

Freestyle Footbag Request Contest Rules

Before Competition:

Creating the List:

- There must be at least 15 rounds of request combos prepared
 - The list may be modified depending on the status of Intermediate players
 - If there are enough Intermediate players to compete amongst themselves, there will be an additional 5 rounds of Intermediate request combos prepared, which will precede the Open request combos, and only be executed by the intermediate players.
 - If a winner is decided within the Intermediate rounds, the Intermediate winner may continue on into the Open rounds.
 - If a winner is not decided within the Intermediate rounds, all remaining Intermediate players proceed into the Open rounds, and whoever lasts the longest is declared the Intermediate winner
 - If there are not enough Intermediate players to compete amongst themselves, all Intermediate and Open players will start with the Open rounds
- Each round must have only 2 combos
- For each round, there must be one Clipper combo, and one Toe combo
 - The combos can either be purely Clipper and purely Toe, or combos of Clipper links and Toe links. A good mixture is encouraged
 - Purely Clipper>Clipper example: Ripwalk>Sidwalk
 - Clipper Link example: Legbeater>Blurry Whirl
 - Purely Toe>Toe example: Fear>Toe Blur
 - Toe Link example: Spinning Mirage>Assassin
- The two combos of a round may not share any non-basic components (basic components defined as: toe, clipper, mirage, legover, pickup, illusion)
 - ex: Cannot have a round of Atomsmasher>Eggbeater and Blur>Legbeater, because they share the common non-basic component of an Atomic set
 - ex: It is OK if both combos share a basic component, for example PDX DLO>Pixie Legover and Ripwalk>Stepping ss Legover, though they both contain a common basic component of Legover)
- There must be a reasonable rise in difficulty as rounds progress
 - Rounds may remain on the same relative scale of difficulty as they progress, but they must not decline in difficulty, nor rise too sharply in difficulty
- Combos must be defined precisely and without ambiguity in terms of setting

- surface, and side (ex: Clipper ss Mirage>Illusion, instead of ss Mirage>Illusion)
- A completed list needs to be edited by at least 2 other people to verify the above guidelines have been followed. If one or more editors has an objection, the list will be edited as necessary until all criteria have been met.

Appointing a Judge:

The event organizers will be responsible for appointing a judge who will have the following responsibilities:

- Announcing the current round number and the combos of the current round to the competitors
- Air-shredding the requested combos of the round for the competitors
- Keeping track of attempt numbers for each competitor (see **Attempts**), and informing the competitor how many attempts they have remaining
- Approving/disapproving completed combo attempts (see **Completed Combos**)

During Competition:

On a Competitor's Turn:

- Has 3 attempts to complete one of the requested combos of the round (see **Attempts**, **Completed Combos**). If they do not complete one of the requested combos within 3 attempts, they will be subject to elimination by the end of the round (see **Eliminations**)
- May choose either of the requested combos, and may change the combo they are attempting at any time
- May clarify the requested combos with the judge
- May request from the judge how many attempts they have remaining

Attempts:

- Competitors may kick and stall the bag before attempting a combo when it is their turn
- It is up to the discretion of the judge what constitutes a legitimate attempt at a combo, and they will notify the competitor at once if they determine a non-obvious attempt was made (ex: the competitor was attempting to do a blur, but did clipper>hand-catch because of a bad set)
- It is the responsibility of the competitor to understand the requested combos of the round before attempting. They may clarify with the judge before attempting, but an attempt at an incorrect combo will count as an official attempt

Completed Combos:

A combo is considered complete if:

- The correct combo was hit

- Both tricks were performed cleanly, which is up to the discretion of the judge.
 - A completed combo with one or two "the" tricks will count as one failed attempt
- The bag is caught, or not caught but was set with a reasonable amount of control, which is up to the discretion of the judge
 - If the combo is hit without a handcatch or a reasonable set, it will count as one failed attempt

Before a Competitor's Turn:

While a competitor is waiting for their turn they may:

- Not practice with a footbag any components of the requested combos of the round
 - If a competitor practices either of the requested combos, or any major components of the combos, they will be subject to disqualification at the discretion of the judge
- Step out of the circle briefly (so as not to distract the other competitors) to:
 - Air-shred the requested combos of the round
 - Kick and do basic stalls to keep warm

Eliminations and Ending the Competition:

- Competitors are subject to elimination from a round, and therefore the competition, if they fail to complete one of the requested combos of the round
- As long as one competitor completes one of the requested combos, the competition will progress to the next round, and all players who did not complete one of the requested combos will be eliminated
 - If no player completes one of the requested combos in a round, all players of the round remain in, and the round repeats until at least one competitor completes one of the combos
 - If the round has repeated too many times (at the discretion of the judge), an on-the-fly decision will be made to advance all players to the next round, or to create an ad-hoc replacement round (which must adhere to the criteria defined in **Creating the List**)
- In the event that enough players are eliminated that would cause a tie for 3rd or 2nd, they continue on to the next round in a side competition for the final position
 - ex: In a round of players A, B, C, and D; players A and B complete one of the requested combos, but players C and D do not. Instead of tying for 3rd place, competitors C and D advance to the next round, however, they will only compete against each other for 3rd place, while competitors A and B continue to compete for 1st and 2nd place on their own
 - All places after 3rd are subject to ties
 - Ex: In a round of players A, B, C, D, E, and F, players A, B, C, and

D advance to the next round, while players E and F are eliminated. Players E and F will therefore tie for 5th place

- The winner of the competition is the competitor who completes one of the requested combos in a round where all other competitors are eliminated from competition
- In the event that multiple competitors make it through all prepared rounds of combos, the judge is in charge of creating further rounds of combos themselves (which must adhere to the criteria defined in **Creating the List**), or appointing a non-competitor to do so
- After declaring 1st, 2nd, and 3rd places, the 1st place competitor may elect to continue the remaining rounds of requested combos for fun and glory