



Flair20 Synthesis™ x Super Ball 2025

Routine / Double Routine / Kill the Beat

Difficulty [20%], Execution [20%], Artistry [60%]



Difficulty [10]

Difficulty measures the physical and technical demands of a performance. It rewards athletes who push the boundaries of skill through advanced moves, complex transitions, and high-risk elements.

Subcriterion	Points	Description
Complexity	4	The intrinsic difficulty of tricks and combinations. Includes advanced technical moves, intricate transitions, and high-precision variations that demand superior skill.
Risk & Innovation	3	The level of challenge attempted through risky, high-pressure moves, new creations, or daring concepts that could fail if mistimed or miscontrolled. Rewards courage and inventive difficulty.
Variety	3	Breadth across different trick families (lowers, uppers, sit-downs, transitions, alternative styles) and/or depth within a style (exploring multiple variations or combinations). Avoids repetition.

Performance Tiers

Score Range	Tier Name	Descriptor
0–2	Fundamental	Basic level difficulty, relying on safe or simple tricks. Minimal variety or ambition.
3–5	Developing	Shows moderate challenge and some variety, but relies on comfort-zone moves. Limited risk or innovation.
6–8	Advanced	High-level technical content with strong variety and some innovation. Mostly consistent integration into the routine.
9–10	Elite	Exceptional technical demand, high-risk originality, and wide variety. Every difficulty choice elevates the performance.

Judging Prompts

- “Are they pushing technical limits or playing it safe?”
- “Is the difficulty integrated, or just isolated hard tricks?”
- “Do the riskier choices pay off?”



Execution [10]

Execution measures the quality, control, and precision of a performance. It evaluates how cleanly tricks are performed, how well transitions connect, and whether the athlete maintains stability and composure throughout.

Subcriterion	Points	Description
Control	4	Stable, intentional ball control with minimal drops or miscontacts. Consistent balance, timing, and coordination under pressure.
Flow	3	Seamless linking of tricks and transitions. Rhythmic movement with no awkward pauses or breaks in momentum.
Precision	3	Accurate ball contacts, clean trajectories, and consistent technique. Every move is clearly defined.

Performance Tiers

Score Range	Tier Name	Descriptor
0–2	Fundamental	Frequent drops or loss of control. Choppy transitions and imprecise contacts.
3–5	Developing	Moderate control with some clean moments, but visible errors and uneven flow.
6–8	Advanced	Consistent control, smooth transitions, and mostly precise execution. Minor lapses only.
9–10	Elite	Near-flawless control, fluid flow, and pinpoint precision. Every movement feels intentional and effortless.

Judging Prompts

- “How well are they controlling the ball under pressure?”
- “Do the transitions feel seamless or forced?”
- “Is every move delivered with clean precision?”



[Routine] Artistry [10]

Routine Artistry is the measure of how creatively, cohesively, and expressively an athlete transforms a sequence of tricks into a complete performance. It evaluates the design, musical connection, originality, and emotional delivery of a routine, ensuring that technical skill is supported by artistic intelligence. In both single and double formats, artistry rewards intentional structure, authentic self-expression, and the ability to leave a lasting impression on the audience.

Subcriterion	Points	Description
Originality	2	The athlete's unique creative fingerprint. Signature style, innovative ideas, and avoidance of clichés.
Musicality	2	The depth of movement–music connection. Precision in beats and phrasing, with interpretation that feels part of the track.
Routine Design	4	<ul style="list-style-type: none"> • Composition – Arrangement of movements; use of stage, patterns, dynamic contrast, and cohesion. • Narrative – Theme, mood, or progression with a clear beginning, development, climax, and resolution.
Expression	2	Stage presence, personality, and emotional projection.

Performance Tiers

Score Range	Tier Name	Descriptor
0–2	Fundamental	Minimal creativity, weak structure, no real connection to music or audience.
3–5	Developing	Some strong moments but inconsistent; lacks depth or cohesion.
6–8	Advanced	Intentional, cohesive, musically engaged, expressive, with only minor lapses.
9–10	Elite	Innovative, musically rich, structurally strong, emotionally captivating; every choice feels intentional.

Judging Prompts

- “Is this unmistakably theirs?”
- “Does the structure and flow form a cohesive story?”
- “Do I feel what they’re expressing?”



[Double Routine] Artistry [10]

Subcriterion	Points	Description
Originality	2	Duo-specific creative identity. Unique partner concepts, formations, and ideas only possible in a pair.
Musicality	2	Shared musical relationship. Synchronised timing, call-and-response interplay, and joint interpretation of the soundtrack.
Routine Design	4	<ul style="list-style-type: none"> • Composition – Arrangement as a pair; formations, interaction patterns, balanced stage use, and cohesion. • Narrative – A shared theme, mood, or progression to which both athletes contribute equally.
Team Synergy	2	The chemistry factor. Precision, awareness, and seamless interaction between partners.

Performance Tiers

Score Range	Tier Name	Descriptor
0–2	Fundamental	Little coordination or creativity; poor timing and weak musical connection.
3–5	Developing	Some strong teamwork but inconsistent; gaps in cohesion and flow.
6–8	Advanced	Well-coordinated, musically engaged, cohesive, and creative; minor lapses.
9–10	Elite	Exceptional synchronisation, inventive duo ideas, flawless cohesion, and captivating chemistry.

Judging Prompts

- “Could only this pair have done this?”
- “Are they truly moving together in the music?”
- “Does the structure and interaction tell a shared, cohesive story?”
- “Do I feel the connection between the two performers?”



[Kill The Beat] Artistry [10]

Kill the Beat Artistry evaluates a freestyle football performance as a music-led creative work. It measures the originality of ideas, the depth of integration between movement and music, and the expressive presence that brings the track to life. Scoring in this category reflects the athlete's ability to present a performance that is distinctive, musically inseparable, and delivered with finesse, where every movement and choice serves the beat and enhances its impact.

Subcriterion	Points	Description
Originality	3	Fresh ideas, signature moves, and unique interpretation of the track that avoid predictable patterns.
Musicality	5	The total embodiment of the music through movement. Precision in beats and accents, awareness of phrasing and drops, and creative interpretation that makes the track more vivid for the audience.
Expression	2	The outward projection of style, presence, and confidence. Attitude that matches the track's energy and character.

Performance Tiers

Score Range	Tier Name	Descriptor
0–2	Fundamental	Basic or undeveloped artistry. Limited originality, minimal connection to the track, and weak presence.
3–5	Developing	Some creative ideas and moments of musical connection. Inconsistent timing, interpretation, or stage presence.
6–8	Advanced	Strong originality, clear musical embodiment, and confident stage presence. Consistent beat awareness with creative interpretation, though minor lapses in precision or commitment may occur.
9–10	Elite	Fully realised music-driven performance. Distinct style, flawless musicality, and presence that amplifies the track's energy.

Judging Prompts

- “Is this performance unmistakably theirs?”
- “Do they make the music visible and alive?”
- “Does their presence make the beat hit harder?”