

# Best Trick Rules

(Updated 4.11.2024)

1. Each person only has one session. Each session is for 60 seconds. Once 60 seconds has expired there are no more opportunities or rounds for additional attempts.
2. Each person has 60 seconds to land their best trick.
3. Each person must call out or demonstrate their best trick before attempting to land that trick.
4. Once you call out your trick and start to attempt to land this trick you cannot go back and change that trick in the middle of your session. You can only change your trick only before you start your attempts.
5. Once you land that trick cleanly it counts and cannot be re-attempted to be cleaned up or done better.
6. Each person can only use one fingerboard at a time (using two fingerboards simultaneously is not allowed).
7. Each person can only use one hand (starting with your right hand and landing with your left hand, or vice versa is not allowed).
8. In street best trick competitions to score points, each person can grind or slide on obstacles, do flip tricks, flip trick combinations, and even do nollie/switch tricks. It is up to the person to choose which obstacle to utilize during each of their sessions. Switch and nollie tricks will earn you more points than regular/fakie stances.
9. In vert best trick competitions to score points, each person can grind or slide on transitions, do flip tricks, flip trick combinations, and even do nollie/switch tricks. It is up to the person to choose which transitions to utilize during each of their sessions. Switch and nollie tricks will earn you more points than regular/fakie stances.
10. Bails count against you, creativity, style, technical tricks, and use of the whole park will gain you the most points.
11. If a person has equipment malfunction during their session and cannot immediately continue, that player forfeits the remainder time in their session. All tricks landed in their performance will be graded by the judges accordingly.