

FREESTYLE CHALLENGE

Format designed by Alex Dworetzky, draft rules by Steve Goldberg

Overview:

Freestyle Challenge is similar to Request Contest in that players are asked to perform a single combo (of two distinct moves) -- however, instead of having the moves predetermined by the event staff, the players themselves come up with the combos. Each Challenge match must have a referee who determines whether or not the combos are hit (more below) and who keeps score.

Challenge is a head-to-head competition (similar to "battle" competitions in other freestyle sports). In other words, a match in Freestyle Challenge is between exactly two players.

Each player gets a "turn", just like in Circle Contest.

A turn is either a "challenge" (where the player gets one try to hit a combo of their choosing), or a "response" (where the player gets 3 tries to hit the challenge combo).

To be clear, the challenger only gets one try to hit his combo for each turn (so this is a strategic competition because the challenger must ensure he can execute his combo in one attempt).. If the challenger misses his combo, there is no point awarded and the challenge rotates to the other player.

But if the challenger hits his combo, then his opponent must duplicate his challenge. If the responder fails to successfully hit the combo (using the same rules as Request Contest), then the challenger earns a point.

The referee's job is to keep track of the order (making sure players each get their proper turns), to identify the combo hit in each challenge, to confirm whether or not the combo is hit by the responder (including keeping track of the responder's three attempts), and finally to keep score.

The first player to 5 points wins the round (this is effectively the same scoring as "HORSE", and in fact it could also be scored this way if player prefer).

There is no need to "win by two" -- the rules are quite simple: the first person to 5 points wins, regardless of how many turns he had. This implies that the first challenger has a slight advantage (but it's all in the execution -- the first player may well fail to hit his initial challenge, just like the first player to serve in net may serve "out").

The decision as to which player goes first is dependent on the format used (see below). However, in principle, the top-seeded player (when players are actually seeded) should get the advantage by being the first challenger. However, other formats (such as random seeding and round-robin play) may make that less sensible.

All challenge combos must conform to the following rules:

- the challenger must hand-catch to seal the combo
- the last two moves (regardless of add-value) before the hand-catch define the combo -- so, if a player does a run of 5 moves, for example, only the last two will count; thus, the challenger must take care to seal the second move of the combo they want to challenge with using a hand catch
- the challenger may not re-use any moves in his challenge combos -- of course, if the challenger fails to complete a combo using a move, he may use the move(s) again until he actually hits a combo using the move(s) at which point he may not use the same move(s) again in future challenge combos

All responses must conform to the following rules:

- the responder only gets three attempts, starting from initial set (or hand-toss) to hand-catch
- the responder may set the footbag into the first move based on the challenger's version of the combo (just like in Request Contest) -- in other words, a toe set is different from a clipper set, etc. (however, the side the player starts on doesn't matter, as long as the links are the same).
- the responder may do a run with 1-2 set-up moves in order to hit the combo -- however, he must not use either of the moves from the combo in his warm-up, and he must end his warm-up on the correct set (the above bullet)
- if the responder drops or hand-catches after starting his run (either warm-up moves or the combo set), this counts as one of his three attempts -- basically, any add-value move counts as an attempt regardless of whether it's considered a set, a warm-up, or the challenge combo itself.

The referee must enforce these rules (above). Most players understand this and will naturally follow these rules, but sometimes it is necessary for the referee to make a call -- the referee's call is the final call.

FORMATS:

Challenge is played "head-to-head", where two players compete against each other to reach 11 points.

As with other head-to-head competitions in footbag, competition is run in a bracket format (either single- or double-elimination).

Since the format is so simple, only one referee is needed for each match. Thus, matches may be played in parallel, as long as there are enough referees.

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1. A "challenge turn" starts with a challenge set by the challenger, and up to 3 attempts to reproduce the challenge by each player.

2. A "challenge combo" is a combo set by the challenger, and a "challenge response" is one of 3 attempts to reproduce this combo on the part of the responder(s).

3. A point is reward to each player who successfully hits a combo, whether the challenger or the responder.

4. A challenger must always use UNIQUE moves in their challenge. In other words, if a challenger hits blurry blender in one challenge combo, he cannot use it again in a subsequent challenge. This avoids allowing players with special/unique moves or move types to gain an unfair advantage over more well-rounded players by emphasizing variety of moves from challenge turn to challenge turn.

5. A referee shall enforce challenge move uniqueness, response correctness, and thus assignment and tracking of points for each player.

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