



Technical Instructions Aggressive Inline Competition

General Requirements

1. Attending to venue location at 09:00 AM on Thursday 25th October 2019 to re-register
2. Fill the Registration Form to get Participant number
3. For participants who register on spot are expected to bring identity card (ID, KITAS, Passport, student card.)
4. All Participants shall be arrive at the time specified by the organizing committee
5. for International Open Competition, Paying regristration that has been determined by the executing committee worth Rp.300.000. (three hundred thousand Indonesia Rupiah). payment can be made on 25th October 2019 at registration desk.
6. All Participants must wear Competition Bracelet or participant number to enter the competition area
7. Registration and re-registration will be closed on 25th October 2019 at 12:00 pm Indonesian time
8. All participants shall maintain security and order during the game
9. Always maintain courtesy with fellow participants in aggressive inline skate and other participants involved in the IOXC 2019 event
10. It is forbidden to make disturbing behavior, Incite or Disturb Jury activities during the event. The committee and the security side have the right to take firm action against any disturbance that occurred during the event.
11. Prohibited from carrying sharp weapons, guns, drinking alcohol, narcotics / psychotropic.



II Special Provisions

1. The Participant Registration Form must be submitted to the Aggressive Inline Committee on 25th October, 2019, before 12:00 pm Indonesian time.
2. for International Open Competition, Paying registration that has been determined by the executing committee worth Rp.300.000. (three hundred thousand Indonesia Rupiah). payment can be made on 25th October 2019 at registration desk.
3. Registration and re-registration will be closed on 28 September 2018 at 18:00 pm on venue

III Competition Participants

1. Representatives from outside Indonesia male and female atlit level
2. Representatives of national male and female athletes
3. Participants who have recommendations from the IASA Association to participate in this game.
4. Representatives of invites from other countries men and women

IV. Participant Criteria:

1. All Aggressive Inline Participants representing their Own Region
2. have experience and actively participate or win regional, national, international competition.
3. Healthy spiritually and physically
4. Having a healthy certificate from the doctor to be eligible to attend the game and each participant is required to delegate his team for a technical meeting that will be determined by the organizers time and place.



V. Competition procedure:

Jury for IOXC Aggressive Inline Competition consists of 3 local people and 1 jury coordinator from outside Indonesia

1. Billma (Indonesia)
2. Iqbal (Indonesia)
3. Agung Asmo (Indonesia)
4. Nik Suhaily (Malaysia)

VI. Qualification and Final Qualification:

1. Each participant is given 45 seconds as many as 3 run and 2 times fall. to showcase his skills in front of the jury by using the obstacle in the park.
2. Participants who have fallen twice, will be replaced with the next turn to wait for participants who compete in one group finished.
3. Participants are required standby in the area provided Special match participants before the event in 10 minutes start
4. Mc Will Call the Name of athletes one by one according to no participant who has been distributed by the registration committee.
5. After more than 45 seconds there is no judgment by the jury
6. The 10 best finalists will follow the scoreline Final Round and for Final in 60 seconds
7. Through the jury summary, the 5 biggest scores will go up to the podium



VII. Judging System:

1. The judges will add points from 50 - 90 through the performance of each participant

2. Difficulty Tricks 30%

Each Participant is required to perform the best trick in front of the jury for 45 Seconds, either in originality tricks, improvisation, combo, or airtrick.

3. Style 10%

Each participant is expected to have his or her own path, to do tricks without fail and to connect from one place to another, without failure and the hand not touching the surface with constant or more speed will be judged by the judge

4. Park Flow 25%

The ability of participants in matching the field of games to do a trick that in every obstacle in park will increase the point.

5. Creativity 20%

Innovation is very liked by the jury, a trick that is rarely done by skater skater

6. Technicality 15%

The technicalities of trick execution become additional pointers to get points, where they can do the best tricks without a constant path in added style and a very interesting carriage, such as the costume will be the attention of the jury and the audience in addition to doing the trick of Innovation tricks. If a skater skater can keep it consistently well it will add a high value from the total accumulation of the total point