

2001



american wakeboard association

RULEBOOK

WAKEBOARD RULES

TOURNAMENT CLASSIFICATION REQUIREMENTS

Requirements	Fun Tournament Class "WF"	Regular Local Class "W"	Record Capability or Cash Prize (Class "RC")
Safety	Safety Coordinator **	Safety Director **	Safety Director **
Driver	Trained Driver **	Trained Driver **	Trained Driver **
Chief Judge	No Requirement *	Rated Wakeboard Judge	Rated Wakeboard Judge
Event Judges	1 Judge (no rating required)	1 Rated Wakeboard Judge **	3 Rated Wakeboard Judges **
Scorer	1 Scorer (no rating required)	1 Scorer (no rating required)	1 Scorer (no rating required)
Appointed Officials	No Requirements	Chief Judge	3 Event Judges **

* At Fun Tournaments, the Safety Official is ultimately in charge of the event. He/she may appoint an individual as Chief Judge for the event. However, all decisions regarding safety are the responsibility of the Safety Official.

** The Chief Judge may also serve as Event Judge. The Safety Director and Trained Driver may be the same person.

RULE 1-GENERAL

1:01 Application: Whenever the masculine is used, the same shall be construed as meaning the feminine where the context so requires.

1:02 Classification: Classifications of tournaments will be:

Class WF - Fun tournaments where no specific set of competition rules are required.
However, all wakeboard safety rules shall apply.

Class W - Standard wakeboard tournaments

Class RC - Record Capability where records may be set and cash prizes may be offered.

1:03 Sponsors : All tournaments shall have at least one USA Water Ski affiliated club as one of the sponsors.

1:04 Interpretation: Questions of interpretation of the rules shall be referred to the Chief Judge of the competition. The interpretation will be made by a majority vote of the appointed judges, and the Chief Judge shall make a report to the Wakeboard Committee Chairman

Class
W & RC
Only

concerning the question. All such decisions shall include consideration of spectator appeal.

1:05 Rule Change Authorization: Rule changes may be authorized for a particular tournament as follows:

Class
W & RC
Only

(a) At the request of the Wakeboard Committee, for the purpose of trying out new provisions under consideration by the committee and with the approval of a majority of the Appointed Judges for the tournament; or

(b) At the request of the sponsoring affiliated club, and with the approval of a majority of the Appointed Judges, to conform with unusual situations, provided that such request shall be presented to the Chairman of the Rules Committee at least three weeks in advance of the tournament date; and he shall give his decision within one week ; or

(c) At the request of the sponsoring affiliated club for purpose experimentation, promotion of spectator appeal, or other reasons; provided that such requests be presented with the requests for sanction, and in any event no later than six weeks in advance of the tournament, to the Wakeboard Committee which shall approve, amend or deny the request.

1:06 Equipment: Only wakeboards should be used in competitive wakeboard events. All Wakeboards must float. The wakeboarders bindings should be oriented in a sideways stance position. Contestants shall provide their own ropes and handles. All tow ropes used in competition must be non-stretch material and must have the approval of both the safety and chief judge.

1:07 Unsportsmanlike Conduct: Any conduct unbecoming the wakeboard way of life that can cause danger to anyone on the tournament site, whether involved in the contest or not. Any conduct unbecoming a wakeboarder, causing damage to the site and possibly delaying the contest. Any profanity used by a wakeboarder that could disrupt the atmosphere of the contest for attendees and/or spectators. Any and all infractions can be punishable by disqualification of competitors involved. In the event that the disruptions are created by non-competing persons, the tournament coordinator has the right to ban these persons from the site. All disqualifications must be handled through the tournament coordinator and officials of the event.

1:08 Communications: Two way radios are recommended for use among boat, scorer and dock starter for communication.

RULE 2-SAFETY

2:01 Wakeboards must be safe. There must be no unnecessary sharp or abrasive (to the touch) parts or other attachments to the wakeboard which would, in the Safety Director's opinion, possibly inflict injury to the rider should he come in contact with the wakeboard in a fall.

2:02 Personal Protective Equipment

(a) Flotation devices shall be of non-inflatable design, meeting the following specification:

- (1) They must be of a smooth, soft material not likely to cause injury in a fall.
- (2) They must be fastened in such a manner that they are unlikely to be torn loose, so as to render them useless in a hard fall.
- (3) They must float the rider.

(4) They must be constructed so as to provide adequate protection from impact damage to the ribs and internal organs. (A life belt shall not be considered adequate protection in this respect.)

(b) All contestants must wear a U.S. Coast Guard-approved Type III PFD. At the rider's own personal risk, he may wear a neoprene, nylon (or similar material) covered suit or vest specially designed by a manufacturer for that purpose. In every instance it must be capable of floating the rider.

2:03 Safety Boat: At least one (two are recommended) safety boat shall be used during all events unless a majority of the Appointed Judges and the Safety Official agree that they are not necessary, in which case safety people will be positioned on the shore.

2:04 Safety Personnel: The safety boat rider and shore swimmer(s) shall wear U.S. Coast Guard approved Personal Flotation Devices which are fastened at all times.

2:05 Safety Director's Report and Checklist: For the Chief Judge to receive credit for the tournament, the Safety Director's Report and Safety Director's Checklist must be completed, signed and returned with the Master Score book, even if no injuries occurred.

2:06 Drivers: No driver of a towboat or safety boat shall pick up a wakeboard, rider or rope from the water with the ignition on.

2:07 Smoking: Smoking is not allowed at any time in an official tournament boat (either towboats or safety boats).

2:08 Towboat: Additional weight may be added to the towboat as long as the weight (including towboat's occupants) does not exceed the limits specified on the towboat's maximum occupancy plate.

2:09 Towing Pylon/Attachment: Towing attachments other than those supplied as standard equipment by the towboat manufacturer may not be used.

RULE 3-TOURNAMENT EVENTS, ENTRY, REGISTRATION

3:01 Qualifications: All competitors in a AWA-sanctioned event must be members of the AWA /USA Water Ski. Prior to competing, a competitor must sign a participation contract and understand the nature of the sport and its special risks, particularly in the format. Prior to competing, the competitor must submit the required forms (bio, health and PR questionnaire). It is the responsibility of the competitor to register with the event-designated person and show proof of membership, qualifications and AWA insurance before riding. Competitors will disclose to the event organizer any special medical conditions, including but not limited to, injuries past or present or other pre-existing medical conditions.

3:02 Schedule of Events: A schedule showing the order of the events and divisions, the dates on which they will occur, and the starting hour for competition shall be published and made available upon request no later than two weeks prior to the start of the tournament. A schedule of starting times for individual events, if shown, shall be for the guidance of the contestants only, and any deviation there from shall not constitute a change.

3:03 Registration: All contestants must register for the tournament either in person, by mail or fax or through a representative, providing all required proof of qualification and paying the entry fee. In all cases, registration must occur within the allowable hours as listed on the tournament announcement or at registration. No contestant may complete his registration later than one hour before the event is expected to begin.
In the event registration is done by mail or fax, the contestant assumes all responsibility for assuring that all proof of qualification and entry fees have been recorded by the registrar.

RULE 4-DIVISIONS OF COMPETITION

4:01 Amateur and Professional Status: There shall be no distinction between amateurs and professionals.

4:02 Divisions: (a) Competition for the events shall be separated into the following divisions as determined by the age of the contestant, with the exception of the pro and open division. The contestant's age at 12:00 am on January 1 of the current year shall determine the division for the entire boarding year.

Jr. Boys	Ages 9 and under
Boys	Ages 10-13
Jr. Men	Ages 14-18
Men I	Ages 19-24
Men II	Ages 25-29
Masters	Ages 30-39
Veterans	Ages 40 and over
Girls	Ages 13 and under
Jr. Women	Ages 14-18
Women	Ages 19 and over
Pro	Any age
Open	Any age

(b) At the option of the sponsoring affiliated club, one or more of the age divisions listed may be consolidated and / or into two or more groups. These groups may be divided according to ability levels. Changes shall be noted in the tournament announcement.

(c) All divisions are considered amateur age group competitions. Only the pro division may pay cash prizes.

(d) Professional Ranking--Competitors who were ranked in the top 20 in the men's division or top 10 in women's division will retain their professional ranking for the following year. Amateur competitors acquire professional ranking by competing and accepting prize money in any professional tournament. Once pro status is achieved, the rider can only compete in the pro division of any contest for that season.

To receive pro division ranking, competitors must either:

- Be ranked as a pro from the previous competitive season as defined above.
- Compete in the pro division at a Pro Tour Stop, U.S. Masters, a Triple Crown event, the X-Games or other National/International wakeboard tournaments during the competitive year and qualify for the semifinal of that event.
- Receive prize money from any professional tournament.

(e) Open Division--The open division is intended for competitors who exceed the talent level of their respective age bracket. It is also intended for the competitors who compete on the Pro Tour or any pro contest but did not advance to the semifinals in any pro contest during the year.

(f) Riders can only compete in one division per competition.

4:03 Scheduled Divisions: A scheduled division event shall be held as long as one contestant is entered.

RULE 5-COMPETITION FORMAT

5:01 Format: Riders will perform a subjectively judged free-riding routine. Contestants may perform any maneuvers they choose in any order they wish. The boat will travel in a straight path in both directions of the course for two passes. In the second round of competition, the rider will receive a double-up at the end of the second pass in the direction of their choice. The double-up maneuver is NOT included in the first round of competition. There will be no predetermined point values for any tricks and attack sheets are not required. Riders will be judged on the difficulty and proficiency of the moves performed (Execution), how big the moves are (intensity), the variety of moves performed, their technical difficulty and on the creativity and fluidity of the routine (Composition).

(a) Each contestant shall be judged on one individual routine. The rider will be allowed to continue after one fall. The judging of this routine begins when the rider enters the course for each pass and ends when the rider completes his double-up maneuver OR falls for the second time. In the first round of competition, the routine ends when the rider exits the course after the second pass. Riders are encouraged to perform at least five big moves per pass. There is no minimum or maximum number of tricks required; however, riders should concentrate on quality, not quantity. For example, it is better to perform 10 big moves than 14 small moves. Contestants are encouraged to demonstrate the range and limits of their abilities. These abilities should include, but are not limited to; performing a variety of moves, taking each move to its limit, hitting the double-up, using the terrain in the course (if applicable) and showing creativity and fluidity in the routine. Every move the rider performs will be evaluated in the scoring of the routine. Each contestant will be judged on the three subjective style categories ONLY (Execution-Intensity-Composition) to arrive at a single combined score of 0-100. See Rule 8 for the scoring formula.

(b) The course shall be between approximately 1,200 to 1,500 feet long. It will be marked at either end of the lake by beginning and ending buoys. Contestants will be notified at each event where these buoys will be located. The rider will leave the starting dock and head toward one end of the lake. The boat will turn around and re-enter the course. At the end of the first pass, the boat will turn immediately after it passes the end course buoy to turn around and re-enter the course. At the end of the second pass, the boat will turn immediately after the end course buoy to set up for a right- or left-handed double-up which was chosen by the rider before leaving the dock.

(c) There will be no rerides granted for less than perfect double-up patterns or perceived speed variations of the boat. Rerides may be granted at the sole discretion of the chief judge for equipment failure within the boat or due to gross driver error.

(d) It is the sole responsibility of the rider to communicate to the driver before leaving the dock which direction to turn for the double-up, where to proceed through the course

and to verify the proper speed of the boat. There will be no rerides due to miscommunication. Communication is the key to having a good session.

(e) A rider may have one out-of-course fall only before the start of his first pass. This will count as one out-of-course fall.

(f) Each rider may also have one handle throw before the start of his first pass. This will count as one out-of-course fall.

(g) In the event of a double-up given in the wrong direction, the rider must wave off the double-up and not attempt any maneuver. If any maneuver is attempted off a wrong double-up, the rider has accepted that as his double-up. If a rider waves off the double-up and doesn't attempt anything off of the double-up, the boat will travel back down the course, turn around and go back to complete the correct double-up. There will be no reride for turbulent water created by this action.

(h) A rider can have a maximum of two falls during a routine. Should a first fall occur, the driver will be directed to pick up the rider as quickly as possible. The rider will not be picked up after his second fall or after a fall that occurs beyond the 3/4 point of the second pass. The point after which a rider will not be picked up will be clearly marked with two buoys.

(i) Riders are encouraged to perform at least FIVE tricks per pass and should try for fives move if possible. Riders should not repeat any maneuvers. The emphasis is on quality, not quantity. The goal is to perform as wide a variety of moves as possible and to take each move to its limit while making the entire routine flow.

(j) Riders may perform new maneuvers at any time during the routine. This format is an opportunity to introduce and perform in competition new maneuvers as soon as riders can land them. Take advantage of this opportunity.

RULE 6-COMPETITION RULES

6:01 Boat Speed/Rider Preparedness: Riders must inform the driver of the speed he desires. It is the riders responsibility to make this clear. The same rule applies when referring to what height and length the rope should be attached, when applicable. Any rider who fails to be on immediate hand and in condition to ride when it is his turn in the running order and the boat is ready for the rider will be disqualified. However, the dock official may grant up to one additional minute of time for emergencies developing or discovered just prior to the contestant's turn to ride (example: ripped binding, etc.) A rope with knots also falls into this category. It is the rider's responsibility to have a rope without knots.

6:02 Safety Equipment: All contestants must wear a Coast Guard-approved life vest or vest that will absolutely float a contestant who is unconscious. The "wetsuit vest" must have a locking device in addition to the zipper closure.

6:03 Communication to the Boat: Communication by the rider to the boat shall be only through the boat judge. The rider shall use the standardized Tour signal and not cause the boat to stop, if possible. Deliberate use of delaying tactics will be considered unsportsmanlike conduct and will subject the rider to fines or disqualification. The following signals apply in addition to well-known riding signals. Use in combination as applicable.

1. Thumb(s) up means go faster
2. Thumb(s) down means go slower
3. Pointing at an item of equipment means a problem with it
4. Pointing back toward object means debris in water
5. Raising hand overhead means request for a reride
6. Fallen rider must signal to tow boat and safety team that he is OK and/or injured

6:04 Equipment Failure: For any equipment failure, the rider has three minutes if he is in the pro division and five minutes if in the amateur division to repair the equipment. The Chief Judge will have the final say as to whether the equipment has failed. Equipment can either be repaired on the boat or at the dock if needed. Time starts either when the rider gets on the back of the boat for an on-boat repair or when the rider steps on the dock for a dock repair. The rider must be in his bindings on the boat before the time elapses or his ride is over. A rider can wave off his run if he throws the handle before he enters the course before the first pass only if there is a problem, such as the rope being on the wrong ring, without penalty.

6:05 Wakeboard Course: The course shall be approximately 1,200 to 1,500 feet in length (similar to 24 mph for 28-30 seconds from beginning gate to ending gate). It will be marked at either end of the lake by beginning and ending buoys. There will also be a buoy marking 3/4 of the course for the second pass, where the rider will no longer get picked up to continue his run.

6:06 Identical Riding Conditions: Since wakeboarding is an outdoor sport and since the tour is designed to appeal to an audience as well as provide a competition, time-consuming measures to assure identical and/or ideal riding conditions will be at the sole discretion of the Chief Judge and/or tour management. Protests or reride requests will not be allowed if they are based on variations in conditions.

6:07 Severe Weather/Rough Water Conditions: In the case of less than desirable water or weather conditions where the contest must continue, a "Severe Weather/Rough Water" provision may be applied to that round of that event. Decisions regarding "Severe Weather" shall be the responsibility of a committee composed of the Chief Judge, event management and only the affected competitors. However, the event management reserves the right to make the final decision. The "Severe Weather" provision applies not only to rough water but to any weather and water conditions that make riding significantly more difficult or may seriously affect performances. The "Severe Weather" committee shall determine any modifications to the riding specifications that may be needed in the interest of safety and providing a fair and attractive event. Such modifications may include, but are not limited to, changes in boat speed, boat pattern, course length and format. Once a round of an event has been so designed and riding has started, the "Severe Weather" designation

shall apply to all competitors in that round even though conditions may improve. Ranking List Points are unchanged under "Severe Weather" rules.

6:08 Running order: Wakeboarding uses heat formats. In qualifying rounds positions are determined by the competitor's seeding numbering, which is determined by the applicable Ranking List. For those competitors who have not been issued a seeding number by the Ranking List (meaning unranked), their seedings will come from the previous contest or other applicable contest in reverse running order of the competitor's finish.

Quarterfinals seedings are determined by that same Ranking List and those who moved in from the qualifying round. Those who moved in will be seeded in reverse order of their finish in the qualifying round.

Semifinals seedings are determined by position finish in the previous round. If both had the same identical final position in previous round, they would go back to the round before that and the round before that before going to original seeding by applicable Ranking List. (For example, if rider A and rider B both finish first in their heats in the semifinals and they had to determine who was the top seed in the finals, they would go the quarterfinals finish; if both A and B finished first there also, they would go back to previous Ranking List).

Finals seedings are determined by position finish in previous round. The same format would be used in the above case if positional ties occur.

6:09 Seeding Formula: Seeding will be match up using the following formula:

For 16 competitors

Heat 1: Seeds 2,3,6,7,10,11,14,15 (running order reverses seeds so highest seeds go last)

Heat 2: Seeds 1,4,5,8,9,12,13,16 (running order same as above)

For 20 competitors

Heat 1: Seeds 2,3,6,7,10,11,14,15,18,19

Heat 2: Seeds 1,4,5,8,9,12,13,16,17,20

Other numbers of competitors are determined with the same format.

RULE 7-WAKE SKATE FORMAT

7:01 Wake skating: Riders who ride without the assistance of bindings, toe straps, etc. A rider may ride any wakeboard with a traction surface or a wakeboard with no traction surface but with some form of shoes not attached to the board in any way.

(a) The course in wake skate is the same course as a free ride. (Refer to wakeboard course).

(b) The rider in the wake skate division shall be allowed four falls in his run. On the fourth fall the rider will not be picked up and the run is over. In the event that the rider is past the 3/4 buoy regardless of the number of falls, the rider will not be picked up for continuation.

(c) Judging for wake skate will be the same as the judging criteria for free ride (refer to competition scoring).

(d) It is the discretion of the competition producer and/or number of wake skate entries whether wake skate competitors will be split into age divisions or as one class of riders. Note: wake skaters will be their own division/divisions.

(e) Double -ups are an option of the event coordinator in the e wake skate division.

RULE 8-COMPETITION SCORING

8:01 Scoring Criteria: Riders will be judged on the difficulty and proficiency of the moves executed, how big they are going, variety of moves performed and on the creativity and fluidity of the routine. A maximum of 100 points can be earned for the routine. The judges will score the contestants in each of the following three categories:

33.3 Points--Execution

This reflects the level of technical difficulty and perfection of each maneuver performed, as well as the successful completion of the entire run with a minimum of falls.

33.4 Points--Intensity

This reflects the degree of performance to which each maneuver was performed in terms of how big the moves were, as well as the overall performance of the run.

33.3 Points--Composition

This reflects the overall composition of the run in terms of the rider's ability to perform a variety of maneuvers in a flowing, creative sequence.

8:02 Scoring Formula: The Median, Average and Placement scores will be combined to give the final score. In Median scoring, the high and low scores for each category are dropped and the middle scores are used for results. In the Average method, all three judges scores in all categories are averaged to tabulate the results. If there is a discrepancy between the ordinal ranking of the riders using median and average scores, the placement scores from each judge is used to determine the rankings.

8:03 Judges: Three judges, including a Chief Judge, will judge the contest from the boat.

(a) Tournament director must appoint a Chief Judge, the Chief Judge must appoint a Chief Scorer and a Chief driver, the required officials are as follows:

(b) Boat Judges-Minimum of one in Class WF & W and minimum of three in Class RC

- Safety Director
- Driver
- Dock Starter
- Scorer

8:04 Protests: No verbal protests shall be considered on judgment decisions by the judges. Any protest can only come from the rider involved in written form immediately following and up to 30 minutes after the release of the official results. The final decision lies with the chief judge and or boat judge(s). Protests shall be considered only for failure of the tournament committee or the officials to comply with these rules. No protest shall ever be considered on judgment decisions by the judges.

RULE 9-LEVELS OF JUDGING

- 9:01 Level 1 Judges:** Have attended a WWA judge's clinic taught by a certified WWA Chief Judge
-Level 1 judges are eligible to judge any grassroots contest up to pro division with cash prize.
- 9:02 Level 2 Judges:** Have judged under a WWA Chief Judge at two National or World Competitions
-Have judged at least three (3) grassroots contests in one season sanctioned by the WWA
-Have been approved by two WWA Chief Judges to advance to Level 2
- 9:03 Level 3 Judges (Chief Judge):** Have attended 3 WWA judging clinics approximately one year apart
-Have judged under two Chief Judges at two Nationals, Worlds or World Cup events
-Have been approved by two Chief Judges to advance out of level two to level three
- 9:04 Chief Judge Responsibilities:** Able to judge any WWA-sanctioned contest
-Responsible for any protest and has the final word in the settling of these protests (collaboration with other officials in a vote unless rules stipulate otherwise)
-Responsible for all forms and official standings to be properly filled out and returned to the WWA for filing.
-Ensures scoring and placement are to WWA rules.

WAKEBOARD TRICK LIST

NOVICE

Frontside(FS)/Backside(BS)Slalom turn(outside the wake)
FS/BS Off the Wake
Lipside (boardslide on the lip of the wake)
FS/BS Air (1 wake)
Surface 180 (turning 180 degrees while on the surface)
FS/BS Butter Slide (180 surface slide performed on the wake)
FS/BS Ole' 180 (rope goes over head)
Layback (rider lies back into the water)
Surface 360 (turning 360 degrees shile on the surface)
FS/BS off the wake 360
FS/BS Ole' 360
FS/BS air (2 wakes)
Butt Slide (hold for 1 sec. min.)
Butt Slide w/ rail grab
Fin release (breaking out the rear fin and sliding backwards)
FS/BS line cutter 360 (board goes over rope)
Body slide (hold for 1 sec. min.)
Body slide w/ fin release
High speed butt slide (board out of water one sec. min. 28mph)
Backscratcher (board raised at least 90 angle to water no grab)
The bain (combo bunny hop 180 w/ ole 180-continuous move)
Perez (carving turn outside of wake/slid into surface 360)
Potato Peeler (bodyslide w/fin release)
Powerslide (rider breaks fin out while doing high-speed turn outside of wake)
Troy tumble (high speed butt slide w/ tumble turn)
Tumble turn (@ normal boat speed)
Blindside 180 (2 wake 180 w/blindside-back to boat-rotation)
Double Blind 180 (2 wake 180 w/both hands behind back on approach)
Double Blind Half Cab (blindside back to front w/both hands behind back on approach)
FS/BS Bunny Hop 180 (no wake)
FS/BS Air 180 (1 wake)
FS/BS Air 180 (2 wake)
Method-to -fakie (2 wake Air 180 w/ method grab)
Half Cab (2 wake fakie aeriak 180)

INTERMEDIATE TRICKS

Bunny Hop helicopter 360 wrap or hand pass
FS/BS 360 Heli wrap or hand pass (1 wake)
FS/BS 360 Heli wrap or hand pass (2 wake)
**Slob Heli (2 wake 360 heli w/ slob grab)
Fakie-to-fakie blindside stalefish heli

FS/BS 540 wrap or hand pass (1 wake)
FS/BS 540 wrap or hand pass (2 wake)
Air 540 (no wake)
FS/BS 540 wrap or hand pass (2 wake)
Shifty 360 (twister past 90 degrees in to a 360 the other direction, 2 wake)
Shifty 540 (twister past 90 degrees in to a 540 the other direction)
Slob 540 (2 wake 540 w/ slob grab)
Ski Line 180 FB
Ski Line 180 BF
Ski Line 360 FF
Ski Line 360 BB
Ski Line 540 FB
Ski Line 540 BF
FS/BS 720 (1 wake)
FS/BS 720 (2 wake)
FS/BS 900 (1 wake)
FS/BS 900 (2 wake)

WAKE SNOWBOARD / SKATE TRICKS

NOVICE TO INTERMEDIATE

******Note: These tricks must be performed over two wakes for credit******

Tail bone (bone out back leg, board vertical no grab)
Tail Grab (rear hand, tail grab)
Nose bone (bone out front leg, no grab)
Indy nose bone (Nose bone w/ rear hand toeside grab between feet)
Method (front hand heelside grab, board tweaked behind rider backscratcher w/ grab)
Melancholy (front hand, rear heelside grab)
Mute air (front hand toeside grab, bone out back leg, board tweaked behind rider)
FS/BS twist (board rotates 90 degrees and back, no grab)
Palmer (front hand heelside grab w/ twist)
Crail (rear hand, front toeside grab, bone out back leg, board in front of rider)
Crail twist (twist w/ crail grab)
Fakie to fakie Crail
Lein air (front hand heelside rail grab, bone out back leg, board in front of rider)
Slob (front hand toeside grab, bone out back leg, board in front of rider)
Nuclear (rear hand, front heelside grab, bone out back leg)
Stale fish (rear hand, heelside grab between feet, around back leg)
Tabletop (board must be within 10 degree angle of horizontal no grab)
Half Cab (2 wake fakie aerial 180)
Mute-to-fakie (aerial 180 w/ mute grab)
Stiffy (bone out both legs in front of rider, no grab)
Roast beef (rear hand heelside grab between feet, arm through legs)
Roast beef stiffy (stiffy w/ roast beef grab)
Rocket air (tail bone w/ two handed forward grab)
Cross rocket (rocket air w/ cross handed grab)
Stiffy indy grab (stiffy w/ rear hand, toeside between feet)
Chicken salad (roast beef w/ twisted grab arm, bone out front leg)
Tai pan (front hand, toeside grab between feet, through legs, fully tweaked)
Canadian bacon (rear hand, toeside grab between feet, through legs)
Mosquito (front hand, arm behind rear knee, toeside grab between feet)
Japan air (tabletop w/ mute grab)

Swiss cheese (front hand slob, rear roast beef in front of front heel)
Boneless (back foot taken off board, boned out beyond board while in the air)
Judo air (front foot taken off board, boned out while in the air, front hand nose grab)

INVERTED TRICKS

INTERMEDIATE TO ADVANCED

BS Back Roll
BS Back Roll (no wake back roll)
Switchstance BS Roll (fakie-to-fakie back roll)
Switchstance BS Air Roll (no wake back roll)
Blender (BS back roll w/ wrap heli)
BS Roll-to-Revert (back roll-to-fakie landing)
BS Air Roll-to-Revert (no wake)
BS Half Cab Roll (BS backroll-fakie approach/front landing)
BS Air Half Cab Roll (no wake)
Switch Roll Blind 180 (BS fakie roll-to-front/spinning blind)
FS Back Roll
FS Air Roll (no wake back roll)
Switchstance FS Roll (fakie-to-fakie back roll)
Switchstance FS Air Roll (no wake back roll)
FS Roll-to-Revert (FS back roll-to fakie landing)
FS Air Roll-to-Revert (no wake)
FS Half Cab Roll (FS backroll-fakie approach /front landing)
FS Air Half Cab Roll (no wake)
FS/BS Front Roll
Scarecrow (FS roll with fakie landing)
Tantrum (BS forward roll)
Tootsie roll (front roll to blind 180)
Special K (FS roll to revert w/blindside trun/both hands behind back approach)
Bel Air (no wake-air tantrum)
Tantrum-to-Fakie (tantrum w/ fakie landing)
Switchstance Tantrum (tantrum w/ fakie approach/ landing)
Fakie Tantrum-to-blindside 180 (tantrum-fakie/spinning blind)
BS Air Raley
Switchstance Raley (fakie BS raley-to-fakie landing)
BS Krypt (BS raley-to-fakie landing)
Switchstance Krypt (fakie BS raley-to-front landing)
Blind Judge (BS Raley to blind landing)
BS Hoochie Glide
BS Hoochie Glide-to-Fakie
FS Air Raley
Air Krypt (FS raley-to-fakie landing)
Oriental (air Raley w/slob grab)
OHH (other hand hoochie)
Bat Wing (FS hoochie glide)
FS/BS Front Flip
Air Front Flip (no wake)
Front Flip-to-Fakie (front flip w/ 1/2 twist-to-fakie landing)

Switchstance Front Flip (fakie approach/fakie landing)
Half Cab Front Flip (Fakie approach front flip/front landing)
Front Flip to Blind (BS front flip w/backside fakie landing)
BS Mobius
Air Mobius (no wake)
Switchstance Mobius (2 wake fakie-to-fakie Mobius)

INVERTED TRICKS CONT...

INTERMEDIATE TO ADVANCED

Air Switchstance Mobius (no wake fakie-to-fakie Mobius)
FS Mobius
Scarecrow Mobius
Skeezer (switchstance crow mobe)
Front Flip Mobius
Fat Chance (switchstance front flip Mobius)
FS/BS 720 (2 wake)
S-Bend (BS air raley w/ 360 body rotation while extended)
FS/BS 900 (2 wake)
Hasselhoff (switch stance front flip to blind 180 fakie landing)
Whirly Bird (tantrum w/360 body rotation over head, no handle pass)
Tweety Bird (no wake)
Orbiatl (off axis 360')
FS Whirly Bird
Slurpy (Handle behind back approach, FS roll to revert)
S-Bend (BS air Raley w 360 over head body rotation, no handle pass)
Switch stance S-Bend Vulcan (Full s-bend with fakie landing)
911 (BS Raley w/ 90 degree twister toward the water)
311 (BS Raley w/ full handlepass 360)
Moby Dick (tantrum mobius w/blind 360 rotation)
Switchstance (BS back roll w/360 handle pass)
Vulcan\BS Mobius
Swithstance Mobius
Air Mobius
Orbital 540
KGB (BS mobius w/blind 30 rotation, handlepass or wrapped)
Air Switchstance Mobius (no wake)
Scarecrow Mobius(FS front roll w/360 rotation/handlepass)
Skeezer (Switchstance crow mobius)
Pete Rose (FS mobius)
X Mobe (Switchstance Pete Rose)
Mobe 5 (BS Mobius w/extra 180 rotation/ 540 mobius BF or FB)
Air Mobe 5 (no Wake)
Front Flip Mobius (BS front flip w/360 handlepass)
Fat Chance (Switchstance front flip mobius)
Remix (Wrapped front flip mobius)
Orbiatl 7

RULE 10-GRASSROOTS TOURNAMENTS (NWL)

10:01 Format: No specific format is required for these type of tournaments. Some examples of modified competition formats would be the attack or expression session events.

Attack Event

FORMAT: Riders will perform two trick passes. Each pass will consist of five different tricks. Riders will be awarded predetermined points for all the tricks completed.

RULES: Attack sheets are due to the chief judge 1 hour before the scheduled start of the competition.

1. The course shall be marked at either end by 2 buoys placed approximately 50 feet apart and in a visually straight line.
2. Riders must turn in their attack sheets to head judge by at least one hour prior to the posted time of the event. No attack sheets will be accepted after this time. No exceptions. The attack sheet must include the correct value of the maneuvers, the boat speed desired, and rope length, and the normal stance of the rider (left foot forward-regular; right foot forward-goofy).
3. The five tricks performed in each run must be on the pre approved trick list. Any trick not listed on the pre-approved list can only receive credit as a "wild card" trick. You are only allowed one wild card trick per run.
4. A rider may, at his discretion, elect to present a new trick during the second pass. This trick must be identified as the "wild card" trick on the attack sheet. A brief explanation of the trick must be included. The wild card maneuver will be scored subjectively (style points) only. Once the trick has been successfully completed in competition, a videotape review will be used to assign a point value to the trick. New tricks may also be submitted on videotape for review and evaluation. If this new trick is added to the list, it may be performed for points in competition thirty days after the postmarked date of the submission.
5. A flip must be executed in such a manner that the rider and board rotate end over end to be scored. If the rider and board rotate in a side to side manner (as in a roll), the trick will receive no credit.
6. When performing a trick that includes a grab, a grab is defined as an obvious and clear controlled meeting of the riders hand with the boards rail. Slaps and swats at the board will receive no credit.
7. Contestants have the option of requesting boat speed. All requests must be made prior to first pass and must be given to the head judge. Speed may be varied during the pass.

A rider can throw the handle before entering the course if they feel that speed is not set without penalty. (If the boat judge believes the speed was set it will be counted as a fall)

WAKEBOARD TRICK LIST AND POINT VALUES

Description	Points
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BASIC/SURFACE TRICKS

Frontside(FS)/Backside(BS)Slalom turn(outside the wake)	50
FS/BS Off the Wake	50
Lipside (boardslide on the lip of the wake)	100
FS/BS Air (1 wake)	100
FS/BS Surface 180	125
FS/BS Butter Slide (180 surface slide performed on the wake)	150
FS/BS Ole' 180 (rope goes over head)	150
Layback (rider lies back into the water)	200
FS/BS Surface 360	200
FS/BS off the wake 360	250
FS/BS Ole' 360	275
FS/BS air (2 wakes)	250
Butt Slide (hold for 1 sec. min.)	250
Butt Slide w/ rail grab	300
Fin release (slalom turn w/ fin out)	300
FS/BS line cutter 360 (board goes over rope)	350
Body slide (hold for 1 sec. min.)	350
Body slide w/ fin release	400
High speed butt slide (board out of water one sec. min. 28mph)	400
Backscratcher (board raised at least 90 angle to water no grab)	400
The bain (combo bunny hop 180 w/ ole 180-continuous move)	400
Perez (slalom turn into surface 360)	450
Troy tumble (high speed butt slide w/ tumble turn)	650
Tumble turn (@ normal boat speed)	700

ROTATIONAL TRICKS

FS/BS Bunny Hop 180 (no wake)	200
FS/BS Air 180 (1 wake)	200
FS/BS Air 180 (2 wake)	450
*Method-to -fakie (2 wake Air 180 w/ method grab)	500
Half Cab (2 wake fakie aeriak 180)	500
Bunny Hop helicopter 260 wrap or hand pass	450
FS/BS 360 Heli wrap or hand pass (1 wake)	450
FS/BS 360 Heli wrap or hand pass (2 wake)	600
**Slob Heli (2 wake 360 heli w/ slob grab)	650
Fakie-to-fakie blindside stalefish heli	750
FS/BS 540 wrap or hand pass (1 wake)	650
Air 540 (no wake)	700

FS/BS 540 wrap or hand pass (2 wake)	850
Slob 540 (2 wake 540 w/ slob grab)	900
Ski Line 180 FB	700
Ski Line 180 BF	750
Ski Line 360 FF	850
Ski Line 360 BB	900
Ski Line 540 FB	1000
Ski Line 540 BF	1050
FS/BS 720 (1 wake)	1200
FS/BS 720 (2 wake)	1400
FS/BS 900 (1 wake)	1500
FS/BS 900 (2 wake)	1700

2 WAKE SNOWBOARD / SKATE TRICKS

(Note: all tricks in this category must be performed over two wakes for credit)

Tail bone (bone out back leg, board vertical no grab)	350
Nose bone (bone out front leg, no grab)	400
Indy nose bone (Nose bone w/ rear hand toeside grab between feet)	450
Method (front hand heelside grab, board tweaked behind rider backscratcher w/ grab)	450
Melancholy (front hand, rear heelside grab)	450
Mute air (front hand toeside grab, bone out back leg, board tweaked behind rider)	450
FS/BS twist (board rotates 90 degrees and back, no grab)	450
Palmer (front hand heelside grab w/ twist)	475
Crail (rear hand, front toeside grab, bone out back leg, board in front of rider)	475
Crail twist (twist w/ crail grab)	475
Fakie to fakie Crail	525
Lein air (front hand heelside rail grab, bone out back leg, board in front of rider)	450
Slob (front hand toeside grab, bone out back leg, board in front of rider)	450
Nuclear (rear hand, front heelside grab, bone out back leg)	475
Stale fish (rear hand, heelside grab between feet, around back leg)	475
Tabletop (board must be within 10 degree angle of horizontal no grab)	475
Half Cab (2 wake fakie aerial 180)	500
Mute-to-fakie (aerial 180 w/ mute grab)	500
Stiffy (bone out both legs in front of rider, no grab)	475
Roast beef (rear hand heelside grab between feet, arm through legs)	500
Roast beef stiffy (stiffy w/ roast beef grab)	525
Rocket air (tail bone w/ two handed forward grab)	500
Cross rocket (rocket air w/ cross handed grab)	550
Stiffy indy grab (stiffy w/ rear hand, toeside between feet)	500
Chicken salad (roast beef w/ twisted grab arm, bone out front leg)	525
Tai pan (front hand, toeside grab between feet, through legs, fully tweaked)	550
Canadian bacon (rear hand, toeside grab between feet, through legs)	550
Mosquito (front hand, arm behind rear knee, toeside grab between feet)	550
Japan air (tabletop w/ mute grab)	550
Swiss cheese (front hand slob, rear roast beef in front of front heel)	600
Boneless (back foot taken off board, boned out beyond board while in the air)	800
Judo air (front foot taken off board, boned out while in the air, front hand nose grab)	900

INVERTED WAKEBOARD TRICKS

FS/BS 540 wrap or hand pass (2 wake)	1050
BS Back Roll	1050
BS Back Roll (no wake back roll)	1075
Switchstance BS Roll (fakie-to-fakie back roll)	1100
Switchstance BS Air Roll (no wake back roll)	1125
Blender (BS back roll w/ wrap heli)	1075
BS Roll-to-Revert (back roll-to-fakie landing)	1100
BS Air Roll-to-Revert (no wake)	1125
BS Half Cab Roll (BS backroll-fakie approach/front landing)	1150
BS Air Half Cab Roll (no wake)	1200
Switch Roll Blind 180 (BS fakie roll-to-front/spinning blind)	1200
FS Back Roll	1100
FS Air Roll (no wake back roll)	1125
Switchstance FS Roll (fakie-to-fakie back roll)	1150
Switchstance FS Air Roll (no wake back roll)	1175
FS Roll-to-Revert (FS back roll-to fakie landing)	1150
FS Air Roll-to-Revert (no wake)	1175
FS Half Cab Roll (FS backroll-fakie approach /front landing)	1200
FS Air Half Cab Roll (no wake)	1250
FS/BS Front Roll	1150
Scarecrow (FS front roll-to-revert)	1200
Tantrum	1200
Bel Air (no wake-air tantrum)	1225
Tantrum-to-Fakie (tantrum w/ fakie landing)	1250
Switchstance Tantrum (tantrum w/ fakie approach/ landing)	1250
Tantrum-to-blindside 180 (tantrum-fakie/spinning blind)	1300
BS Air Raley	1200
Switchstance Raley (fakie BS raley-to-fakie landing)	1250
BS Kryp (BS raley-to-fakie landing)	1250
Switchstance Krypt (fakie BS raley-to-front landing)	1300
Hoochie Glide	1250
Hoochie Glide-to-Fakie	1300
FS Hoochie Glide	1350
FS Air Raley	1300
Air Kryp (FS raley-to-fakie landing)	1250
FS/BS Front Flip	1250
Air Front Flip (no wake)	1275
Front Flip-to-Fakie (front flip w/ 1/2 twist-to-fakie landing)	1300
Switchstance Front Flip (fakie approach/fakie landing)	1300
Half Cab Front Flip (Fakie approach front flip/front landing)	1350
BS Mobius	1500
Air Mobius (no wake)	1525
Switchstance Mobius (2 wake fakie-to-fakie Mobius)	1550
Air Switchstance Mobius (no wake fakie-to-fakie Mobius)	1575
FS Mobius	1550
Scarecrow Mobius	1550
Skeezer (switchstance crow mobe)	1600
Front Flip Mobius	1650
Fat Chance (switchstance front flip Mobius)	1700
FS/BS 720 (2 wake)	1500
S-Bend (BS air raley w/ 360 body rotation while extended)	1600
FS/BS 900 (2 wake)	1750

EXPRESSION SESSION

Rider will be judged subjectively on the three style criterion execution, intensity, and composition. At the completion of the run, the rider is given a double-up for additional bonus points.

A maximum of 4,000 style points can be earned for each pass. Style points will be awarded at the judge's discretion based on their impressions of each pass. The judges will score the contestants in each of the following categories:

Execution: exhibited as control and mastery (proper form, timing, and technique, level of mastery of tricks performed). The judge's call reflects the level of perfection to which each maneuver was performed, as well as the successful completion of the entire run. Execution is independent of other criteria.

Intensity: air plus performance factor (amount of air rider gets in performing tricks, aggressiveness and flair, and performance level of the tricks executed). The judge's call reflects the degree of performance to which each maneuver was performed, as well as the overall performance level of the run.

Composition: overall impression (overall composition of run, smooth transitions between tricks, variety of tricks performed). The judge's call reflects the overall composition of the run in terms of creativity, fluidity, and variety of tricks performed.

1. The course shall be marked at either end by 2 buoys placed approximately 50 feet apart and in a visually straight line.
2. Each contestant shall have two passes to perform a maximum of FIVE tricks per pass. Rider may, at his discretion, add a sixth trick at the end of the second pass. The trick will be identified as the "wild card" trick on the score sheet. There will be no penalty for not using your wild card. The tally for each pass will consist of the style points awarded per pass. Contestant is allowed one fall or throw of the handle per pass. A contestant's second fall or handle throw ends the riders run.
3. When performing a trick that includes a grab, a grab is defined as an obvious and clear controlled meeting of the riders hand with the boards rail. Slaps and swats at the board will receive no credit.
4. Contestants have the option of requesting boat speed. All requests must be made prior to first pass and must be given to the head judge. Speed may be varied during the pass. A rider can throw the handle before entering the course if they feel that speed is not set without penalty. (If the boat judge believes the speed was set it will be counted as a fall)

