

World Pizza Games®

Rules for Freestyle Acrobatic Dough Tossing – Masters Division

1. Only (five) 5 competitors will be allowed. Pre-registration for International Pizza Expo® is required. World Pizza Games® entries will be accepted on-site at the show.
2. Registration fee is \$100 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. Competitors will perform a two- to five-minute acrobatic dough tossing routine set to music they provide. Winner will be selected by highest score.
6. Competitors will be given ten (10) 8-ounce dough balls. Two dough balls will be formed together to make one dough, giving each competitor five (5) doughs. This dough will be kept in refrigeration until start of competition. If they choose, competitors are permitted to bring their own dough instead to use in this competition, with no limits on the size or number of dough balls allowed. Refrigeration will be provided for this dough as well; however, Pizza Expo makes no guarantees regarding the safety of your dough.
7. A single S/S table and flour will be provided for competitor use on the stage.
8. Each competitor will have approximately five (5) minutes to prepare his dough. At least one (1) “on-deck” station will be provided to allow for the next competitor(s) to prepare for their routine.
9. Rolling pins will be provided. Competitors are allowed to bring their own.
10. Water bottles used to wet down dough are allowed.
11. Competitors must present a music CD labeled with their name and the track number to be played to the audio technician before competition starts.
12. Each competitor’s performance will be judged by a panel of impartial judges who have backgrounds in the pizza industry.
13. Competitors will be judged on a 10-point scale using the following five (5) areas:
 - **Dexterity:** How skillfully is the dough handled? How often is it dropped? Does the competitor have total control of the dough? Does it go where he wants it to go?
 - **Difficulty Level:** Are the tricks performed hard or are they easy? Can the competitor handle more than one dough at a time? Does he actually let go of the dough? How often does he look at the dough? Are blindfolds used?
 - **Synchronization:** How well does the speed of the music match the speed of the competitor’s throwing?
 - **Variety:** Does the competitor do lots of different tricks or is he doing the same ones over and over?
 - **Creativity/Entertainment Value:** How entertaining was the routine? Are dramatic elements or themes worked into the routine while the dough is being thrown?
14. The judges also will consider the following points when judging:
 - The dough needs to be continuously spinning.
 - Transition from trick to trick needs to be seamless.
 - Juggling and crowd reactions will not influence the judging.

15. In the event of any unforeseen incident, the panel of judges will consult official rules and organizers for advice, then hold a vote on how to deal with the issue. Judges' majority decisions are final.
16. No preliminaries or trials will be held for the Masters Division. All competitors will compete at the finals and 1st, 2nd and 3rd place awards will be given. First place will win \$1,000.
17. Judges scores are final. However, in the event of an obvious unfair score, the remaining judges may, by majority vote, disallow a single score and replace it with one that is an average of the remaining scores.
18. Winners in previous years of the World Pizza Games Freestyle Acrobatic competition or winners of other international and national acrobatic dough-throwing competitions may be eligible for the Masters Division of the Freestyle Acrobatic Dough Tossing. Qualifying for the Masters Division may make you ineligible to compete in the Freestyle Acrobatic Dough Tossing – First Division. If you feel that you may fit in this category, please consult with the event organizers before entering the competition. Complete eligibility, qualification and ranking factors for division placement can be obtained by contacting the event organizers; however, placement of competitors will at all times remain at the organizers' discretion.
19. Show/event management is not responsible for typographical errors or omissions in these rules.

World Pizza Games®

Rules for Freestyle Acrobatic Dough Tossing – First Division

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required. World Pizza Games® entries will be accepted on-site at the show.
2. Registration fee is \$50 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. Competitors will perform a two- to five-minute acrobatic dough tossing routine set to music they provide. Winner will be selected by highest score.
6. Competitors will be given ten (10) 8-ounce dough balls. Two dough balls will be formed together to make one dough, giving each competitor five (5) doughs. This dough will be kept in refrigeration until start of competition. If they choose, competitors are permitted to bring their own dough instead to use in this competition, with no limits on the size or number of dough balls allowed. Refrigeration will be provided for this dough as well; however, Pizza Expo makes no guarantees regarding the safety of your dough.
7. A single S/S table and flour will be provided for competitor use on the stage.
8. Each competitor will have approximately five (5) minutes to prepare his dough. At least one (1) “on-deck” station will be provided to allow for the next competitor(s) to prepare for their routine.
9. Rolling pins will be provided. Competitors are allowed to bring their own.
10. Water bottles used to wet down dough are allowed.
11. Competitors must present a music CD labeled with their name and the track number to be played to the audio technician before competition starts.
12. Each competitor’s performance will be judged by a panel of impartial judges who have backgrounds in the pizza industry.
13. Competitors will be judged on a 10-point scale using the following five (5) areas:
 - **Dexterity:** How skillfully is the dough handled? How often is it dropped? Does the competitor have total control of the dough? Does it go where he wants it to go?
 - **Difficulty Level:** Are the tricks performed hard or are they easy? Can the competitor handle more than one dough at a time? Does he actually let go of the dough? How often does he look at the dough? Are blindfolds used?
 - **Synchronization:** How well does the speed of the music match the speed of the competitor’s throwing?
 - **Variety:** Does the competitor do lots of different tricks or is he doing the same ones over and over?
 - **Creativity/Entertainment Value:** How entertaining was the routine? Are dramatic elements or themes worked into the routine while the dough is being thrown?
14. The judges also will consider the following points when judging:
 - The dough needs to be continuously spinning.
 - Transition from trick to trick needs to be seamless.
 - Juggling and crowd reactions will not influence the judging.

15. In the event of any unforeseen incident, the panel of judges will consult official rules and organizers for advice, then hold a vote on how to deal with the issue. Judges' majority decisions are final.
16. The top three (3) winners will then move on to the final round. 1st, 2nd and 3rd place awards will be given. The 1st place winner will also have the option of then participating in the Freestyle Acrobatics - Masters Division.
17. 1st, 2nd, and 3rd places shall be awarded based on highest score. First place will win \$1,000.
18. Judges scores are final. However, in the event of an obvious unfair score, the remaining judges may, by majority vote, disallow a single score and replace it with one that is an average of the remaining scores.
19. Previous years winners of the World Pizza Games Freestyle Acrobatic competition or winners of other international and national acrobatic dough-throwing competitions may be eligible for the Masters Division of the Freestyle Acrobatic Dough Tossing. Qualifying for the Masters Division may make you ineligible to compete in the Freestyle Acrobatic Dough Tossing – First Division. If you feel that you may fit in this category, please consult with the event organizers before entering the competition. Complete eligibility, qualification and ranking factors for division placement can be obtained by contacting the event organizers; however, placement of competitors will at all times remain at the organizers' discretion.
20. Show/event management is not responsible for typographical errors or omissions in these rules.

World Pizza Games® Rules for Fastest Dough

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required. World Pizza Games® entries will be accepted on-site at the show.
2. Registration fee is \$50 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. Dough balls will be 10 ounces in weight.
6. 12-inch pizza screens will be used.
7. The goal of this competition is to see who can toss out five (5) doughs to cover five (5) pizza screens in the shortest amount of time.
8. Tables and screens will be cleaned of excess flour between competitors.
9. Judges will place five (5) dough balls in a pile of flour on the competition table. Competitors may arrange flour and screens however they wish on the table, but may not touch or dust any of the dough balls.
10. Dough balls are not to be touched by the competitor until the contest begins.
11. If the competitor feels that one of the dough balls is damaged he may request a new one. If the judges concur that the dough ball is damaged they will replace it. A maximum of one dough ball may be replaced.
12. The competitor will signal to the judge when ready, and the judge will count down “3 – 2 – 1 – GO.” Judge will start stopwatch on “GO.” In the event of a misstart, the competitor may be disqualified. In the event of a malfunction of the stopwatch, the judge will immediately stop the competition; the table will be reset with fresh dough balls and the contest will start again.
13. Contestant may use only hands to toss out dough ball.
14. Each dough must completely cover each screen, with no metal showing. While the first doughs may initially cover the screen, they may shrink back as time progresses. These doughs must be repaired to fully cover the screen. Any holes larger than the eraser of a #2 pencil must be repaired. Clock will continue to run until holes are repaired and all of screen is covered on every dough. There will be no “fix-it time.” Judges will point out repairs on the fly.
15. Judges will stop the clock once all doughs properly cover the screens and all holes have been properly repaired.
16. Times will be measured to the hundredth of a second.
17. Competitors will be shown their individual times, but all other scores will be kept confidential until the end of the event.
18. Those with the top five (5) times will then move on to the final round. From the final round the 1st, 2nd and 3rd place winners will be selected.
19. Any disputes or concerns about the results or the way the competition was judged, or any concerns over the condition of the dough, will be taken before the judges. If by a majority vote, the judges rule in favor of the contestant, the contestant may be granted a “do-over” or some similar action. The judges’ decision is final and may not be disputed. Any competitor who becomes belligerent or violent will be disqualified and removed from the area.

20. 1st, 2nd and 3rd places shall be awarded based on highest score. First place will win \$1,000.

21. In the event of any unforeseen incident, the judges will consult official rules and organizers for advice, then hold a vote on how to deal with the issue. Judges' majority decisions are final.

22. Competitors who have pre-qualified for the finals at a prior event have the option of doing a "practice" run during the World Pizza Games® Trials. Please inform event organizers before the trials begin if you are interested in having a "practice" run.

23. Show/event management is not responsible for typographical errors or omissions in these rules.

World Pizza Games®

Rules for Largest Stretch

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required. World Pizza Games® entries will be accepted on-site at the show.
2. Registration fee is \$50 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. The goal of this contest is to see who can toss out the largest dough in five (5) minutes. The largest measurement wins.
6. Dough balls will be 18 ounces in weight.
7. Competitors will be given five (5) minutes to attempt to toss out their dough to the largest size possible.
8. Judges will count down “3 – 2 – 1 – GO.” Judge will start stopwatch on “GO.” In the event of a misstart, the competitor may be disqualified.
9. Organizers will place one (1) dough ball for each competitor in the pile of flour on the competitor’s table. Judges and competitors are not to dust the top of the dough ball with flour.
10. Dough balls are not to be touched by the competitor until the contest begins.
11. If the competitor feels that the dough ball is damaged he may request a new one. If the judges concur that the dough ball is damaged they will replace it. A maximum of one dough ball may be replaced.
12. In the event of a malfunction of the stopwatch, the judge will immediately stop the competition. Table will be reset with a fresh dough ball and the contest will start again.
13. Contestants may use hands and elbows to toss out dough ball. They may NOT use legs, feet or head.
14. Contestants may work dough on the table or in the air as they see fit; however, dough may not be placed onto the floor before 4:40 minutes have passed. Once it is on the floor the competitor is free to stretch and anchor the dough as he sees fit. (The “Lick & Stick” method is prohibited, however.) Contestants are permitted to pick the dough off the floor and work it again in the air or on the table.
15. By the end of the five (5) minutes the dough must be placed on the floor in the designated area so it can be measured. Contestants must not place dough on floor until at least 4:40 minutes have passed.
16. Any hole larger than a U.S. dime must be repaired before the allotted time is up. Any holes larger than a dime will result in disqualification. In the event that a hole is of an odd shape and cannot readily be determined to be larger than a dime, the panel of judges will cast a vote and their majority decision will be final.
17. Judge will count time in 30-second intervals (30, 1, 1:30, 2, 2:30, etc.) until 4:50 is reached, when they will count down from 10 to 0. At (five) 5 minutes the judge will announce “Stop!” and the competitor must immediately raise hands into the air and back away from the dough. If the competitor fails to stop working with the dough, he may be subject to disqualification.
18. Dough must be in a predominantly round/oval shape. Squares, rectangles, stars or similar shapes are not allowed and will be disqualified.

19. A judge and an assistant will take two measurements of the dough. They will use a measuring stick or tape measure to first find the widest point of the dough; this measuring device will be left in place. This will serve as measurement one. The judges will then find its midpoint and take a perpendicular measurement across from that midpoint to find measurement number two. These two measurements will be averaged and this will be the final score.
20. Measurements will be shown to the competitor who scores them, but all other scores will be kept confidential until the end of the event.
21. The top five (5) sizes will then move on to the final round. From the final round the 1st, 2nd and 3rd place winners will be selected.
22. Any disputes or concerns about the results or the way the contest was judged, or any concerns over the condition of the dough, will be taken before the judges. If by a majority vote the judges rule in favor of the contestant, the contestant may be granted a “do-over” or some similar action. A judges’ vote is final and may not be disputed further. Any competitor who becomes belligerent or violent will be disqualified and removed from the area.
23. 1st , 2nd and 3rd places shall be awarded based on highest score. First place will win \$1,000.
24. In the event of any unforeseen incident, the panel of judges will consult official rules and organizers for advice, then hold a vote on how to deal with the issue. Judges’ majority decisions are final.
25. Competitors who have pre-qualified for the finals at a prior event have the option of doing a “practice” run during the World Pizza Games Trials. Please inform event organizers before the trials begin if you are interested in having a “practice” run.
26. Show/event management is not responsible for typographical errors or omissions in these rules.

World Pizza Games®

Rules for Pizza Box Folding

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required. World Pizza Games® entries will be accepted on-site at the show.
2. Registration fee is \$50 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. Goal is to completely and properly fold five (5) 12-inch pizza boxes as fast as possible.
6. Boxes will be placed on competition table with outside of box face down.
7. Competitors may not touch the boxes until the competition starts.
8. Any boxes that fall on the floor must be picked up and placed on the table.
9. The competitor will signal to the judge when he is ready, and the judge will count down “3-2-1-GO.” Judge will start stopwatch on “GO.” In the event of a misstart the competitor may be disqualified. In the event of a malfunction of the stopwatch the judge will immediately stop the competition. The table will be reset with fresh boxes and the contest will start again.
10. Times will be recorded down to the hundredth of a second.
11. The top five (5) times will then move on to the final round. From the final round the 1st, 2nd and 3rd place winners will be selected.
12. Any disputes or concerns about the results or the way the competition was judged, or any concerns over the condition of the boxes, will be taken before the judges. If by a majority vote the judges rule in favor of the contestant, the contestant may be granted a “do-over” or some similar action. The judges’ vote is final and may not be disputed. Any competitor who becomes belligerent or violent will be disqualified and removed from the area.
13. 1st , 2nd and 3rd places shall be awarded based on highest score. First place will win \$1,000.
14. Competitors who have pre-qualified for the finals at a prior event have the option of doing a “practice” run during the World Pizza Games Trials. Please inform event organizers before the trials begin if you are interested in having a “practice” run.
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World Pizza Games®

Rules for Longest Dough Spin

1. Up to 30 competitors will be allowed. Pre-registration for International Pizza Expo® is required. World Pizza Games® entries will be accepted on-site at the show.
2. Registration fee is \$50 per event.
3. Competitors must be 18 years of age or older.
4. Competitors must currently work in, own a restaurant that makes pizza or be involved somehow in the pizza industry.
5. Goal is to spin an 18-ounce dough over your head, using one hand in a traditional pizza-throwing stance, for as long as possible.
6. The 18-ounce dough will be rolled out to a 14-inch round shape for the competitor.
7. Organizers will place one (1) dough for each competitor on the competitor's table.
8. Dough is not to be touched by the competitor until the contest begins.
9. The competitor will signal to the judge when ready and the judge will count down "3-2-1-GO." Judge will start stopwatch on "GO." In the event of a misstart the competitor may be disqualified. In the event of a malfunction of the stopwatch the judge will immediately stop the competition. Table will be reset with fresh dough and the contest will start again.
10. Competitors may use one or two hands to initially throw the dough into the air, but may only use one hand after the initial throw.
11. After the initial throw, competitor must use the same hand for the duration of the spinning and may not switch to the other hand.
12. Dough must stay above the competitor's head and continually spin.
13. Time will stop once the dough falls below head level, is dropped, becomes unmanageable, becomes "un-spinnable" or stops spinning.
14. Time will be recorded down to the hundredth of a second.
15. The top five (5) times will then move on to the final round. From the final round, the 1st, 2nd and 3rd place winners will be selected.
16. Any disputes or concerns about the results or the way the competition was judged, or any concerns over the condition of the dough, will be taken before the judges. If by a majority vote the judges rule in favor of the contestant, the contestant may be granted a "do-over" or some similar action. The judges' vote is final and may not be disputed. Any competitor who becomes belligerent or violent will be disqualified and removed from the area.
17. 1st, 2nd and 3rd places shall be awarded based on highest score. First place will win \$1,000.
18. Competitors who have pre-qualified for the finals at a prior event have the option of doing a "practice" run during the World Pizza Games Trials. Please inform event organizers before the trials begin if you are interested in having a "practice" run.
19. Show/event management is not responsible for typographical errors or omissions in these rules.