

PASDA JUDGING & SCORING PHILOSOPHY

As you watch more diving, especially by talented participants, you will observe that although several divers may do the same dive, it never looks quite the same. This is because each individual has unique mannerisms, characteristics of movement, strengths and timing – all adding up to an abstract but observable phenomenon called style. Style is difficult to assess by any standard, except whether or not you like it. This is why judging is difficult. Even though there are execution criteria that all divers must meet, evaluation remains a subjective process. No matter how well a dive is performed, artistic likes and dislikes of the judges play a large part in the outcome of any contest. For this reason there are usually differences of opinion among coaches, competitors, judges and spectators about the accuracy of results.

The most important consideration for a PASDA judge to remember is to focus on grace (smooth, well paced motion) and technique (body control, height, distance, and vertical entry) and to remain consistent within the event. If you are always the judge that is a point higher than all the other judges, fine, just stay that way throughout the event. PASDA recommends that judges be liberal with their scores toward the higher end of the scale, particularly for the youngest age group.

EVALUATING PARTS OF A DIVE

Certain parts of the dive must be analyzed and evaluated independently in order to construct an overall award. Judges only look at the elements of the dive from the start of the approach until the diver is entirely submerged. The walk up to the board, any movement under the water, and the difficulty of the dive are not considered.

Starting Position: The starting position may be standing facing the water for forward approaches, or with the diver's back to the water at the end of the springboard for backward approaches. The diver should be standing straight with the head erect, and the arms straight and steady in a position of the diver's choice.

Approach: The approach should be smooth, straight and continuous. Running approaches will have one or more steps in a forward direction, and the last step (the hurdle) must be taken from one foot. Divers may forego the hurdle and assume a standing position at the end of the board. A standing approach is initiated by an arm swing, and the diver's feet should not leave the springboard before takeoff.

Take-Off: The takeoff should be taken from the end of the springboard, show control and balance, and be bold, high and confident. The diver must leave the board from both feet simultaneously. A vertical takeoff with greater height affords greater accuracy and smoothness of movement throughout the flight.

Flight: The flight of the dive should be smooth and graceful. At no time should the dive move to the left or the right of the springboard, nor should any part of the diver touch the board. During the dive, the body shall be carried in one of the four acceptable positions:

- **Straight position:** the body is not bent at either the knees or hips, feet together, toes pointed
- **Pike position:** the body is bent at the hips only, legs straight at the knees, feet together, toes pointed
- **Tuck position:** the body is compact, bent at the knees and hips, knees and feet together, hands on the lower legs, toes pointed
- **Free position:** (for twisting dives with flips) body position is optional but recognizable, legs together, toes pointed; the twist may be performed at any time but cannot be done before leaving the board.

Entry: The entry into the water, whether it is a head-first or feet-first entry, shall be vertical or as close to vertical as possible with minimal splash. The diver's body shall be straight (no bending), the legs together, and the toes pointed. Hands should be close together, and the arms must be extended over the head and in-line with body on head-first entries. On feet-first entries the arms shall be straight and at the diver's side, unless it is a jump, in which case arms may be above the head. The dive is complete when the diver's last body part is submerged.



PASDA JUDGING & SCORING RULES

A dive is scored between zero and ten points in half point increments by each judge. Judges generally deduct from ½ to 2 points for each poorly executed element of a dive. Unless the head judge or referee declares a maximum allowed score, judges are free to score the dive as they saw it. An individual score should fall into the appropriate range for each judging category as shown here:

0.....completely incorrect	5 - 6½.....satisfactory	8½ - 9½.....very good
½ - 2.....unsatisfactory	7 - 8.....good	10.....excellent
2½ - 4 ½.....deficient		

Incorrect Dives (Maximum of 0)

- Feet enter before head on a head-first dive, or head enters before feet on a feet-first dive.
- Twist is not within 90 degrees of the announced requirement at completion of dive.
- Executes the wrong dive entirely (not just wrong position).

Unsatisfactory (Maximum of 2)

- Twisting part of dive begins before takeoff (could be considered a failed dive by referee).
- Diver makes no attempt to come out of the tuck or pike position
- Takeoff is not from both feet simultaneously (or very near it) or diver double bounces at takeoff.
- Diver's head strikes board during flight or majority of judges considered flight unsafe

Deficient (Maximum of 4½)

- Correct dive, but done in the wrong position or a poorly defined position.
- On head-first entries, one or both arms are below the head.

Satisfactory (Maximum of 6½)

- Forward (101) or back dive (201) without a takeoff (diver simply falls off the board, line-ups).

Significant Discretionary Deductions by Judges

- Dive lacks a proper starting position, approach, or takeoff.
- On standing approaches, diver's feet leave the board or diver rocks excessively before takeoff.
- Flight lacks proper mechanics, position is poorly defined, or entry is far from vertical.
- In flight, diver touches board with hands or feet, veers left or right, or travels too far from board
- Half twist dive fails to show a clear position before initiating the twist

Referee Deductions (Arms Up, Multiple Balks, Assistance) and Failed Dives

- For referee declared deductions, the judges score the dive as if there were no error, but the announcer deducts appropriate points from each judge's award at time of recording.
- **1 point deduction** for feet first entries where one or both arms are clearly above the head at completion of dive; however, there is no such deduction for jumps.
- **2 point deduction** if diver balks (restarts the approach). A two-footed hurdle is considered a balk.
- **1 point deduction** when a diver receives physical assistance on the board to initiate a dive. Physical assistance is not allowed for "A" level divers.
- **Failed Dive** (zero points) will be declared by referee when a diver balks repeatedly, takes more than a minute to initiate dive after receiving a warning, or performs incorrect dive.

Special Consideration for u6 and u8 Divers

- Up to two balks are allowed without penalty, but a third balk will result in a failed dive.
- Two-footed hurdles and one-footed takeoffs are discretionary deductions by the judges.
- Dives are scored with a 1.0 DD during dual meets and with actual DD during championship meet.
- Line-ups are judged on their own merit for u6, but as 101 or 201 that lack a takeoff for u8.

Specific Dive Scoring

- All jumps (100, 200) and line-ups (001, 002) are scored with a DD of 1.0 and position of arms on jumps may be clearly up or down at discretion of diver.
- Back and front dives with half twists (5211, 5111) are allowed but strongly discouraged for novice divers who tend to twist before leaving the board. A diver must leave the board and show correct position before initiating a twist or it may be declared a failed dive by the referee.

