

2017

INT INSIDER

A WATERSKI, WAKEBOARD, WAKESKATE, KNEEBOARD, AND WAKE SURF LEAGUE

Competition Rulebook

WATERSPORTS COMPS FOR RIDERS & SKIERS OF ALL AGES AND ABILITY LEVELS



Looking for some summer fun?!

Join the INT League, an ability based competition league with novice-pro divisions for all ages. INT events feature all day entertainment free for spectators, camping, pot lucks, campfires, costume contests, games, awards and prizes. Meet new friends and get some tips for improvement.

Just bring your ski or board and life jacket! Boats and lakes are provided. Events take place April through October at a lake near you. INT events are nationally consistent, focused on fun and families, and designed to encourage you to take your skiing and riding to the next level!

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INT League
PO Box 359
Black Diamond, WA 98010



Welcome to the family!



GET OFF THE DOCK!

The INT League is looking for outgoing, self-motivated, disciplined individuals who would like to join the INT family as a State Coordinator. If you are a success minded, family orientated water sports enthusiast who is financially secure and looking for an opportunity to build your own rewarding part time business we would like to speak with you.

We attribute a great deal of INT's success in the watersports industry to our committed, hardworking team of State Coordinators. All of whom have joined the INT family because of their desire to provide families with a safe, family friendly, fun place to be together, compete, and enjoy each other's company.

Our grass roots program partners you with people and companies who support the watersports environment; as well as providing classroom and field training to help you as you establish your state's tour. We are currently looking for Coordinators for the next season.

Hiring takes place in November, the training weekend is in the winter. If you think you are this individual please send your resume and a cover letter detailing your watersports and business experience, and why you are interested in becoming a state coordinator to fun@intleague.com or PO Box 359 Black Diamond, WA 98010. http://www.intleague.com/partners/state_coordinators/

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MISSION... To promote, organize and execute a consistent grass roots program hosting water sports events on a national spectrum. Individuals can enjoy the fun and challenges of competition in a non-intimidating environment like the "Little League" which has been loved by many for years.

These events are designed to encourage men, women, and children of all ages to challenge their abilities at non-intimidating, fun events. We are committed to attracting water sports enthusiasts and to giving family and friends the opportunity to spend quality time together at a professionally run event.

WWA/INT aspires to grow participation and consistency in towed water sports by actively promoting, organizing, and supporting, fun competitive events by welcoming all ages and ability levels.

www.facebook.com/int.league



START HERE: Save time at the event, purchase your membership early this year.

An INT/WWA membership is required at all INT Events. The annual membership is good for all INT and WWA events in any state for the tour season. INT Membership does not include Event Registration Fees.

Step 1: Please take our survey before purchasing Membership.

Step 2: Select Membership

- \$70.00 Annual Membership – Receive an official INT/WWA membership valid to participate in both INT and WWA sanctioned events through Dec. 31, and annual accidental medical insurance. For insurance details refer to WWA membership benefits.
- \$30.00 Guest Membership – Mandatory minimum, one event secondary accidental medical insurance, refer to WWA. Not available online. Valid for one weekend.
- \$150 Pro Wakeboard Membership – For participants competing in the pro division at any WWA/INT event, challenging for the pro tour, or competing in the pro tour.

Step 3: Find the waterski, wakeboard, wakeskate, wakesurf or kneeboard division that is right for your ability level. All INT divisions are based on ability. Some of the divisions are separated by age and gender, particularly the novice divisions. As you improve you will bump up through the divisions. Choose a division that is right for your ability level, it is better to go into a tougher division than an easier one because you will improve throughout the season. Please see the INT rules for a full explanation of each division.

Step 4: Register online. Save money and pre-register prior to an event. Please print your receipt and bring it to the event. You can also register on-site.

We provide the boat and the lake. Please bring your own ski or board, coast guard approved life jacket, gloves (skiers), and helmet (for cable). You may use your own handle, if you don't have one, you may use the boat handle. Wakeboarders may use their own rope. We'll have soap on the dock!

General Information



Getting Started

Step One- Check out the Event Schedule to find the next INT event.

Step Two- Membership is required to participate. Membership is now available for purchase online.

Step Three- Find the division that is right for your ability level.

Step Four- Sign up online. Save time and money by pre-registering prior to an event. Please print your receipt and bring it to the event. You can register on-site, however INT may not take credit cards on site for entry fees.

INT Membership SAVE \$5 BUY ONLINE

Membership is required to compete in INT Events. The annual cost is \$65.00 (\$60 Online) for a WWA/INT membership. A one time guest membership is available for \$30, it does not include t-shirt and is only valid for that weekend. All minors (18 and under) must have a guardian available to sign paperwork.

Proof of WWA/INT membership is required. Membership purchased the week of an event will require a receipt. If proof of purchase cannot be verified you will be asked for credit card information.

Birthdays

When signing up for an age specific division, your age will be based on how old you were on 12/31 of the prior year.

Divisions

In the event that there are a limited number of riders in a particular division category, the state coordinator may allow a participant to compete in a lateral division despite age or gender restraints. However, the rider will ride in their appropriate age and gender division at the US Championships and Regional events.

Volunteers

The INT League is a volunteer based organization. We owe much of our success to the dedicated tour team members and volunteers who help our state coordinators set up and tear down the event; volunteer in the registration booth, announce, judge, record for wakeboarding, handle rope in the boats, drive the boats, clean up the boats after the event, and more. We would like to thank those of you who have volunteered your service. We could not host these events without volunteers. By empowering volunteers, INT is able to keep our registration fees down and continue to host events. Please contact your state coordinator and ask how you can get off the beach and help at the INT events in your area.

Event Scoring

Divisions are scored on overall performance at each event, with bonus points added for participation in multiple tour stops that will contribute to the overall State Championship standings in your respective division. At each event you will receive points based on

your finish in that division. Division running orders will vary.

1st place - 1000 points	20th place - 135 points
2nd place - 900 points	30th place - 47 points
3rd place - 810 points	and so on....

Bonus Points

Twenty-five (25) bonus points are given for competing at each INT League tour stop. Bonus points will be carried forward with you toward the Overall State Tour Championship. 100% will transfer if you're bumped into another class. Additional bonus points may be given on a per event basis.

Bumping

As you improve, you will bump into higher divisions. When you bump into another division, 75% of your competitor points and 100% of your accrued bonus points will be carried forward to the next division.

Explanation- If you had started in the division you are bumping into, your prior scores, more than likely would have awarded you less points. Therefore by carrying forward only 75% of the competitor points you more accurately receive the points that are as close as possible to what you might have received if you had been scored in the higher division originally. If your goal is to compete in a higher division, you may want to consider starting in that division.

- The State Coordinator has the option to bump any participant.
- If you compete in more than one state, and you bump, it is your responsibility to notify the other states so you can be moved to your correct division.
- If you are found sand bagging or purposely falling, the boat judge may bump you into the next division. The tournament Chief Judge's decision is final.

Equipment

INT League recommends that each competitor have their own ski, wakeboard, wakeskate, wake surf or kneeboard and their own personal flotation device (PFD or life jacket.) All competitors must wear a PFD and we strongly recommend that they be Coast Guard approved. Ropes and handles will be provided at all INT events. If you wish to use your own handle for slalom skiing it will be measured for accurate length. All boarders may use their own handles and low-stretch line ropes. Helmets are highly recommended for all wakeboarders, skaters & kneeboarders. The safety director may ban any dangerous equipment. If you are sharing equipment, please make arrangements with the dock starter prior to the start of your division. Dealers may have demo equipment at some events that you can use.



Start Times and Conditions

Please see your state website or event guide for starting times. There will be no late starts. You must compete in your division before the division is finished. Once you have started your slalom, wakeboard, wakeskate or kneeboard pass, you have accepted all water, weather, and site conditions.

Boat Rotation and Weighting

The INT League uses the best boats the industry has to offer. Therefore, competitors must compete behind the boat drawn. Any request for a particular boat will be denied. Some states will be running two different divisions at the same time. All participants in each division will compete behind the same boat.

The Boat Manufacturer and Coast Guard regulations will determine the weight maximums used in each boat. Six (6) people are allowed in a wakeboard boat and three (3) in a slalom boat during INT competitions.

Sportsmanship

Sportsman like conduct is expected at all events from competitors and spectators. INT is hosting events for families and it is important to provide a professional atmosphere suitable for all ages. Misconduct and abusive language toward anyone will result in disqualification without refund and removal from the event site. We believe there are appropriate ways to deal with adversity.

We expect our program to be competitive, that is why we have so many divisions. Therefore we expect each competitor to compete in the appropriate division based on their ability.

Any competitor who appears to be impaired by alcohol or drugs will not be allowed to compete for their safety. INT reserves the right to refuse service.

Protests

Only the competitor may file a protest. Abusive confrontations involving a participant, parent, or friends will result in the disqualification of the participant. No video replay will be accepted. Point scoring protest must be written, and turned in within 15 minutes AFTER THE RESULTS ARE POSTED. You may protest your score to the Chief Judge. Inequitable skiing condition protests must be submitted to the Chief Judge at the time of the protested competition pass. The protest may be granted if the rider or skier had significantly disadvantageous conditions relative to the other participants in that division. The Chief Judge and/or State Coordinator has the final decision.

State Coordinators

The INT staff is made up of a special group of people, who have full time jobs and host events for the “love of the sport.” We would like to thank our State Coordinators for all their hard work and dedication in putting together their state’s schedule. They work hard throughout the year to bring these events to you. Without them the INT League would not exist. They will make every effort to see that all competitors enjoy themselves, and are treated fairly. We hope that no matter how you finish, your experience is positive.

Please treat them with the respect and the dignity they deserve. Harassment of our State Coordinators or other volunteers will not be tolerated, and could result in permanent expulsion from future INT League events. If legal steps need to be taken, we are prepared to do so. We apologize for the harshness of this statement.

On behalf of the entire staff, we are pleased to welcome all new participants as well as returning ones.

Dock Starts

NO dock starts are allowed in the INT League. Any unsafe riding will be grounds for disqualification without refund.

Dogs

Please keep all dogs on a leash and clean up after them. Please note that at some sites dogs are not allowed. Please see your state website or event guide for more information.

Team Challenge

The Team Challenge is a chance for you and your friends to compete against others in different divisions in a group effort. Don’t wait, call your friends and get your team together. For information about creating a team, please contact your State Coordinator.

Regional and US Championships State Challenge

Headed to a Regional or the US Championship? Bring your state spirit with you. Just like college football we encourage you to dress up, paint your face and cheer for your team. You can even dare the other states to a particular challenge, let your state coordinator know! Each state wears a “team” shirt. If you are interested in designing a t-shirt for your state, contact your coordinator.

Sponsors

Special thanks to all our National and Local Sponsors. INT depends on their support to host events. As you read through this publication please take note of the sponsors who continue to support INT year after year. When shopping in your local area we encourage you to support your local sponsors and purchase products of our National Sponsors. Thank you.

Wakeboard Rules & Divisions



Ages	Mini's - 8 & under, Junior's -13 & under, Masters - 30+, Veterans - 40+ All divisions are co-gender unless noted		
Divisions	Level of Tricks	Number of Tricks	Style Points
Entro - Mini Outlaw, Junior, Women, Men	Beginner riders, surface tricks , No grabs <ul style="list-style-type: none"> 1-wake tricks H/S 2-wake jump Mini Point range 40-300 Mini must fill out an Attack sheet Entro Point range 50-300 	<ul style="list-style-type: none"> 6 trick per pass total Tricks can be repeated but not in the same pass Wild Card - 7th trick on 2nd pass Wild Card tricks must be from the novice trick list. 	<ul style="list-style-type: none"> 150-250 C. A. T. style points Entro Trick style +/- 25 Wild card scored subjectively up to 200 points
Novice - Junior, Women, Men, Veterans	Basic wake to wake tricks, grabs <ul style="list-style-type: none"> 1-wake tricks 2-wake jumps, grabs, 180's, half cab's Point range 100-550 	<ul style="list-style-type: none"> 12 tricks total Tricks can be repeated but not in the same pass 	<ul style="list-style-type: none"> 500 C. A. T. style points Trick style +/- 25
Intermediate- Junior, Women, Men, Masters	Mid-level riders <ul style="list-style-type: none"> 2-wake jumps, grabs, 180's, half cab's 2-360 spins total 2 inverts total Point range 250-1150 	<ul style="list-style-type: none"> 12 tricks total Tricks can be repeated but not in the same pass 	<ul style="list-style-type: none"> 1000 C. A. T. style points Trick style +/- 50
Masters Open	Advanced, Expert or Outlaw	10 tricks total, no repeats	• See Expert
Advanced	Upper Mid-level riders <ul style="list-style-type: none"> Unlimited inverts Unlimited spins Limited 4 variations of any trick Point range 325-1250 	<ul style="list-style-type: none"> 10 tricks total. Tricks CANNOT be repeated 	<ul style="list-style-type: none"> 1500 C. A. T. style points Increased +/- score Trick style +/- 100
Expert	Upper level rider with solid inverts and spins <ul style="list-style-type: none"> Unlimited inverts Unlimited spins Limited 4 variations of any trick Point range 325-1350 	<ul style="list-style-type: none"> 10 tricks total. Tricks CANNOT be repeated 	<ul style="list-style-type: none"> 2000 C. A. T. style points Increased +/- score Trick style +/- 100
Outlaw	Intended for Semi-Pro level riders <ul style="list-style-type: none"> Unlimited inverts Unlimited spins Limited 4 variations of any trick, One variation on tricks over 1400 point Point range: All tricks over 325 points 	<ul style="list-style-type: none"> 10 tricks total Tricks CANNOT be repeated 	<ul style="list-style-type: none"> 3000 C. A. T. style points Increased +/- score Trick style +/- 100
Open Women & Men	Intended for riders who want to challenge the Pros <ul style="list-style-type: none"> Must qualify or get special permission from State Coordinator , men must score 14,000 trick points. Women 11,000. 	<ul style="list-style-type: none"> Unlimited Tricks No variation rule Trick can be repeated 	<ul style="list-style-type: none"> C. A. T. style points scoring only

Your ability level and the tricks you are capable of performing will determine your division. The trick list is broken down to identify allowable tricks available for each division. Any rider can be bumped to a higher division if the judges determine a rider is not competing in an appropriate division. Executed tricks must be in the current rule-book or approved by the chief judge prior to riding. All divisions will be given two (2) passes through the course to perform tricks. Riders will be scored on a designated attack sheet.

The final overall score is based on the combination of trick and C.A.T. style points.

In the event that there are a limited number of riders in a particular division category, the state coordinator may allow a participant to compete in a lateral division despite age or gender restraints. However, the rider will ride their appropriate age and gender division at the US Championships and regional events.

Wake Divisions

Wakeboarding is an ever-changing sport. Every fall we meet and discuss what worked and what didn't. We continue to talk to riders from coast to coast about how we could improve the program. The response is always the same, a love/hate relationship with trick point values. Riders want the liberty to express their personalities, style, and ability, yet they respect the fact that using a combination of trick points and style points builds good riders and is the cleanest, easiest way to judge the average rider. Our committee takes all the suggestions to heart. We review each component that make up our judging program and carefully make thought-out changes. This year we have made only a few minor tweaks to our program. We hope you have a blast this summer. Remember we are always open to constructive criticism and solutions.

Mini Outlaw New and beginner riders, 8 years old and under. Tricks are basic 1-wake and 2-wake jumps. Riders must complete an attack sheet prior to the run. Rides must choose 12 tricks they may perform during the run. The best 6 tricks per pass will be scored. If a rider waves to the boat they do not get credit for "wave to the boat" and "holding on with one hand." Mini Outlaw rider's will be allowed to throw a wildcard trick, which must be the 7th trick of their second pass. The wildcard trick must be written on the Attack sheet and must be of higher points than tricks picked to perform or from the Novice Trick List. Wildcard tricks will be scored subjectively and will receive 0 to 200 points based on execution even if the rider falls.

Trick point values 40-300. Style points awarded: 1-20 points for each C.A.T. component, scoring up to 150 points.

Junior Entro 13 and under, includes advanced Mini Outlaws. Trick point values 50-300.

Entro Including Junior, Women's, and Men's: New and beginner riders. Basic riding and surface tricks, 1-wake tricks, up to a basic heel-side (H/S) 2-wake jump. Entro riders will be allowed to throw tricks from the Entro trick list only. **No variations (such as grabs)** of these tricks will be counted in the Entro division. Tricks over 300 points will receive zero credit or the rider will be bumped to Novice.

Riders can perform 6 tricks per pass. Tricks can be repeated, but not in the same pass. Additional tricks will receive no credit. If an Entro rider attempts a trick and does not complete the trick or falls, they can attempt the missed trick again or they can continue with their trick pass with the remaining tricks. Entro riders will be allowed to throw a wildcard trick, which must be the 7th trick of their second pass. The wildcard trick must be from the Novice Trick List. Wildcard tricks will be scored subjectively and will receive 0 to 200 points based on execution even if the rider falls.

Trick point range 75-300. Individual trick style point may be scored with a plus or minus of 25 points. Overall style points awarded: 1-20 points for each C.A.T. component, scoring up to 250 points.

Novice Including Junior, Women's, Men's, and Veterans: The Novice division is designed for stronger riders with basic wake to wake tricks, limited grabs and 180's. Novice riders will be allowed to throw tricks over 100 points from the Entro list. The Novice trick list is any trick or trick variation that has a point value of 100-550 points.

Riders can perform up to 14 tricks total, not per pass, the highest 12 will be scored. This gives the rider who may fall on his first pass the opportunity to perform additional tricks on his second pass. Riders can repeat tricks, but not in the same pass.

Trick point range 100-550. Individual tricks may be scored with a plus or minus of 25 style points. Overall style points awarded: 1-20 points for each C.A.T. component, scoring up to 500 points. Veterans Riders 6 over 40, Novice rules apply.

Intermediate Including Junior, Women's, Men's, and Masters: Intermediate divisions are intended for mid-level riders with 2-wake jump grabs, 180's, half-cab's, and working on first basic 360 spins and 1-2 basic inverts. Intermediate riders can perform two (2) inverts and two (2) 360's total, not per pass. The Intermediate trick list includes Entro tricks over 250 points, the Novice trick list, or any trick or trick variation that has a point value up to 1150 points. Variations of any trick are limited to four (4).

Riders can perform up to 14 tricks total, not per pass, the highest 12 will be scored. This gives the rider who may fall on his first pass the opportunity to perform additional tricks on his second pass. Riders can repeat tricks, but not in the same pass. Set up tricks may receive credit if the rider does not complete 12 tricks.

Trick point range 250-1150. Individual tricks may be scored with a plus or minus of 50 style points. Overall style points awarded: 1-20 points for each C.A.T. component, scoring up to 1000 points.

Masters Riders over 30. Intermediate rules apply.

Masters Open Advanced, Expert or Outlaw riders over 30. See Outlaw division. Trick point range 325-1350. Individual trick style point may be scored with a plus or minus of 100 points. Overall style points awarded: 1-20 points for each C.A.T. component, scoring up to 2000 points.

Advanced The Advanced division is intended for riders with basic inverts and/or 360's. Riders are only limited by point values and variations. Variations of any trick are limited to four (4). The Advanced trick list includes any Novice tricks, Intermediate tricks and/or trick variation that has a point value of up to 1250.

Riders can perform up to 12 tricks total, not per pass, the highest 10 will be scored. This gives the rider who may fall on his first pass the opportunity to perform additional tricks on his second pass. Riders cannot repeat tricks. Set up tricks that may receive credit are the Bunny Hop Back Side 180 and a Power Slide to Blind if less than 10 tricks are performed.

Trick point range 325-1250. Individual tricks may be scored with a plus or minus of 100 style points. Overall style points awarded: 1-20 points for each C.A.T. component, scoring up to 1500 points.

Expert The Expert division is intended for riders with 5 solid inverts and/or solid 360 and 540 spins. Riders are only limited by point values and variations. Variations of any trick are limited to four (4). The Expert trick list includes any Novice trick 350 & higher, Intermediate tricks and/or trick variation that has a point value of up to 1350 points.

Riders can perform up to 12 tricks total, not per pass, the highest 10 will be scored. This gives the rider who may fall on his first pass the opportunity to perform additional tricks on his second pass. Riders

Wake General Information

cannot repeat tricks. If less than 10 tricks are performed, the set up tricks that may receive credit are the Bunny Hop Back Side 180 and a Power Slide to Blind.

Trick point range 325-1350. Individual trick style point may be scored with a plus or minus of 100 points. Overall style points awarded: 1-20 points for each C.A.T. component, scoring up to 2000 points.

Outlaw Including Masters Open. This division is for Semi-Pro level riders. Outlaw riders can throw any trick on the INT Trick List from Novice (400 points and up.) Variations of any trick are limited to four (4). Riders who score 14,000 trick point will bump to Open.

Outlaw Riders can perform up to 12 tricks total, not per pass, the highest 10 will be scored. This gives the rider who may fall on his first pass the opportunity to perform additional tricks on his second pass. Riders cannot repeat tricks. Set up tricks that may receive credit are the Bunny Hop Back Side 180 and a Power Slide to Blind if less than 10 tricks are performed.

Trick point range 400 and up. Individual tricks may be scored with a plus or minus of 100 style points. Overall style points awarded: 1-20 points for each C.A.T. component, scoring up to 3000 points.

Outlaw riders that have a particular upper level trick that is rarely seen are encouraged to tell the judges in the boat to look for the trick. Example: If you are the first in your area to bring a 1080 to a local INT event, tell the judges to watch for it so it doesn't catch them off guard.

Open This division is intended for pro and semi-pro riders who would like to drop in and compete at an INT Event. Riders must qualify for this division in Outlaw; state coordinators may grant pro level riders an exception. Riders can perform an unlimited number of tricks, no variation rules, tricks can be repeated. Riders will be scored using the C.A.T. components only, no trick points.

Men's Wakeboarding: 14,000 trick points

Women's Wakeboarding: 11,000 trick points

Trick Course

Each competitor will be allowed two passes through the course to complete their tricks. The trick course shall be marked according to the site and State Coordinator. Each pass will be between 30-40 seconds at 22 mph. At private sites with a slalom course the 55 meter buoys will be used as the beginning and the end of the trick course. No credit will be given for tricks done outside the trick zone! Any tricks initiated inside the trick course and landed past the finish buoy will count. Course length and format may vary at some events.

Attack Sheets

All rides will be scored on an attack sheet. Mini Outlaw riders are required to fill out an attack sheet. Riders should check in with the Recorder to insure they have the correct sheet.

REMINDER... The recorder will write down the first 14 tricks performed in Novice - Intermediate, and 12 tricks performed in Advanced -Open (other than setup tricks). You will be scored on your best twelve tricks (Novice-Intermediate) or ten tricks (Advanced -Open) performed in the course.

Equipment

All riders must wear a personal flotation device (PFD) and use a low-stretch line. The WSIA (Water Sports Industry Association) recommends a coast guard approved PFD. Helmets are highly recommended. The Safety Director or State Coordinator may ban any dangerous equipment. Bindings and fins should be checked prior to riding. No re-rides will be given for equipment failure.

Safety

Okay Sign: All riders taking a fall and not injured, shall give the universal "Okay" sign. This is done by raising both hands over your head and clasping your hands together. All riders making it through their second pass should pull into the bank and drop in a safe area away from swimmers and obstructions.

Boat Rotation and Weighting

The INT League uses the best boats the industry has to offer. Therefore, competitors must compete behind the boat assigned to the division. Any request for a particular boat

will be denied. The Boat Manufacturers' and Coast Guard regulations will determine the weight maximums used in each boat. For Novice and up, water may be added to the manufacturers' installed ballast system. If a ballast system is not supplied or adequate for a clean, big wake, "fat sacks" or weights may be used in compliance with the manufacturers' weight guidelines.

Clean Wake

A clean wake has no white foam on top. A washy looking wake is when the water along the wake looks white and foamy. A washed out wake can suck your board under and it can be very difficult to obtain air since there is no lip on top. To fix this, speed up the boat. Every boat has a different speed in which the wake will be "clean". The judge or driver may also have to shift people around in the boat so the boat has an even amount of weight left to right. Take into account how much weight you have in the boat. Do not overload the front or rear of the boat.

Speed Adjustments

Once the first trick is initiated, the rider has accepted the speed for that trick. Re-rides will not be given for wrong speed. If a speed adjustment is needed, a rider must indicate it with a thumb up or thumb down signal.

Falls

Each competitor is allowed one (1) fall. If the rider falls, they will be picked up and allowed to continue scoring in that pass until the end of the course. When a rider falls for the 2nd time, the run is over and the towboat will continue back to the dock for the next rider. Riders will only be picked up once. If the rider falls too close to the end of the course on the 2nd pass and the boat judge and driver determine there is not enough time to get the rider up and the boat up to speed, the riders run will end.

If the rider falls outside the course or in the turn around and the fall occurred because the rider was "tricking," the fall will count and the rider could be disqualified. If the rider goes down outside the course due to rollers or for no fault of the rider, the fall will not count. The Call Judge in the boat has the right to make the decision on falls.

Wake General Information



Set Up Tricks

Points will be given for set up tricks only if the rider does not complete their allowed number of tricks for their division, either 10 or 12.

Novice and Intermediate: Only set up tricks worth at least 100 points will be credited.

Example: A rider does a Bunny Hop 180 to set up for a Half Cab; the rider only completes eleven (11) tricks, the Bunny Hop 180 counts as the twelfth trick. If the rider completes all twelve (12) tricks, the Bunny Hop 180 will not count.

Advanced & up: Only set up tricks that will count are a Bunny Hop Back Side 180 and a Power Slide to Blind.

Trick Variations

Four Variation Rule - Any trick variation will be considered a different trick. Variations of a trick will receive credit as a different trick in Novice through Outlaw divisions. Entro riders are excluded from trick variations. A maximum of 4 trick variations will be allowed per run. Tricks over 1400 points or higher will be allowed one variation.

Example: Half Cab, Half Cab with Indy Grab, Half Cab with Tail Grab tricks, are different tricks. In addition so are a H/S Roll, H/S Roll with a grab, or T/S Roast Beef, H/S Roast Beef. All of these variations are different tricks and would receive full credit in the same pass.

Any Raley based trick is considered an invert and there is a limit of Raley based tricks per run in the Advanced Division and up.

Example: Only 4 suicide tricks, Indy Grabs, Half Cabs, switch tricks, Raley based tricks, 360's, etc. Half Cabs are not counted as 180's. This does not apply to toe or heel side tricks. Two identical tricks in the same pass will result in only one score. Be sure your variations are defined and not sloppy.

What is in to out vs wake tricks?

In to out: When the rider is directly behind the boat and does a trick going outwards.
Wake to wake: When a rider performs a trick going from outside the wake (left or right side) traveling toward the wake and lands on the other side of the wakes.

In to Out Trick Variation

The rider will receive the 1-wake trick value for the trick unless listed on the trick list, exceptions to this rule are a Back Side 180 or 360 will receive ½ the value of the trick.



Modifications

Modification points added to a trick will not result in a bump.

Plus / Minus Trick Scores

Extremely well done tricks or poorly performed tricks are subject to plus or minus points. The amount of the +/- score varies, 25-100 depending on the division. It is either plus/minus the whole point value. Example: +/-100 points not 73.

A Tantrum thrown bigger and cleaner than most would receive an additional 100 points to the base point value (1150 + 100 = 1200 points). A Tantrum thrown low with a sloppy landing would get 100 points subtracted from the base trick value (1150-100 = 1100 points).

Handle Toss

Riders shall be allowed one handle toss before the start of the course to adjust rope length or equipment, at the judge's discretion.

Grabs

The rider must actually grab the board cleanly in the specified area to receive credit for the grab. A slap, swat, or touch will not receive credit. If the grab is missed, the rider will receive credit for a 2 wake version of that trick only and will count as one of their six (6) tricks per pass. A missed grab could be viewed as a repeat trick and given no credit.

2-Wake Tricks

All tricks are 2-wake unless specified 1-wake. Tricks must be landed with the leading foot across the crest of the second wake. Tricks landed 1-wake or with the leading foot not over the crest of the wake will be considered and scored as a 1-wake trick.

Novice & Intermediate: Tricks performed 1-wake will receive 1/2 the listed point value unless the 1-wake trick value is listed.

Advanced & up: Tricks landed 1-wake will have 200 points deducted off the trick score. Example: If a rider crosses both wakes and gets air on one wake, this would be cross both wakes. If a rider crosses the wake and gets air but stops behind the boat then crosses over the 2nd wake this would be air 1 wake.

Bumping

The Chief Judge, State Coordinator and/or National Wakeboard Committee may bump a competitor at any time. A competitor hitting or coming close to the "bump" score twice in one season may be bumped to the next division. Any competitor winning three Tour Stops in their division may be bumped to the next division. Any competitor that wins their division at the USC can be bumped to the next higher division for the next year. State Coordinators and or the National Wakeboard Committee will make the final decision regarding bump rules and competitors will be notified. The National Wakeboard Committee reviews all attack sheets weekly and has the ability to assist in bumping decisions nationally. INT considers bumping to be an exciting accomplishment.

Wakeboard Format & Tips



The INT Wakeboard Format is designed for rider participation. Your INT Coordinator is always looking for volunteer judges and recorders. Get involved and help your local coordinator give everyone the best and most fair competition.

TIPS FOR RECORDERS

It takes the combined efforts of four (4) plus people to assign the best possible score for the rider. The boat driver, the call judge, the recorder and style judge/s.

It is imperative that everyone take their job seriously and be courteous to the rider. It is all about him/her...

Become familiar with trick list in the rulebook prior to season. Prior to each division review guidelines on attack sheet.

Recorders must require and remind the call judge to designate each trick heelside or toeside.

Write legibly.

Abbreviate when possible, ie.; HS, TS
 HC (half cab,)
 MG (missed grab,)
 T-roll (tootsie Roll,)
 S-crow (scarecrow,)
 HS BS5 (Heel Side blind 540)

Make separate notations for comments made on the following:

- Rollers in the course
- Speed change
- Change in rope length
- Fall

In the boat, at the end of each ride assign "Trick Values", "Trick MOD" and "Trick Style" on the attack sheet. Write down the three CAT Scores. Those values not found in the rule book should be discussed with call judge to determine correct point value. DO NOT add up points in the boat.

INT WAKEBOARD JUDGING Consists of a Three Part Scoring System

The Judging crew consists of: Call Judge, Recorder, 1-3 C. A. T. Judges (which also handle ropes.)

1. Each trick has a point value based on its level of difficulty.
2. Tricks are subjectively scored on if it was performed exceptionally well, or poorly executed with a plus or minus (+/-) score of 25 for Entro-Novice, 50 for Intermediate and 100 for Advanced-Outlaw. (See Call Judge for more information.)
3. The subjective score evaluates the trick run using three components: Composition, Amplitude/Intensity and Technical, which we refer to as the CAT score.

Attack Sheets

Fill in: Trick & Version		Trick MOD (from chart)	Trick Style +/- 25	Trick Value (from list)	Grand Total
Note if: H/S or T/S /Fall / Ole-version / Wrap / Grab / Switch / Shifty					
<small>Air-version / Off Axis Osmosis / 180 / Suicide / Blind 180 / 1-wake</small>					
1.	Judges Only - Sample				
2.					
3.					

C.A.T Overall Style Point

- Composition** scored up to 20 points
- Did the rider have a balanced run of HS and TS Tricks? 0-5
 - Did the rider perform a variety of disciplines and tricks relative to the division? 0-15
- Amplitude/Intensity** scored up to 20 points
- Was the first trick an intense, difficult trick relative to the division? 0-4
 - Overall Amplitude HS 0-8
 - Overall Amplitude TS 0-8
- Technical** scored up to 20 points
- Were the tricks done legit, with full rotation, solid grabs, and with no sketchy landings? 0-6
 - Did the rider perform high risk/difficult tricks relative to the division? 0-6
 - Did the rider show style by poking, tweaking or twisting? 0-8

_____ Total Style Points: (up to 60) _____ Total Style Points
 _____ Multiplier for each division _____ Total Trick points
 _____ **Grand Total**

Wakeboard Scoring



C.A.T Scoring

The CAT system is the INT League's method for judging style. After months of questioning pro level wakeboard judges, and determining their thought process on judging wakeboarding, the INT League wakeboard committee formulated a set of objective questions to evaluate the style of the entire run based on the composition, amplitude/intensity, and technical components of the entire run. The CAT system was introduced in 2010, the questions have been designed to make the procedure more efficient for the style judge(s) and provide clear expectations to the riders. The rider receives a style score 1-60, that score is put into a formula and multiplied up to create a CAT style score.

Composition: Reflects the overall composition of the run, the appropriate mix of tricks for the division allowing for a mix of heel side and toe side tricks in every category allowed for that division without scooching and minimal tricks with low difficulty for the division. Flow, when the rider can link his/her tricks together to make them look like they connect smoothly from one to another.

- Did the rider have a balanced run of HS and TS Tricks? 0-5
- Did the rider perform a variety of disciplines and tricks relative to the division? 0-15

Example Advanced-Open: Raley, Spin, Invert, Mobe

Example Novice-Intermediate: Invert, Spin, Half Cab, Switch, Difficult grabs, Backside.

Amplitude/Intensity: Reflects the ability to go big, not only the height of the tricks, but the overall intensity, level of aggression, and the degree of difficulty of the tricks.

- Was the first trick an intense, difficult trick relative to the division? 0-4
- Overall Amplitude HS 0-8
- Overall Amplitude TS 0-8

Technical: Reflects the overall execution of the tricks with minimal amount of falls and butt checks. Were the tricks grabbed, poked out and made to look stylish? Riders who get it done "ugly" will receive a lower score.

- Were the tricks done legit, with full rotation, solid grabs, and with no sketchy landings? 0-6
- Did the rider perform high risk/difficult tricks relative to the division? 0-6
- Did the rider show style by poking, tweaking or twisting? 0-8

Call Judge

The Call Judge should be knowledgeable and capable of calling each trick performed, accurately, quickly and specifically. The Call Judge has the option to give or take away points on each individual trick based on the overall performance of the character of the trick. *For example:* If a trick was done exceptionally clean or big, extra style points can be awarded. These same point values can also be subtracted for tricks poorly executed. The point value is different for each division.

- ~ Mini Outlaw - None
- ~ Intermediate - 50
- ~ Entro - 25
- ~ Advanced - 100
- ~ Novice - 25
- ~ Outlaw - 100

Call Judge must include:

- Heelside or Toeside
- Specific Grab/s
- Variations of each trick
- Acknowledge tricks deserving plus or minus +/- points
- Award trick values after each rider
- Award style points when needed

The Call Judge can also serve as a Style Judge if an additional one is needed.

C.A.T Judge's

The Style "C.A.T." compliments the Call Judge to ensure accuracy. Each C.A.T. Judge gives their individual opinion of style for each rider staying within the set style point range for each of the style components. Each division has a maximum point range. CAT questions should be answered immediately after the trick pass.

Recorder

The Recorder can be anyone willing to ride in the boat and write down the tricks and variations the Call Judge calls out. The Recorder does not have to know the tricks or give style points. The Recorder should be instructed on abbreviations for trick names and variation differences. (See Tips for Recorder page 28.)

Example: Front Side Half Cab with a Roast Beef Grab would be written as FS HC w/RB Grab. Instructing the Recorder to abbreviate will insure they record all the tricks and variations correctly on the attack sheet so the rider will receive full credit for tricks completed.

The Recorder is responsible for the following:

During the pass:

- Verify riders name on attack sheet, speed, line length.
- Write tricks as called by judge on attack sheet.
- Make note of trick point adjustments (+/- points) if giving for a particular trick.

Upon riders completion:

- Review attack sheet with call judge and assign point values to tricks.
- Review +/- points.
- Record style points.

Mini Outlaw Only

Ride with one hand	40
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Mini Outlaws & Jr Entro

Adjust board shorts - Mini Outlaw and Junior Novice only	60
Wave to Judge - Mini Outlaw and Junior Novice only	50

Mini Outlaws & All Entro

No Variations (such as grabs)

H/S	180 1-wake – board must leave water	225
T/S	180 1-wake – board must leave water	225
	180 Off the wake – from inside wakes to outside, must leave water	175
	180 Surface – board spins 180 on top of water	140
H/S	Air 1 wake – board must leave water	100
T/S	Air 1 wake – board must leave water	150
H/S	Air 2 wake	300
	Boardslide in flats – same as lipslide, but in flats	125
	Bunnyhop / Ollie – board must leave water	100
	Bunnyhop 180 – board must leave water, 180 spin	200
	Buttslide – butt slides on water, hold for 2 secs	85
	Cross 1-wake	75
	Cross both wakes	85
	Cross both wakes fakie – backward from regular foot forward	125
	Halfcab 1-wake – back to front, board must leave water	250
	Lipslide – board slides sideways on wake crest for 2 secs.	200
	Powerslide board/fin breakout, board slides backside for 2 sec	250
	Surf the wake – Min. 3 linked turns, up and down the wake	90
	Touch the water	75

Trick MODification Chart

- Add to any trick not listed in trick list
- Modification points added to a trick will not result in a bump

1 wake version of a spin	1/2 credit
1 wake version of any invert	-200
1 wake version of intermediate tricks	1/2 credit
Grabs- Tricks with a grab, other than listed above	+50
Grab to an invert, spin (360 and up) or off axis 180 not listed	+75
Grab version of any handle pass mobe or (720+, HS BS 5+, TS BS 3+ spin)	+100
In to Out trick variation: 1-wake trick value unless listed on trick list. Exception: Backside 180 or 360, receive 1/2 trick value	
Mobe with an additional 180	+200
Off Axis spins, board must be clearly off axis (180 & up)	+100
Ole Version of a trick	-100
Osmosis spins – handle is released and regained after spin (360 & up)	+200

Novice

Includes Entro tricks 100 and over and any variation up to 550 points unless otherwise stated

	180 2-wake H/S or T/S	450
	180 Blind B/S 1-wake- board must leave water	450
	360, Surface 360 – board stays on water, handle pass, wrap, or Ole	425
	360 Surface Blind	475
H/S	Air 2 wake with grab other than listed values	350
T/S	Air 2 wake	350
	Backscratcher – raise board 90 degrees behind rider	400
	Bunnyhop 180 Blind or B/S Bunnyhop 180 – board must leave water	450
	Bunnyhop 360 - handle pass	550
	Bunnyhop 360 – wrap version	425
	Crail Grab – rear hand, toe side grab, between front foot and nose	500
	Fashion Air – backscratcher with back hand behind head, show style	450
H/S T/S	Half Cab - H/S or T/S – back to front 180, 2 wake	500
	Indy Grab– rear hand, toe side grab, between feet	400
	Indy Stiffy – stiffy with indy grab (see stiffy below)	500
	Melon Grab – front hand, heal side of board, by front foot	450
	Method Grab–same as melon, but board in backscratcher position	450
	Mute Grab – front hand, toe side grab, between feet	450
	Nose Grab – front hand, nose of board	425
H/S T/S	Nuclear Grab– rear hand, heal side grab or toe side grab, between front foot and nose	550
	Palmer Grab- Melon grab with twister	500
	Powerslide to Blind – same as powerslide, 2 secs, with extra 90 slide	325
H/S	Roast Beef Grab– rear hand, heal side grab, between feet	475
T/S	Roast Beef Grab	500
H/S	Seat Belt Grab- rear hand h/s grab on nose	525
	Slob Grab– front hand, toe side grab, between front foot and nose	450
	Stalefish Grab– rear hand, heal side grab, between feet, around back leg	475
	Stiffy – Both legs straight w/ board toward boat	450
	Tail Grab– rear hand, tail of board	450
	Tindy Grab - rear hand TS grab between rear foot and tail	425
	Twister/Shifty – board rotates 90 degrees and then back	450

Trick MODification Chart

Rewind version of spin – board rotates 180 degrees opposite direction of spin	+100
Shifty - board must rotate at least 90 degrees in opposite direction on any trick	+50
Suicide version of 2 wake inter. level tricks, handle is released and regained judges must see hands away from handle	+125
Switch version of a trick	+100
Tricks 1400 points or higher are allowed only 1 variation	
Tricks to 180 – any trick w/ additional 180 spin, to revert/fakie	+50
Tricks to Blind 180 – any trick w/ additional blind 180, to revert/fakie	+200
Wrap version of a spin trick or mobe	-200

Intermediate Tricks

Includes Entro tricks over 250 and all Novice tricks
Any trick or variation scoring 250 up to 1150 points

H/S	180 Blind or B/S 2-wake H/S	1100
	360 Handle Pass - H/S or T/S	1100
H/S	Backroll – barrel type roll, h/s approach	1050
T/S	Backroll – toe side approach to back flip	1100
T/S	Backroll to Revert – t/s backroll w/ 180 to switch landing	1150
	Bel Air – air tantrum, in flats, wake not used	1100
T/S	Front Roll – toe side approach, head over heels roll	1100
H/S	Off Axis F/S 180	1100
T/S	Off Axis F/S 180	1100
	Scarecrow – t/s front roll to 180, switch landing	1150
H/S	Tantrum – h/s approach to back flip	1100
	Tumbleturn - full 360 rotation of body and board w/ back on water	800

BS 180's and Off Axis 180's will count as a spin in Intermediate

Advanced Tricks

Includes Novice & Intermediate tricks.
Any trick or variation scoring 325 up to 1250 points

T/S	180 Blind or B/S – T/S	1200
H/S	Backroll to Revert – backroll w/ 180 to switch landing	1200
	Elephant – scarecrow with late f/s 180 to normal front roll landing	1200
	Half Cab Roll – switch h/s backroll to revert, front/regular landing	1250
H/S	Raley – body outstretched, superman style, board behind	1250
H/S	Rollaphant – h/s backroll to revert with late f/s 180 to normal backroll landing	1200
	Tantrum to Revert – tantrum to 180, switch landing	1200

Expert

Includes Novice, Intermediate & Advanced tricks list.
Any trick or variation over 325 points up to 1350

H/S	360 Blind or B/S	1300
H/S	540 Handle Pass	1350
T/S	540 Handle Pass	1350
H/S	540 Off Axis	1350
T/S	540 Off Axis	1350
	911 - S-bend approach w/ 180 board rotation, brought back to normal landing	1350
	Air Front Flip - front flip without using wake	1300
T/S	Batwing – t/s raley w/ any grab	1350
H/S	Front Flip - board must go end over end	1300
T/S	Front Flip – board must go end over end	1350
H/S	Hoochie – raley w/ heal side grab by front foot	1325
H/S	Krypt	1300
H/S	OHH (other hand hoochie), heelside grab, back hand	1325
H/S	Oriental – same as hoochie but grab toe side of board	1350
T/S	Raley – t/s approach, board goes out behind rider, head high	1275

Outlaw/Pro

Includes Novice, Intermediate, Advanced & Expert tricks
Any trick or variation over 400 points

H/S	313 – h/s raley with late f/s 360 handlepass	1750
T/S	360 Blind B/S, handlepass	1500
H/S	540 Blind B/S, handle pass	1550
T/S	540 Blind B/S, handle pass	1750
T/S	720 Handle pass	1700
H/S	720 Handle pass	1750
T/S	900 Handle Pass	2000
H/S	900 Handle Pass	2200
	911 Krypt – 911 w/switch landing	1400
H/S	1080 Handle Pass	3000
T/S	1080 Handle Pass	3000
H/S	Back Mobe - back roll with F/S 360 handle pass	1650
H/S	Backroll to Blind – backroll w/ b/s 180 spin, switch landing	1400
T/S	Backroll to Blind – t/s backroll with blind 180, handle pass	1600
	Big Worm - Same as crow mobe 540, but w/handle pass above head (no handle pass)	1650
H/S	Blender – h/s backroll with wrap 360	1400
H/S	Blind Judge – raley to blind 180, switch landing	1700
	Crow Mobe 5 – Crow mobe with additional 180, handle pass	1800
	Crow Mobius – scarecrow w/ additional 180, handle pass	1600
	Diesel - Same as crow mobe, but w/handle above head (no handle pass)	1550
T/S	Dumb Dumb – t/s front roll with blind 360, handle pass	1650
	Fat Chance – switch front flip mobe	1800
H/S	Front Flip to blind – same as h/s front flip, with blind 180, handle pass	1500
T/S	Fruit Loop – t/s front flip to blind 180, handle pass	1550
H/S	Half Cab Front Flip – switch h/s front flip to revert	1450
H/S	Hasselhoff – switch h/s front flip to blind	1600
H/S	Hoochie Krypt – hoochie to revert, switch landing	1375
H/S	Kamikaze – h/s raley suicide, hands must be away from handle	1750
H/S	KGB Handlepass – h/s backroll to blind 360, handle pass	1600
H/S	KGB Wrap – h/s backroll to blind 360, wrap approach	1400
	Moby Dick – tantrum with B/S 360, handle pass	1550
H/S	Off Axis B/S 180	1400
T/S	Off Axis B/S 180	1500
	Orbital – inverted 360 line over	1750
T/S	Pete Rose - back roll 360 handle pass	1700
H/S	S-Bend – raley with b/s 360 body rotation while extended	1500
	Skeezer-Switch stance crow mobe	1700
	Slim Chance - front flip mobe	1700
T/S	Slurpy – t/s backroll w/ 360, handle behind back approach	1450
H/S	Spare Rib – h/s backroll w/ 360, handle over head	1500
	Tantrum to Blind – tantrum to b/s 180, switch landing	1450
T/S	Tootsie Roll – t/s front roll with blind 180, handle pass	1450
	Tweety Bird – air (no wake) version of a Whirlybird	1400
H/S	Vulcan – s-bend with 180 before landing, landing switch	1550
	Whirly 5 – whirlybird with additional 180, switch landing	1700
	Whirlybird - tantrum with a F/S ole' 360	1400

Wakeboard Variation Rules



YOUR SUCCESS TAKES PLANNING

MAKE A LIST of tricks you can do pretty consistently. Put them in an order that flows easily.

Make a list of **REALISTIC TRICKS** you want to learn or are learning. Incorporate some in your run. It's okay to try new things. You will get better through-out the season.

Plan your run, **WRITE IT DOWN**. Be sure to look for duplicates and the 4 variation rule. Start with easiest trick first, progress to the hardest at the end of each pass.

Practice the run using tricks you have listed. Ask yourself "does the run **FLOW** easily?" Practice every time you ride. Do your run first thing each time. You will not have time to warm up the day of the event. This will get you ready to do it right off the dock on event days.

Have a **BACKUP PLAN** for falls. Know what tricks you will do in place of the trick you fell on when you get back up. Practice this.

KNOW YOUR DIVISION, read the rule book or ask your coordinator. Remember you will improve from the beginning of the season to the end. Don't sell yourself short.

PRACTICE behind other boats other than your own if at all possible; the event may have different boats.

Know your **SPEED & ROPE LENGTH**. Identify your rope length on your rope or take off any unnecessary lengths.

Look at weather conditions, bring **APPROPRIATE GEAR** if necessary. Example: wet suit or heater tops.

Remember that **WEATHER** is unpredictable and conditions may change. You may have to contend with wind or rain, so it is good to practice in those conditions.

Be prepared when you come to the dock. Have all your **GEAR READY** to go. Tighten your bindings, untangle the rope, bring your life-jacket and helmet.

If you do not normally ride with a **HELMET**, practice with one on. Remember the most important thing.

HAVE FUN!

Surface trick subject to 4 variation rule

Boardslide in flats – same as lipslide, but in flats	
360 Surface Blind	
360, Surface 360 - board stays on water, handle pass, wrap, or Ole	
Lipslide – board slides sideways on wake crest for 3 secs.	
Powerslide board/fin breakout- board slides backside for 2 sec	
Powerslide to Blind – same as powerslide, 2 secs, with extra 90 slide	

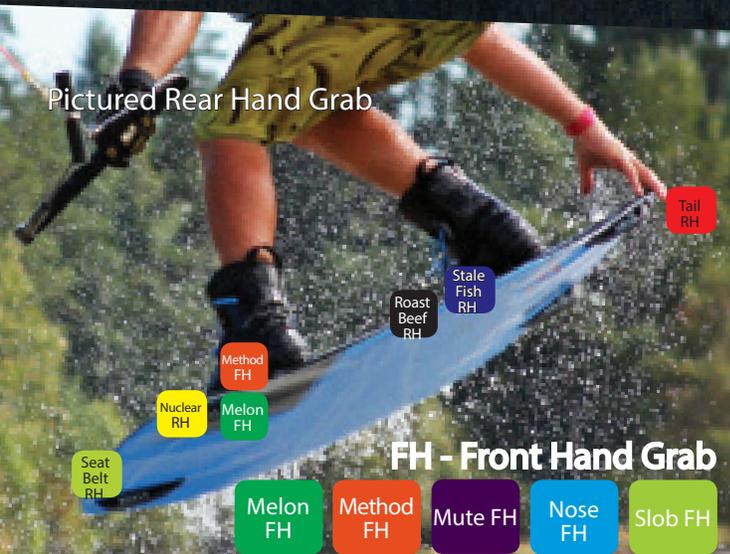
Raley MODifications

Glide – 911 based trick with grab. 2 wake Grab trick value	+1000
Example - method glide 425 + 1000=1425	
Any H/S Raley based trick w/ blind 180	+450
Any H/S Raley based trick w/Suicide, hands must be away from handle	+500
Tumbleturn after any Raley based trick, must be immediate	+250

Raley Variations - subject to 4 variation rule

H/S	Raley – body outstretched, superman style, board behind	1250
	313 – h/s raley with late f/s 360 handlepass	1750
	911 – S-bend approach w/ 180 board rotation, brought back to normal landing	1350
	911 Krypt – 911 w/ switch landing	1400
H/S	Blind Judge – raley to blind 180, switch landing	1650
H/S	Hoochie – raley w/ heal side grab by front foot	1300
H/S	Hoochie Krypt – hoochie to revert, switch landing	1350
H/S	Kamikaze – h/s raley suicide, hands must be away from handle	1750
H/S	Krypt - 911 w/switch landing	1300
H/S	OHH (other hand hoochie), heelside grab, back hand	1350
H/S	Oriental – same as hoochie but grab toe side of board	1325
H/S	S-Bend – h/s raley with b/s 360 body rotation while extended	1500
H/S	Vulcan – s-bend with 180 before landing, landing switch	1550

Wakeboard Grabs & Terms



Terms

Backside Boardslide/Lipslide: A Boardslide or Lipside where the rider approaches the slider or wake with their back closest to the object being used.

Backside Spin or B/S: A spin where the rider rotates with the back of their body towards the boat first. For a left-foot forward rider this would be clockwise. Sometimes referred to as a “blindside spin”.

Blind: Landing blind is also like landing wrapped, where the rider does not pass the handle so they land with the handle behind their back with their back facing the boat. Referred to like a “Tantrum to Blind”, or “Front Flip to Blind”. Sometimes backside spins are referred to as “blind” spins.

Bone: To bone out a grab or bone out your leg means you straighten it all the way out. A “Boned out grab” is one where your leg or legs are straightened out while grabbing.

Bunny Hop: Another term for Ollie. Bunny Hop comes from world of BMX biking, while Ollie is a term from skateboarding.

Butt Check: When the rider lands a trick and drags or slaps their butt on the water. Generally this is considered a sloppy landing.

Double-Up: When the boat circles around and cross back over it's own wakes at about a 90-degree angle, the wakes converge causing the resulting wake to be twice the size. This is the Double-Up. If the rider times it right, they can edge in and hit the Double-Up, which will give them more air than normal.

Fakie: Land with the opposite of your regular foot forward, (right foot forward would land left foot forward)

Heelside or H/S: The side of your board closest to your heels. Most riders are more comfortable edging with this edge when beginning.

Flip: The term can be interchanged with “invert”, but in wakeboarding a Flip is usually a term used to define a tip over tail upside down rotation. There are a few exceptions.

Frontside Boardslide/Lipslide: A Boardslide or Lipside where the rider approaches the slider or wake with the front of their body closest to the object being used.

Invert: When the rider goes upside down while in the air. (Any trick where the board is over the head of the rider.)

Goofy Foot: Wakeboarders who ride with their right foot forward.

Grab: While in the air, if the rider reaches down to the board and clasps their hand on it, it's a “Grab”. There are lots of different types of grabs that can be done alone or added to other tricks.

Mobe or Mobius: An invert that also contains at least a 360 degree spin in it.

Ole': When the rider does a spin and instead of passing the handle just lifts the handle over their head.

Ollie: When the rider pops the board into the air by pushing down on their back foot and jumping up leading with their front foot. Just like a skateboarding ollie.

Off-Axis Spin: When a rider does a spin but goes off the vertical axis so the board usually gets up to shoulder level.

Raley-Based Tricks: Tricks built off of the Raley, which means they are all tricks with your body extended back with the board above your head, yet aren't inverted flips.

Revert: To land fakie

Roll: An invert where the board travels in an edge over edge rotation. However, some tricks that follow that rotation aren't called Rolls. A Back Roll has a tip over tail rotation; it can be a bit confusing.

Spin: A spin is when the rider and board rotate around on a vertical axis.

Switchstance: Riding the board backwards from your normal riding stance.

Toeside or T/S: The side of the board closest to your toes.

Wrapped: When the rider has the rope wrapped around their back when riding they are going to perform a wrapped trick. It allows a rider to spin without doing a handle pass, so it allows for unique grabs.

Cable Wakeboarding

Cable rider's this format is the collective work of the WWA, representatives from Sesitec and the INT League. We ask that you have patience and provide us with constructive criticism. You can send your recommendations to Fun@intleague.com.

Divisions

Mini - 8 & under, boy & girls

Junior's - 13 & under, boys and girls

Men/Women - 14 & over, unless listed divisions are co-gender

Master's - 30 & over

Mini Outlaw - Surface tricks, fun box and wedge only.

***Mini Outlaw Advanced** - Surface tricks, all features.

Entro's & Jr. - 180's, basic airs (kickers), surface tricks and basic rail tricks.

Novice - Men's, Women, Masters & Jr. 360's, surface tricks, rails, 1 basic transfer, no air tricks, no inverts 1 wild card trick allowed in last 2 min. (Invert or 540).

Intermediate's - Men's, Women & Jr. Up to 540's, Transfers, Inverts, 1 air trick.

Expert - Up to 720's, everything else goes Outlaw/Open - 900's+, everything else goes

Overview

All riders in a division will compete against each other at the same time in a subjectively judged, timed heat. The number of competitors in a heat will depend on the number of cable carriers.

As all riders in the divisions are on the water at the same time, each rider should wear a distinctly colored bib or easily identifiable marking to allow judges to assign scores to the correct rider.

Trick Run - Contestants may perform any number of tricks they choose in any order they wish. Riders will be judged on the difficulty and proficiency of the moves executed, how big they are going, variety of moves performed, technical difficulty, use of obstacles and creativity and fluidity.

Judging Zones - Judges will be placed in "zones" around the cable course and will judge each rider only on tricks performed

within that zone and rank each rider against the others in the division. Zones may be assigned as apparatus, corners, straights or any other method at the discretion of the head judge. At least one judge and one recorder should be placed in each zone.

Course - The course shall be a timed course within the boundaries of the cable system, with the time starting when the last rider in the division leaves the dock, until time runs out. The heat will end when all riders complete their current lap after the completion of time.

The Run - All riders will leave the starting dock on individual carriers (every other carrier should be left empty) and begin their pass when the last rider is on the water. Riders will be judged on tricks initiated within each judging zone or apparatus. Judging will stop after all riders complete the lap they are on when time expires.

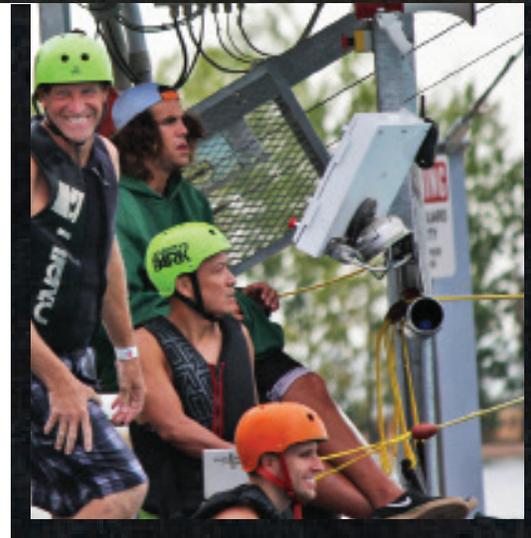
Falls - The riders will continue their run after any falls by returning to the start dock and using the next available carrier. There is no limit to the number of falls, as long as the rider can get back on the course before the time expires. No rider may enter the course after time has expired.

Equipment - Helmets Are Mandatory. Life Vests Are Mandatory. If a rider has a problem with their equipment while riding then they need to raise their hand, and proceed to ride back to the dock. Here they will have 5 min to fix their equipment. Any prolonged amount of time will result in a rider disqualification. They will be then scored on the tricks that they threw before the equipment failure.

Judging - Each contestant shall be judged on tricks done within each zone. The number of and separation of zones are at the event organizers or head judge's discretion. At least 3 judges & 3 recorders are recommended and more than one judge can be used in each zone. They will be compared against other riders in the same division and ranked only against those riders.

There are no predetermined points for any tricks. The judging of this routine begins when the last rider is on the water and ends when the last rider exits the course after time expires. Each zone judge's scores will then be added together to deliver a total score for the run.

Re-rides may be granted at the sole discretion of the head judge for failure of the cable system only.



The judges will answer the following questions based on the overall run of the rider:

Features

1. Did the rider perform high risk/difficult tricks relative to the division? 0-20

2. How far did the rider slide down the rail?

Apply points for each rail: 25% - 2pts | 50% - 4pts | 75% - 6pts | 100% - 10pts

3. Spin Into the rail: 180° or greater 0-7

4. Controlled Spin on the Rail 0-5

5. Spin Off the Rail 0-3

6. Did the rider spin both front side and backside? 0-5

7. Did the rider perform grabs? 0-10

Air/Flat Tricks

9. Did the rider perform high risk/difficult tricks relative to the division? 1-30

10. Did the rider perform air tricks into the corner? 1-6

11. Did the rider perform air tricks in the flats and out of the corner? 1-4

Overall Style

1. Did the rider have a balanced run of HS and TS Tricks? 1-10

2. Overall Amplitude? 1-15

3. Did the rider show style by poking, tweaking or twisting? 1-15

4. Did the rider approach switch? 0-10

Wake Skate Rules & Divisions



Specific wakeskate trick elements in each division will be scored. All basic rules for wakeboard apply to wakeskate except wakeskater's will be allowed 2 falls. The 3rd fall will end the run.

There are no limits to number of tricks during the pass. All tricks, composition of the run, style, attitude, and difficulty of the run will all be scored on the attack sheet. The total style, composition and execution of the run will be the final score.

Wakeskate is divided into 2 divisions, the Novice/Intermediate division and Advanced/Open division. Novice/Intermediate skaters will only be judged on tricks they perform off the Novice/Intermediate trick list. This division is designed for beginner through Intermediate skaters with basic skate tricks. Novice/Intermediate skaters will be scored from 0-100 points.

Advanced/Open division skaters may attempt any trick or trick combination listed on the Novice/Int or Advanced trick list. The Advanced/Open division will be subjectively scored from 0-100 points. If you would like to perform a trick that is not listed, please let your boat judge know, before your run, so they can make sure the trick falls within the guide lines of your division.

We are continuing to make improvements to our format, so please make sure you are clear on all rules, before competing. If you have any questions, please contact your State Coordinator. The wakeskate rules committee reserves the right to adjust or amend the wakeskate format at any time.

Novice/Intermediate Trick List

BS	Boardslide – Board slides 90 degrees on top of wake, rider facing boat, 3 secs
BS	Boardslide FS 90 Out- BS boardslide w/ another 90 degree rotation, ride away switch.
FS	Boardslide - Rider slides at 90 degrees on the wake ,rider facing away from boat-3 secs
H/S-T/S	Inside Out Jump - rider ollies while inside the wakes and lands outside the wakes
FS	Lipslide – Board slides 90 degrees on top of wake, rider facing boat, hold for 3 secs
FS	Lipslide FS 90 Out - FS lipslide w/ another 90 degree rotation, riding away switch
BS	Lipslide - Rider slides at 90 degrees on wake ,rider facing away from boat-3 secs
	Ollie – Rider pops board out of water, like bunnyhop, board must leave water
FS	Ollie 180 - same as ollie but with rider turning 180 degrees in the air towards the boat
FS	Surface 180 – Rider spins board 180 degrees on the water
BS	Surface 180 – Rider spins board 180 degrees on the water, away from boat
BS	Surface Slide – Board slides at 90 degrees with rider facing away from boat, 2 secs
FS	Surface Slide – Board slides at 90 degrees with rider facing boat, hold for 2 secs

Advanced/Open Trick List

H/S	1 Wake 180 - Same as 1 wake HS jump with rider and board doing a 180 degree rotation
T/S	1 Wake 180 - Same as 1 wake TS jump with rider and board doing a 180 degree rotation
H/S-T/S	1 Wake Jump - Rider jumps 1 wake and lands between wakes-board must leave water
BS	360 lipslide spin - Rider does complete 360 degree spin away from boat on lip of the wake
FS	360 lipslide spin - Rider does complete 360 degree spin towards the boat on lip of the wake
H/S	Inside Out Ollie 180 - Rider ollies from between the wakes, does a 180 degree spin towards the boat, and lands outside the wake
T/S	Inside Out Ollie 180 - Same as TS Inside Out ollie, with rider and board doing a 180 degree rotation
	Ollie 180 - same as ollie but with rider turning 180 degrees in the air towards the boat
	Ollie blind 180 - Rider ollies and spins 180 degrees, spinning away from boat, must leave water
FS	Re-Entry Ollie 180 - Rider ollies on the wake, does a 180 degree spin towards the boat, and lands on the same wake
BS	Re-Entry Ollie- Rider ollies on the wake behind them and lands back on the same wake
BS	Shuvit-flats - Rider ollies in flats and spins only the board away from the boat 180 degrees
FS	Shuvit-flats - Rider ollies in the flats and spins only the board towards the boat 180 degrees

T/S	2 Wake Jump -Rider jumps wake to wake coming in to eside
T/S BS	180 1 wake Same as 1 wake TS jump with both the rider and board doing a 180 degree rotation, spinning away from the boat
H/S BS	180 1 wake - Same as 1 wake HS jump with both the rider and board doing a 180 degree rotation, spinning away from the boat
T/S	Inside Out BS 180 -Rider ollies in between the wakes, does a 180 degree spin away from the boat, and lands outside the wake
H/S BS	2 Wake 180- Rider jumps wake to wake and both rider and board spins a 180 degree rotation away from the boat
H/S	2 Wake 180 -Rider jumps wake to wake and both the board and rider spins 180 degrees
T/S	2 wake 180 -Rider jumps wake to wake with board and rider doing a 180 degree rotation
T/S BS	2 Wake 180- Same as TS BS 2 wake jump with rider and board doing a 180 degree rotation away from the boat
H/S	2 Wake 180 w/grab- Same as HS 2 Wake 180 but with a grab
T/S	2 wake 180 w/grab- Same as TS 2 wake 180 but with a grab
T/S FS	1 Wake 360- Rider jumps 1 wake and both the board and rider spins 360 degrees
H/S FS	1 Wake 360 -Rider jumps 1 wake and both the board and rider spins 360 degrees
BS	1 Wake 360 -Same as one wake jump with rider and board spinning a 360 degrees away from the boat
H/S FS	360 2 wake jump- Rider jumps wake to wake with the rider and board doing a 360 degree rotation towards the boat
H/S BS	360 2 wake jump-Rider jumps wake to wake with both the rider and board doing a 360 degree rotation turning away from the boat
T/S FS	360 2 wake jump-Rider jumps wake to wake with the rider and board doing a 360 degree rotation towards the boat
HS FS	Inside Out 360 - Rider ollies between the wakes, spins the board 360 degrees away from the boat and lands back on the board outside of the wake.
T/S FS	Inside Out 360 - Rider ollies between the wakes and both the board and rider spins 360 degrees towards the boat and lands outside of the wakes
H/S BS	Inside Out 360 - Same as inside out Ollie with rider and board spinning a 360 degree rotation away from the boat
BS	360 Shuvit-re-entry- Rider ollies on the wake and spins only the board 360 degrees away from the boat and lands back on the board on the same wake
BS	360 Shuvit-flats- Rider ollies and spins the board 360 degrees away from the boat and lands back on the board-performed in the flats
H/S T/S BS	Air (BS Twister)- Rider jumps the wake and rotates 90 degrees away from the wake then rotates 90 degrees back
H/S T/S	Benihana Grab-Rider jumps wake to wake, grabs the board and kicks back leg away from the board
FS	Bigspin - Rider ollies and spins the board 360 degrees and the rider spins 180 degrees towards the boat
BS	Big spin Rider ollies and spins the board 360 degrees and the rider spins 180 degrees away from the boat
FS	Boardslide BS 270 Shuvit Out- Same as FS Boardslide with rider doing an ollie and spinning only the board 270 degrees away from the boat out of the lipslide
BS	Boardslide BS 270 Spin Out- Same as BS Boardslide with rider spinning 270 degrees away from the boat, after doing the boardslide
FS	Boardslide FS 270 Spin Out- Same as FS lipslide but rider rotates 270 degrees out of the lipslide, spinning away from the boat
BS	Boardslide 90 Shuvit Out- Same as BS Boardslide with rider kicking the board 90 degrees towards the boat and landing back on board
FS	Boardslide BS 90 Shuvit Out- Same as FS Boardslide with rider kicking the board 90 degrees and landing back on board
FS	Flip - Same as Kickflip with rider doing a 180 degree rotation spinning towards the boat

BS	Flip - Same as Kickflip with rider doing a 180 degree rotation spinning away from the boat
H/S T/S	Indy Grab- Rider jumps wake to wake and grabs the board indy
H/S T/S	Indy Poke- Rider jumps the wake, grabs indy, and straightens the front leg
	Kickflip-flats- Rider ollies and kicks the board making it do a full rotation edge over edge and lands back on the board-performed in the flats
	Kickflip - Inside Out-Rider ollies between the wake and kicks the board making it do a full rotation edge over edge and lands back on the board outside of the wakes
	Kickflip - Re-entry- Same are re-entry ollie with rider kicking the board making it do a full rotation edge over edge and lands back on the board
BS	Lipslide 90 Shuvit Out -Same as BS Lipslide with the rider kicking the board 90 degrees away from the boat and landing back on board
BS	Lipslide FS 270 Spin Out- Same as BS Lipslide but rider spins 270 degrees out of the lipslide, spinning toward the boat
FS	Lipslide BS 270 Shuvit Out- Same as FS Lipslide with rider doing an ollie and spinning the board 270 degrees away from the boat out of the lipslide
FS	Lipslide BS 270 Spin Out-Same as FS Lipslide but rider rotates 270 degrees out of the lipslide, spinning away from boat
FS	Lipslide FS 90 Shuvit Out- Same as FS Lipslide with rider kicking the board 90 degrees towards the boat and landing back on board
H/S T/S	Melon Grab- Rider jumps the wake and grabs melon
H/S T/S	Method -Rider jumps the wake and grabs method
H/S T/S	Mute Grab- Rider jumps the wake and grabs the board Mute
H/S T/S	Nose Grab- Rider jumps the wake and grabs the board Nose
	Ollie 360- Rider ollies and both the board and rider rotates 360 degrees
BS	Ollie blind 180-re-entry- Rider ollies on the wake behind them, does a 180 degree spin away from the boat, and lands on the same wake
FS	Ollie Blind 180-re-entry- Rider ollies on the wake in front of them and both rider and board spins 180 degrees away from the boat and lands back on the same wake
BS	Re-Entry Ollie 180- Rider ollies on the wake behind them, does a 180 degree spin, and lands on the same wake
FS	Shuvit up-Shuvit Out -Any Variation (Rider spins only the board 180 degrees up on the wake then spins only the board 180 degrees off the wake
BS	Shuvit-re-entry- Same as BS re-entry ollie but rider spins only the board 180 degrees and lands back on board
FS	Shuvit-re-entry- same as FS re-entry ollie but riders spins only the board 180 degrees and lands back on the board
H/S T/S	2 Wake BS Shuvit- Same as wake to wake jump with rider spinning only the board 180 degrees away from the boat while in the air and landing back on the board
H/S T/S	2 wake FS Shuvit- Same as wake to wake jump with rider spinning only the board 180 degrees towards the boat while in the air and landing back on the board)
H/S T/S	Stalefish Grab -Rider jumps the wake and grabs stalefish
H/S T/S	Tail Grab-Rider jumps wake to wake and grabs the board tail
	Body Varial - Rider jumps and spins 180 rotation and lands back on the board only the rider spins, not the board
H/S T/S	2 wake Body Varial-Rider jumps wake to wake with only the rider spinning 180 degrees landing back on the board-riding away switch
	Varial Flip Inside Out-Rider ollies between the wakes and kicks the board making it do a full rotation edge over edge and a 180 degree rotation, Rider lands back on board outside wakes
	Varial Flip- Rider ollies and kicks the board making it do a full rotation edge over edge and a 180 degree rotation, Rider lands back on board

Kneeboard Rules & Judging



Your division is determined by your ability. You will only be allowed to complete the tricks allowed for your division. Any trick completed that is not approved for your division will either not be scored or cause the rider to be bumped to the next appropriate division.

Mini Outlaw: 8 years old and younger
Junior Novice: 9-12 years old
Novice & Open: 13 and older

Novice Divisions (Mini Outlaw, Jr. Novice, and Novice):

A total of 16 tricks with a maximum of 8 per pass will be scored. Any trick performed in the first pass may be performed again in the second pass. Any trick performed twice in the same pass will only be awarded points once. Surface spins are limited to five per pass. If more than five are performed, only the first five will receive credit. All riders must complete an attack sheet prior to riding, indicating which tricks they will perform. The tricks do not need to be performed in the order listed. Tricks allowed in the novice division include: novice tricks, surface tricks, jump 1-wake, jump 2-wakes, wake-180, wake-360, air-180, air-360, nose dip and twister.

Open Division: Open division riders will receive 2 passes through the course and a maximum of 8 tricks per pass will be scored. Tricks cannot be repeated. Tricks allowed include all wake tricks and all inverted tricks. There is no limit on the number of inverted tricks. Surface tricks and Novice tricks will NOT be scored in the Open division.

All divisions will be allowed two passes through the course to complete their tricks. Tricks must be listed in the current rulebook or approved by the Chief Judge prior to riding. Only the tricks listed in the rulebook will be allowed at the INT Championships. No dock starts or platform starts will be allowed at any time.

Guidelines

Attack Sheets: All riders are required to turn in an attack sheet prior to riding; with name, division, rope length, and boat speed written clearly. All Novice riders are also required to indicate on their attack sheet which tricks they will perform.

Trick Pass: The 8 best tricks per pass will be scored. If a Mini Outlaw, Jr. Novice, or Novice rider completes more than 8 tricks, only the best 8 tricks (that are listed on the attack sheet) will receive credit. Open Division riders will receive credit for the best 8 tricks (that are eligible to be scored in the Open division) performed. It is important that the rider pause long enough between tricks (especially when doing surface tricks) that the judge can determine the end of one trick and the beginning of the next trick. If the judge cannot make this determination, the rider will receive no credit for the trick or tricks in question. Video replay will not be accepted.

A rider can only be scored for one trick at a time. For example: cross 1-wake is to be performed and scored separately from cross 2-wakes.

Falls: One fall will be allowed. After the first fall the rider will be picked up and allowed to continue their pass. A second fall will end the run. If a rider falls during a combination trick, he will be given credit for all tricks in the combination that the judge determines were completed prior to the fall.

Equipment: A competitor performing a wrap or trick involving more than a 540 degree rotation must supply and use a trick release that will not damage or mark the boat or pylon.

Wake Tricks: All wake tricks, rolls, and flips may be performed either 1-wake or 2-wake. One wake tricks will be awarded the point value listed for that trick. Two wake tricks- ankles must cross crest of the 2nd wake to receive credit for a 2-wake trick and will receive an additional 100 points.

Call Judge: The call judge will be knowledgeable of rules and tricks for the division that is being judged. The call judge will call the name of the tricks performed to be recorded.

Style Judge: The style judge will award the number of style points each rider receives. More than one style judge may be used and style points will be averaged if this occurs. Style points will be added to the trick points to determine final score.

Recorder: The recorder can be anyone willing to ride in the boat and write down the tricks and variations the call judge calls out. The recorder does not need to know the tricks or give style points.

Reverse Tricks: The reverse of a trick is simply performing the trick in the opposite direction.

Bumping: The Chief Judge or State Coordinator may bump a competitor at any time. A competitor performing tricks outside his division will be bumped. A competitor who dominates his division may be bumped to a more competitive division. The State Coordinator will make the final decision regarding bumping.

Style Points: Style points will be awarded in all divisions. Style is scored subjectively and will reward the rider for the quality of the trick run. The criteria considered includes variety of tricks, execution of tricks, overall flow of the pass, and control on the water. Style points may be awarded as follows:
Mini/Junior Novice/Novice 0-250 point
Open 0-1000 points

Terms

Air Tricks: Tricks performed by using the bounce a rider gets after landing a wake jump or wake trick.

Blind: Completing a trick to the backwards landing position where the handle is positioned on the outside of the hip away from the wake.

Combination Tricks: A combination trick is a series of tricks performed in succession using one trick to set up for the next trick, and possibly additional tricks, to return the rider to the skiing position. When combination tricks are performed, each trick of the combination will be judged and scored individually. Bonus points will be awarded for the second, and additional, air tricks performed in a combination. The bonus value will be 50% of the listed trick value. Example: A rider performs an invert back, air 360, and air 180 as a combination, the air 180 will receive 200 trick points plus 100 bonus points.

The Trick List includes the most popular tricks. Other tricks may be added. It is the riders responsibility to have any trick not on the list approved by the chief judge prior to riding. Any unapproved trick will receive a zero.

Touch the water	20
Cross one wake	20
Cross one wake backwards	30
Cross both wakes	40
Cross both wakes backwards	50
Stand on Board	60
Surface Tricks	
Side Slide - board turns 90 degrees (perpendicular to boat)	40
180 Back - turn backward	60
180 Front - from backward position, turn forward	60
180 back and 180 front are two separate tricks	
360 Back - from backward position 360 degree turn	80
360 Front - 360 degree turn	80
540 Back - from forward position, turn 540 degrees ending in backward position	100
540 Front - from backward position, turn 540 degrees ending in backward position	100
720 Back - from backward position, two complete revolutions without pause	120
720 Front - two complete revolutions without pause	120
Air Tricks	
Air 180 Back & Reverse - front to reverse 180 degree turn while in the air off of a bounce landing in a backward position	200
Air 180 Front & Reverse - same as above landing forward	200
Air 360 Front - 360 degree turn in the air off of a bounce landing forward	600
Air 360 Back - same as above landing backward	750
Air Backroll R/L - backroll done off of a bounce	1200
Air Frontroll R/L - front roll done off of a bounce	1200
Air Front roll to back R/L - front roll to back done off of a bounce	1300
Air Front somersault - front somersault done off of a bounce	1200
Air Invert Back - invert back done off of a bounce	1300
Air Layout - layout done off of a bounce	1200
Air 540 Back - 540 degree rotation done in the air off of a bounce landing in backward positions	1500
Air 540 Front - same as above landing forward	1500

Terms continued

Front and Back: Is determined by the direction the rider is facing when completing the trick i.e. facing forward or backwards.

Grabs: A rider must grab the board cleanly and show control to receive credit for the grab. A slap, swat, or touch will not receive credit. Grabs are only scored with tricks worth 500 points or more.

Adding a grab does not make it a separately scored trick.

Example: a back roll is performed and then a backroll with a grab. Only the first one will be scored as the second one is a repeated trick.

R/L: Represents right and left. This is determined by the direction of the rider's motion from the judge's perspective.

Reverse: The same trick done with the opposite rotation i.e. clockwise or counter clockwise.

Wake Tricks, Rolls & Flips	
Back roll R/L - barrel roll, board must rotate sideways	800
Back Somersault - back flip, board must be end over end	1100
Backwards Back Somersault - back flip from the backwards position, board must be end over end	1600
Bankout -	600
Dizzy Critter - Laid out 1 handed front roll to back	1400
Double Front Somersault - 2 front somersaults while in the air	2500
Front Flip R/L - board must be end over end (right or left approach)	1000
Front Flip R/L - board must be end over end (right or left approach)	1000
Front Flip to Back R/L - front flip landed backwards	1200
Front Flip to blind - front flip landed blind	1050
Front Roll R/L - shoulder closest to wake tucks, other shoulder up & over	900
Front Roll to Back R/L - same as front roll but land in backward riding position	1100
Front Roll to Blind R/L - front roll landed blind	1000
Invert back R/L - backroll, release one hand & land backward	1050
Invert front R/L - hit the wake backward, backroll & land forward	1000
Jump 1-wake R/L- board in air while jumping wake	50
Jump 2-wakes R/L - jump both wakes, board must clear crest of both wakes	100
Layout - kick board back & lay it out horizontal to water	1000
Layout to Back R/L - layout and land backward	1200
Macossini - 180 approaching wake, front flip while moving backwards	1300
McDouble Deluxe R/L - two backroll's before landing	2000
Mule Kick - kick board to a vertical position (with nose down)	800
Nose Dip - Drop nose of board while in the air	200
Roadkill R/L - invert front, turn 180 and land backwards	1300
S-Bend R/L - Layout with a 360 rotation while laid out	1600
Skyscraper R/L - layout with 180 twist to back	1400
Surface Roll R/L - backroll performed on water surface	800
Tootsie Roll - back roll with board extended vertical while rider is upside down	1000
Twister - 180 rotation in air - return to riding position before landing	400
Wake 180 Back & Reverse - hit wake forward, turn backward while in air & land backwards	200
Wake 180 Front & Reverse - hit wake backward, turn forward while in the air	200
Wake 360 Back & Reverse - hit the wake backward, turn 360 degrees while in air & land backward	650
Wake 360 Front & Reverse - hit the wake forward, turn 360 degrees while in air & land forward	500
Wake 540 Back & Reverse - hit wake forward, turn 540 degrees in the air & land backward	1000
Wake 540 Front & Reverse - hit wake forward, turn 540 degrees in the air & land forward	1050
Wake 720 Back & Reverse - hit wake backward, turn 2 complete revolutions in the air & land backwards	1700
Wake 720 Front & Reverse - hit wake forward, turn 2 complete revolutions in the air & land forward	1650
Wake 900 back - hit wake forward, turn 900 degrees (2 1/2 revolutions) in the air & land backwards	1800
1080 front - hit wake & turn 3 complete revolutions (1080) in the air before landing	2500

Points: Riders will be awarded points by the judge for tricks completed. Each trick is assigned a value that is listed on the current trick list. Competitors will only receive credit for tricks approved for their respective division.

WakeSurf



Wakesurfing is growing in the competitive watersports community. As such, INT works with the Competitive Wake Surf Association to provide a consistent, repeatable method of scoring that provides the competitor with a fair and accurate evaluation of their performance during the event.

Divisions

WS Lasso – All ages, for riders who are working on dropping the rope.	Men Masters Skim (43+)
Junior - 13 & under	Men Masters Surf (43+)
Women Amateur Skim	Women Outlaw Skim
Women Amateur Surf	Women Outlaw Surf
Men Amateur Skim	Men Outlaw Skim
Men Amateur Surf	Men Outlaw Surf
Women Masters Skim (35+)	Women Pro Skim
Women Masters Surf (35+)	Women Pro Surf
	Men Pro Skim
	Men Pro Surf

For each Skill Level except Juniors, there shall be two Styles, Skim and Surf. At some events these divisions maybe combined. Although not defined, Skim and Surf Style are typically recognized by the following:

Skim Style: Board no greater than an inch thick with fin no more than 2 inches tall.

Surf Style: Board more than an inch thick; minimum of 2 fins of at least 2 inches tall. 'Division' shall mean a specific Skill Level, gender and Style, for example Pro Men's Skim, Amateur Women's Surf. If the Style is not specified, it means that Surf Style and Skim Style has been combined for that Division, for example, Men's Masters.

Course:

The State Coordinator will define the course in the riders meeting and announce how many passes through the course each rider will take (1 or 2). While in the course each rider may perform any routine he chooses. Any trick started outside of the course or while holding the rope will not be scored. A trick started in the course but finished off the course will be scored. Each pass ends either when the rider exits the course, or falls for the last time. Judging of the routine begins when the rider enters the course or drops the rope, whichever occurs later and ends when the rider exits the course, or falls for the last time. INT recommends a course length of 1300 feet and 10 feet lake depth minimum.

Falls:

Two Pass Format: Riders are allowed three falls total. Unused falls may not be carried forward. **One Pass Format:** The rider will be allowed two falls, their ride will be finished on the third fall. The coordinator can adjust the allowable fall total to meet event requirements and may limit all riders to one pass due to venue or time constraints. The boat driver should not adjust the boat speed or direction of travel to "save" a rider.

Judging:

Riders are encouraged to perform a smooth flowing routine with a wide variety of tricks. Each trick should be executed as cleanly as possible and taken to its limit. Judges will score riders based trick and style components. Completion of a pass without fall should be highly rewarded in the amateur divisions. Falls are NOT reflected in Style scores. Within a division, the performance of all riders shall be evaluated by the same panel of judges.

Boat Speed:

Boat speed is at the discretion of the rider but must be within the maximum and minimum tolerances allowed for the site and equipment. Boat speed is generally between 9 mph and 11 mph depending on the boat and how it is weighted. A test run should be taken to verify adequate ballast set up and establish a baseline speed, the speed should be provided at a riders meeting. It is the responsibility of the rider to notify the driver and judge of speed.

Format:

A rider must choose which side they will ride (starboard or port) at registration. Because wakesurfing requires the boat to be set up to produce the wake on one particular side there will be two separate heats - one for regular stance (left foot forward) and one for goofy stance (right foot forward). Please check with the state coordinator to see if a starboard side wake (goofy) will be available. The rider must complete his entire run on the boat set up for their selected side. Only one rider shall be allowed on the course at a time (i.e. no tandem riding).

The rider under normal conditions will be disqualified for intentional contact with the boat once underway. An exception to this is if the boat abruptly slows down or the wake abruptly changes and the rider is thrust toward the boat, the boat judge may determine to not disqualify the rider. Swim platform starts and exits shall not be permitted.

Weighting Tow Boats:

INT will strive to provide quality port and starboard wakes, every effort will be made to make the wakes as comparable as possible. If only one wake is to be provided, an announcement well in advance of the competition should be made. Within a division one stance should be completely run before the other stance. Additional weight and people should not exceed the coast guard capacity plate in the boat; this does not include factory ballast or fuel.

Wakesurf Tow Ropes:

Wakesurf specific ropes should always be used, such as a Y-handle. The rope shall be thrown to the opposite side of the wake and the rope will be pulled in by a judge on the boat.

Term	Definition
Air/Aerial	An air or aerial is riding the board briefly into the air above the wake (wave), landing back upon the wake (wave), and continuing to ride.
Back side	A surfer rides back side when his back is to the wake. Front side is the opposite of back side.
Bottom turn	A bottom turn is a turn at the bottom or low point of a wake (wave).
Carve	A carve is a turn (often accentuated).
Fins-free snap (or fins out) - Fins-free is a sharp turn where the fins slide off the top of the wake (wave).	
Floater	A floater occurs when a surfer rides up on the top of the breaking part of the wake (wave), and coming down with it.
Front side	A surfer rides front side when he is facing the wake. Back side is the opposite of front side.
Goofy Stance	The goofy stance is a surfing stance where the surfer's right foot is forward on the board and the left foot is at the back. Regular stance is the opposite of goofy stance.
Hang five	A hang five is putting five toes respectively over the nose of a surfboard.
Hang heels	Hang heels is facing backwards and putting the surfers' heels over the edge of a surfboard.
Hang ten	A hang ten is putting ten toes respectively over the nose of a surfboard.
Heel side	The same as back side. Back side is preferred.
Longboard Style	Longboard style is general class of surfing techniques. Style defining longboard techniques include: "hang 5", "hang 10", "nose riding".
Natural	Natural is the same as regular stance. Regular is preferred.
Off the top	Off the top is a turn on the top of a wake (wave), either sharp or carving.
Pearl	To pearl or pearling is driving the nose of the board underwater, generally ending the ride.
Pump	A pump is an up/down carving movement that generates speed along a wake (wave).
Regular Stance	The regular stance is a surfing stance where the surfer's left foot is forward on the board and right foot at the back. Goofy stance is the opposite of regular stance.
Shoulder	The shoulder is the unbroken part of the wake (wave). In wakesurfing the shoulder is relatively constant. Changes in underwater depth can change the shoulder.
Skim style	Skimboard style is a general class of surfing techniques. Style defining skim techniques include "shov-its" and multiple surface spins. A more comprehensive list of skim style tricks are provided in the Trick List.
Snap	A snap is a quick, sharp turn off the top of a wake (wave).
Stall	Slowing down by shifting weight to the tail of the board or putting a hand in the water.
Surf style	Surf style is a general class of surfing techniques. Style defining surf techniques include aggressive carving and big air maneuvers. A more comprehensive list of surf style tricks are provided in the Trick List.
Switch	Switch is a technique where a surfer switches his normal stance to the opposite stance. When a surfer with a regular stance rides "switch" he is riding with a goofy stance.
Toe Side	The same as front side. Front side is preferred.

Comparing and Contrasting Skim and Surf Styles

Skim and surf styles generally differ in boards and riding style

Style Characteristic	Skim	Surf
Airs and aerials	Good air is possible	Better-higher air
Carving and turns	Good sharp turns are possible	More powerful and sharper than skim
Shuv-it (Shuv)	Skill defining maneuver	Possible but more difficult
Surface spins	Easier than surf, 1080s are possible	360's commonly performed, 720 are rare
Revert - riding nose to the rear	Easier with fins on the nose	More difficult than skim
Trick setup time/effort	Easier	More effort and time required

Judging Skim and Surf Styles in the Same Heat

The judge should assess the rider's board and agree if the board is a skimboard or a surfboard. Regardless of the equipment ridden, judges should note the board type and the general style, surf or skim that the rider displayed.

Judges should expect to see more tricks from a skim performance than a surf performance. Similarly a shuv maneuver on a surf style board is more difficult than on a skimboard and so more credit should be awarded. On the other hand, big air or an air 360 on a skimboard is more difficult than on a surfboard, and so if spectacular air is achieved with a skim board then that performance should be recognized in the score.

Surf Criteria



Difficulty 1-10

Technical Difficulty - This is simply defined as how difficult each trick is based on any number of variables. Spins, stalls, embellishments, the way a rider lands, etc., all subjectively define how difficult certain tricks are in comparison to others. Variables reflecting degree of difficulty include, but are not limited to:

- Number of rotations
- Combos (linking/combining tricks)
- The direction a rider and/or board spins
- Frontside or backside approach and/or finish
- Switch vs. regular stance
- Grabbed, boned, stalled or other embellishments

Intensity 1-10

- Reflects the riders ability to “go big”. Intensity is an assessment of the level of aggressiveness of the run. The rider will receive a higher intensity score if they put forth a maximum effort in each trick they perform.
- Did the rider get “big” air on their aerial tricks?
- On carving maneuvers did the rider perform them rapidly and in tight arcs?
- Were the tricks performed aggressively?

Variety 1-10

The variety of tricks performed in a competitive wake surfing pass is a determining factor in the subjective scoring of competitive wake surfing. Wake surfing has categories of tricks such as: straight airs, surface spins, ollies, air rotational, combinations, etc. The volume of variety among the category of tricks performed relative to the other riders should be reflected in this subjective scoring category. Items to consider when evaluating Variety include, but are not limited to: Were the tricks all based on the same trick? (surface frontside 360, 540, & 720 are all similarly based)

- Were the grabs significantly different?
- Did the rider and/or board spin both directions?

Although not an absolute determining factor in scoring any subjective category, the total number of tricks performed will be given appropriate consideration.

Execution 1-10

This subjective category is essentially how well the tricks were performed and the level of control maintained by the rider throughout the completion of the tricks.

Perfection - Judges are looking for how “clean” or how well executed EACH trick was in the run.

Appropriate considerations for Execution include, but are not limited to;

- Approach
- Body position
- Degree of rotation
- The axis of the body and/or board
- Degree of solid grabs
- Degree of boned leg
- Length and control of stalls
- Flow and Composition of the overall run

Scoring can be increments of .10 for each component

Slalom Divisions & Rules



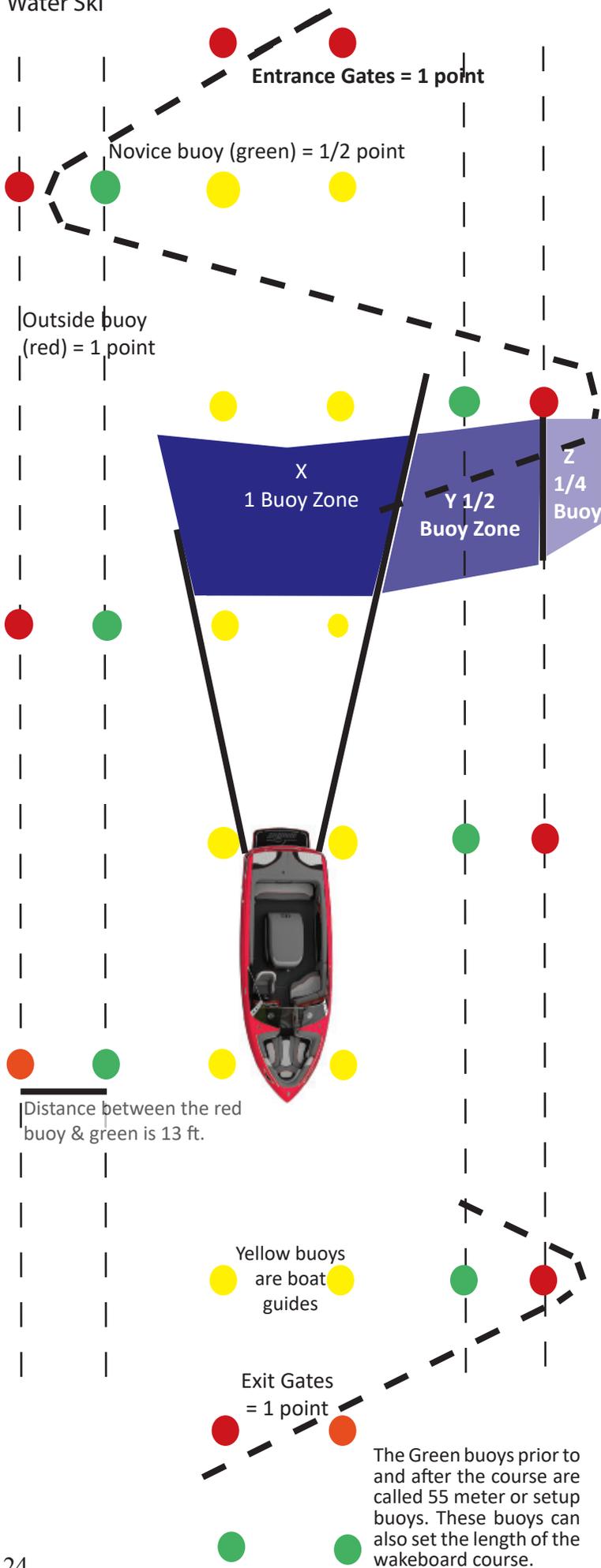
INT divisions are based on your ability, not age, with a few exceptions to encourage participation.

Division*	Goal and Ages	Minimum Line Length	Minimum Speed
Men's Novice	14 & over working on a full pass	75' or 60'	None
Women's Novice	14 & over working on a full pass	75' or 60'	None
Junior Novice	13 & under working on a full pass	75' or 60'	None
Junior 4th Class	13 & under, can make a full pass	75' or 60'	16 mph
4th Class	Any age, working on full pass at 28 mph	15' off	16 mph
3rd Class	Any age, working on full pass at 30 mph	15' off	26 mph
2nd Class	Any age, working on full pass at 32 mph	15' off	28 mph
1st Class	Working on full pass at 34	15' off	30 mph
Advanced	Men 35 & over and all women, working on 22 off	15' off	30 mph
Advanced Open	Men 35 & over and all women, working on 28 & 32 off	15' off	30 mph
Super Advanced Open	Men 35 & over and all women, working on 35 off & shorter	22' off	30 mph
Junior Expert	13 & under, working on 22 off & shorter - (must meet qualifications)	15' off	Refer to page 47, Jr. Expert
Expert	Men 34 & under, working on 15 & 22 off	15' off	32 mph
Open	Men 34 & under, working on 28 & 32 off	15' off	32 mph
Super Open	Men 34 & under, working on 35 off & shorter	22' off	32 mph
Wide-Ride Fun	Any age, working on 22 & 28 off	15' off	Up to 30 mph
Wide-Ride Super	Any age, working on 32 & 35 off	15' off	30 mph
Wide-Ride Open	Any age, working on 38 off and shorter	28' off	30 mph
Pro Men	3@ 38' off & up	None	None
Pro Women	3@ 35' off & up	None	None

It is the COMPETITOR'S RESPONSIBILITY to sign up for the appropriate division.

At the FIRST EVENT you compete in, if you ski out of the division you sign up for, you will be AUTOMATICALLY placed in your NEW DIVISION and scored in that division.

* In the event that there are a limited number of riders in a particular division category, the state coordinator may allow a participant to compete in a lateral division despite age or gender restraints. However, the rider will ride their appropriate age and gender division at the US Championships and regional events.



What is a full pass?

A full pass through the slalom course is constituted when the competitor enters the course through the entrance gates, passes around the outside of all six buoys and proceeds through the far end gates.

If the competitor has not missed any buoys and/or entrance or exit gates, the boat shall proceed to increase speed or shorten the line length if the skier is at their maximum speed. If a skier fails to make a full pass they will be scored based on the number of buoys collected at minimum speed, 15' off.

Novice Scoring

In each novice division a skier will receive a minimum of two (2) passes. The first and second pass will be scored as follows:

- 1 point each for going through the entrance and exit gates.
- 1 point for going around the outside buoys, the skier must return to the wake in skiing position to receive the 1 point.
- 1/2 point is given for going around the novice buoys, the skier must return back to the wake in skiing position to receive credit. The novice buoy is located 7.5 meters from the center line of the course or 13 feet inside the outside turn ball.
- If a novice competitor completes a full pass (see slalom scoring section) they will continue to ski at that time until they miss the gates or a buoy. They will bump into the appropriate division based on their finishing speed and age, and will be scored appropriately.
- If a novice slalom competitor falls on their first pass, they will receive all completed points up to their fall and be picked-up for a second pass, where additional points can be received. NO additional points can be received on the first pass after a fall. Long line (75') and 15' off (60') will be scored the same. In the event of a tie, the 15' off skier will win the tie. Skier's on one ski
- **NEW** The skier will be scored on the best of the two passes. In the event of a tie, the alternative pass can be used to break the tie.

4th Class -WideRide Scoring

The skier must enter through the entrance gates to receive any points. Full, 1/2, or 1/4 points will be awarded as follows:

- To receive 1 full buoy credit you must return to and cross over the first boat wake - see X on diagram.
- To receive 1/2 buoy credit the skier must fall after rounding the buoy prior to the boat wake - see Y on diagram.
- To receive 1/4 buoy credit the skier must fall after passing the buoy yet before rounding the buoy - see Z on diagram.

A full pass is completed when the skier exits through the exit gates. If you do not make a full pass, the number of buoys you collect will be scored at the minimum speed, either long line or 15' off. Each competitor has a six (6) passes maximum, excluding Pro, Super Open, Super Advanced Open, Wide Ride Open and Jr. Expert, which are allowed unlimited passes.

Junior 4th Class

New- Longline vs 15' Scores - Once a full pass has been completed, competitors skiing at long must be skiing 2 mph faster than a 15' off competitor in order to tie with the same buoy count. Once a full pass has been completed a long line competitor would win with a lower buoy count if the competitor's is 4 mph faster. See Buoy Count Chart

If a competitor has elected to start at longline and plans to shorten the rope upon completing a successful pass, the competitor must notify the boat judge *prior* to their opening pass. If a full pass at 15' off is not completed, the skier will be scored with the number of buoys collected in their prior pass, at longline. Longline and 15' off will be scored separately in this divisions. Longline skiers must

Slalom Rules

Buoy Counts - Line Lengths

MPH	Long	-15	-22	-28	-32
15.5 mph	6	12	18	24	30
17.4 mph	12	18	24	30	36
19.3 mph	18	24	30	36	42
21.1 mph	24	30	36	42	48
23.0 mph	30	36	42	48	54
24.9 mph	36	42	48	54	60
26.7 mph	42	48	54	60	66
28.6 mph	48	54	60	66	72
30.4 mph	54	60	66	72	78
32.2 mph	60	66	72	78	84
34.2 mph	66	72	78	84	90
36.0 mph	72	78	84	90	96

be going 2 mph fast in order to tie with a 15' skier with the same buoy count. Refer to Buoy Counts vs Line Length chart.

Junior Expert Scoring

This is a short line division and the competitor must be able to make a full pass at 15' off at the maximum speed for their age to sign up in this division, no exceptions. Refer to maximum speed chart.

Short Line Divisions: Advanced through Open

Short-line competitors can opt to start 4 mph less than their maximum speed with a shorter line length, but if the initial pass is missed they will be scored at the number of buoys collected at minimum speed 15' off in that division.

Example: If an Expert skier starts at 34 mph 22' off and is not successful at completing a

full pass the score will be the number of buoys collected at minimum speed 15' off. If the 34 mph pass is completed the next pass would be 36 mph 22' off.

If the skier fails to complete the 36 mph pass the score will be the number of buoys made at 15' off 36 mph. If the 22' off pass at 36 mph is completed the skier continues at 28' off 36 mph.

• Men over 35 years old may opt to ski in a 36 mph division and a 34 mph division.

2 @ 34mph, 15 off

The first number refers to the number of buoys scored. The second number refers to the speed in mph/kph. The third number refers to the length of line subtracted from the original 75 feet.

MPH to KPH Conversion Chart

INT Speed	KPH	Actual MPH
16 mph	25 kph	15.5 mph
18 mph	28 kph	17.4 mph
20 mph	31 kph	19.3 mph
22* mph	34 kph	21.1 mph
22* mph	37 kph	23.0 mph
24 mph	40 kph	24.9 mph
26 mph	43 kph	26.7 mph
28 mph	46 kph	28.6 mph
30 mph	49 kph	30.4 mph
32 mph	52 kph	32.2 mph
34 mph	55 kph	34.2 mph
36 mph	58 kph	36.0 mph

*Competitor and Judge must denote which speed is used and increased speed appropriately.

Maximum Speed Chart

Based on the chart, participants will be bumped into the divisions shown once they reach their maximum speed for their age and begin shortening the line length.

Age	Max Speed	Bump to Division
9 and under Boys and Girls	30.4 mph/49 kph	Junior Expert
Girls 10-13	32.3 mph/52 kph	Junior Expert
Boys 10-13	34.2 mph/55 kph	Junior Expert
Women 14-52	34.2 mph/55 kph	Advanced
Men 14-34	36 mph/56 kph	Expert/Open
Men 35- 64	34.2 mph/55 kph	Advanced
Women 53-64	32.3 mph/52 kph	Advanced
Women 65-74	30.4 mph/49 kph	Advanced
Men 65-69	32.3 mph/ 52 kph	Advanced
Men over 69	30.4 mph/49 kph	Advanced
Women over 74	28.6 mph/46 kph	Advanced

Line Length Conversion Chart

Loop Color	Metric Length	Conventional
White	23	75ft Long Line
Red	18.25	15 feet off
Orange	16.00	22 feet off
Yellow	14.25	28 feet off
Green	13.00	32 feet off
Blue	12.00	35 feet off
Violet	11.25	38 feet off
Neutral	10.75	39.5 feet off
Pink	10.25	41 feet off
Black	9.75	43 feet off



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Slalom General Information

Speed and Line Length

The term 15' off refers to 15 feet being subtracted from the original 75 feet of line length. Refer to the Division chart and Speed charts below for minimum speeds and line lengths for each division.

Handles & Ropes

The standard handle measurement is 5 feet. Handles may be measured for accuracy. Deep-V handles may only be used in novice divisions. If you drop or throw the handle you may be disqualified. Light weight ropes can be used by Junior and Women, ropes must be measured prior to use. It is the competitor's responsibility to ensure there is time for measuring.

Boat Speeds and Speed Control Systems

INT will use boats equipped with speed control systems. These systems all operate in Kilometers (kph) in place of miles per hour (mph.) However, because American speedometers still use mph we have a conversion chart below to help with the transition between the two. INT minimum & maximum speeds for each division are listed in mph and go up in increments of two (2) mph. The boat driver will automatically use the kph conversion when a mph speed is requested.

Re-Rides

If a competitor receives a slow boat time a re-ride is mandatory. If they receive a fast time and complete all six (6) red buoys, a full pass will be scored. If the skier fails to make a full pass on a fast time, a re-ride will be allowed and the number of buoys collected at the first attempt will be protected.

Dropping

Skiers will be dropped only to shorten the rope. Novice skiers making a full pass at long line need to notify the driver prior to leaving the dock whether they want to shorten the line to 15' off or increase the boat speed.

Falls and Mulligans

If a competitor misses their opening pass due to a missed buoy or a fall, they are given the opportunity or a "mulligan" to try again to complete the pass. A mulligan is only used on your opening pass. You may elect to opt up in line length or speed on your mulligan pass. You cannot elect to reduce speed or line length.

Scoring a Mulligan Pass

Example 1: A first class skier on the opening pass makes 3 buoys at 34 mph 15 off and on their mulligan pass they make 4 buoys at 34 mph 15 off, their score will be 4 buoys, 15 off at the minimum speed which is 30 mph for that division.

Example 2: If an Advanced Open skier opens at 28 off, 34 mph and scores 3 buoys on their first pass and 4 buoys on their mulligan pass the recorded score for this skier will be 4 buoys at 30 mph, 15 off. A skier's speed could be recorded as low as 16 mph if a complete pass is not made.

Bumping

At the maximum speed in your division, there is an automatic bump ball that will move you into the next division. Only Mr. Judge (the INT software program) will know which ball that is. The criteria that Mr. Judge takes into consideration are: the total number of events, number of events you have competed in, the number of events left in the schedule, and your past performance. A skier may bump without making a complete pass.

- When you bump into a new division, after your first event, you will be awarded the points in your new division.
- Once a skier enters an event they will remain in the same division for the entire event. The skier will receive a score and points in their new division based upon their best performance of the event. The skier will enter the next event in their new division.

Wide Ski Measurements

Skis used in the Wide Ride Division must fall into one of the categories, specified by the manufacturers: Shaped, Mids, Parabolic, Wide skis must also meet these measurement specifications: minimum 7 1/4 inches in width, (measured 1 inch in front of the manufacturers original placement of the front boot) with a maximum ski length of 71 inches. Skis that do not fit these specifications may not be used, even though they are sold as "Wide". The Chief Judge and/or event director makes the final decision as to whether a ski can or cannot be used in the Wide-Ride Ski event.

- If you are a Novice and cannot complete the outside turn buoys, you can compete in one of the regular Novice Divisions (Men's, Women's, or Junior) on your wide ski. Once you complete a full pass on your wide ski at 30 mph you will have two options: Continue in the slalom division and/or move into the Wide Ride Fun division shortening the rope. In other words, a competitor on a wide ski can compete in regular slalom divisions, but cannot shorten the rope until reaching their individual maximum slalom speed. A competitor can ski in Wide Ride Fun division even if they cannot make a complete pass.

Entrance Gates Scoring

Red entrance buoys are represented here with gray buoys. All reference are made to the front foot and the right hand gate buoy. The skier will receive credit for the gates as long as any part of the ski touches the inside gate buoy.

Good



No Score

