

INTERNATIONAL KNEEBOARD RIDER CUP

These Rules Are Subject To Change Pending Review By
The International Rules and Technical Committee.

OFFICIAL RULES OF PLAY 2017



These rules supersede all previous rules and shall remain in effect until an amended edition of the rules (or a new Official Tournament Rules of Play) is published.

Questions of interpretation and suggestions for improvement or changes in the rules should be forwarded to the International Rules & Technical Committee. All changes in this "Rules of Play" are in *red and italicized*.

OFFICIAL RULES OF PLAY STANDARD OPERATING POLICY

TABLE OF CONTENTS

DESCRIPTION PAGE

A. ADMINISTRATIVE RULES

I. General Information	01
II. Tournament Entry Requirements	01
III. Divisions Of Competition and Nationals Qualifying Scores	02
IV. Rerides And Protests	02
V. Tournament Class Definitions And Requirements	03
VI. Officials	04
VII. Equipment Safety Regulations And Requirements	06
VIII. Towboat Definition And Requirements	07
IX. Practice Prior To All Tournaments	08
X. International Tournament Registration	08

B. TOURNAMENT RULES

I. Slalom Event	08
II. Trick Event	12
III. Overall	19
IV. Flip Out	20
V. Freestyle	21
VI. Awards	21

APPENDIX

Slalom Scoring Diagram	22
Official Slalom Diagram	22

Towline Dimensions	23
Trick Speed Calibration Times	23
International Officials	24
International and Technical Committee members.	24

A. ADMINISTRATIVE RULES

I. GENERAL INFORMATION

1.0. Purpose

The purpose of these rules is to help introduce people to the fun sport of International competitive kneeboarding, provide consistent and fair standards for International competition, and to help educate the public on ways to have more fun and generally improve individual skills in kneeboarding.

1.1. International Kneeboard and Technical Committee Any country entering a team in International Kneeboard Competition will be entitled to representation by one person on the International Kneeboard Committee and one person on the Technical Committee. Until such time as International Kneeboard Competition is recognized and governed by the IWSF, the rules set herein will govern.

The International Kneeboard Committee will promote and encourage the development of competitive kneeboarding in the world. It may review, set, and update rules annually. The Committee will accept bids to host International Competition and award event rights by majority vote of the Kneeboard and Technical Committees. The rules may be updated by majority vote of the members of the International Kneeboard and the International Technical Committees.

The Technical Committee will monitor and ensure that all courses and equipment necessary for International competition are in place per International rules. The committee will review all pending records documents and approve or disapprove per rules section 5.1.

1.2. Application

The rules set forth herein govern entry requirements and other administrative and technical matters for all International kneeboard tournaments. The country hosting the International Competition will sanction the event according to the rules of their federation.

1.3. Exception to the Rules

Where compliance to the rules is unfeasible, the Chief Judge shall, with approval of a majority of the event judges make the necessary change, inform each contestant and send a report to the International Committee. Where the rules are definite and feasible, a vote of the judges to decide whether to enforce any provision is prohibited.

1.4. Interpretation of the Rules

Questions of interpretation of the rules should be referred to the Chairman of the International Technical Committee when possible. In the interest of expediency, the Chairman may give his own interpretation, which shall be binding until the committee has been polled. This shall serve as a temporary interpretation until the Chairman refers the question to the entire committee for a vote. Otherwise the interpretation shall be made by a majority vote of the Event Judges, and the Chief Judge shall make a report to the International Technical Committee concerning the question.

1.5. Amendments to the Rules

The rules may be amended annually by a majority vote of International Kneeboard and Technical Committee. Any rules change, when approved by the Committees will be effective immediately. Any individual may submit a new trick or rules suggestion for evaluation.

New tricks or rules suggestions may be submitted to the Chairman of the International Committee to be evaluated. A videotape of a new trick must be submitted with a complete description and recommended point value. This must be done prior to October 1 to be considered for inclusion in the rules for the following year.

1.6. All references to his in this rulebook will imply his/hers or he/she.

II. TOURNAMENT ENTRY REQUIREMENTS

2.0. General Qualifications

All personnel involved (competitors, officials, volunteers, etc.) must be current members of the National Water Ski Federation of residence. A current membership card **MUST** be presented at time of International registration as proof. This requirement shall be considered satisfied if the competitor pays his dues and any applicable federation requirement including insurance to the tournament sponsor before competing.

2.1. Competitor/Official Disqualification (Conduct)

The Chief Judge, with the recommendation of a majority of the Event Judges, may disqualify a competitor or official who appears to be a danger to him or to other competitors or officials during a tournament. The same action may be taken if any

competitor or official indulges in unsportsmanlike conduct or displays any other actions considered detrimental to the skiers, the organizers or the sport of kneeboarding. This includes the consumption of alcoholic beverages and/or illegal substances during the tournament and/or sanctioned event. A tournament includes registration, practice, and the competitor/officials meeting and ends when the Chief Judge announces the closing.

III. DIVISIONS OF COMPETITION AND TEAM SELECTION

3.0. Competition for events will be separated into the following divisions, Visionary, Ripper, Skyhanger. For the purpose of fielding division teams the following scores will be used. Refer to 3.1.

Red Ball format – Federation competitors using the red ball format for competition and division team placement.

Visionary -Slalom Scores from 1-20	Trick Scores from 20+ -1800
Rippers -Slalom Scores from 20+ -40	Trick Scores from 1800+ -3000
Skyhanger -Slalom Scores from 40+ -67+	Trick Scores from 3000+ -9435+

Green Ball format –Federation competitors using the green ball format for competition and division team placement.

Visionary -Slalom Scores from 1-52	Trick Scores from 20+ -1800
Ripper -Slalom Scores from 52+-96	Trick Scores from 1800+ -3000
Skyhanger -Slalom Scores from 96+ -	Trick Scores from 3000+ -9435+

Riders may compete in more than one event and/or split his/her entry division. There may be a maximum of 15 finalists in the slalom event and 15 finalists in the trick event, made up of a possible 5 finalists per Visionary's (5 Slalom, 5 Tricks,) possible 15 finalists per Rippers, (5 Slalom and 5 Tricks,) possible 15 finalists per Skyhangers, (5 Slalom, 5 Tricks.

3.1. Team Selection

Each country entering International Kneeboard Competition must provide the IKC with a list of Team members and one alternate per division no later than one month prior to International Competition. During the current tournament season a competitor competing in either red or green ball format, achieving a division score ONCE in either format, in the slalom and trick events must compete Internationally in the corresponding division. i.e. a slalom score ONCE in red ball format, of 20 ¼ buoys places a competitor in the Ripper division. A slalom score ONCE in green ball format of 52 ¼ buoys places a competitor in the Ripper division. One trick score ONCE of 3000 + places a competitor in the Skyhanger division.

Additional criteria for team selection may be made by individual federations. All criteria for team selection must be provided to the IKC a minimum of one month prior to International Competition. Verification of competitor scores must be provided.

IV. RERIDES AND PROTESTS

4.0. Unfair Conditions

When unfair conditions or a malfunction of the tournament committee supplied equipment occurs which, in the opinion of a majority of the Event Judges, and adversely affects a competitor, he shall be granted the option of a reride only on the passes affected. When the condition gives a competitor an unfair advantage (i.e. slow speed/slalom), the reride is mandatory.

4.1. Reride Time Limits

Rerides must be taken no later than five minutes after they are granted and may be taken immediately at the option of the competitor. If after the second reride in a slalom or tricks pass, the competitor elects to take a five minute rest, the next competitor in order may ski and the reride may be taken at the conclusion of the competitor's run during which the five minute rest period expires.

4.2. Requests for Rerides

Requests for rerides may be initiated by a judge for the event before the next competitor starts or may be initiated, as soon as possible by the competitor. In any case, the reride shall be decided upon before any further competitor starts. If, in the opinion of the judges for the event, the request was not initiated as soon as possible after the competitor skied, the request shall be denied.

4.3. Sharing of Equipment

For the purpose of EXPEDIENCY no equipment will be shared by competitors in the same division unless specifically agreed by the Chief Judge prior to the start of the tournament. (with the possible exception of bridles and/or handles). It is the competitors responsibility to retrieve his equipment at the conclusion of the tournament.

4.4. Protests

Protests shall be considered only for failure of the tournament organizers or the officials to comply with these rules. No protest shall ever be considered on judgment decisions by judges.

4.5. Protest Procedures

Protest forms will be supplied by the tournament organizers. Protests shall be made to the Chief Judge and shall be decided by a majority of the appointed judges and the Chief Judge. Protests must be in writing, giving the reason for the protest, be signed by the competitor and filed within 30 minutes after the results of the event are announced or posted and the judges' scoring forms are available for inspection.

4.6. Scoring Errors

A correction of an error in the computation of scores shall not be considered a protest. Such corrections shall be made upon approval of the Chief Judge and Chief Scorer if requested within 30 minutes after the results of the event are announced or posted and the judges' scoring forms are available for inspection.

V. TOURNAMENT CLASS DEFINITIONS AND REQUIREMENTS

5.0. General

All International Kneeboard tournaments must have at least one current federation affiliated club as the official organizer or co-organizer.

All participants must be current members of their respective country's water ski federation.

Skier Preparedness

Any contestant that is not prepared to compete when the boat is ready for the contestant shall be disqualified from that round. However, the Dock Starter may grant up to one (1) additional minute of time for emergencies that may develop or are discovered just prior to the contestant's run.

Changes in Schedule of Events

Changes in the schedule during the tournament shall be made only for weather, water conditions, safety or a similar reason, and not for the convenience of any competitor. A majority of the Event Judges must approve the change and all affected contestants, or their representative, must be notified.

5.1 International Tournament Requirements

All International tournaments must include Slalom, Trick, Freestyle and Flipout events. The Skyhanger and Ripper divisions will run (1) round of competition in the slalom event using the Red Ball format, judged and scored accordingly. The Visionary division will run (1) round of competition using the green ball format, judged and scored accordingly. There will be (1) round of competition in the Trick, Freestyle and Flipout events for all divisions.

Qualifications of Officials

The officials for International tournaments must be recognized as experienced and approved by the IKC. The officials must include:

International Tournament Officials Minimum Requirements				
	SLALOM EVENT		TRICKS EVENT	
Position	Qty		Qty	
Chief Judge	1		1	
Assistant Chief Judge	1		1	
Appointed Judges	1		1	
Event Judges	3		3	
Boat Judge	1		1	
Chief Scorer	1		1	
Scorers	3		3	

Chief Driver	1		1	
Chief Safety Director	1		1	
Technical Controller	1		1	
Timer	1		1	
Dock Starter	1		1	
Secondary Personnel	N/A		N/A	

The Chief, Assistant Chief and Appointed Judges may also serve as Event Judges.

Performance Records

- In any division, a Slalom, Trick, Freestyle, or Flipout score in International Competition shall be considered for a record if it equals or exceeds the official record set as of the prior International Competition..
- Run-offs or ties are used solely for determining placement and a score achieved in the running off of a tie is not considered for a record.

Procedures for Filing Records

- All potential records set at International tournaments shall be considered "Pending Records" until the appropriate paperwork is completed and received by the International Technical Committee. Failure to comply within ten (10) days of the tournament may result in the pending record NOT being considered by the Committee.
- Specifications of equipment, courses, measuring devices and methods shall be provided on the Official International Record Form, to be completed by the Chief Judge and other required officials.
- The Chief Judge shall forward the Record Form with the appropriate paperwork to the International Technical Committee within seven (7) days after a pending record has been set. The Committee will respond to the Chief Judge, the Kneeboard Federation President/Chairman and the competitor, in writing, within 30 days of the Committee's receipt of the "Pending Record" package. The response must include a decision to approve or deny the "Pending Record" along with an explanation of the reason, if denied.

Certification of Slalom and Trick Courses

- The competition slalom and tricks courses required for the events scheduled for the tournament shall be certified, both as to measurement and as to approval by the Chief Judge and/or Technical Controller, prior to and during the entire tournament.
- The slalom course must have been measured (surveyed or certified) by either a licensed surveyor, acting as such, or by a person selected by the tournament sponsors who satisfies the Technical Controller and/or Chief Judge as to his competence.

Technical Controller

- Measuring of official tournament ropes, handle attachments and handles prior to the start of a Record Capability tournament shall be the responsibility of the Technical Controller or his appointee.
- If a competitor chooses to use his own slalom handle attachment, it must be inspected, measured and approved by the Technical Controller prior to the start of the tournament.
- In the event that a possible slalom record has been set, the Technical Controller must collect the rope and handle attachment used and measure them for accuracy. This must be done at the completion of the run or immediately after the determination that the run is indeed a possible record. Once measured, the rope and handle attachment may be returned to service in the tournament.
- The Chief Judge may perform the duties of Technical Controller. However, under no circumstances can he serve as the Technical Controller during his division, or measure ropes and handles in his division.

Equipment

- It is mandatory that judges in the tricks event use hand-held/voice activated recorders in addition to a secretary.
- A minimum of two towropes (meeting all federation standards and measurements) must be provided for each event.

VI. OFFICIALS

6.0. Chief Judge

A Chief Judge will be appointed by the International Kneeboard Committee.

6.1. Assistant Chief Judge

An Assistant Chief Judge is selected by the Chief Judge. An Assistant Chief Judge is mandatory in International competition.

6.2. Technical Controller

The Technical Controller is appointed by the Chief Judge. The Chief Judge may perform these duties except during his division.

6.3. Appointed Judges

Appointed judges shall be chosen by the Chief Judge for each event with the approval of the International Committee.

6.4. Event Judges

Event judges shall be chosen by the appointed judges for their respective events with the approval of the Chief Judge and the International Committee. They must be recognized as experienced by the International Kneeboard Committee.

Slalom Event Judges

- Boat Judge: One event judge shall ride in the towboat. The boat judge shall judge whether the competitor passed through or missed the end gates (e.g., calls both entrance and exit gates) and shall judge the credit to be received by the competitor for each buoy, and shall communicate his results to the scorer after each pass. The boat judge shall also communicate whether or not the boat speed was within tolerance for each pass. The boat judge must also record the split/full times for each competitor in each pass he is judging. The boat judge shall also observe the boat path. If any part of the boat deviates outside the bounds of the boat gates, the boat judge shall award an optional reride if the path of deviation was a disadvantage to the competitor. If it was to the competitor's advantage, a reride is mandatory. Each event judge must continue scoring a run even though he feels the competitor missed a gate or buoy.
- Tower Judges There shall be two event judges stationed in elevated observation points. If slalom judging towers are not used, the judges shall be stationed with the best possible view of the course. Each tower judge shall independently judge the credit to be received by the competitor, and shall communicate his results to the scorer immediately after each pass. The entrance and exit gates shall be judged by both tower judges. Each event judge must continue scoring a run even though he feels the competitor missed a gate or buoy.

6.5. Chief Scorer/Calculator

A Chief Scorer shall be appointed by the International Kneeboard Committee with the approval of the Chief Judge.

6.6. Event Scorers/Calculators

Event scorers shall be selected by the Chief Scorer with approval of the Chief Judge and the International Committee.

6.7. Chief Boat Driver

A Chief Boat Driver shall be appointed by the International Kneeboard Committee.

6.8. Event Boat Drivers

Event drivers shall be selected by the Chief Boat Driver with approval of the Chief Judge and the International Committee.

6.9. Timers

Timers for both the slalom and tricks events shall be appointed by the Chief Judge with approval of the International Committee.

6.10. Tricks Event Boat Judge

The Boat Judge for the tricks event shall be appointed by the Chief Judge with approval of the Chief Judge and the International Committee.

6.11. Safety Director

A Chief Safety Director will be appointed by the International Committee. An assistant may be appointed by the Chief Safety Director. The Safety Director may compete or serve as an event judge as long as he appoints a responsible person to act on his behalf during the time that he is judging or skiing.

6.12. Secondary Personnel

Dock Starters, Jetty Marshals and other secondary personnel (i.e., secretaries, runners, etc.) shall be appointed by the Chief Judge from among volunteers who desire training in competition work. Volunteers must be members of their respective water ski federation.

6.13. Separation of Judges

Judges in both the slalom and tricks events shall be separated to insure completely independent opinions.

6.14. Disagreement

In any disagreement among the event judges, the majority rules. All issues should be settled before the next competitor starts. If a decision cannot be reached by a majority of the event judges, the Appointed Judge will make the decision. If a decision cannot be made by the Appointed Judge, then the Chief Judge will make the final decision.

6.15. Changing Officials

At the discretion of the Chief Judge, any or all officials may be changed during a Slalom, Trick, Freestyle, or Flipout event. The event may be divided into groups to accommodate the changing of officials.

VII. EQUIPMENT SAFETY REGULATIONS AND REQUIREMENTS

7.0. General

A mandatory competitors/officials meeting is required a minimum of thirty (30) minutes prior to the start of all International tournaments. If the competitor/official or appointed representative is not present at the meeting, the competitor/official will be disqualified from tournament participation.

No competitor shall be allowed to compete or continue to compete, if in the opinion of the Safety Director and two-thirds of the Event Judges, his competing would be a danger to himself or other competitors in the tournament. During the competition, the Safety Director, may at any time request the Chief Judge to halt the tournament for a poll of the Judges in regard to any competitor's action or condition.

All competitors must wear a flotation device that fits snug to the rider's body. All flotation devices must meet at least one of the following requirements:

- A WWSU approved life jacket or a U.S. Coast Guard-approved Life Vest or Wetsuit
- Any and all other vests must have a minimum of two buckles or locking devices. Buckles must be attached securely to the vest (i.e., snapped, sewn, etc.). The vest must also have enough buoyancy to float a competitor that is unconscious.
- Any and all wetsuits with built-in flotation must meet all of the requirements listed above (with the exception of Coast Guard-approved).

Wetsuits such as spring-suits, barefoot suits, full suits, etc., do not have to have locking devices (buckles).

A competitor may be required to demonstrate the buoyancy of his flotation device to the Chief Judge or Safety Director. The Safety Director's decision is final.

7.1. Kneeboards

- Kneeboards may be a maximum of 1.4m * 0.6m (60 inches x 24 inches) and a minimum of 0.9m* 0.45m (36 inches x 18 inches) at the longest and widest point of the kneeboard.
- All kneeboards must float.
- Kneeboards must have no sharp edges or exposed corners or any additions or devices that may pose a hazard or potential danger to the kneeboarder.
- All after market prototype kneeboards, or any type kneeboards that have been altered in any way after manufacturing, must be approved by the Safety Director prior to the start of the tournament.

7.2. Bindings (Straps)

The binding may have no more than one side that is permanently affixed to the kneeboard.

The binding may have only one side that uses a:

- Buckling device
- Release device
- Or any device that acts as a permanent fixture

These devices must have no protruding or sharp edges. These devices must in no way pose a potential danger to the kneeboarder.

The side of the binding that is not permanently affixed to the kneeboard must be a hook and loop closure (i.e., velcro type) fastening device that is easily removable with one hand.

7.3. Fins

Fins must be attached firmly to the kneeboard with no protruding or sharp edges.

Fins must not, in any way, pose a potential danger to the kneeboarder.

All after market fins must be approved by the Safety Director prior to the start of the tournament. The Safety Director has final decision.

7.4. Towlines or Ropes

Trick Event:

- Only Poly-E, Kevlar, Spectra 3500/Tak or equivalent ropes are allowable ropes for the trick event.
- A single 12 strand polypropylene rope will not be allowed in the trick or freestyle event.
- An anti-recoil device may be used in the trick and freestyle events. The tournament sponsor is responsible for supplying the tournament towlines or ropes and the anti-recoil device. There are no exceptions.
- A safety net is optional. If a safety net is used, the tournament sponsor is still required to meet the specifications listed above.
- The use of an extended pylon is allowed in the Tricks, Flipout and the Freestyle events as long as the boat owner approves of its use and it is made available to all competitors on an equal basis.
- Competitors shall have the option of providing their own rope for the trick event.

Slalom Event:

- Any rope and/or handle having 12-strand polypropylene with 60 yarns per strand or more will be allowed.
- An anti-recoil device must be used at all times in the slalom event. The tournament sponsor is responsible for supplying the tournament towline or ropes and the anti-recoil device. There are no exceptions.
- A safety net is optional. If a safety net is used, the tournament sponsor is still required to meet the specifications listed above.

7.5. Safety Boats

At least one (two are recommended) safety boats shall be used during all events unless a majority of the Appointed Judges and Safety Director agree that they are not necessary, in which case safety people will be positioned on the shore. The suggested positioning of the boat or Safety people is:

- Slalom Event: Operating outside of the course between plane of number 2 and number 5 skier buoys.
- Trick, Freestyle, and Flipout Events: Operating outside of the course buoys facing competitors during pass.

7.6. Safety Director

A Safety Director is required at all International tournaments. The Safety Director is responsible for being available at all times during the tournament and can halt the tournament if he feels that the basic safety practices are not being followed. This decision cannot be overridden by the Chief Judge.

The Safety Director is responsible for communicating the following to all competitors and officials prior to a tournament:

- Where the "Safety Station" is located and all first aid equipment is readily accessible.
- Where any safety hazards are located, such as shallow water, hidden rocks or branches, gasoline areas, etc.
- Proper safety hand signals.

The Safety Director must have radio communication available with the safety boat and chief officials at all times during the tournament.

7.7. Smoking

Smoking is not allowed at any time in any official tournament boat(s) (towboats or safety boats), competitor or official areas.

VIII. TOWBOAT DEFINITION AND REQUIREMENTS

8.0. Any boat, which has ever been approved for tournaments by USA Water Ski or is approved by the Chief Judge, Chief Driver, and event sponsor may be used in International competition. A high pylon or tower may be used in the trick and freestyle events. A "fat sack" or weight in the freestyle event is allowed.

8.1. All boats, whether promotional or privately furnished, must be "checked in" prior to the start of the tournament and "checked out" at the completion of the tournament by the Chief Driver, Safety Director or member of the Tournament Organizer.

8.2. All safety equipment, as required by the Coast Guard, USA Water Ski, or the Federation affiliated event sponsor must be used in each boat. Proof of insurance is also required for each boat.

8.3. Boat Availability

Any boat that is used in the tournament shall remain available until the end of the tournament unless released by the Chief Judge.

IX. PRACTICE PRIOR TO ALL TOURNAMENTS

9.0. Practice sessions may be scheduled prior to all sanctioned tournaments.

9.1. There must be a Safety Director in attendance during all practice sessions.

X. INTERNATIONAL TOURNAMENT REGISTRATION AND POLICIES

10.0. It is the responsibility of the competitor to register for International competition. No invitation will be mailed to the competitor. All entries for the Tournament must be mailed to registrar and accompanied by the required entry fees, forms and proof of membership, and postmarked within fourteen (14) days of the scheduled tournament. The entry must only be on the Official International Tournament Entry Form. No other form of entry will be accepted.

10.1. A late fee per day will be assessed to all competitors who respond after the 14 day deadline. The sponsoring event organizers will determine the late fee.

10.2. No entries, registration, or late fees will be accepted seven (7) days prior to the scheduled tournament. There will be no exceptions.

10.3. Attendance at the competitors/officials meeting, including being present for the roster call, is mandatory. A competitor must notify the Chief Judge, in writing, if he will be unable to attend the meeting. He must also appoint a representative to attend in his behalf. However, the competitor's responsibility for knowing the content of the meeting is not relieved.

10.4. Failure to comply with the above rules will constitute disqualification from the tournament.

B. TOURNAMENT RULES

I. SLALOM EVENT

1.0. Slalom Course

A standard six (6) buoy slalom course with the addition of 6 extra turn buoys placed three meters (10ft.) inside the turn buoys will be used for the slalom event in International tournaments (see Slalom Course Diagram).

1.1. Slalom Buoys

Slalom buoys should be of lightweight pliable material with a smooth exposed surface.

The entrance gates and outside turn buoys shall be red or orange. The third buoy on the right side of the boat lane should be green. This buoy will be used for timing. The balance of the boat lane buoys should be yellow. Buoys shall be fastened so that one half to one quarter of their volume is below the water level.

1.2. Slalom Pass

A completed pass shall be established when the competitor enters the course and passes around six consecutive buoys and proceeds through the end or "exit" gate.

When a competitor successfully completes a pass, the boat shall make a turn and re-enter the course from the opposite end. The competitor shall continue in this manner until he misses a buoy or the exit gate or falls.

Boat speed and/or rope adjustments will be made at the completion of each successful pass.

1.3. Entrance And Exit Gates

The entrance gate for all divisions is mandatory. The exit gate is mandatory for all divisions. Failure to exit through the exit gate will end the slalom run for the competitor.

1.4. Handle Throw

A competitor may refuse to enter the slalom course on the first (initial) pass by throwing the handle in the air before the entrance gate. He shall not be penalized for so doing. The competitor must be ready to ski immediately upon the boat's return. Should the competitor not be ready, he shall be disqualified from the remainder of the event. Once the competitor has passed through the entrance gate on his first pass, he may not refuse (throw the handle), on his own authority, to enter the course for the remaining passes.

Note: Release of the handle during line shortenings will only be considered a handle throw if the competitor is not ready to ski immediately. Should the competitor not be ready, or if the release requires the boat to turn around and go back to the competitor, he may be disqualified from the remainder of the event.

1.5. Slalom Scoring -Red Ball format – Ripper and Skyhanger divisions

Outside Buoys: A standard 6-buoy slalom course shall be used in the slalom event. One (1) point shall be scored for rounding a buoy and crossing the first boat wake continuing towards the next successive buoy. The contestant must have the towline in hand and be in good kneeboarding position when crossing the first wake to receive a full point.

One-half (1/2) point will be scored for rounding an outside buoy and turning towards the next successive buoy.

One-quarter (1/4) point will be scored for passing outside of the next successive buoy.

Entrance Gate: No points shall be awarded for the entrance gate. However, the entrance gate must be negotiated successfully. A missed entrance gate ends the competitor's slalom run at that point.

Note: There is no pass limit.

1.6. Slalom Scoring – Green Ball format – Visionary division

The green inside buoys shall be worth a maximum of (1) point. The outer buoys shall be worth a maximum of (2) point's.

One (1) point shall be scored for rounding a inner buoy and crossing the first boat wake continuing towards the next successive buoy. The contestant must have the towline in hand and be in good kneeboarding position when crossing the first wake to receive a full point.

One half (1/2) point will be scored for rounding an inside buoy and turning towards the next successive buoy.

One quarter (1/4) point shall be scored for passing outside of an inside buoy, but not initiating a turn towards the next successive buoy.

Two (2) points will be scored for rounding an outside buoy and crossing the first boat wake continuing towards the next successive buoy. The contestant must have the tow line in hand and be in good kneeboarding position when crossing the first wake to receive two full points.

One (1) point will be scored for rounding an outside buoy and turning towards the next successive buoy.

One-half (1/2) point will be scored for rounding an outside buoy, but not initiating a turn towards the next successive buoy.

Entrance Gate: Two (2) points will be added to each pass for successful entry into the course through the entrance gate.

Points shall not be scored for the entrance gate if no additional points or fractions of points are scored after negotiating the entrance gate.

There will be a maximum of four (4) passes allowed per competitor in the slalom event.

1.7. Miss

It is a miss to ride inside a buoy or outside an end gate or to ride over, straddle or jump a buoy or end gate buoy. But there is no penalty for grazing a buoy with the kneeboard or part of the body. "Riding Over" shall be defined as hitting a buoy with the kneeboard so as to move it significantly from its position or temporarily sink it. Hitting a buoy less severely shall be considered "grazing". There is no penalty when the kneeboard leaves the water at the entrance or exit gates providing the kneeboard is between the gate buoys.

1.8. Fall

A fall in the course or outside the course while the towboat is turning around for the return pass or during the unscored return pass before a reride, concludes the run at that point; but the contestant receives credit for points scored before the fall. If a fall outside the course occurs in the case of a reride, the pass that brought about the reride is scored as zero. The stopping of the boat in slalom to shorten the line will not be scored as a fall.

1.9. Rerides

If the boat speed is too fast and the competitor falls or misses, the competitor shall have the option of a reride.

Where the time shows that the speed is slower than allowed, a reride is mandatory.

All rerides must be run in the same direction of the pass in which the reride was granted and at the same line length and speed.

1.10. Line Lengths A competitor may elect to start at a line length less than 75 feet (long line). However, a competitor will be scored as if at long line until maximum speed is reached.

Competitors **12** and under as the December 31st of the previous year have the option at all rope lengths to use an elevated pylon if provided in the towboat. All other competitors must use the standard pylon height used during towboat approval tests. Towline lengths are as follows:

Metric	Actual Metric	Traditional	Actual Length (Including handle attachment)
23m	23 m ±30 cm	75'	75' 5-1/2" ±11-3/4"
18.25	18.25m ±15 cm	-15'	59' 10-1/2" ±5-7/8"
16m	16m ±15 cm	-22'	(52' 6" ±5-7/8")
14.25m	14.25m ±15 cm	-28'	(46' 9" ±5-7/8")
13m	13m ±7.5 cm	-32'	(42' 7-13/16" ±3")
12m	12m ±7.5 cm	-35'	(39' 4-7/16" ±3")
11.25 m	11.25 m ±7.5 cm	-38'	(36' 10-7/8" ±3")
10.75m	10.75m ±7.5cm	-39.5'	(35' 3-1/4" ±3")
10.25 m	10.25 m ±7.5 cm	-41'	(33' 7-9/16" ±3")
9.75 m	9.75 m ±7.5 cm	-43'	(31' 11-7/8" ±3")
9.25m	9.25m ±7.5cm	-45'	(30' 4-3/16" ±3")

Handle attachment length (150 cm ±2.5 cm) (4'11" ±1") for tournament supplied handle.

Handle attachment length (150 cm + 2.5 cm/-10 cm) (4'11" ±1-1/4") for competitor supplied handle.

The length of the handle shall be (30 cm ±6 cm) (11-13/16" ±2-3/8").

All subsequent cuts shall be made in .25-meter (9.844") increments.

Note: All towline and handle attachment measurements must be made with at least 50# tension applied.

1.11. Slalom Speeds

Slalom Speeds will be run in kph.

The will be no discrimination made for sex or age except for slalom speeds as the chart below. where by Girls & Boys, 12 yrs and under as of December 31, 12:00 pm of the previous year, will respectfully be 23, 26, 29, 32 kph. Women 45 years of age and up, Men 60 yrs of age and up, as of December 31, 12:00 pm of the previous year, will be 23, 26, 29, 32 kph. Women 13 yrs of age to 44 yrs of age, Women Skyhangers, Men 45-59 yrs of age, 26, 29, 32, 35 kph. Men 13-44 hrs of age, Skyhangers 29,32,25,38 kph.

Girls, Boys 12 & under, Women 45 & up, Men 60 & up	23, 26, 29, 32 kph
Women 13-44, Women Skyhangers, Men 45-59	26, 29, 32, 35 kph
Men 13-44, Men Skyhangers	29, 32, 35, 38 kph

A competitor may elect to start at a speed faster than minimum for his division, but must complete a successful pass at the faster speed chosen to receive credit for buoys at slower speeds that were bypassed.

The successful pass completed, plus the number of bypassed passes will be multiplied by the points scored in the successful pass to obtain a score up to that point.

The boat speed shall be advanced by 3KPH (2mph) on each pass until the maximum speed for the division is reached, at which time the speed will remain constant as the line is shortened in accordance with the table provided in **1.10**.

1.12. Timing

The boat speed shall be checked on each pass by the boat timer using an approved stopwatch. An approved automatic timing device may be used with a boat timer as back up.

In International tournaments, timing of the third buoy in the slalom event is mandatory. For all passes, a time shall be taken at the third buoy as well as the full course. The third buoy time alone shall be used if the contestant's score for the pass is 2.5 or less, otherwise the full course time alone will be used. However, in passes of 13m (32 feet off) rope length and shorter, both the third buoy time and the full course time must be within limits for scores of 3 or more buoys to be registered.

Boat Times and Reride Situations

Line Length 32 ft. off (13m) or less

TIME		SKIER'S SCORE		
Split	Full	2 1/2 or less	3-6 w/miss	6 No Miss
OK	OK			
OK	S		MR or 2 1/2	MR, 2 1/2, GO UP
OK	F		OR	
F	OK	OR	OR	
F	S	OR	MR or 2 1/2	MR, 2 1/2, GO UP
F	F	OR	OR	
S	OK	MR	MR	MR, GO UP
S	S	MR	MR	MR, GO UP
S	F	MR	MR	MR, GO UP
Legend:				
OK = Good Time		OR = Optional Reride		GO UP = Skier option to continue
F = Fast Time		MR = Mandatory Reride		= Score stands as is
S = Slow Time				

1.13. Slalom Times/Tolerances

The following table shall be used to determine allowable times:

FULL COURSE (KPH)				THIRD BUOY (KPH)			
SPEED	FAST	ACTUAL	SLOW	SPEED	FAST	ACTUAL	SLOW
23 kph	38.85	40.54	42.38	23	16.36	17.06	17.84
26 kph	34.53	35.86	37.30	26	14.54	15.09	15.70
29 kph	31.08	32.15	33.30	29	13.08	13.53	14.01
32 kph	28.25	29.14	30.08	32	11.89	12.26	12.66
35 kph	25.90	26.64	27.42	35	10.90	11.21	11.54
38 kph	23.91	24.54	25.20	38	10.07	10.33	10.61

FULL COURSE (MPH)				THIRD BUOY (MPH)			
SPEED	FAST	ACTUAL	SLOW	SPEED	FAST	ACTUAL	SLOW
14 mph	39.96	41.38	42.92	14 mph	16.82	17.42	18.06
16 mph	35.11	36.21	37.38	16 mph	14.78	15.24	15.73
18 mph	31.32	32.19	33.11	18 mph	13.18	13.55	13.93
20 mph	28.26	28.97	29.71	20 mph	11.89	12.19	12.50
22 mph	25.75	26.33	26.95	22 mph	10.84	11.08	11.34
24 mph	23.65	24.14	24.65	24 mph	9.95	10.16	10.38

Actual time through course = 579.36068 divided by speed in mph.

1.14.

Example of Slalom Scoring (Green Ball Format)

A competitor starts at 32 KPH in a division that has a maximum speed of 38 KPH. The line length is 18.25 meters. The competitor scores 8 points on his first pass with continuation.

To compute the score at this point, the scorer would have to consider that pass as a long line (23m) pass, because the competitor was not at maximum speed. The scorer will compute 8 points for the pass, plus 8 points for the 29 KPH pass that was bypassed. The total score for the first pass will be 16 points.

For the second pass the speed is raised to 35 KPH. The competitor again scores 8 points with continuation. The total score at the completion of the second pass is 24 points.

For the third pass the speed is raised to 38 KPH (maximum speed). The competitor again scores 8 points with continuation. At this point the scorer would credit 8 points for the pass and also credit 8 additional points for the rope length of 18.25 meters for a total of 16 points. 16 points added to the previous score of 24 totals 40 points, which would be the total score at the completion of the third pass. If in this example, the competitor falls during the third pass at 38 KPH, 18.25 meters, the total score would be computed by adding the score of the third pass to the previous total score of 24 points that had been earned at the conclusion of the second pass.

1.15. Slalom ties/Run-off Procedures

In the case where a tie exists, the competitor with the faster boat speed on his first pass will be declared the winner. If a tie still exists, the competitor with the shortest rope length on his first pass will be declared the winner.

If a tie still exists, there will be a drawing for the starting order and the competitors will start at the speed and line length at which the last buoy or gate was missed. The direction of the pass shall be the same as the first pass. In the event that this does not produce a winner, the Chief Judge and Appointed Slalom Judge shall establish a means of determining the winner. Both competitors will receive overall points for the position for which they first tied in the event.

1.16. Damaged Equipment

If a competitor notices that his equipment is damaged after a handle throw or during a run that leads to a reride, the event judges may grant him, upon immediate request, three minutes to repair or change the damaged equipment. If the competitor is not ready to compete at the end of the three-minute period he shall not be allowed to continue in the event. If this occurs in

the case of a reride, the pass that brought about the reride shall be scored zero. If it occurs in the case of an optional reride, the competitor will be credited with the score obtained in the run that brought about the reride.

II. TRICK EVENT

2.0. Tricks Course

The tricks course shall be marked at both ends by 2 buoys placed approximately 50 feet apart, and in a visually straight line. The first buoy approached will be the "may start" buoy and shall be yellow in color. The second buoy is the "must start" buoy and shall be red or orange in color.

The distance between the "must start" buoys shall be approximately 170 meters (575 feet), thus making the entire tricks course measure approximately 200 meters (675 feet).

2.1. Tricks Pass

Each competitor will be allowed two (2) passes of twenty (20) seconds each in which to complete as many tricks as possible.

Timing for the trick pass shall start:

- At the competitor's first movement towards a surface trick after reaching the approximate position of the first or "may start" buoy.
- As the competitor's board tip touches the wake to attempt a wake trick or wake jump after reaching the approximate position of the first or "may start" buoy.
- If the competitor fails to make any move towards starting his tricks run, as he passes the "must start" buoy.

A trick pass shall end when:

- 20 seconds has elapsed from the start of the pass.
- The competitor falls in the course.
- A second fall, handle loss or handle throw occurs out of course.
- There is an inadvertent or deliberate release of the competitor, be it the release or the release person that was provided by the competitor.
- Competitor supplied equipment fails and causes a fall.

2.2. Handle Throw

Refer to Rule 2.3

2.3. Fall

The competitor is allowed one practice fall without penalty. If a second fall occurs before the start of the first pass, the skier shall not be permitted the first pass. A fall at the conclusion of the first pass, after the audible device has sounded, shall not be considered a fall while practicing if it is apparent that the fall resulted from a trick that the competitor was attempting to perform in the first pass. If an additional practice fall occurs outside of the course, before the start of the second pass, the second pass will not be allowed.

A handle throw without cause, as determined by a majority of the event judges, is considered a fall while practicing.

The stopping of the boat at the competitor's request to adjust line length or to change kneeboards will not be scored as a fall.

In the event of a fall, and the competitor is granted three minutes for equipment repair, the competitor shall receive no further passes if he is not ready to compete within three minutes from the time the towboat returns to pick him up.

2.4. Boat Selection

The contestant shall be allowed his choice of towboat types from the official towboats identified as available for use in the tricks event, prior to the start of the tournament. The use of more than one boat for the competitor's two passes is prohibited.

2.5. Boat Speed

The contestant shall receive his choice of a constant speed through the course with not more than ± 1 kph (± 2 mph) variation. He shall tell the boat driver and boat judge what speed he desires, or he may use the preparation time to set the speed before entering the course. The second pass may be at a different constant speed. The boat speed in tricks, assuming it is held within tolerance from shortly before entering the course, is the competitor's responsibility.

Boat speeds for both passes must be communicated to the dock starter prior to the competitor entering the water.

2.6. Event Judges

There shall be three Event Judges responsible for independently deciding the following:

- Judgment regarding tricks rules.
- Deciding, with respect to each trick, if it was performed according to the rules for that trick.
- Deciding if a trick is started after the beginning or completed before the end of the pass.
- Deciding if a fall or handle throw has occurred.
- If a reride is to be given when requested by the competitor.

2.7. Boat Judge

In addition to the Event Judges, a judge shall ride in the boat. He shall check speeds, observe boat path and stop the boat in the event of a dangerous condition. He shall be authorized to grant rerides for deviation in boat speeds and path, either at the competitor's request or as so noticed while observing.

2.8. Official Timer

There shall be a Timer on shore approximately in the center of the course. Alternatively, there may be a Timer stationed at each end of the tricks course with devices which actuate an audible device located approximately in the center of the course.

2.9. Rerides

Boat Speed: A reride shall be granted if the Boat Judge or the Boat Driver observes the boat speed to vary by more than $\pm 1\text{kph}$ ($\pm 1/2$ mph).

Boat Path: A reride shall be granted if the towboat does not follow the boat path established for the tournament.

Timing Devices: In the event the timing device should malfunction and the time is missed, a reride is mandatory.

If a reride is granted, the reride shall be taken immediately. The reride shall be taken in the same direction as the pass affected. If more than one pass is disallowed for any reason, the competitor shall have the option of requesting a five-minute rest before completing the run.

If a competitor received less than 20 seconds, he shall be granted the option of a reride only on the pass affected. If the competitor receives more than 20 seconds a reride is mandatory.

2.10. Damaged Equipment

If a competitor notices that his equipment is damaged after a handle throw or a fall, the event judge may grant him, upon immediate request, three minutes to repair or change the damaged equipment. If the competitor is not ready to compete at the end of the three-minute period, he shall not be allowed to continue in that event.

2.11. Communication Between Passes

Competitors in the tricks event or other persons shall not communicate with the judge between passes for the purpose of determining whether a trick or tricks attempted in the first pass were scored.

2.12. Changing Equipment

A competitor may elect to change boards after the first pass. The dock starter and towboat crew must be notified prior to the beginning of the first pass. It is the competitor's responsibility to assure that the extra board is carried in the towboat.

2.13. Scoring

A trick not completed before the end of the 20 seconds allowed shall not be scored.

A trick completed before the end of a pass shall not be scored if the competitor ultimately falls as a result of the trick, even if the fall is after the conclusion of the pass (sounding of the horn).

Only tricks listed in the rules will be scored in a tournament.

Only tricks listed on the declared tricks list, and done in the proper order will be scored in tournaments or divisions where declared tricks lists are used (Skyhangers only).

The scorer shall receive judges' individual tabulations and, in the event of a discrepancy, shall decide the tricks to be scored on the basis of a simple majority. If three (3) judges are calling the event, then (2) judges must give credit for the trick to be scored. The official score and placement in the event shall be determined on the basis of the total points for credited tricks performed in both passes. If it becomes obvious to the competitor after reviewing his own trick credits, that a clerical error may have been made on the part of the judges (i.e., miscalled roll direction or type of trick, surface or wake, etc.), then an appeal may be made to the Appointed Tricks Judge, who in turn may ask for clarification from the event judges. At no time shall a competitor directly address his event judges concerning the official decision. The Appointed Judges decision is final. Score values for individual tricks are shown in Rule 3.19 "Tricks Descriptions and Values."

A 180-degree turn will be allowed between a basic trick and its reverse. A 360-degree movement, (trick or combination of tricks) will be allowed between a Wake 360 Back (WOB), Air O Back (AOB), and a Wake 720 Back (W7B), and their reverses. The basic trick and its reverse must be done in the same pass. The reverses must follow the original trick.

Example: Executing the basic trick at the end of the first pass and the reverse at the beginning on the second pass is not allowed.

A competitor may execute as many surface tricks in a given pass as he/she can perform. They may not repeat any tricks and reverses must follow the original trick.

2.14. Declared Trick Lists

Trick lists are recommended for all divisions but are not required. The list will be used by the judges as only a guide. Competitors are encouraged to follow their declared tricks but may choose to alter the tricks during their run.

Signed and dated tricks lists shall be required for the Skyhanger Divisions. When so required, kneeboarders must follow their declared tricks run. No deviations from the declared tricks list shall be allowed. Only tricks listed on the declared tricks list, and done in the proper order will be scored in tournaments or divisions where declared tricks lists are used. The list of declared tricks shall be prepared using the official codes shown in the table of tricks values (Rule 2.18). Reverse turns must be indicated by an R preceding the official code. The Chief Judge and the Chief Scorer shall determine the exact time when the list must be submitted. In each declared tricks pass, the kneeboarder may list each trick and its associated reverse, if any, only once, except that any type of 180 degree positioning or 360 degree positioning turn (trick or combination of tricks allowed between a Wake 360 Back [WOB] and a Wake 720 Back [W7B] and their reverses) may be listed more than once. A contestant who fails to submit a tricks list shall be disqualified from that tricks round.

2.15. Trick Definitions

- Surface Tricks: A surface trick, as the name implies, is done on the surface of the water either inside or outside the wake of the boat. The trick must be smooth and without hesitation. Example: A surface 360 Front (O) would begin in the front kneeboarding position (facing the boat). A complete rotation of 360 degrees must be made, without hesitation, back to the start position.

A 360 Back (OB) would follow the same procedure, except the competitor would initiate the trick starting with the kneeboard in the backward position (back to the boat).

A 180 Degree Front to Back (B) would start in the forward position (facing the boat), and rotate 180 degrees, without hesitation to the backward position.

A 180 Degree Back to Front (F) would start in the backward position (back to the boat), and rotate 180 degrees, without hesitation to the front position (facing the boat).

- Side Slide (S): In order to receive credit for a side slide, a competitor must hesitate before commencing the next trick.

Example: From the front position, turn 90 degrees to the right or left, return to the start position, hesitate, then proceed to the reverse side slide or another trick.

- Wake Tricks: A wake trick is performed in mid-air, crossing the crest of the wake. To be a wake trick, the board must ramp up the wake, thus initiating clearance of the water. A wake turn not executed in mid-air, but across the crest of the wake will score zero.

- Air Tricks: An air trick is done in mid-air but is not a wake trick. The air attained for an air trick must be a direct and immediate result of bouncing or porpoising the kneeboard off of the water.

Duplicate tricks are not allowed; however, repeats of the air back rolls, air front rolls and air front somersaults will be allowed, when done consecutively. After a string of repeats the trick (ABRR, ABRL, AFRR, AFRL, AFSR, AFSL) cannot be performed again in the trick run.

- **Rolls and Somersaults:** There is no limit to the number of wake rolls and somersaults allowed in both tricks passes, as long as they are not duplicated.

Wake rolls and somersaults must be distinctly executed board to board. In the instance of a roll/fall into a surface roll or half roll, both the wake roll and the surface roll will not receive credit.

A somersault, front or back, must be executed vertically, end over end. The board landing must be flat and pointing in the same direction as the takeoff. A somersault, air or wake, is performed using the appropriate air or wake trick criteria to determine lift.

The rotation of any roll (right or left) is determined by the kneeboarder's rotation (clockwise or counter-clockwise) as viewed from behind.

Surface rolls, right or left, may be done at any time in the sequence of a tricks run. Surface rolls will receive credit only if the board completed a full continuous roll without hesitation.

A wake roll is performed using the wake trick criteria from the standpoint of attaining lift.

An air roll is performed using the air trick criteria from the standpoint of attaining lift.

- **Board Grab Bonus Points:** Board grabs may be added to any wake or air trick. The addition of a grab does not represent a "new" trick and all current rules governing wake and air tricks remain applicable. Grab bonus points may be added to any and all tricks in a skier's trick passes subject to the rules outlined below for grabs, and subject to all current rules covering the tricks to which a grab is added.

A grab must be a "clear and definite" grab of the outer edge of the kneeboard, and in a location clearly visible to the event judges. The burden of visibility shall fall on the skier, not the event judges.

Duration of the grab must be sufficient to clearly delineate the action as a grab, not a touch or slap. Again, the burden of duration falls on the skier, not the event judges.

Grab Bonus Point Scheme	
Wake Spinning tricks	25 additional points per trick
Wake flips/rolls	50 additional points per trick Includes layout and derived tricks
Air flips/rolls and spins	100 additional points per trick Includes surface rolls and head slam

For judging purposes, an event judge shall call the applicable trick followed by the term "grab". For scoring/recording purposes, the abbreviation of "G" shall be added behind the abbreviation for any trick with which a grab was called.

2.16. Tricks Release

The use of a tricks release and third person in the towboat is allowed for any wake or air trick with greater than 540 degrees of rotation. The release if not provided in the boat must be provided by the competitor. Any inadvertent or untimely release of the competitor will be the sole responsibility of the competitor and will constitute a fall at that point. The release person must be an active federation member.

A manual trick release requires the use of a release person in the center position of the front seat next to the driver.

The competitor-supplied release person would subject the competitor to disqualification in the event he interferes vocally or physically with the duties of the boat driver or the boat judge.

An automatic release made from hook and loop material may be used, but a release person is not allowed.

2.17. Ties

In the event of a tie in the tricks event that would affect the awards positions, the competitor with the highest single tricks pass would be declared the winner. If a tie still exists, there will be a drawing for order and the contestants would have a run-off that would consist of one (1) twenty (20) second tricks pass to determine the award winner.

2.18. Tricks Descriptions and Values

Only the following tricks recognized and approved by the AKA shall be scored.

<u>Description</u>	<u>UK Shorthand</u>	<u>Code</u>	<u>Value</u>
Side Slide	-	S	20
Reverse Side Slide	-	RS	20
Front to Back	1	B	30
Reverse Front to Back	1	RB	30
Back to Front	1	F	30
Reverse Back to Front	1	RF	30
Head Back (body parallel with board)		HB	30
360 Front to Front	3	O	40
Reverse 360 Front to Front	3	RO	40
360 Back to Back	BB	OB	40
Reverse 360 Back to Back	BB	ROB	40
No Hander (handle between knees, arms out)		NH	40
540 Front to Back	5	5B	50
Reverse 540 Front to Back		R5B	50
540 Back to Front	5	5F	50
Reverse 540 back to front		R5F	50
Wake Jump 1 (hand release back of head)		WJ1	50
Reverse Wake Jump 1		RWJ1	50
Wake Method Grab (side of board)		WGM	50
Air Back	AB	AB	50
Reverse Air Back	AB	RAB	50
Air Front	AF	AF	50
Reverse Air Front	AF	RAF	50
720 Front to Front	7	7F	60
Reverse 720 Front to Front		R7F	60
720 Back to Back	7	7B	60
Reverse 720 Back to Back		R7B	60
Wake Nose Grab		WGN	60
Wake Tail Grab		WGT	70
Floater (two hand release, hands back of head, done on surface)		FL	80
Handle Flip (360 degree handle spin, done on surface)		HF	100
Tick Tock		TT	100
Reverse Tick Tock		RTT	100
Wake Back	VB	WB	100
Reverse Wake Back	VB	RWB	100
Wake Front	VF	WF	100
Reverse Wake Front	VF	RWF	100
Line Over (surface 360 over line)		LOV	100
Reverse Line Over		RLOV	100
Air Tic Toc		ATT	120
Reverse Air Tic Toc		RTT	120
Line Over 5 Back		L5VB	130
Reverse Line Over 5 Back		RL5VB	130
Air 360 Back	AOB	AOB	200
Reverse Air 360 Back	AOB	RAOB	200
Switch 3		S3	200
Reverse Switch 3		RS3	200
Tick Tock Back		TTB	200
Reverse Tick Tock Back		RTTB	200

Wake Floater (two hand release, hands back of head)		WFL	200
Wake Handle Flip (360 degree spin)		WHF	220
Air 360	A3	AO	300
Reverse Air 360	A3	RAO	300
Body Slide (board must be completely out of the water)		BDSL	300
Reverse Body Slide		RBDSL	300
Head Slam	HS	HS	300
Wake 360	V3	WO	320
Reverse Wake 360	V3	RWO	320
Wake 360 Back	VOB	WOB	320
Reverse Wake 360 Back	VOB	RWOB	320
Layout Right	L	LOR	400
Layout Left		LOL	400
Surface Roll Right	SR	SRR	400
Surface Roll Left	SL	SRL	400
Back Roll Right	BR	BRR	400
Back Roll Left	BL	BRL	400
Tick 5		T5	420
Reverse Tick 5		RT5	420
Front Roll Right	FR	FRR	450
Front Roll Left	FL	FRL	450
Front Somersault Right		FSR	450
Front Somersault Left		FSL	450
Wake 540 Back	V5B	W5B	500
Reverse Wake 540 Back	V5B	RW5B	500
Wake 540 Front	V5	W5F	500
Reverse Wake 540 Front	V5	RW5F	500
Back Somersault	BS	BSL	500
Back Somersault		BSR	500
Invert Back Right (Wake Back Roll Right Back)	IBR	IBR	500
Invert Back Left (Wake Back Roll Left Back)	IBL	IBL	500
Invert Front Right (Wake Back Roll Right Front)	IFR	IFR	550
Invert Front Left (Wake Back Roll Left Front)	IFL	IFL	550
Backwards Front Somersault Right		BFSR	550
Backwards Front Somersault Left		BFSL	550
Layout to Back Right	LB	LOBR	550
Layout to Back Left		LOBL	550
Air Layout Right		ALOR	600
Air Layout Left		ALOL	600
Air Front Roll Right	AFR	AFRR	600
Air Front Roll Left	AFL	AFRL	600
Air Back Roll Right	ABR	ABRR	600
Air Back Roll Left	ABL	ABRL	600
Air Invert Back Right (air back roll right to Back)	AIR	AIBR	600
Air Invert Back Left (air back roll left to back)	AIL	AIBL	600
Air Front Somersault Right	AFS	AFSR	600
Air Front Somersault Left		AFSL	600
Front Somersault Back Right	FSB	FSBR	600
Front Somersault Back Left		FSBL	600
Front Roll Right Back		FRRB	600
Front Roll Left Back		FRLB	600
Air 540 Front	A5	A5F	675
Reverse Air 540 Front	A5	RA5F	675
Backward Invert Back Right		BIBR	700
Backward Invert Back Left		BIBL	700
Air 540 Front to Back	A5	A5B	750
Reverse Air 540 Front to Back	A5	RA5B	750
Air Front Roll Back Right		AFRBR	750
Air Front Roll Back Left		AFRBL	750

Backwards Back Somersault Right		BBSR	800
Backwards Back Somersault Left		BBSL	800
Air Front Somersault Back	AFSB	AFSB	800
S-Bend (360 in layout position)		SB	800
Wake 720 Back	V7B	W7B	850
Reverse Wake 720 Back	V7B	RW7B	850
Wake 720 Front	V7	W7F	850
Reverse Wake 720 Front	V7	RW7F	850
P Nut (layout line back)		PN	900
Wake 900 Back	V9	W9B	1000
Reverse Wake 900 Back	V9	RW9B	1000
Air Backward Back Somersault		ABBS	1200
McDouble Right (double back roll right)		MDR	1500
McDouble Left (double back roll left)		MDL	1500

III. OVERALL

3.0. The overall points of each competing team member shall be totaled to obtain the team score. Alternatively, if the teams are not of approximately equal size, the number of overall scores credited to each team in each event may be limited (with the highest such scores being counted), or overall points earned below a specified placement in each event may be excluded.

Competitors in the trick and slalom events will be awarded overall points. Overall points are computed as follows:

- The event winner per division will be awarded 1000 points.
- Overall points for the remaining finishers will be computed by dividing the winner's score in each of the scores of the second through last place. The percentage arrived at, times 1000 will equal the number of points awarded to each of the remaining finishers.
- Overall points awarded in the slalom and trick events will then be totaled to determine the team winner.
- Individual winners will be determined by the highest scores per division in the slalom, trick, freestyle, and flipout event.

Example: The first place finisher in Visionary slalom scores 50 points. The second place finisher scores 25 points. First place is awarded 1000 overall points. The second place score of 25 will be divided by the first place score of 50 (25 divided by 50=.500). Thus, the second place finisher would receive 50 percent of the 1000 overall points awarded to first place, which is equal to 500 overall points.

Scoring for Team slalom and tricks will be as examples below. The total points awarded per division in the slalom and trick events will be added to determine the final team winner. *The three highest scores in each division will be used to determine the final team overall points. Teams that have less than three competitors in a division will receive a 0 for the missing competitors score.*

Team Slalom Event (example) RED BALL FORMAT Ripper division

Competitor 1 score is **40**, 40 divided by 41x1000 = 980 pts.

Competitor 2 score is 20, 20 divided by 41x1000 = 490 pts.

Competitor 3 score is **41**, 41 divided by 41x1000 = 1000 pts.

Competitor 4 score is **35**, 35 divided by 41x1000 = 860 pts.

Competitor 5 score is 33, 33 divided by 41x1000 = 810 pts.

TOTAL RIPPER SCORE

2840 pts.

Team Slalom Event (example) GREEN BALL FORMAT

Visionary

Competitor 1 score is 10, 10 divided by 52x1000 = 200 pts.

Competitor 2 score is 50, 50 divided by 52x1000 = 970 pts.

Competitor 3 score is 52, 52 divided by 52x1000 = 1000 pts.

Competitor 4 score is 49, 49 divided by 52x1000 = 950 pts.

Competitor 5 score is 33, 33 divided by 52x1000 = 660 pts.

TOTAL VISIONARY SCORE

2920 pts.

Team Trick Event (example) Skyhangers

Competitor 1 score is 4850, 4850 divided by 6500x1000 = 750 pts.

Competitor 2 score is 6500, 6500 divided by 6500x1000 = 1000 pts.

Competitor 3 score is (non competing) 0 pts.

TOTAL SKYHANGERS SCORE *1750 pts.*

3.1. Ties

In the case of a tie for overall, the total of the slalom overall points and the best of the two tricks passes will determine the overall winner.

If a tie still exists, an event will be drawn from a hat and the competitors involved will run-off to produce a winner.

IV. FLIP-OUT

4.0. The Flipout will be a separate event that will include only two divisions, men and women.

4.1. Entry Qualification

- . • Entry into the Flipout event is open to the Ripper and Skyhanger divisions.
- . • Entry is optional. To enter the Flipout event a competitor must have landed a flip or roll in the trick event at the current year's International competition.
- . • The Flipout event will not be computed in overall scoring.

4.2. Object of The Flipout Event And Scoring

- . • The object of this event is to do 10 flips or rolls of any variety in the shortest amount of time.
- . • Flips may be duplicated.
- . • There will be a time limit of 25 seconds per competitor.
- . • The competitor who successfully completes 10 flips in the shortest amount of time will be declared the winner.
- . • If no competitor has completed 10 flips within the time limit of 25 seconds, the one who has completed the highest number of flips in the shortest elapsed time will be the event winner.

4.3. Timing Time will begin when:

- . • The competitor's board tip touches the first wake after having reached the approximate position of the first "may start" buoy.

Time will stop when:

- . • The competitor completes the 10th flip. Completion of the flip is defined as when the board contacts the water at the finish of a flip.
- . • A competitor falls.
- . • The time limit of 25 seconds has expired.

Note: It is recommended that on those competitors that fall before completing the 10th flip, a time be taken. Thus if there would be a tie, for instance at 8 flips, the competitor with the lowest elapsed time would be the winner.

V. FREESTYLE

5.0. Freestyle will be a separate event that will include only two divisions, men and women. Freestyle will consist of two passes and a double up. Wake, air tricks, flips, and rolls will be scored. Competitors will be allowed a total of two falls, excluding the Double Up. The Double Up is considered a FREE fall. The running order will be determined by draw of the hat. Defending Champions have the option to ski first or last.

Entry in the Freestyle Event is optional. Entry is open to the Ripper and Skyhanger trick divisions.

Pass ONE

- . • Five wake crossings are allowed
- . • Tricks must be declared on the official Freestyle sheet and submitted to the Chief Scorer.
- . • Tricks must be on the AKA approved trick list.
- . • Four copies of the declared sheet must be submitted.
- . • Tricks may not be repeated.

- Judging will be Olympic style scoring of 1.0 to 3.0 on each wake crossing.
- The average score from the three judges will then be multiplied by the point value of the tricks completed.

Pass TWO

- This pass is an impression session.
- Tricks do not need to be approved AKA tricks.
- Tricks do not need to be declared.
- Tricks may be repeated.
- Judging will be on the number of tricks, their difficulty, altitude, style, etc.
- Judges will give style points even if the competitor falls and does not complete the trick(s)
- Judges will score 0 to 10,000 points. The average of the Judges will determine final score.

DOUBLE UP

- The trick does not need to be declared.
- The trick does not need to be an approved AKA trick.
- The rider will determine the direction of the boat turn -clockwise (to the driver side, boat turns to the right) or counterclockwise (to the passenger side, boat turns to the left).
- The boat turn will be declared on the Freestyle sheet
- Judges will give style points even if the competitor falls and does not complete the trick(s) Judges will score 0 to 2,000 points. The average of the Judges will determine final score.

VI. Awards

6.0. Rider Cup The Rider Cup is a perpetual award presented to the International team receiving the highest overall points in the slalom and trick events combined. The winning team will house the Rider Cup until a successor is determined, at which time the Rider Cup will be presented to the successor. The Rider Cup must be displayed at each International competition. The event host will determine the location of the displayed Rider Cup.

6.1. Individual Awards It will be the responsibility of the event organizers. Awards will be given in the following categories.

Slalom & Trick Events

1st -3rd in Visionary, Ripper, and Skyhanger divisions

Flipout

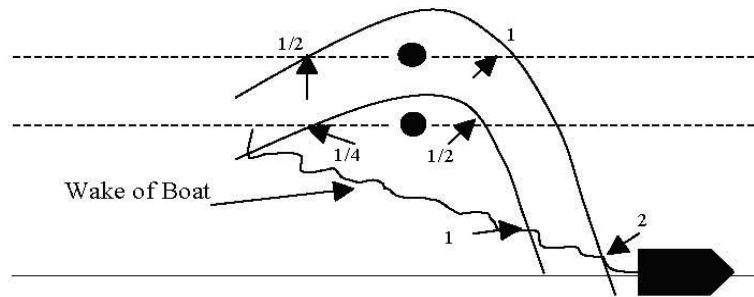
1st -3rd in Women and Men Flipout

Freestyle

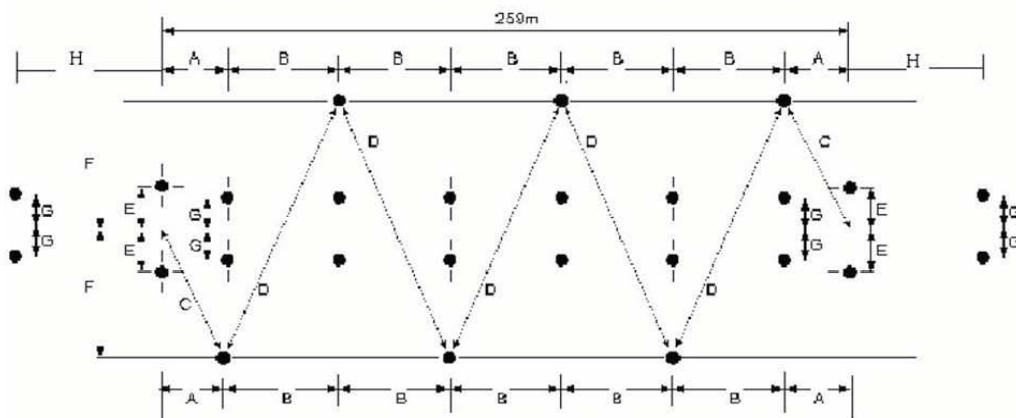
1st -3rd in Women and Men Freestyle

Slalom Scoring

Note: Ripper and Skyhanger divisions outside buoys only. Points scored will be ¼, ½, 1.



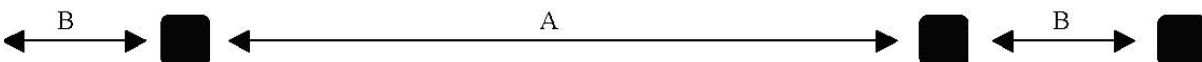
Official Slalom Course



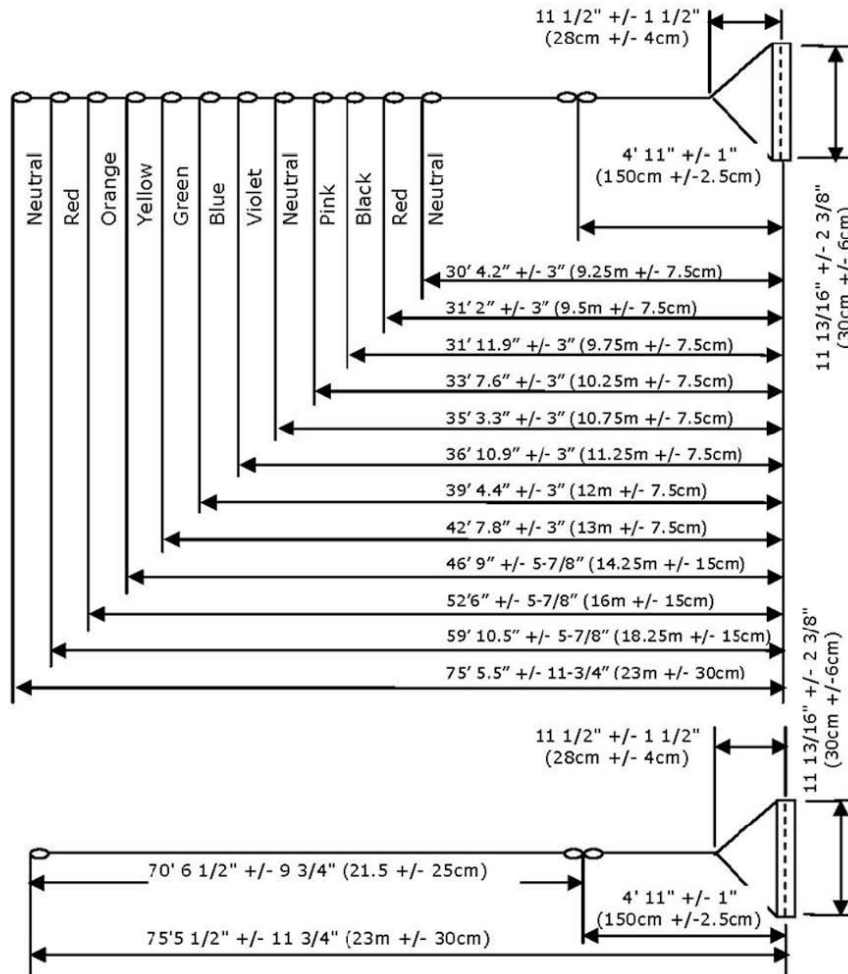
Dim	Metric			English					
	Actual	Minimum	Maximum	Actual		Minimum		Maximum	
OA	259m	258.353m	259.648m	849'	8 ⁷ / ₈ "	847'	7 ³ / ₈ "	851'	10 ³ / ₈ "
A	27m	26.865m	27.135m	88'	7"	88'	1 ⁵ / ₈ "	89'	¼"
B	41m	40.795m	41.205m	134'	6 ¹ / ₈ "	133'	10 ¹ / ₈ "	135'	2¼"
C	29.347m	29.2m	29.494m	96'	3 ³ / ₈ "	95'	9 ⁵ / ₈ "	96'	9 ¹ / ₈ "
D	47.011m	46.776m	47.246m	154'	2¾"	153'	5 ³ / ₈ "	155'	1 ¹ / ₈ "
E	1.25m	1.188m	1.313m	4'	1¼"	3'	10¾"	4'	3¾"
F	11.5m	11.385m	11.616m	37'	8¾"	37'	4¼"	38'	1 ³ / ₈ "
G	1.15m	1.035m	1.265m	3'	9¼"	3'	4¾"	4'	1¾"
H	55m	54.725m	55.275m	180'	5 ³ / ₈ "	179'	6½"	181'	4¼"
Tolerances (±) ¼% on 259m ½% on A,B,C,D,H 1% on F 5% on E 10% on G									

Official Trick Course

	Yellow	Red/Orange		Red/Orange	Yellow
	Dimension		Tolerance	Lower Upper	
A	175m (574'2")		±10%	157.5m (516'9") 192.5m (631'6")	
B	15m (49'2 ½")		±10%	13.5m (44'3 ½") 16.5m (54'1 ½")	



Tow Line Dimensions



Note: For tournament-supplied handle sections, the bridle length shall be 150 cm \pm 2.5 cm (4' 11" \pm 1") and the length of the handle shall be 30 cm \pm 6 cm (11-13/16" \pm 2-3/8") (see diagram). For skier-supplied handles the tolerance on the bridle length is + 2.5 cm/-10 cm (+1"-4").

Trick Speed Calibration Times

Times for speedometer calibration at trick speeds are for the speed indicated from the slalom course entry gates to the third buoy (109 m).

Mph	Kph	Ideal	Tolerance
11	17.7	22.17	21.20-23.33
12	19.3	20.32	19.51-21.20
13	20.9	18.76	18.06-19.51
14	22.5	17.42	16.82-18.06
15	24.1	16.25	15.73-16.82
16	25.8	15.24	14.78-15.73
17	27.4	14.34	13.93-14.78
18	29.0	13.55	13.18-13.93
19	30.6	12.83	12.50-13.18
20	32.2	12.19	11.89-12.50
21	33.8	11.61	11.34-11.89

KNEEBOARDING OFFICIALS LISTING 2012

AKA/USA SLALOM JUDGES

Mark Ritchhart Senior • John C Haile Regular
 Doug Rogerson Senior • Andy Ladda Regular
 George Rohner Senior • Doris Rohner Regular
 Robyn Bohlen *Senior* • Zach Rohner Regular
 Mike Cameron Regular

UK SLALOM JUDES

Mark Garnet (Chief) • Tim Cooke (Chief)
 Paul Cook (Chief) • Dawn Garnet
 Jason Ellis • Mike Ellis Paul
 Simon Lewis

AU SLALOM JUDGES

AKA/USA TRICK JUDGES

Mark Ritchhart Senior • John C Haile Regular
 Doug Rogerson Senior • Doris Rohner Regular
 George Rohner Senior • Zach Rohner Regular
 Robyn Bohlen *Senior* • Kurt Schmelzer Regular
 Mike Cameron Regular

UK TRICK JUDGES

Mark Garnet (Chief)
 Tim Cook (Chief)
 Paul Cook (Chief)

AU TRICK JUDGES

AKA/USA DRIVERS

Chuck Purdy Senior • Mark Ritchhart Regular
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 Tim Davis Regular • Ken Stuart Regular
 Jeanne Kelsey Regular • Dave Brunt Senior

UK DRIVERS

Brian Rook
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AU DRIVERS

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Denys Anderson National
 George Rohner National

UK SAFETY DIRECTORS

Mark Garnet • Jason Ellis
 Tim Cooke • Brian Rook
 Paul Cooke • Simon Lewis

AU SAFETY DIR.

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