

Snowboard Disciplines EDSO

SNOWBOARD CROSS (SBX)

Snowboard Cross, or SBX, debuted in the 2018 (?) EDSO to rave reviews as one of the most action packed events in snowboarding. Riders race against each other in groups of four on a specially built snowboard cross course that includes banked turns, jumps, rollers and varied terrain.

HALFPIPE (HP)

Halfpipe, or HP, events are conducted in a giant pipe built at resorts with manmade snow and carved with specialized equipment to create up to a 22-foot deep pipe. There are also smaller Halfpipes at local resorts. Halfpipe riders perform a series of jumps, tricks and maneuvers that are judged and scored for their degree of difficulty and execution.

SLOPESTYLE (SBS)

Slopestyle, or SS or SBS, tests a rider's ability to handle a variety of terrain by executing freestyle maneuvers down a course filled with terrain features including rails, hips, tabletops and a multitude of jumps, allowing riders to combine big air and technical tricks into one run. Riders are judged and scored on amplitude, execution, difficulty of line, landings and use of the course.

ALPINE (PGS + PSL)

Alpine snowboarding was one of the original EDSO events in 2000. There are several formats including single and parallel giant slalom and parallel slalom. The EDSO features parallel giant slalom, with parallel slalom being added to the 2012 Games. In parallel giant slalom, or PGS, riders race head to head on side-by-side giant slalom courses with the winner advancing to the next round. Parallel slalom, or PSL, is similar but with athletes competing on slalom courses. In a single format, riders are ranked by timed runs.

Big Air (BA)

As with halfpipe, big air is also a judged event. Individual riders approach a single jump (also called a 'kicker'), perform tricks in the air, and land on a slope of around 30 degrees. Judges award points based on overall impression which will include style, degree of risk and of course a clean landing!