



# Classes/Divisions & Contest Rules

(ALL RULES CAN AND MAYBE SUBJECT TO CHANGE WITHOUT NOTICE)

**Spring2Summer • Mountain Wake Games • Smith Lake Wake Battle**

## **Divisions:**

**Junior Boys Beginner:** 9 and under no inverts or spins over 180

**Junior Girls Beginner:** 9 and under no inverts or spins over 180

**Futurtes:** 13 and under must have 1 invert or 1 spin greater than 180

**Boys:** 10-13 all levels

**Girls:** 10-13 all levels

**Amateur Women:** 10 & up - no inverts or spins over 180

**Veterans:** (over 40) all levels

**Amateur Men:** 10 & up - no inverts or spins over 180

**Mens Intermediate:** 10 & up - 2 or less inverts or spins over 360

**Women's Open:** Must have 1 invert or 1 spin greater than 180

**Masters (over 30)** all levels

**Men's Advanced:** no spins over 540 only 1mobe

**Men's Outlaw:** semi-pro, no repeated tricks

**Men's Open Pro:** anything goes

**Wakeskate Open:** anything goes

**Wake Surf Beginner:** no 360s or shuv tricks

**Wake Surf Open:** anything goes

Age classes are based on your age as of January 1st of the current year.

*As long as a class competes at more than one stop it will count toward the series Championship. If a division doesn't compete at one stop but the person still wants to ride in another division then their points will go toward their original division if that division competes at another stop.*

*Example: Jill is a 11 year old girl that signs up for Amateur Women, that Division does not compete at MWGs, she decides to ride in the Girls class. The Amateur Women's class compete at S2S and she decides to ride it, her points from MWG will be added to whatever points she scores at S2S.*

*No participant will be allowed to ride a lower division, no matter what.*

## Series Points | Championship

**General** - A Ranking List point system which awards points for placements will be used in each contest.

**Ranking List Placement Points** - Ranking List points will be awarded based on the Athlete's final event placement according to the following chart:

### Placement = Points

**1st = 20**

**2nd = 17      6th = 8**

**3rd = 14      7th = 6**

**4th = 12      8th = 4**

**5th = 10      9th = 2**

**Series Bonus Points** **10th = 1** All Series participants that compete in the Cable Contest at Stop #1 - Mountain Wake Games @ Flip Side Watersports will automatically receive *1 bonus point*.

Additional series bonus points will be awarded if the rider places within the top 3 in the cable contest.

**1st = 5 points**

**2nd = 3 points**

**3rd = 2 points**

Bonus points will be added to your overall points total at the end of the series.

**Series Championship** The season series championship for the Southern Wake Series will be determined by combining all points from all of the events in the individual series plus any bonus points awarded for Mountain Wake Games. In case of a tie for the 1st, here are the criteria to break the tie: The first tiebreaker is the rider who took home the most 1st place finishes. The second tiebreaker is the rider who has the most 2nd place finishes. The third tie breaker is the rider that finishes highest at the final tour stop.

**Collegiate | Championship** - Any person currently enrolled in a College or University, no matter the state the school is located in will be allowed to compete as a representative of that school at each stop of the series. The points said person earns in their division will be added to the overall score for that school and a collegiate winner will be announced for that stop. Each stop will have one collegiate winner and an overall collegiate champion will be named at the end of the series. In case of a tie breaker the winner will be determined by the cumulative points of that college at the end of the series.

**Judging** - Creativity of course management and time is crucial in achieving a smooth, fluid, flowing run. Riders that take the time to plan out their run, will be rewarded in this area. Riders that can link creative tricks/maneuvers will also be rewarded. Judges will be looking for riders that use up the full time, and length of the course. Wasted water will reflect negatively towards the rider's score. Judges will only score tricks successfully landed. Falls are simply a missed trick and course time is lost. You will not be judged down for falls, but this can take away from the overall look and flow of a riders run. Riders are allowed 2 falls inside the course buoys. They may continue after their first fall. The run ends on 2nd fall.

- **Judging:** All contestants will be judged using the **DRIVE** system. Judges will be using an Overall Impression system to evaluate/ analyze the rider's runs. Judges will be looking for the most versatile rider by breaking it down into difficulty, risk, intensity, variety and execution.
- **Scoring:** There will be three judges. Each judge's score will be worth 33.3 percent of the overall score. The judge will give each rider a score from 1 to 10. The three judges scores will be averaged together to come up with an overall score out of 100. There will be no predetermined values for placing. Each judge will analyze the rider's runs based off of the DRIVE criteria and score them appropriately. Judges will be able to reward as well as penalize riders according to the performance of their runs.

# THE DRIVE SYSTEM

## Difficulty - Risk in the run - Intensity - Variety - Execution

**Difficulty: Trick difficulty (Technical Difficulty)** - This is simply defined as how difficult each trick is based on a number of variables. Spins, slides, rolls or flips including spins, grabbing your board, handle passes and the way a rider lands all subjectively define how difficult certain tricks are in comparison to others.

- Number of rotations
- Combos (combining tricks, adding spins, grabs etc)
- The direction a rider spins in relation to the trick. Frontside or backside (blind)
- Switch vs. regular stance
- Handle pass vs. landing wrapped
- Grabbed or not

**Risk: Linking difficult tricks. Trick difficulty in relation to the course.** A rider opening their run with a technically difficult trick would be considered high risk. Risk is also demonstrated by how a rider performs their tricks and whether or not they display a sense of "putting it all on the line" in order to better their opponents.

**Intensity: Here judges look for how big or high the rider is taking each of their tricks.** This is typically noted on the judges sheet by a plus sign, "+". If the trick was incredibly high, and the judge will place 2 plus signs next to it on the judges sheet, "+ +". The same goes for tricks done small may have a minus "-" sign. Wake to wake vs. out in the flats

**Variety: A variety of tricks performed in a pass is what judges are looking for in order to determine the most versatile rider.**

Wakeboarding has categories of tricks such as: jumps, spins, inverts/flips. A good wakeboard pass should have tricks from each of these categories and be well rounded. This shows a rider is skilled at all types of maneuvers and therefore showing variety in their riding. Were the tricks all based on the same trick? (roll, roll 2 rev, roll 2 blind, kgb = similar) Were the grabs different? Did the rider spin both directions?

**Execution: Completion of the Trick.** This is essentially how the trick was performed in the air or on the surface and that the rider is in control. Control and poise during the middle of a trick shows the rider is confident in that trick and thus it is well executed. Control and completion of a trick also means that the rider is performing a trick he/she set out to complete. Example: If a rider attempts to do a 360 and bobbles halfway through the trick and only performs a 180, it shows they are not in control.

- **The Landing** – This is simply how clean the landing was of the trick. If the rider butt checks, drags a hand, switches 180 to avoid falling, or looks out of control after they have landed this can negatively affect the execution category.
- **Perfection** - Judges are looking for how "clean" or how perfect EACH trick was performed in the passes. Judges look at the approach, the body position, rotation of the trick, the axis of the body, head position, handle position, clean grabs not slaps, speed to which the trick was performed. A rider completing their routine without falling also demonstrates perfection.
- **Flow** - Flow is when a wakeboarder can execute their tricks together to make them look like they connect smoothly from one to another. For instance, when a rider lands a trick switch and then cuts into the wake to do the next trick in the same switch position. A rider that does not flow well would do things like constantly hopping from switch to regular or vice versa in their transition between tricks, starting the pass late, or finishing a pass early. Dead water is not showing flow or composition. Did the rider customize or adapt tricks...make them their own?

**Reviewing Scores** - There will be no protesting of scores. A rider may choose to look over the Full Heat Results page to see the official scoring and placement of each judge.

If the rider has a question about the scores they may ask the Chief Judge.

The Chief Judge will then review the rider run sheet and score sheets to ensure there are no discrepancies between the judges. If the Chief Judge is satisfied with his review he will let the rider know his decision. 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 scorekeeper record the change and post new results. There may or may not be a change in placements after a judge changes his score.

If the chief judge evaluates the judge's sheets and is unsure of a judges decision 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 scorekeeper record the change and post new results. There may or may not be a change in placements after a judge changes his score.

The Chief Judge will make his best efforts to deliver a final decision in a timely manner. The Chief Judge has the final say in all decisions. No rider is allowed to approach the individual judges. Any rider found harassing judges or using profanity during the protest will be subject to the code of conduct and applicable fines.

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.

If a rider has an issue while on the water competing- The rider needs to communicate this to the judges in the boat ASAP. The boat judges will radio the Chief Judge to discuss the issue. The Chief Judge will take the proper steps to solve the issue. The rider must state the issue either prior to resuming his/her pass, or, prior to the next athlete beginning their pass.

All judges will make their best efforts to be at the Chief Judge's station immediately following the last event each day 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 judges will be responsible for making the final decision.