

Features Division Judges Criteria (2015)

Features Only contests are separated into multiple sections of rail and kickers at the Wake Park in order to score each rider accordingly. Each judge will evaluate the rider's single best trick in each section based on the DRIVE format. As little as three and a maximum of five separate scores are given to each rider in each heat. The sections of scores depend on each park's setup.

The WWA Wake Park Worlds will use five separate sections. Each section will receive the following percentages in the rider's overall score. The single best trick will be scored and all other tricks will not count.

Scoring: 8.5 (7 Laps) MINUTE JAM SESSION (may increase for finals)

| | | |
|----------------------------|----------------|------------|
| XL Kicker Left | JUDGE 1 | 20% |
| XL Kicker Right | JUDGE 1 | 20% |
| Pipe | JUDGE 2 | 15% |
| Kink | JUDGE 3 | 21% |
| Transfer | JUDGE 4 | 24% |

All Features – You are judged on your BEST TRICK IN EACH AREA then compared to the other riders in your heat. A tie in scoring will be broken by the rider with the most numbers of highest placing's in the 5 areas.

Format:

- Helmets, Jackets and Jerseys are Mandatory (will result in DQ if not met).
 - Return your bib to the start dock *immediately* after your heat ends.
- Air horn will signal the start and stop of heat.
 - *Do not* do any tricks or hit any features until horn sounds/ last rider hits the water.
- When the horn sounds, the 8.5 min Jam starts. (longer as event goes on)
- When you hear the horn a second time, the Jam Session is over
- Exit the course next time you near the motor tower.
- Time *will NOT* stop if a rider falls or has equipment malfunction.
- Time *will stop* if cable infrastructure interferes with the heat.
 - Which then, all riders will return to start dock for restart from remaining time left on dock.

The number of tricks performed in each category is up to the rider, but if a rider does not do a trick from a category, they will receive a *ZERO IN THAT CATEGORY*.



Traditional Divisions Judging Criteria (2015)

Traditional divisions are separated into 3 different sections and scored accordingly. Each judge will evaluate the rider's tricks in each section based on the DRIVE format.

WAKESKATE: 3 Subjective Judges on Overall Impression

| | | | | |
|----------------|----------------|------------|------------------|--|
| JUDGE 1 | FLATS | 45% | D.R.I.V.E | All tricks done on water only. |
| JUDGE 2 | Sliders | 35% | D.R.I.V.E | All tricks done on the variety of features in the course |
| JUDGE 3 | Kickers | 20% | D.R.I.V.E | All tricks done off the kickers in the course |

PRO MEN, PRO WOMEN, MASTERS

| | | | | |
|----------------|----------------|------------|------------------|--|
| JUDGE 1 | FLATS | 35% | D.R.I.V.E | All tricks done on water only. |
| JUDGE 2 | Sliders | 40% | D.R.I.V.E | All tricks done on the variety of features in the course |
| JUDGE 3 | Kickers | 25% | D.R.I.V.E | All tricks done off the kickers in the course |

ALL OTHER DIVISIONS

FLAT – The FLAT judge will record all tricks done off the water. This judge will use the D.R.I.V.E. judging system to formulate one score between 0 – 10

SLIDERS – The RAIL judge will record all maneuvers done on the obstacles. This judge will use the D.R.I.V.E. judging system to formulate one score between 0 – 10

KICKERS – The RAIL judge will record a separate score for all maneuvers done off the kickers. This judge will use the D.R.I.V.E. judging system to formulate one score between 0 – 10

Format –

- Helmets, Jackets, and Jerseys are mandatory.
- 1 lap plus front stretch
 - Each rider will complete 1 lap and finish his/her pass with a final hit on the pipe or flat rail. (No Air Tricks After, Let go immediately)
- Riders will be judged as soon as they leave the dock.
- Wakeboarders are allowed 1 fall, Wakeskaters are allowed 2 falls.
 - The last possible fall takes place when the rider's reaches the kickers for the second time.
- Riders will exit the course immediately. If riders continue to ride around the cable after their pass, the result will be an immediate disqualification.

The number of tricks performed in each category is up to the rider, but if a rider does not complete a trick in a category, they will receive NO POINTS FROM THAT CATEGORY.

Traditional Course –

- Each rider will begin off the start dock and complete approximately 1 lap and a front stretch through the pipe/flat rail.

Pro Men –

- Head to head format for Pro Men Finals only (8 riders)
- Alternate other division finals in-between the head to head rounds for pro men.
- Pay out for through 8th in pro men in Traditional & Features Only

Equipment Malfunction (For Traditional Divisions Only)

If a rider has an equipment malfunction while riding, the rider needs to immediately raise his/her arm in the air as soon as they notice the malfunction. The rider will then ride back to the starting dock without performing any tricks. Once the rider is back to the starting dock, he/she will have 5 minutes to fix the issue. The rider will then get back on the water, as soon as he/she has reached the point where the arm was raised, he/she will be allowed to start performing tricks again at that point. The judges will blend the pass together to award a score.

Equipment Malfunctions include but not limited to:

- Breaking of board
- Binding bolts coming loose
- Fins
- Hotdog Handle
- Helmet coming off

Dragging

If a rider falls and holds on to the handle dragging they will be disqualified. This is for both traditional and features only. If at any time the riders hips or board is behind him or her they are dragging. If you butt check and your board stays in front of you this is NOT dragging.

Scoring Information

General Information -

Each judge will award a score out of 10 for each category, taking into account the **D.R.I.V.E criteria**. The score out of 10 is for only the tricks in that category, the number of tricks does not influence the score. The score provides a ranking only. This system recognizes that cable wakeboarding events have 2 main criteria, Flat tricks and Obstacle tricks.

Using the D.R.I.V.E. evaluation system, Judges will only score tricks successfully landed. Falls are simply a missed trick and course time is lost. You will not be judged negatively for falls, **BUT** this can take away from the overall **look and flow** of a riders run. Wakeboarders are allowed 1 fall, Wakeskaters are allowed 2 falls. The last possible fall takes place when the rider's carrier reaches the motor tower.

The number of tricks performed in each category is up to the rider, but if a rider does not do a trick in a category, they will receive **NO POINTS FROM THAT CATEGORY**. This is to encourage a well-composed run, with a variety of tricks. A separate judge will be assigned to each of these categories. **FLATS, FEATURES, KICKERS**





Ties Broken by (All Divisions)

- Most 1st place finishes in heat
- Most 2nd place finishes in heat
- Most 3rd place finishes in heat

Miscellaneous Information & Tips

Variety includes composition of tricks, rotations, and use of course. Judges want to see roll, flip, spin, and raley variations. A rider should show spin rotation in both directions. Show a variety of type of obstacles used and variety of grabs.

Riders who are doing multiple mobes, should also show variations in style of mobes, such as roll mobes, flip mobes, raley mobes.

Repeating a trick does not show good variety. It is better to spin onto and off features versus spinning along features. Course management is very important.

D.R.I.V.E. DEFINED

- D. Difficulty**
- R. Risk in the run**
- I. Intensity**
- V. Variety**
- E. Execution**

Difficulty: (in comparison to other riders in the same heat)

Number of rotations
Number of handle passes tricks
Combos (combining tricks, adding spins, grabs etc)
Front side or backside (blind)
Landing blind
Landing wrapped vs. landing after handle pass
Grabbed or not
Placement of trick to make it more difficult

Risk: (in comparison to other riders in the same heat)

Where in the run is the trick performed?
Was there a 'safe' alternative?
Linking difficult tricks
Intensity:
Grabs held longer?
Height and energy of tricks performed
Risk shown in obstacle approaches

Intensity: (in comparison to other riders in the same heat)

This reflects the degree of performance to which each maneuver was performed in terms of how big the moves were, as well as the risk demonstrated in the run. Risk can be the choice of trick, or placement of trick in the pass, or the way the trick was performed.



Variety: (in comparison to other riders in the same heat)

Were the tricks all based on the same trick? (roll, roll 2 rev, roll 2 blind, kgb = similar)

Judges want to see variation of air, roll, flip, spin, raley, and mobe tricks.

In the mobe category, a variation of roll, flip, and raley mobes should be demonstrated

Were the grabs different?

Were the rails slid differently? (board slide v lip slide, heel side v front side)

Switch v Regular

Toe side vs heel side

Direction of Spins, does the rider only spin one way

Similarity of tricks (i.e. switch TS 720 vs BSHS 540 very similar depending on prespin,

also tricks like a pete rose 7 and KGB 5, Sblend/Front flips....)

Course Variation and Utilization

Execution: (in comparison to other riders in the same heat)

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.

Were landings clean?

Were grabs legit?

Did the rider customize or adapt tricks...make them their own?

Did the rider execute their routine without falls?

PROTEST PROCEDURE

1. Before protesting, a rider may choose to look over the Full Heat Results page to see the official scoring and placement of each judge.
2. At this time, if the rider would like to file a protest, he/she must fill out a rider run sheet including the tricks he/she performed immediately following and up to 20 minutes after the release of the official results. The posted release time will be on the results sheet posted at the center tower.
3. The Chief Judge will then review the rider run sheet and score sheets to ensure the judges have the tricks written down correctly. If the tricks are correct, the Chief Judge may dismiss the protest. If the chief judge finds a discrepancy on the judges score sheet he will meet with the judge immediately. The judge will make sure that the discrepancy is addressed on his sheet and he will re-evaluate his scores to make sure his scores and placements are correct. If the judge makes a change the chief judge will have the score keeper record the change and post new results. There may or may not be a change in placements after a judge changes his score.
4. If the chief judge evaluates the judge's sheets and is unsure on the decision of the judge in question he will meet with the judge immediately and ask them to double check their decision. If they are certain on their decision the issue is over. The results are final. If the judge makes a change the chief judge will have the score keeper record the change and post new results. There may or may not be a change in placements after a judge changes his score.
If needed, all Judges will meet with the rider to discuss the protest.
5. The Chief Judge will make his best efforts to communicate the results of the protest to the rider within 20 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.

6. If a rider 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. 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.
8. 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.
9. **All protests must be accompanied by \$100 in CASH.** If the riders protest is valid the \$100 will be returned. If not the W.W.A. keeps the \$100. A rider may protest this way as many times as they would like.

