



World Wakeboard Association Rule Book

I. General Information

- A.** The WWA is a rider formed organization dedicated to promoting and growing wake sports worldwide. It is the leading source for riders, events, and competitive standards.
- B.** The World Wakeboard Association is an association with a board of directors elected from the general membership. All members are encouraged to participate and to let their feelings and ideas be known to their board so that this association may better serve its members. Any member can participate on a committee. The rules and information set forth shall be updated annually. The rules may be amended at any time by the Board of Directors, on their own initiative or at the recommendation of the Rules Committee. Until such time as a new annual edition of the rules is published, the current rules, as amended by the board, remain in effect. Any suggestions and/or improvements for the year by the general membership must be received at the WWA headquarters by November 15th for implementation for the following year.
- C.** The first and foremost thought at all WWA-sanctioned events is safety. The WWA also assists in the training, education and certification of drivers, officials, judges and event managers in the safest and most efficient way to run contests.
- D.** The rules in this book are intended as a guideline only. No rule should be taken literally, except where concerned with safety. Courses, judging criteria and contest formats may be modified to suit conditions, but communication with riders and officials is essential. Contest organizers are encouraged to experiment with new formats to further enhance the sport.

II. Equipment:

- A.** All contestants must wear a U.S. Coast Guard Approved life vest, or a vest that will absolutely float a contestant who is unconscious. A "Wet Suit" vest must have a locking device in addition to the zipper closure. A "Pull Over" or "Side Entry" vest must have a locking device, zipper, or a drawstring.
- B.** Wakeboards should be used in competitive wakeboard events. All wakeboards must float. Wakeboards should orient the riders' feet in a sideways stance.
- C.** Contestants shall provide their own ropes and handles, although event organizers may supply these at their discretion. All towropes used in competition must be non-stretch, and must have the approval of both the safety and head judges.
- D.** It is the sole responsibility of riders to ensure their equipment is in proper working condition.

III. Unsportsmanlike conduct is defined as:

- A.** Any conduct unbecoming the wakeboard way of life that can cause danger to anyone on the tournament site whether involved in the contest or not.

B. Any conduct unbecoming a wakeboarder causing damage to the site and possibly delaying the contest.

C. Any profanity used by a wakeboarder that could disrupt the atmosphere of the contest for attendees and/or spectators.

Any infractions can be punishable by disqualification of competitors involved. In the event that non-competing persons create disruptions, the tournament coordinator has the right to remove these persons from the site. All disqualification must be handled through the tournament coordinator and officials of the event.

IV. Qualifications:

A. All competitors in a WWA-sanctioned event must be members of the WWA.

B. Prior to competing, every Competitor must sign a participation contract and understand the nature of the sport and its special risks, particularly in the format. Prior to competing, the competitor must submit the required forms as specified by event organizer. It is the responsibility of the competitor to register with the event-designated person and show proof of membership and qualifications before riding.

C. Competitors must disclose to the event organizer any special medical conditions, including, but not limited to injuries, past or present, or other pre-existing medical conditions. Participation will then be at the sole discretion of the event organizer. The Event organizer may also require approval from a medical physician.

V. WWA Worlds Qualifications:

To compete at the **WWA World Championships**, riders must qualify at their respective countries' nationals. If the country has no nationals, he/she must be selected by that country's WWA - recognized wakeboard federation or organization. Riders can also qualify for the Worlds in the pro division by finishing in the top 15 on the U.S. Pro Tour men's standings list or top 8 on the U.S. Pro Tour women's standings list from that year. International U.S. Pro Tour competitors may be selected to represent their home country if excused from participation at their nationals by that country's WWA - recognized wakeboard federation or organization.

VI. Divisions of Competition:

A. Divisions of competition are broken down into age brackets with the exception of the pro and open divisions. Age as of January 1st of the current year will be used to determine age bracket. The WWA U.S. National and World Championships will operate under the following divisions.

Beginner Jr. Boys	ages 9 and under – no inverts or spins over 180
Jr. Boys	ages 9 and under – anything goes
Beginner Boys	ages 10-13 – no inverts or spins over 180
Boys	ages 10-13 – anything goes
Jr. Men	ages 14-18 without apparatus
Jr. Pro	ages 14-18 with apparatus
Men's I	ages 19-24
Men's II	ages 25-29
Masters	ages 30-39
Veterans	ages 40 and over
Pro Vet	ages 30 and over
Girls	ages 13 and under
Jr. Women	ages 14-18
Women	ages 19 and over
Open	any age (see VIII)
Pro	any age

1. Divisions may be created or merged at the sole discretion of each contest director.
2. All divisions except pro are considered amateur age group competitions.
3. Only the pro division pays cash prizes.
4. Riders can only compete in one division per competition.

VII. Grass-roots (Amateur) Contests:

The purpose of grassroots competitions is to encourage greater participation at local and regional wakeboarding events. As competitors in these events may vary greatly in experience levels, the contest director has the option of creating divisions based on ability level rather than age.

A. Suggested Grassroots divisions:

Novice: No previous contest experience.

Intermediate: At least one contest and can perform no more than three invert/spins.

Advanced: At least three contests and can perform more than three invert/spins.

There will be no grass-roots divisions at the WWA Nationals or WWA Worlds.

B. Professional Ranking:

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

To receive pro division ranking, competitors must fit one or more of the following criteria:

1. Be ranked as a pro from the previous competitive season as defined above.
2. Qualify for the finals *in the pro division* at a U.S. Pro Tour Stop, U.S. Masters, a Triple Crown event, the X-Games, or other national/international WWA wakeboard tournament during the competitive year and of that event.
3. Accumulate prize money from any professional event over \$1,500 USD total prize money in one season.

C. Open Ranking:

The open division is intended for competitors who exceed the talent level of their respective age bracket. It is also intended for competitors who compete on the pro tour or any pro contest but did not advance to the finals in any pro contest during the year.

VIII. Competition Format:

The WWA sanctions competitions run under the following formats. These rules are intended as guidelines only, event organizers are encouraged to adapt and develop the formats to fit their course, time or other logistical issues while keeping safety as the primary objective.

WWA Standard Format

WWA Freeride

Timed Freeride

Obstacles Only

Wakeskate

Double-Up

Wake Park

IX. WWA Standard Format

A. Overview:

1. Riders will perform a subjectively judged two-pass run, where the boat will travel each pass in a straight path along the course (**see XIII, B**) in each direction. Each Rider will be scored on the total use of the course including obstacles and wake tricks alike. At the end of the second pass, riders may be given a double up in the direction of their choice.
2. Contestants may perform any number of tricks they choose, in any order they wish within the course. Riders will be judged on the difficulty and proficiency of the moves executed, how big they take tricks, variety of tricks performed, technical difficulty, use of obstacles within the course and the creativity and fluidity of the run.

Contest directors may also choose to add a double up to the end of the first pass or only include double ups in selected rounds such as finals.

B. The Course:

1. The course should be between approximately 1200' and 1500' (360m to 460m) long, marked at either end of the lake by boat course buoys. (Similar to 24 mph (40 kph) for 28-30 seconds) There will also be a fall buoy positioned three quarters of the way along the course on the second pass. It is the contestant's responsibility to be aware of where these buoys are located at each event. The event organizer and/or chief judge may opt not to use the $\frac{3}{4}$ buoy given a safe double-up area even in the event a rider falls at the end of the course.
2. The course obstacle layout shall be appropriate to the space available at the event organizers discretion. Obstacles that are directional (kickers, ramps) should be placed in the course to allow all riders to hit one from the toe-side edge and one on the heel-side edge. Safety should be the determining factor in course layout.

C. The Run:

1. The rider will leave the starting dock and scoring will begin with the first use of any apparatus. The first wake trick will be scored when the boat reaches the first course buoy. At the end of the first pass, the boat will turn immediately after passing the end course buoy to turn around and re-enter the course. At the end of the second pass, the boat will turn immediately after passing the end course buoy to set up for a right or left hand double up which was chosen by the rider before leaving the dock. Riders will be judged on tricks initiated within the course, on the obstacles plus the double up. Judging will stop after the double up. Riders may initiate a move prior to the buoy but must land the move near or at the buoy to receive credit for the trick. There must be a majority by all scoring judges to discredit a move for "out of course". Riders must be ready for the boat to turn immediately after the second course buoy. No re-rides will be awarded for the boat turning during a trick at the ends of the course.
2. The rider will continue their run after their first wake or obstacle fall from the place they fell, unless the first fall occurs after the $\frac{3}{4}$ fall buoy when there is no double up planned. A second wake or obstacle fall finishes the run immediately. **NOTE:** The chief judge may remove the three quarters buoy and/or the event organizer in the event there is

enough room to safely perform a double up in the event a rider falls at or near the end of the course.

3. Each contestant is free to hit whichever obstacles and perform tricks in whatever order they desire. There is no maximum or minimum number of tricks required, although riders are encouraged to perform big tricks and hit all obstacles. Riders should emphasize **quality** over quantity, while demonstrating the range and limits of their abilities. These abilities should include, but are not limited to, performing a variety of moves, taking each move to its limit, hitting double ups, hitting the obstacles and showing creativity and fluidity in the routine. Every wake or obstacle trick the rider performs will be evaluated in the scoring of the routine. Each contestant will be judged only against the other riders in the heat, using the subjective style categories **ONLY** to arrive at a single combined score. **See section XVIII for scoring formula.**

4. There will be **NO** re-rides granted for less than perfect double up patterns or perceived speed variations of the boat. Re-rides may be granted at the sole discretion of the chief judge for equipment failure, or due to gross driver error.

D. Communication:

1. It is the sole responsibility of the rider to communicate to the driver before leaving the dock where to proceed through the course, which direction to turn for the double up and to verify the proper speed of the boat. Riders must also communicate any specifics of the double up wanted i.e....open or closed. There will be **NO** re-rides due to miscommunication.
2. Riders may change the direction of the double up by clearly signaling to and receiving confirmation from the boat before the end of a pass.
3. In the event of a double up given in the wrong direction, the rider must wave off the double up and not attempt a trick. If a trick is attempted, the rider has accepted that as their double up. If a rider waves off the double up and doesn't attempt anything, the boat will travel back down the course, turn around, and go back to complete the correct double up. There will be no re-ride for turbulent water created by this action. The rider must accept the second attempt of the double up and cannot waive off the second attempt.

E. Falls:

1. A rider may have one out of course fall only before the start of his/her first pass. A fall between the first and second pass, being the first out of course fall, may also be used as the riders out of course fall.
2. Each rider may also have one handle throw before the start of his/her first pass. This will count as their one out of course fall.
3. A rider can have a maximum of three falls during a run, including one wake fall and one obstacle fall. A second wake or obstacle fall will end the run. Should a fall occur, the driver will pick up the rider as quickly as possible. The rider will not be picked up after his second wake or obstacle fall, or after a fall that occurs beyond the three quarters point of the second pass, unless a double up is still to come. The point after which a rider will not be picked up will be clearly marked with a buoy. Upon a second wake or Obstacle fall or $\frac{3}{4}$ buoy fall, the run is over and the boat will return to the dock.
- 4.

- a) Exits the course after the second pass
- b) Completes the double up
- c) Has either a second wake or obstacle fall
- d) Falls after the three quarters buoy
- e) The time allotted expires
- f) The rider falls within 20 seconds of time remaining
- g) The rider reaches the maximum number of falls allowed

X. WWA Freeride:

A. Overview:

1. Riders will perform a subjectively judged two-pass run, where the boat will travel each pass in a straight path along the course (see IX, B) in each direction. At the end of the second pass, riders may be given a double up in the direction of their choice.
2. Contestants may perform any number of tricks they choose in any order they wish within the course. Riders will be judged on the difficulty and proficiency of the moves executed how big they take tricks, variety of tricks performed, technical difficulty, and the creativity and fluidity of the run.

Contest directors may also choose to add a double up to the end of the first pass or only include double ups in selected rounds such as semifinals and finals.

B. The Course:

The course should be between approximately 1200' to 1500' (360m to 460m) long, marked at either end of the lake by boat course buoys. (Similar to 24 mph (40 kph) for 28-30 seconds) There will also be a fall buoy positioned three-quarters of the way along the course on the second pass. It is the contestant's responsibility to be aware of where these buoys are located at each event.

C. The Run:

1. The rider will leave the starting dock and enter the course for the first pass. The first pass begins when the boat reaches the first course buoy. There is no official start or finish point for passes, the buoys are intended as boat course guides only. At the end of the first pass, the boat will turn immediately after passing the end course buoy to turn around and re-enter the course. At the end of the second pass, the boat will turn immediately after passing the end course buoy to set up for a right or left hand double up which was chosen by the rider before leaving the dock. Riders will be judged on tricks initiated within the course, plus the double up. Judging will stop after the double up. Riders will not be penalized for starting before the boat reaches the first buoy. Riders must be ready for the boat to turn immediately after the second course buoy. No re-rides will be awarded for the boat turning during a trick at the ends of the course.
2. The rider will continue their run after one fall from the place they fell, unless the first fall occurs after the three-quarters fall buoy *when there is no double up planned*. A second fall finishes the run immediately.

D. Communication:

1. It is the sole responsibility of the rider to communicate to the driver before leaving the dock which direction to turn for the double up, where to proceed through the course, and to verify the proper speed of the boat. Riders must also communicate any specifics

of the double up wanted (i.e. open or closed.) There will be NO re-rides due to miscommunication.

2. Riders may change the direction of the double up by clearly signaling to and receiving confirmation from the boat before the end of a pass.
3. In the event of a double up given in the wrong direction, the rider must wave off the double up and not attempt a trick. If a trick is attempted, the rider has accepted that as their double up. If a rider waves off the double up and doesn't attempt anything, the boat will travel back down the course, turn around, and go back to complete the correct double up. There will be no re-ride for turbulent water created by this action.

E. Falls:

1. A rider may have one out of course fall only before the start of the first pass. A fall between the first and second pass, although "out of course" will be deemed a regular fall. If the rider is trying to advance their run, the judges will determine this.
2. Each rider may have one handle throw before the start of his/her first pass. This will count as their one out of course fall. This handle throw may only be used prior to the riders first pass.
3. A rider can have a maximum of two falls during the run. Should a first fall occur, the driver will pick up the rider as quickly as possible. The rider will not be picked up after his second fall, or after a fall that occurs beyond the three-quarters fall buoy of the second pass, unless a double up is still to come. Upon a second or three-quarters buoy fall, the run is over and the boat will return to the dock.

F. Judging:

1. Each contestant shall be judged on one complete, individual run. That run will be compared against other runs from the same heat and ranked only against those runs. There are no predetermined points for any tricks. The judging of this routine begins when the rider initiates their first trick and ends when the rider:
 - a) Exits the course after the second pass
 - b) Completes the final double up
 - c) Falls for the second time
 - d) Falls after the three-quarters buoy (when no double up is planned)

2. Note: For all other judging questions and concerns please revert to the overall WWA judging section XVII, B.

XI. Timed Freeride:

A. Overview:

1. Riders will perform a subjectively judged timed run, where the boat will run passes within a set course (see X, B). Within this boat pattern, riders may be given a number of double ups in the direction of their choice at each end of the course or as the event organizer and chief judge set forth.
2. Contestants may perform any number of tricks they choose in any order they wish within the time allotted, starting from the moment they leave the starting dock. Riders will be judged on the difficulty and proficiency of the moves executed, how big they take

tricks, variety of moves performed, technical difficulty, and the creativity and fluidity of the run.

B. The Course:

The course should be appropriate to the body of water being used, but a straight line of between approximately 1200' and 1500' (360m to 460m) long is recommended. The course should be marked at either end of the lake by boat course buoys. (Similar to 24 mph (40 kph) for 28-30 seconds) It is the contestant's responsibility to be aware of where these buoys are located at each event.

C. The Run:

1. The rider will leave the starting dock and immediately begin their run. At the end of each pass, the boat will turn immediately after passing the end course buoy, either to set up for a double up, or to turn around and begin the next pass. Riders will be judged on tricks initiated within the time allotted, including the turn around between each pass. Judging will stop at the completion of time. Riders must be ready for the boat to turn immediately after the second course buoy. No re-rides will be awarded for the boat turning during a trick at the ends of the course.

2. The rider will continue their run after any falls from the place they fell. The number of falls allowed per rider is at the discretion of the event organizer, although the time taken to pick up a rider after a fall is included in the rider's time. If a rider falls within 30 seconds of time remaining, this will complete their run immediately. When allotted time has expired the boat will proceed immediately to the starting dock.

D. Communication:

1. It is the sole responsibility of the rider to communicate to the driver before leaving the dock which direction to turn for the double up, where to proceed through the course, and to verify the proper speed of the boat. Riders must also communicate any specifics of the double up wanted (i.e. open or closed.) There will be NO re-rides due to miscommunication.

2. Riders may change the direction of the double up by clearly signaling to and receiving confirmation from the boat before the end of a pass.

E. Falls:

1. There are to no out course falls in a timed format.

2. A rider can have an unlimited number of falls during a run, unless the event organizer has set a maximum. Should a fall occur, the driver will pick up the rider as quickly as possible.

F. Judging:

1. Each contestant shall be judged on one complete, individual run. That run will be compared against other runs from the same heat and ranked only against those runs. There are no predetermined points for any tricks. The judging of this routine begins when the rider leaves the dock and ends when:

- a) The time allotted expires

- b) The rider falls within 30 seconds of time remaining
- c) The rider reaches the maximum number of falls allowed

2. Note: For all other judging questions and concerns please revert to the overall WWA judging section XVII, B.

XII. Obstacles Only:

A. Overview:

- 1. Riders will perform a subjectively judged run, following the format of either the WWA Freeride or Timed Freeride competitions. **(X and IX)** The inclusion, number and direction of passes, falls and double ups is at the discretion of the event organizer.
- 2. Contestants may perform any number of tricks on any obstacles they choose, in any order they wish within the course. Riders will be judged on the difficulty and proficiency of the moves executed, how big they take tricks, variety of tricks performed, technical difficulty, use of obstacles within the course and the creativity and fluidity of the run. (Also see Timed Slider Format Section I).

B. The Course:

The course layout shall be appropriate to the space available. The layout is at the event organizers discretion, although obstacles that are directional (kickers, ramps) should be placed in the course to allow all riders to hit one from the toe-side edge and one on the heel-side edge. Safety should be the determining factor in course layout.

C. The Run:

- 1. The rider will leave the starting dock and enter the course for the first pass. The first pass begins when the rider hits the first obstacle. At the end of the first pass, the boat will turn immediately to set up for a right or left hand double up (if included), which was chosen by the rider before leaving the dock, or turn around and re-enter the course. At the end of the second pass, the boat will turn immediately after passing the end course buoy to set up for a right or left hand double up (if included) which was chosen by the rider before leaving the dock. Riders will be judged on tricks initiated on obstacles within the course, plus any double ups. Judging will stop after the final obstacle or double up. Riders must be ready for the boat to turn immediately after the second course buoy. No re-rides will be awarded for the boat turning during a trick at the ends of the course.
- 2. The rider will continue their run after one fall from the place they fell. The number of falls allowed is at the discretion of the event organizer.

D. Communication:

- 1. It is the sole responsibility of the rider to communicate to the driver before leaving the dock where to proceed through the course, which direction to turn for the double up and to verify the proper speed of the boat. Riders must also communicate any specifics of the double up wanted (i.e. open or closed.) There will be NO re-rides due to miscommunication. Also to run closer to or further from apperations.
- 2. Riders may change the direction of the double up by clearly signaling to and receiving confirmation from the boat before the end of a pass.

3. In the event of a double up given in the wrong direction, or if the event is running under the WWA Freeride Format the rider must wave off the double up and not attempt a trick. If a trick is attempted, the rider has accepted that as their double up. If a rider waves off the double up and doesn't attempt anything, the boat will travel back down the course, turn around, and go back to complete the correct double up. There will be no re-ride for turbulent water created by this action. A double up will not be repeated when using the WWA Timed Format.

E. Falls:

The number falls will be determined by the event organizer. The standard for WWA will be set at 4 falls maximum.

F. Judging:

1. Each contestant shall be judged on one complete, individual run against the other riders in that heat. There are no predetermined points for any tricks. The judging of this routine begins when the rider hits the first obstacle and ends when the rider:

- a) Exits the course after the second pass
- b) Completes the final double up
- c) Has either a second wake or obstacle fall
- d) Falls after the three quarters buoy if in use

2. Note: For all other judging questions and concerns please revert to the overall WWA judging section XVII, B.

XIV. Wakeskate:

A. Overview:

1. Riders use a board in the manner of wakeboarding, but without bindings, toe straps or other devices that would attach the board to the rider. A "wakeskate" may be any specifically designed wakeskate or a wakeboard with traction surface, ridden with or without shoes that are not attached to the board in any way.

2. Riders will perform a subjectively judged run, where the boat will run passes within a set course (see XV, B). Within this boat pattern, riders may be given double ups at the end of their run in the direction of their choice.

3. Contestants may perform any number of tricks they choose in any order they wish within the time allotted, starting from the moment they leave the starting dock. Riders will be judged on the difficulty and proficiency of the moves executed, how big they are going, variety of tricks performed, technical difficulty, and the creativity and fluidity of the run.

B. The Course:

The course layout shall be appropriate to the space available, but a straight line of between approximately 1200' and 1500' (360m to 460m) long is recommended. The course should be marked at either end of the lake by boat course buoys. A buoy at the $\frac{3}{4}$ mark of the course is recommended. When a rider falls after this $\frac{3}{4}$ buoy their run is complete. Course layout is at the event organizers discretion, although obstacles that are directional (kickers, ramps) should be placed in the course to allow all riders to hit one from the toe-side edge and one on the heel-side edge. Safety should be the determining factor in course layout.

C. The Run:

1. The rider will leave the starting dock and immediately begin their run. At the end of each pass, the boat will turn immediately after passing the end course buoy, either to set up for a double up, or to turn around and begin the next pass. Competitors may decide to wave off any double up with no penalty. Riders will be judged on the overall run. Judging will stop at the completion of the last buoy on the second pass. Riders must be ready for the boat to turn immediately after the second course buoy. No re-rides will be awarded for the boat turning during a trick at the end of the course.
2. The rider will continue their run after any falls from the place they fell. The number of falls allowed per rider is at the discretion of the event organizer, an unlimited number of falls in a timed run is recommended. The time taken to pick up a rider after a fall is included in the rider's time. If a rider falls within 30 seconds of time remaining, this will complete their run immediately.
3. It is up to the Event Organizer to determine the time limit per run. 4 to 5 minutes is standard.

D. Communication:

1. It is the sole responsibility of the rider to communicate to the driver before leaving the dock which direction to turn for the double up, where to proceed through the course, and to verify the proper speed of the boat. Riders must also communicate any specifics of the double up wanted (i.e. open0 or closed.) There will be NO re-rides due to miscommunication.
2. Riders may change the direction of, or wave off the double up by clearly signaling to and receiving confirmation from the boat before the end of the pass.

E. Falls:

1. The number of falls allowed in the run is at the discretion of the organizer. It is recommended that a run be complete on a rider's third fall. Should a fall occur, the driver will pick up the rider as quickly as possible. The boat will return immediately to the dock after the maximum number of falls has been reached, or after a fall that occurs within 30 seconds of time elapsing.

XIII. Double-Up:

A. Overview:

1. Riders will perform double up tricks, where the boat will provide two double ups within a set course. Within this boat pattern, riders will be given one double up in each direction.
2. Contestants may perform any tricks they choose in any order they wish. Riders will be judged on:
 - a) 50% size- how much air a rider gets.
 - b) 50% Difficulty / Execution- how technical the move was and was it performed clearly. (I.E Butcheck Grab etc.)

B. The Course:

The course must provide a consistent pattern of double ups for all riders. Turn buoys or easily identifiable landmarks should be used to ensure the same pattern is used for all competitors.

C. The Run:

1. The rider will leave the starting dock and immediately prepare for the first double up. The second double up, given in the opposite direction to the first will immediately follow.
2. The rider will continue to the second double up after a fall on the first. The driver will pick up the rider from the place they fell and follow the second double up pattern as soon as possible. A fall on the second double up will complete the run.

D. Communication:

1. It is the sole responsibility of the rider to communicate to the driver before leaving the dock any specifics of the double up wanted (i.e. open or closed.) There will be NO re-rides due to miscommunication.
2. The rider may wave off the double up and not attempt a trick if unsatisfied with the set up. If a trick is attempted, the rider has accepted that as their double up. If a rider waves off the first double up and doesn't attempt anything, the boat will continue to the next double up before returning to complete the first. If a rider waves off the second double up and doesn't attempt anything, the boat will repeat the double up as soon as possible. There will be no re-ride for turbulent water created by this action.

E. Falls:

1. Should a fall occur, the driver will pick up the rider as quickly as possible and continue along the course to the next double up. The rider will not be picked up after the second double up.

F. Judging:

1. Each contestant shall be judged on two double ups, one in each direction. They will be compared and ranked only against other runs from the same heat. There are no predetermined points for any tricks.
2. Three judges (or more) will give two scores for each double up attempted, whether successfully landed or not. On a scale of 1 to 5 a score for the trick's degree of size will be given. Also a score of 1 to 5 for execution and difficulty will be given. These two scores will be added together to give a score out of ten. Scores from each judge will then be added together for a total.
3. It is left to the discretion of the event organizer to determine if both double ups are scored or if each rider is scored on their best of the two.
4. There will be NO re-rides granted for less than perfect double up patterns or perceived speed variations of the boat. Re-rides may be granted at the sole discretion of the head judge for equipment failure within the boat, or due to gross driver error.
5. For all other judging questions and concerns please revert to the overall WWA judging section XVII, B.

XV. Wake Park (Cable Driven):

A. Overview:

1. One or a combination of 2 formats will be used in competition. The traditional heat format and/or a head to head format in finals.
2. There will be a minimum of two rounds, a Qualification and/or Semifinal Round, and a Final Round. A Last Chance Qualifier Round (LCQ) will be run when practical, depending on the number of riders. The decision to run the LCQ will be at the discretion of the Chief Judge.
3. Competitors may perform any number of tricks they choose in any order they wish. Riders are encouraged to put together a creative and smooth flowing run with a wide variety of tricks. Each trick should be done as cleanly as possible and taken to its limit. Riders will be judged on the technical difficulty, intensity and proficiency of their tricks, the variety and combination of tricks performed, as well as the use of obstacles and overall fluidity of the run.
4. Speed will be at the discretion of the rider but must be within the maximum and minimum tolerances allowed for the site. The speed must remain constant while the rider is in the course.

B. The Course:

1. The end of the course will be marked by a buoy where the rider should exit. The buoy will be placed at a predetermined distance after the starting dock. If conditions are appropriate, an obstacle such as a kicker or rail may also be used as the finish point on the course.
2. A “last fall” buoy will be placed near the end of the course. This buoy will mark where the rider can have their last fall. If the rider’s first fall is past this buoy, the fall will end the rider’s run. This buoy is similar to the “3/4” buoy in a traditional wakeboard pass.
3. Obstacles in the course will be used at the rider’s own risk and helmets are required for the use of all obstacles. If a rider hits an obstacle without a helmet, he/she will be disqualified from the competition.
4. For safety reasons, if a rider falls in front of an obstacle he/she must let go of the handle or they will be disqualified.
5. Any tricks performed outside of the course will NOT be scored.

C. The Run:

1. Each run will consist of one full lap and end at the buoy or obstacle placed after the starting dock. The scoring of the run will begin immediately off the dock and end at the buoy or obstacle designated as the end of the course.
2. Each run will consist of combinations of inverted tricks, spins, grabs, and the use of obstacles. Rider’s may perform any tricks they choose in any order they wish.
3. There will be NO wildcard tricks in this format.
4. Repetition of tricks in a run will not be scored.
5. For safety reasons, any tricks performed using the pull of a deflection pulley or corner will NOT be scored.

D. Falls:

1. Riders in wakeboard divisions will be allowed one fall and will be picked up from the point of their fall to continue the run. Riders who fall will need to immediately swim back and

grab the handle for a water start. They will be given one more attempt to complete their pass. The second fall will end the rider's run. If a rider falls on the attempted water start, this will count as their second fall.

2. Riders in wakeskate divisions will be allowed one extra fall and will be picked up from the point of their fall to continue the run. Riders who fall will need to immediately swim back and grab the handle for a water start. They will be given 2 more attempts to complete their pass. The third fall will end the rider's run. If a rider falls on the attempted water start, this will count as their third fall.

3. Wakeskate will be given 2 tries off the dock to encourage a variety of maneuvers on the dock start. If the rider immediately falls on their dock start, they will be given a second opportunity without penalty. The dock start trick will count in the rider's overall score.

4. Due to the loss of course space and momentum from the water start, a fall will not hurt the rider's composition score, however, the trick the rider fell on will not be counted in the overall score, only those tricks performed before or after the fall.

5. If a rider falls and drags on the cable (where either their stomach or back touches the water) but is able to recover and continue the run, the trick the rider fell on will NOT be scored. All tricks performed before and after, however, will be scored.

E. Judging:

1. A minimum of 3 judges will be used for all divisions.

2. Judging will be subjective only. There are no predetermined points for any tricks.

Judging of the run begins when the rider enters the course and ends when the rider exits the course or falls for the final time. Tricks performed outside of the course will not be scored.

3. Judges will award a maximum of 10 points to each rider based on their overall impression of the run. The single score will reflect the judges interpretation of the riders run based on the following 3 criteria.

Composition:

(This includes the overall look and impression of the run, the level of variety and creativity displayed by the rider, as well as the diversity of tricks performed in a flowing sequence with smooth transitions between moves).

Composition will account for 40% of the rider's overall score.

Obstacles

(This includes any trick performed on an obstacle such as a rail, kicker, box, or wall)

Obstacles will account for 30% of the rider's overall score.

Flats Tricks

(This includes any trick performed in the flats or open water area of the course)

Flat tricks will account for 30% of the rider's overall score.

4. Judges will give a range for scoring to the first rider in each heat. This will provide a base for judging the remaining riders in the heat. The rider's final score is used for placement purposes only in the heat.

5. Judges will look for the level of technical difficulty, intensity and perfection of each trick performed. Is the trick landed safely and clean? Does the rider have good body position on the water, obstacle or in the air? Does the rider show personal style in the trick performed? Is the trick grabbed, boned, tweaked or shifted and for how long? How big did the rider go? For

obstacles, did the rider ollie on, gap, spin or transfer? How controlled and balanced was the rider? How good is the approach or cut of each trick for the overall flow of the run?

6. In the Judge's eyes, a better rider is one who throws a balanced variety of Inverts, Spins, Handle Passes, Heel Side, Toe Side, Switch, Blind, etc., as well as unique tricks using **both** the flats or open water and the obstacles in the course.

7. Re-rides may be granted at the sole discretion of the Chief Judge for failure of the cable system, cable operator error.

XVI. Competition Rules:

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

B. All contestants must wear a Coast Guard (or appropriate country's standards) approved vest or a vest that will absolutely float a contestant who is unconscious. A "wetsuit vest" must have a locking device in addition to a zipper closure. All competitors, when hitting sliders, ramps, kickers or other obstacles within the course must wear protective headwear suitable for this type of application.

C. Communication to the Boat - Communication by the rider to the boat shall be only through the boat judge. The rider shall use the standardized signals and not cause the boat to stop, if possible. The following signals apply in addition to well-known riding signals. Use in combination as applicable

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

Every person in the official towboat must pay attention to the riders' needs and signals. Communication within the boat is as important for safety and efficiency as that between rider and driver. Everyone in the boat or on the dock must be a WWA member

D. Deliberate use of delaying tactics will be considered unsportsmanlike conduct and will subject the rider to fines or disqualification.

E. Equipment Failure - For any equipment failure, the rider has approximately three minutes if he/she is in the pro division and five minutes if in the amateur division to repair the equipment. Equipment can either be repaired on the boat or at the dock if needed. Time starts either when the riders steps on the back of the boat for an on-boat repair or when rider steps on the dock for a dock repair. It is the rider's responsibility to ensure binding lubricant, if needed, is on the dock and/or in the boat before starting their run. Lack of binding lubricant is not an equipment failure.

F. Riding Conditions - Since wakeboarding is an outdoor sport, time-consuming measures to assure identical and/or ideal riding conditions will be at the sole discretion of the Head judge

and/or event organizer. Protests or re-ride requests will not be allowed if they are based on variations in weather or water conditions.

G. Severe Weather/ Rough Water Conditions - In the case of less than desirable water or weather conditions where the contest must continue, a "Severe Weather/ Rough Water" provision may be applied to that round of that event. Decisions regarding "Severe Weather" shall be the responsibility of a committee composed of the Head judge, Event Organizer, and only the affected Competitors. However, the Event Organizer reserves the right to make the final decision. The "Severe Weather" provision applies not only to rough water per se, but to any weather and water conditions that make riding significantly more difficult or may seriously affect performances. The "Severe Weather" committee shall determine any modification to the riding specifications that may be needed in the interest of safety and providing a fair and attractive event. Such modifications may include but not limited to changes in boat speed, boat pattern, and course length. Once a heat has been so designated and riding has started, the "Severe Weather" designation shall apply to all competitors in that heat, even though conditions may improve. Ranking Lists are unchanged under "Severe Weather" rules.

H. Running order - Wakeboarding contests can use either seeded or random draw heat formats. In qualifying rounds, positions are determined by the Competitor's seeding numbering, which is determined by the applicable Ranking List. Unranked Competitors will be seeded from the previous contest or other applicable contest in reverse running order of their finish in that contest. In the case of no prior contests, unranked competitors will ride first in a heat. Heats should have a maximum of 8 riders each.

1. Quarterfinals round seeding are determined by that same Ranking list and those who moved in from the qualifying round. Those who moved in will be seeded in reverse order of their finish in the qualifying round.
2. Semifinals round seeding are determined by position finish in previous round. If both had the same identical final position in previous round, go back to the round before that, and the round before that before going to original seeding by applicable Ranking list. (For example, if rider A and rider B both finish first in their heats in the semifinals, and you had to determined who was the top seed in the finals, you would go the quarterfinals finish, if both A and B finished first their also, you would go back to previous Ranking list.)
3. Finals round seeding are determined by position finish in previous round. And the same format would be used in the above case if positional ties occur.

Riders must ride in designated running order. Failure to ride in designated running order may incur disqualification

I. Seeding and running order will follow this formula:

1. 16 competitors:
Heat #1: Seeds 15, 14, 11, 10, 7, 6, 3, 2
Heat #2: Seeds 16, 13, 12, 9, 8, 5, 4, 1
2. 20 competitors:
Heat #1: Seeds: 20,13,12,5,4
Heat #2: Seeds: 19,14,11,6,3
Heat #3: Seeds: 18,15,10,7,2
Heat #4 Seeds: 17, 16,9,8,1

Other numbers of competitors are determined with the same format

XVII. Judging:

A. Overview:

1. Three or more judges should be used to judge an event. Judges may judge from the boat or from the shore, or a combination of both.
2. Wakeboarding is a subjectively judged sport. There are no predetermined points for any tricks and each contestant is free to hit whichever obstacles and perform whichever tricks in whatever order he or she desires. There is no maximum or minimum number of hits or tricks required, although riders are encouraged to make the most of the time and course allotted. Riders are not judged on the number of tricks performed, but rather the quality. Each trick is scored on its own merits, regardless of technical difficulty and only as part of an entire run.
3. Each contestant shall be judged on one individual run. That run will be compared against other runs from the same heat and ranked only against those runs. Riders are not judged against themselves or their reputation, past performances, expectations or abilities.
4. Riders should emphasize **quality** over quantity while demonstrating the range and limits of their abilities. For example, it is better to perform 10 big moves than 14 small moves. These abilities should include, but are not limited to, performing a variety of tricks, taking each one to its limit, use of obstacles, hitting double ups and showing creativity and fluidity in the run. Every move the rider performs will be evaluated in the scoring of the run.
5. Each contestant will be judged on the two following criteria. It is at the discretion of the event organizer and the events chief judge to determine which criteria and judging format will be used.

B. Criteria:

1. Standard three-category judging format:

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

a) Execution

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

b) Intensity

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

c) Composition

This reflects the overall composition of the run in terms of rider's ability to perform a variety of maneuvers in a flowing, creative sequence. This also includes the difficulty of moves performed in an overall run.

2. Four Category judging format:

a) **Difficulty** determines the rider's level of expertise in the sport. The majority of tricks contained within a pass should reflect the level of competition the rider is competing in. Definitions and examples of "technical" and "difficult" vary according to competition divisions and rider's personal skills.

- **Difficulty:** Level of expertise shown in the run

b) **Consistency** score reflects the execution, discipline and customization of a rider's pass. Tricks executed and landed cleanly will be rewarded in this category. Also variations to tricks, such as the addition or variation of grabs, tweaks, stalls and other stylish additions to a standard trick will reflect in this score. This category allows riders to customize and personalize tricks to allow their own expression to show through.

- **Consistency:** Execution and personalization of tricks

Difficulty and Consistency combine for a single "Technical" score out of 10 and represent 50% of the overall score.

c) **Size** represents the wow factor of a wakeboard pass. Riders are scored on the size of the tricks performed. A run should include as many technical tricks that can be taken as large as possible and all tricks (regardless of difficulty) should be performed as large as possible. Not so technical tricks can still score well, as part of an entire run, if they are taken large.

- **Size:** Taking tricks as big as possible

(1) **Creativity** relates to the overall use of the time allotted and all elements of the course. Riders are encouraged to include a variety of tricks in their run and use the time, obstacles and double ups to full effect. A variety of trick styles is encouraged, but the overall impression, intensity and style of a run outweighs variety. Riders are judged on the tricks they do, not the tricks they leave out of a pass.

- **Creativity:** Use of time and course with variety and overall mastery of the sport

Size and Creativity marks combine for a single "Artistic" score out of 10 and represent 50% of the overall score.

"A rider that can do technical tricks and beauty-based tricks all with intensity and style is a true master." Randall Harris 01

C. Falls:

A first fall will not be scored negatively against the rider. A fall does however affect the overall impression of the run as time and course will be lost to the rider while the boat retrieves them and gets back to speed. The first fall in a rider's run will not affect a rider's final score, as long as the overall quality of the rest of the run is still positive and fulfills the criteria mentioned above. A run without a fall will be looked on more favorably than a run with a fall, all other aspects being equal. Certain formats limit the number of falls allowed per rider see IX (E), X (E), XI (E), XII (E), XIII (E), XIV (E) & XV (E).

D. Scoring:

1. **During run:** Judges will write down each trick performed, noticing how big the rider takes it and how clean the trick is executed. The addition of grabs, variations and general personalization of each trick must also be noted. Judges will record a mark, score or other character in boxes next to the trick to develop a formula to reflect the size and style of the run. Marks could be checks and crosses, + or -, strokes, numbers or anything that will allow the judge to easily determine whether a trick was bigger, cleaner or personalized above or below the other riders in the heat. You will be looking for a majority in your markings to determine the overall impression of the run. A single fall will not be reflected in the score, but in turn will affect the overall impression of the run as time and course will be lost while the boat retrieves the rider and gets back to speed.

Note: The numbers Judges use is just a means to track each individual judges placing. The numbers are irrelevant except only to determine each judges placing only.

E. Final Scoring:

1. **Placement:** Check each judge's total scores and assign a placement to each rider, highest number to lowest number.
 - Placement overrides all numeric scores.
 - In the event of a tie in placement scores please proceed to step 2.
2. **Average:** The total scores from each judge for each combined category are added together and then divided by the number of judges to produce the final score.
 - Use the average as the primary placement method.
 - In the event of a discrepancy please proceed to step 3.
3. **Median:** The highest and lowest scores are discarded and the remaining score becomes the final score. Where more than three judges are used, the remaining scores are averaged after the highest and lowest are discarded.
 - Median is used as the secondary placement method in case of ties using average.

F. Protests:

1. Before protesting, a rider may choose to look over the Full Heat Results page to see the official placement of each judging category.
2. At this time, if the rider would like to file a protest, he/she must fill out an official rider protest form including the tricks he/she performed immediately following and up to 30 minutes after the release of the official results.
3. The Chief Judge will then review the protest and score sheets, and ensure the judges have the tricks written down correctly. If the tricks are correct, the Chief Judge may dismiss the protest. The Chief Judge can also meet with the Judges to discuss the protest if necessary. If needed, all Judges will meet with rider to discuss the protest. Actions may be taken by the Chief Judge to address the Protest as well.
4. The Chief Judge will communicate the results of the protest to the rider within 30 minutes of the protest being presented. The Chief Judge has the final say in the protest. No rider is allowed to approach the individual judges on protest issues. Any rider found harassing judges or using profanity during the protest will be subject to the code of conduct and applicable fines.

5. If Protest from the water - The protest needs to come by radio to the Chief Judge. The WWA Chief Judge will be on hand to hear the Protest. Chief Scorer will record the Protest on the Official Protest form until rider is able to sign and complete the form. Chief Judge will take the proper steps to solve the protest. The rider must state protest either prior to resuming his/her pass, or, prior to the next athlete beginning their pass.
6. If riders would like to educate themselves for the future they may do so after the event is over. If the rider is present at the end of the competition the chief judge will make his best efforts to let the rider speak with the judges.
7. All judges will make their best efforts to be at the Chief Judge's station immediately following the last event each day and will remain there for 20 minutes after the release of the official results to answer questions. There may be situations when the judges are forced to leave the site before or right at the end of the event. Therefore the chief judge and remaining judge will be responsible for making the final decision.
8. All riders are permitted two (2) protests during a season. If a rider submits a protest form it will be counted as a "protest". If the protest is won by the rider then he/she does not use up one of their two protests. If the protest is not valid the rider loses one of their protests for the season. If a rider has used both of their protests and feels they were scored incorrectly they may file an additional protest, however this protest must be accompanied by \$100 in CASH. If the riders protest is valid the \$100 will be returned. A rider may protest this way as many times as they would like.

Thanks:

Jimmy Redmon
Larry Meddock
Shannon Starling
Brian Grubb
Bruce Robson
Mike McComb
Chris Bischoff
Shawn Perry
Thomas Horrell
Randall Harris
Dan Miller
Charley Patterson
Jay Warren
Danielle Crawford
Matt Hickman
David Williams
Ken Hogue
Rob Hyatt
Rob May
The Wakelist
Tom Bugg
Zane Schwenk
Peter Stewart
Jason Buffalow