

<p><u>HEAT 1 — 1:00PM</u></p> <p>Adam Bazydlo Alex Hancock Andrew Broom Andrew Scherf Anthony Diandrea Anthony Aymard Antony Pottier Arsenio Patterson Austin Loomis Baxter Edwards Becci Sotelo</p>	<p><u>HEAT 5 — 2:40PM</u></p> <p>Jon Fromm Justin Chad Anthony Kenny Scherf Koda Hult Lauric Picard Luke Naylor Mario Pacia Maxence L.Valade Michael French Michael Froemling Michael Kraft</p>
<p><u>HEAT 2 — 1:25PM</u></p> <p>BJ Remz Blake Herlache Brad Anthony Brad Magnuson Casey Goire Chad Hornish Chemi Simiyu Chino Sin Chris Couture Christian Tajudeen Chynna Weierstall</p>	<p><u>HEAT 6 // 3:05PM</u></p> <p>Pablo Porta Patrick Andersen Paul Hubbarth Phillip Gripper Randy Juarez Richard Williams Sascha Simms Scott Wells Scotty Blades Shawn Rodriguez Stephane Alfano</p>
<p><u>HEAT 3 — 1:50PM</u></p> <p>Colin Kelso Craig Parsons D LO David Walsh Derek French Diego Guilloud Eli Lindauer Eric Hallimen Eric Michael Erik Burrow Francois Richard-Krafchek</p>	<p><u>HEAT 7 // 3:30PM</u></p> <p>Steven Moll Tais Colares Taylor Popham Tim Franken Tri Tri-Rudolf Tucker Freeland Wake Schepman Yandriel Silverio Yasmany Martin Zack Pollak Zack Savage</p>
<p><u>HEAT 4 — 2:15PM</u></p> <p>Gabe Talamantes Gaby Velasquez Jake Dotson Jeff Dalnas Jeph Howard Jeremy Arnold Jeremy Townsend Jesus Gabriel Rivera Jimmy Cisz Jimmy Hake Jimmy Spetz</p>	<p><u>CHAMPIONS SESSION — 4:00PM</u></p> <p>Alex Broskow Montre Livingston Sean Kelso Billy O'Neill Julien Cudot Rory Melehan Ben Weis</p>

FORMAT

Session style contest – 10-15 competitors per heat

Competitors occupy the course at the same time

Prelims

10:00 minutes per heat – 20-30 total competitors advance to Semi-finals

Each heat begins after a competitor lineup to help judges identify participants

Champions Session

Any past champion can advance directly to Semi-finals

Semi-finals

2x 15:00 minute heats – 10-15 total competitors advance to Finals

Each heat begins after an opening trick/line from each competitor

Finals

20:00 minute heat

Heat begins after an opening trick/line from each competitor

JUDGING

When judging Prelims, a competitor's potential, based on day-of performance, can be taken into account.

When comparing competitors, those with the greatest potential to become champion should advance.

Falling will not be penalized. Attempted tricks can be awarded appropriately up until Finals.

Overall, consistency is not an important judging criteria.

Competitors that approach any crew member with hostility will be disqualified and could be removed from the park entirely.

Judging is based on the following criteria; in order of importance.

Difficulty

Difficulty applies to a stunt, line, single technical trick or any combination.

— When comparing difficulty, the deciding factor should be the overall potential danger of a trick or tricks.

Style

Style applies to both individual style and overall confidence on rollerblades.

Style is not possible without the perception of confidence on rollerblades.

Individual style stems from the ability to perform tricks in ways that are unique to the competitor.

— Confidence & individual style on difficult tricks is an unbeatable combination.

— Competitors that lack style or confidence on difficult or creative tricks should be judged accordingly.

Creativity

Creativity applies to both trick selection and obstacle choice.

— Competitors that discover new uses for obstacles are rewarded.

— On popular obstacles, trick selection is key. New or creative tricks that stand out from other competitors are rewarded.

Bitter Cold Showdown is a performance above all else.

The format is designed so competitors can feed off the energy of the crowd & each other.

This allows each participant to push themselves beyond what everyone thinks is possible.

And just like any other performance, saving the best for last is critical.

The champion will be determined by overall impression.

Performance throughout the entirety of the contest will be considered when determining final standings.

The champion will exemplify difficulty, style & creativity throughout the contest.

Ideally, the champion will have done what was thought impossible before the contest began.