 December 2017, empowered by the Executive Committee at its meeting 24 October 2017 in Benin.

The primary purpose of the Code of Points is to:

- Provide an objective means of evaluating Parkour competitions at all levels of regional, national, and international competitions.
- Standardize the judging for speed-run and freestyle at FIG official competitions in Qualifications and Finals.
- Assure the identification of the best athlete in any competition.
- Guide coaches and athletes.

Acknowledgement to the members of the Parkour Commission

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In case any statement contained herein is in conflict with the Technical Regulations, the Technical Regulations shall take precedence. Where there is a difference among the languages, the French text shall be considered correct.

Copyright:

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1. GENERALITIES

Parkour – Definitions

Parkour (PK)

Leisure and competitive urban sport (outdoors and indoors) consisting of getting from one point to another by crossing (without assistive equipment) various obstacles in the fastest, secure and most efficient way possible, by agile movements and technics as described in Appendix 1.

Speed-run (PKS)

Competition format consisting of a *timed run*, where the goal is to go from A to B *with efficiency*, by using specific Parkour moves to overcome obstacles.

Freestyle (PKF)

Competition format consisting of a *run*, where the goal is to go from A to B *with style, fluidity and mastery*, within a maximum time period of 90 seconds, by using:

- specific Parkour moves to overcome obstacles,
- acrobatic moves on specific parts (zones) of the run to show creativity and mastery.

All-Around (PAA)

An all-around ranking list consisting of the athletes having participated in PKS and PKF.

2. ATHLETES (TRACEUR)

2.1 Safety

Athletes must at all times practice and perform with complete safety and the highest degree of technical mastery.

The personal safety and risk assessment must be the highest responsibility of every single athlete.

Should the athlete take excessive risk in Freestyle competition, the judge who also acts as Chair of judges' Panel shall take a deduction of 4 points from the final score of the jury.

2.2 Dress Code

Competition

The competition dress must be such that the body line and sportive stature of the Parkour athlete is recognizable. The general impression must be clean and sportive (no holes, torn or ripped attire).

The competition dress may under no circumstances hinder the athlete in his performance and execution and guarantee that all movements can be executed in perfect safety. Loose and additional items are not permitted.

The competition dress may not show any text, symbols and drawings featuring themes of war, violence, religion, politics, alcohol, sex and drugs or any other offensive subject. Sequins on the competition dress and jewelry is not allowed. No body paint permitted.

Athletes may wear T-shirts, polo shirts leotards, sweater with or without sleeves. They are free to wear shorts, short pants, sweatpants or trousers (not too wide, must not jeopardize the safety of the athlete), and leggings. Athletes must wear suitable sport or running shoes at their choice.

For publicity and advertising and manufactures logos see FIG Rules for competition clothing and advertising, Sections 2, 3 and 4.

Penalties: Breach of the above mentioned rules result in a penalty of 2 seconds added to the final time for speed-run by the CJP and in freestyle a deduction of 4 points from the total score of the jury by the judge who is also acting as Chair of Judges Panel (CJP)

Medal Award Ceremonies

For the Medal award ceremonies the athletes must wear their (national) tracksuit.

3. COMPETITION RULES

3.1 Speed-run

3.1.1 Competition organization (Technical regulations, Section 7 – Special regulations for Parkour, art. 1.2)

Competitions consist of Qualifications and Finals.

Speed-run Qualifications:

The starting order for the first run of Qualification will be determined by a draw. An intermediate ranking list is established at the end of the first run.

The athletes may choose to have a second run. The starting order for this second (optional) run is determined by a draw.

For the athletes who have chosen to have a second run, the result of the second run only counts.

The final ranking list of the Qualification will be established at the end of the second run. In case of a tie at any place, the tie-breaking rules set out in art. 35.1 – Exception – apply.

Speed-run Final:

Option 1: Knock-out competition format with “repêchage”

The top eight athletes from the final ranking list of the Qualification participate in the Final.

In case of a tie at any place, the tie-breaking rules set out in art. 3.1 applies in all rounds.

Finals are held in 4 rounds of one run each in a knock-out competition format with “repêchage” as follows:

1st round:

The four pairs (8 athletes) are determined by a draw and a ranking list is established at the end of the 1st round.

2nd round:

The winners of the four pairs (4) plus the two fastest eliminated athletes (2) qualify for the second round which will be held with three pairs respecting their timing at the 1st round as follows:

1st pair: the 1st against 6th,

2nd pair: 2nd against 5th,

3rd pair: 3rd against 4th.

A ranking list is established at the end of the 2nd round.

3rd round:

The winners of the three pairs (3 athletes) plus the fastest eliminated athlete (1) qualify for the 3rd round which will be held with two pairs respecting their timing at the second round as follows:

1st pair: the 1st against 4th,

2nd pair: 2nd against 3rd

4th (final) round:

The winners of the 2 pairs of the 3rd round (2) qualify for the final round.

Final ranking list:

1st and 2nd are the two finalists (4th round).

3rd and 4th are determined based on their time at the 3rd round

5th and 6th are determined based on their time at the 2nd round

7th and 8th are determined based on their time at the 1st round

In case of 8 participants, the Qualification will not take place. The participation in finals is based on a draw.

In case of 7 participants, a Qualification will take place. The starting order is determined by a draw. The following round will be carried out according to the 2nd round of finals.

In case of 6 participants, the qualification will not take place. The starting order is determined by a draw. The following round will be carried out according to the 2nd round.

In case of 5 participants, a Qualification will take place. The starting order is determined by a draw. The following round will be carried out according to the 3rd round.

Option 2: One single run in Finals

The top eight athletes from the final ranking list of the Qualification participate in the Final.

In case of a tie at any place, the tie-breaking rules set out in art. 5.1 apply.

The Final is held in one single run.

The starting order is established based on the ranking after Qualification with the best athlete starting last.

3.1.2 Specific rules

Start and finish

The athletes must be ready to be called by the speaker to present himself at the start-line according to the start list.

When the speaker requests the athlete to present himself at the start-line, the athlete must do so without delay.

Failure to be present at the start-line later than 30 seconds (controlled by the ST judge) after having been called will result in disqualification from that run.

The start-line and time judge (ST) will ask if the athlete is ready. When the athlete verbally indicates his readiness, a 15 second countdown begins which may be signaled verbally by the ST-judge or by a countdown clock adjacent to the start line. The athlete may start (cross the start-line) at his discretion within the 15 second countdown.

Failure to start within this period will result in disqualification from that run.

Check-points

Between the start and the finish lines, competitors must pass through multiple check-points in any sequence. These check-points are clearly marked on one or a combination of horizontal and vertical planes;

If the athlete misses a check-point, he has the opportunity to return and pass the check-point correctly. The responsibility for passing checkpoints correctly is entirely that of the athlete.

Immediately after the athlete has crossed the finish-line, the check-point judges (CP) signal to the Chair of judges' panel (CJP) in case that a check-point has not been passed correctly by the athlete.

Failure to pass correctly through any checkpoint before crossing the finishing line results in disqualification of the athlete by the CJP for this run.

Timing

Time is measured with a timekeeping system measuring in 1/1000th of a second. The time shown will be rounded to 1/100th of a second, e.g. time measured: 20,349, time shown: 20,35. In case of e.g. 20.245 the rounding shall be made in favour of the athlete, the time shown is 20,24.

Should there be no timekeeping system available or should there be a malfunction or breakdown of the system, the time will be measured by the ST-judge, who in any case, will always measure the time manually as a back-up. In case that the finish line is not near the start-line, the time will be measured by a time judge at the finish line. Manual time measurement with a chronometer must be guaranteed at least in 1/10th of a second.

3.2 Freestyle

3.2.1 Competition organization (Technical regulations, Section 7 – Special regulations for Parkour, art. 1.2)

Competitions consist of Qualifications and Finals. The score from Qualification will not be carried forward. All runs, also within the different rounds of the Finals, start at 0 point.

Freestyle Qualifications:

The starting order for the first run of Qualification will be determined by a draw.

The runs of a maximum of 90 seconds, are judged based on the criteria defined under point 4 hereafter.

An intermediate ranking list is established at the end of the first run.

The athletes may choose to have a second run. The starting order for this second (optional) run is determined by a draw.

For the athletes who have chosen to have a second run, the result of the second run only counts.

The final ranking list of the Qualification will be established at the end of the second run.

In case of a tie at any place, the tie-breaking rules set out in art. 5.2 apply.

Freestyle Finals:

Option 1: Knock-out competition format with “repêchage”

The top eight athletes from the final ranking list of the Qualification participate in the Final.

In case of a tie at any place, the tie-breaking rules set out in art. 5.2 apply in all rounds.

Finals are held in 4 rounds of one run each in a knock-out competition format with “repêchage” as follows:

1st round:

The four pairs (8 athletes) are determined by a draw. A ranking list is established at the end of the 1st round. In case of a tie, the tie-breaking rules (see art. 5.2) apply.

2nd round:

The winners of the four pairs (4) plus the two athletes with the highest score among the eliminated athletes (2) qualify for the second round which will be held with three pairs respecting the score obtained at the 1st round as follows:

1st pair: the 1st against 6th,

2nd pair: 2rd against 5th,

3rd pair: 3rd against 4th.

A ranking list is established at the end of the 2nd round.

3rd round:

The winners of the three pairs (3 athletes) plus the athlete with the higher score of the eliminated athletes (1) qualify for the 3rd round which will be held with two pairs respecting their score at the second round as follows:

1st pair: the 1st against 4th,
2nd pair: 2nd against 3rd

4th (final) round:

The winners of the 2 pairs of the 3rd round (2) qualify for the final round.

Final ranking list:

1st and 2nd are the two finalists (4th round).
3rd and 4th are determined based on their score at the 3rd round
5th and 6th are determined based on their score at the 2nd round
7th and 8th are determined based on their score at the 1st round

In case of 8 participants, the Qualification will not take place. The participation in finals is based on a draw.

In case of 7 participants, a Qualification will take place. The starting order is determined by a draw. The following round will be carried out according to the 2nd round of finals.

In case of 6 participants, the qualification will not take place. The starting order is determined by a draw. The following round will be carried out according to the 2nd round.

In case of 5 participants, a Qualification will take place. The starting order is determined by a draw. The following round will be carried out according to the 3rd round.

Option 2: One single run in Finals

The top eight athletes from the final ranking list of the Qualification participate in the Final.

In case of a tie at any place, the tie-breaking rules set out in art. 5.2 apply.

The Final is held in one single run.

The starting order is established based on the ranking after Qualification with the best athlete starting last.

3.2.2 Specific rules

Start and end

The athletes must be ready to be called by the speaker to present himself on the field of play according to the start list.

When the speaker requests the athlete to go on the field of play, the athlete must do so without delay.

Failure to be present himself on the field of play at a start-point of his discretion later than 30 seconds after having been called will result in disqualification by the judge who is also acting as CJP.

The athlete must begin his performance upon a signal of the judge who is also acting as CJP, the speaker or a countdown. Timing of the performance (max. 90 seconds) will begin with the signal of the judge, the speaker or at the end of the countdown. The athlete may end his performance at any place of the field of play at his discretion.

Should the athlete perform for more than 90 seconds, the judges will not consider any tricks or movements beyond this time and the judge who is also acting as CJP will deduct 3 points from the total score of the jury.

Timing

If available, timing of the performance will be shown on a screen. An audible signal to the athlete will be given after 80 and 85 seconds and a final signal after 90 seconds.

3.3. All-around ranking (TR, Section 7 – Special regulations for Parkour, art. 1)

Only competitors participating in both categories (speed run and freestyle) will be listed the all-around ranking. This ranking is determined by adding the rank obtained in each category at the Qualifications. The competitor with the lowest total of ranks is the winner.

4. JUDGING AND JUDGES

4.1 Judges' Panels

Speed-run: 1 Chair of Judges' Panel (CJP)
1 Start Line and Time Judge (ST)
1 to 3 check-point judges (CP) (depending on the course, number to be defined by the CJP)

Freestyle: One single panel of 3 to 5 judges including one of them who acts also as CJP evaluating:

- Execution, safety and mastery (ES)
- The use of Course and Creativity (CC)
- The Difficulty (D).

World Championships and multisport Games: 5 judges

World Cup events: 4 to 5 judges

All other competitions: 3 to 5 judges

The judges for World Championships, Multisport Games and World Cup competitions are nominated by the FIG.

4.2 Judging criteria

Freestyle

The 5, 4 or 3 judges will judge the performance of the athletes according to the following three criteria, by giving the athlete between 1 and 10 points for each of the criteria. The maximum score is therefore $3 \times 10 = 30$ points. The judges may also give half points (e.g. 7,5 points).

1. ES Execution, Safety & Mastery

- Safety, clean intentional landings (Was safety compromised for spectacle?)
- Flow; No hesitations or stutter steps
- Amplitude

2. CC Composition Use of the Course & Creativity

- Use of the obstacles (How many of the obstacles were used)
- Application (unique and/or skilful use of the course/obstacles)
 - Were obstacles used to support tricks, as opposed to obstacle-floor, obstacle-floor?
 - Using many types/sizes/angles of obstacles during the run
 - Performing tricks over/under/through an obstacle or from obstacle to obstacle
- Connection (unique and/or skilful linking of movements), e.g. awareness and consideration of steps, thoughtful placement of tricks within a run

3. D Difficulty:

- How hard are the tricks in general (considering both the difficulty of the trick, where and how it is performed/executed)
- How hard is the run as a whole
- Variety of types of movement

4.3 Scoring scale and points

For each of the above mentioned three criteria, the judges assign points as follows:



8 to 10 points






4 to 7 points



1 to 3 points

Example of a judges' score sheet

| Athlete | Criteria    | | | Total |
|---------|--|-----|-----|-------|
| | ES | CC | D | |
| A | 7,5 | 8 | 9,5 | 25 |
| B | 4 | 6,5 | 6 | 16,5 |
| C | 6 | 4 | 2,5 | 12,5 |

4.4 Dress Code for judges

The judges are free to wear T-shirts, polo-shirts or other short or long sleeves shirts. Judges may wear pullovers or jackets. Men must wear long trousers, women are free to wear trousers or skirts. Their attire must be free of any advertising and publicity. Manufacturers' logos are only allowed with a max. size of 25 square cm in total per item.

At World Championships and World Cup competitions FIG may provide the judges with official T-shirts, polo-shirts or other attire which must be worn.

5. TIE-BREAKING RULES

(Technical regulations, Section 7 – Special regulations for Parkour, art. 3)

5.1 Tie-breaking rules for the speed-run ranking

Time is shown in 1/100th of a second.

If there is a tie, the tie will be broken by using the next digit (1/1000th of a second).

If there is still a tie, the tie will not be broken.

Exception:

To determine the starting order and the pairs in the Final, the ties must be broken by a draw.

5.2 Tie-breaking rules for the freestyle ranking

In case of a tie in points at any place in Qualification and Finals, the ranking will be determined by the following criteria:

1. The higher score for Execution, Safety and Mastery
2. The higher score for Use of the course and Creativity
3. The higher score for Difficulty
4. The average of all judges' scores given for Execution, Safety and Mastery, without eliminating the highest and the lowest score
5. The average of all judges' scores given for Use of the course and Creativity, without eliminating the highest and the lowest score
6. The average of all judges' scores given for Difficulty, without eliminating the highest and the lowest score

If there is still a tie, the tie will not be broken.

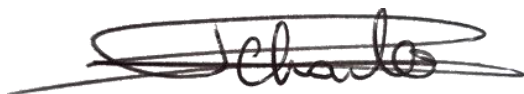
Exception:

To determine the starting order and the pairs in the Final, the ties must be broken by a draw.

5.3 Tie-breaking rules for the overall ranking

In case of a tie at any place, the athlete with the lower total time at the speed-run competition in Qualification prevails.

Fédération Internationale de Gymnastique



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Appendix :

1. Parkour Movements and Technics
2. Start lists
3. Results for Media
4. Results for Federations