



# RULES OF BATTLE PARKOUR

**BATTLE FORMAT: REGISTRATION FEE IS 25 EUROS.**

**1 VS 1**

WE DO TWO ROUNDS IN EACH BATTLE AND STICK WITH THE BEST ONE.  
THREE OFFICIAL JUDGES, WITH THE PUBLIC STEPPING IN TO HELP OUT IN CASE OF A TIE.

**THE COMPETITION HAPPENS IN TWO STAGES.**

**QUALIFICATIONS: SATURDAY, JUNE 13TH**

AT THE START, A MAXIMUM OF 24 ATHLETES WILL BE REGISTERED, WITH 12 OF THEM QUALIFYING FOR THE FINAL 1/8.

**THE LAST STAGES: SUNDAY, JUNE 14TH**

**ROUND OF 16: 12 ATHLETES BEGIN, 6 MOVE ON; QUARTER-FINAL: 6 ATHLETES BEGIN, 3 ADVANCE PLUS ONE REPECHAGE; SEMI-FINAL: 4 ATHLETES BEGIN.**

TWO ATHLETES MADE IT TO THE CONSOLATION FINAL FOR THE 3RD AND 4TH PLACES.

TWO ATHLETES MADE IT TO THE FINAL, FINISHING IN 1ST AND 2ND PLACES.

**CATEGORIES FOR ADULTS (16 AND OVER)**

THE WINNERS WILL RECEIVE THE WINNER'S TROPHY, ALONG WITH  
**500 EUROS AND PRESENTS FROM PARTNERS.**

THE RUNNER-UP WILL GET 300 EUROS ALONG WITH SOME PRIZES.

THE WINNER OF THIRD PLACE WILL TAKE HOME 150 EUROS ALONG WITH SOME PRIZES.

**JUNIORS (AGES 13-14-15)**

**A VARIETY OF PRIZES FOR THE PODIUM**

**THE FREESTYLE NIGHT EVENT ON SATURDAY NIGHT**

**400 EUROS IN CASH WILL BE HANDED OUT DURING A JAM SESSION TO REWARD THE TOP PERFORMERS ON THE WATERCIRCUS PLATFORM DURING THE NIGHT SHOW, WHICH IS OPEN TO ALL REGISTERED FLIPPERS OF THE SPRINGZ GAMES.**

**QUICK, GET REGISTERED!!!!**



**CRITERES  
DE NOTATION  
FREESTYLE  
CONTESTS  
WILDRUNN**



Utilisation contrôlée,  
exclusivité de l'association Wildrunn montpellier imatriculée  
890 792 286 00019.

Exploitation aux contests Global Runn, WUPT, Wilders PK Club...

Diversite, Creativite / coef 7		Maitrise / coef 4		Adaptabilite / coef 3		Fluidite / coef 3		Rythme / coef 3	
Originalite	0 /5	Execution de reception	/10	Rechap	/5	Scouplesse de reception	/5	Elan acceleration deceleration	/10
Rareté du mouvement	0 /5	Hauteur	/5	Reception chute	/10	Scouplesse d'impulsion	/5	Rythme général	/10
Diversite rotation	0 /5	Amplitude	/5	Continuite apres mauvaise reception accro/passement	/5	Connexion entre les mouvements	/10	Intensite debut/fun de line	/5
diversite surfaces	0 /5	Caractere physique du mouvement	/5	Concentration	/5	Synergie morphologique	/10	Differences de puissance dans les accros	/5
Diversite passement	0 /5	Forme de l'accro	/5	Exteriorisation	/5				
Combo Accro	0 /10	Direction	/5	Cris	/5				
Position impulsion	0 /5	Hesitation	/5	Exploitation de la zone de competition	/10				
Caractere morpho du mouvement	0 /5								
Combo Accro/PK	0 /10								

Total	*sans coef	0	55	0	40	0	45	0	30	0	30
Total	*avec coef	0	385	0	160	0	135	0	90	0	90

Score total avec coef

0 860

Score final

0/100

