

# Wakeboard Judging



## General Judging Guidelines & Rules

- Riders are judged based on three categories: Intensity, Execution, and Composition.
  - Intensity: Is scored based on how big a rider performs a trick, the amount of height they get when performing a trick, how far out in "the flats" they land their tricks & how technical the trick is (degree of difficulty).
  - Execution: is scored based on how well a rider performs and lands a trick. Things judges look for that may cause a negative execution score:
    - did the rider fully clear the second wake
    - did the rider butt check the landing
    - did the rider drag their hand on the landing
    - does the rider land and ride away clean from a trick without bobbelling
    - if the rider was performing a grab:
      - did they fully grab the board
      - did they just slap the board
      - did they even touch the board

Style also plays a big factor into a riders execution score. A trick with style requires that trick be well executed.
  - Composition: a riders composition score is based on the diversity of their run. Did the rider use both sides of the wake, did the rider perform a good mix of spins, inverts, grabs, stylish airs. If a rider were to skip a toeside jump in favor of getting another heelside jump, this would have a negative impact on their composition score.
- The Double Whammy: A rider falls on a trick, but it's the 1st fall. They get up, throw the same trick and fall a second time. This impacts composition and execution scores, because they repeated a trick and fell twice on the same trick.
- Any riders performing tricks outside of their registered division will be bumped to the appropriate division and will be scored based on the run performed, no reruns will be giving if you get bumped.
- All riders will be given equal runs to perform tricks.
- NO reruns will be awarded due to weather, etc.
- If a rider's gear breaks they have 5 minutes to get new gear and the rider will continue the run from the point at which the malfunction occurred.
- All riders will receive two falls, a rider will be able to continue their run after their first fall but after the second fall the rider needs to wait for the Pickup Boat or swim to shore (Only certain venues).
- All tricks must be performed with in course to count. Courses will vary based on venue. Each will consist of two passes, down and back. Each pass will have a starting and ending marker, if available. As long as a rider leaves the wake after the starting marker and leaves the wake before the ending marker, the trick performed will be considered in course. So a rider may setup their first trick before the starting marker but as long as the rider leaves the wake after the starting marker, it's considered in course. Then at the end of the pass, as long as the rider leaves the wake before the ending marker they may land their final trick past the ending marker and it will be considered in course.
- Performing the same trick from both the heelside and the toeside is NOT considered a repeated trick.

## WHAT?!?!

These Rules & Regulations were created to promote a fair playing field as well as help promote natural progression for a competitive wakeboard athlete. These Rules & Regulations were created to be used at Wake Utah presented events, and while other event coordinators may choose to follow them, it is ultimately the event coordinators decision on what Rules & Regulations their event will follow. Please contact the event coordinator with any questions.

# Rider Divisions

## Grom

The Grom division is designed for the younger entry level rider. Riders in this division are 9 years old and younger, can be male or female and are new to the sport of competitive wakeboarding. This rider has no trouble getting up and has basic control behind the boat. Tricks scored in this category include basic maneuvers like; waving to the judge, touching the water, surfing the wake, surface tricks, crossing from both sides of the wake, bunny hops, basic one wake jumps, & minimal one wake jumps with grabs. If a rider can consistently perform wake to wake jumps they should be competing in the beginner division. Grom riders may repeat tricks. Repeated tricks are not scored as high as the initial time they were performed.

## Intermediate

The Intermediate division is for riders that are starting to learn a diversity of spins and inverts. Intermediate riders may spin front side 180s, 360s and backside 180s. Intermediate level inverts are basic inverts. Intermediate riders will be limited to performing only 2 Intermediate Level spins but are not limited on Beginner Level spins. Intermediate riders will be limited to performing only 2 Intermediate level inverts. Intermediate riders may NOT repeat tricks. (Remember a heelside 360 and a toeside 360 are NOT considered the same trick, or a repeated trick)

**Limited Intermediate Level Spins (Limit 2):** Frontside 360s & Backside 180s

**Limited Intermediate Level Inverts (Limit 2):** Heelside Backroll, Toeside Backroll, Frontroll, Mexiroll, Scarecrow, Tantrum (NO RALEYS OR MOBE BASED TRICKS)

\*If you fall on a 2nd invert & throw a 3rd DIFFERENT invert variation, and/or spin more than a FS 360 and/or BS180, this will bump you up to the Advanced Division!

## Women

Women riders have a class all their own and don't have any trick limitations. So anything goes, however female riders may choose to compete in any other division.

## Beginner

The beginner division is for riders that are a little older (17 years old and younger), that are starting to perfect core wakeboarding techniques. These riders should be able to clear wake to wake jumps from both heel and toe sides of the wake (most riders in this division have a dominant side of the wake and are working to progress on their less dominant side). Riders in the beginner division are still scored on one wake jumps but wake to wake jumps get favorable scoring. Building upon core techniques beginners riders will start to learn basic 180 maneuvers and grabbed airs. Tricks in the beginner category include; Wake to Wake Airls, One Wake & Wake to Wake Grabs, One Wake & Wake to Wake 180s. Beginner riders may repeat tricks. Repeated tricks are not scored as high as the initial time the trick was performed.

**Beginner Level Spins:** Surface Spins, rontside 180s

**Beginner Level Inverts:** NONE

## Advanced

Advanced Riders in the Advanced division can consistently land inverts and spins from both the heelside and toeside of the wake. Advanced riders may land their inverts reverted but are not allowed to perform any Mobe Based tricks. Advanced riders may spin 180s, 360s, & 540s. Advanced riders will be limited to performing 4 Advanced Level spins. Advanced riders will be limited to performing 4 Advanced Level inverts. Advanced riders may NOT repeat tricks. (Remember a heelside 360 and a toeside 360 are NOT considered the same trick, or a repeated trick)

**Limited Advanced Level Spins, (Limit 4):** Backside 180s, Frontside & Backside 360s, Frontside 540s, Off Axis spin variations may be performed.

**Limited Advanced Level Inverts, (Limit 4):** Intermediate Level Inverts, in addition to landing revert/fakie, Raley Based Tricks, Frontflips (NO MOBE BASED TRICKS including, Wrapped KGB, Whirlybirds)

\*If you fall on a 4th invert & throw a 5th DIFFERENT invert variation, and/or spin more than a FS 540 and/or BS360 this will bump you up to the Outlaw Division!

## Outlaw

Outlaw riders are sometimes referred to as semi pros and thus anything goes. There are no restrictions on the number of spins or inverts. Outlaw riders can not repeat tricks or their score will suffer if they do. Adding a grab, or a different grab to the same trick performed will be considered a repeated trick. Depending on the venue, timeframe etc Outlaw riders may be given a Double Up at the end of their run.

## Definitions:

**Surface Tricks:** tricks performed while the board is on the surface of the water.

**Wake to Wake Jump:** when a rider jumps from one wake (either toeside or heelside) and lands on or coming down the opposite wake. A rider lead foot must fully clear the second wake for jump to be consider a "Wake to Wake" jump.

**Revert:** when a rider lands a trick with the opposite foot forward, from the foot of which they initiated the trick from. This may also be known as landing fakie. A heelside backroll with a 180 is also called a heelside backroll to revert.

**Inverts:** are maneuvers where a rider is upside down or inverted in the air. Raley based tricks are considered inverts.

**Raley:** is a maneuver where a rider becomes parallel with the water and pulls the wakeboard back under them to land. A basic raley is sometimes known as a superman. Many tricks are based on a raley and is parallel nature, these tricks are known as raley based tricks. However, certain raley based tricks can take the board in a vertical position to the water such as a 911, Indy Glide, etc.

**Mobe Based Tricks:** are maneuvers that combine inverts and spins, however taking a trick to revert is not considered a mode based trick.

**Landing in "The Flats":** is when a rider jumps from one wake and lands outside the second wake, out in the flat part of the water as opposed to a wake to wake jump/trick, where the rider lands on some part of the second wake.