

# 2010

## Cutting Edge Championship Rules



Cutting Edge Working Group  
British Water Ski and Wakeboard



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# CUTTING EDGE CHAMPIONSHIP RULES

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## TEAMS AND EVENTS INFORMATION

The event will run on the 14 and 15 August 2010 at Premier Water Ski, Norfolk

All 11 Regions are invited to take part:

Each Region is asked to send one mixed gender team of 8 competitors, the maximum age shall be 16 years as at the starting date of the competition. Competitors must be members of British Water Ski and Wakeboard.

No competitors who have competed for their country in any discipline, or been selected for any British Water Ski and Wakeboard National Squad shall be allowed to take part.

Each member of the team can register for up to and including a maximum of **4** out of the **6** events.

Events are:

- Barefoot
- Wakeboard
- Water Ski Slalom
- Water Ski Trick
- Kneeboard Slalom
- Kneeboard Trick

If a Region wishes to register a second team, it will be only registered if there is a region(s) confirmed as not partaking and the extra "B" team places confirmed in the order they were received by the event registrar (first come first served).

Closing date for the competition is **Friday 6<sup>th</sup> August**.

Price per Team for the competition is £160 and shall include all tow fees for the team regardless of the number of events entered. This is payable by cheque to '**British Water Ski Federation Limited**' with the registration to the event registrar.

Each team is asked to provide a jetty marshal who will be rotated on duty for slots across the weekend.

If individuals wish to enter then they can enter as an 'All Comer'. The fee is £20 for up to 4 disciplines.

In all matters including competition rules, events, timing and ensuring competitors safety or the integrity of the competition, the decision of the appointed Chief Judge will be final and without appeal.

Overzealous parents/coaches in dispute with Judges will cause penalty to their team & finish up wet.

The display of unethical tactics or tantrums by children will not be permitted.

This is a 'No Tears' competition, any child found to be unhappy will be forced to smile.

The winning team Coach must permit him/herself to be 'anointed' in victory.

The Event Registrar is:

British Water Ski and Wakeboard, Unit 3, The Forum, Chertsey, Surrey, KT16 9JX  
Tel: 01932 560 007  
Email: [competition@bwsf.co.uk](mailto:competition@bwsf.co.uk)

# Site Information - Premier Water Ski

Pentney Lakes, Common Road, East Winch, Kings Lynn, Norfolk, PE32 1NN

Telephone: 07947 752 704

Website: [www.pentneylakes.com](http://www.pentneylakes.com)

Camping is available

Cost per night: Tents £5, caravans £10, caravans with electric £12.

On site facilities

toilet blocks with showers, cafe with bar, fishing lakes and ample parking.

The closest hotels are in Kings Lynn.

Practice sets are available at any time leading up to the weekend (as long as its daylight!)

The cost can be at members rates for competitors £12 per tow. Please call to book practise tows to avoid disappointment.

Saturday evening entertainment includes: Bouncy Castle, Gladiator Duel, BBQ and disco.

Tickets are available in advance or on the day from Premier Water Sports

## 1. SLALOM

1. The start speed is 12mph, top speed is 34mph (girls and under 14 boys) or 36mph (under 17 boys), at which point competitors must shorten line length. The maximum speed to obtained at any time on two skis is 26 mph, at which point competitors must shorten line length.
2. The number of buoys correctly passed gives points.
3. Two points for each full course buoy, one point on two skis.
4. One for each half course buoy, ½ point on two skis.
5. The entry gates score an additional point. Exit gates are mandatory and score no extra points.

### 6. On the first pass:

1. If the skier **uses the entry gates on the first pass and rounds all the full course buoys and then uses the exit**
  - a. Then they add all the lower speed **scores x 13 points** to their score from the starting speed of 12 mph, and the speed is increased by two mph
2. **If the skier uses the entry gates rounds some half course and some full course buoys and then uses the exit gates**
  - a. Then they add all the lower speed **scores x 7 points** to their score from the starting speed of 12 mph, and the speed is increased by two mph
3. **If the skier does not do either of the previous two** their score just for the buoys and gates completed is noted, and on the return journey they stay at the same speed and another chance, though they not earn any more extra passes and their turn will be finished. However the score from the return journey will be counted.

### 7. On the second pass.

1. If the skier **uses the entry gates and rounds all the full course buoys and then uses the exits**, the points are added on as per the first pass, but they earn an additional pass, and likewise a fourth pass if the third is "clean" too, there is a maximum of four passes.
8. If the skier fails to finish their first run or their re-run then they will not have the lower speed scores counted.
9. Skiers using two skis who are known to normally use a slalom ski OR have entered any 'calendar competition' on mono ski will be required to re-run on mono ski.

For Conversion Chart for Boat Speeds please see Appendix B

## 2. TRICK

The event will comprise of 2x 20 second passes on trick ski(s). Speed is at the skier's option. No start buoys will be used competitor to start when they are ready, a whistle will sound at the end of the run. No trick may be repeated except to the opposite or reverse side.

### INTERNATIONAL WATER SKI FEDERATION

2008

WATER TURNS							
CODE	DESCRIPTION	N°	2 SKIS		1 SKI		
			Base	Rev.	Base	Rev.	
S	Side Slide	1	20	20	40	40	
TS	Toehold Side Slide	2	-	-	130	130	
B	180 F-B	3	30	30	60	60	
F	B-F	4	30	30	60	60	
O	360 F-F	5	40	40	90	90	
BB	B-B		40	40	90	90	
5B	540 F-B		50	-	110	-	
5 F	B-F		50	-	110	-	
7 F	720 F-F		60	-	130	-	
7B	B-B		60	-	130	-	
LB	180 F-B Stepmover	6	70	70	110	-	
LF	B-F Stepmover	7	70	70	110	-	
TB	180 F-B Toehold	8	-	-	100	100	
TF	B-F Toehold	9	-	-	100	100	
TO	360 F-F Toehold	10	-	-	200	200	
TBB	B-B Toehold	11	-	-	200	200	
T5B	540 F-B Toehold	12	-	-	350	350	
T7F	720 F-F Toehold		-	-	450	-	
T5F	540 B-F Toehold	13	-	-	350	-	
WAKE TURNS							
WB	180 F-B	14	50	50	80	80	
WF	B-F	15	50	50	80	80	
WO	360 F-F	16	110	110	150	150	
WBB	B-B	17	110	110	150	150	
W5B	540 F-B	18	310	310	310	310	
W5F	B-F	19	310	310	310	310	
W7F	720 F-F	20	800	800	800	800	
W7B	B-B	21	480	480	480	480	
W9B	900 F-B	22	850	850	850	850	
W9F	B-F		850	850	850	850	
WLB	180 F-B Stepmover	23	110	110	160	-	
WLF	B-F Stepmover	24	110	110	160	-	
WLO	360 F-F Stepmover	25	200	200	260	260	
WLBB	B-B Stepmover	26	200	200	260	260	
WL5B	540 F-B Stepmover	27	300	300	420	420	
WL5LB	F-B Double Stepmover		-	-	500	500	

WL7F	720	F-F	Stepover	27A	700	700	700	700
WL9B	900	F-B	Stepover	27B	800	800	800	800
WL5F	540	B-F	Stepover	28	300	300	420	420
WL5LF		B-F	Double Stepover		-	-	500	500
WL7B	720	B-B	Stepover		550	550	550	550
WL9F	900	B-F	Stepover	28A	800	800	800	800
TWB	180	F-B	Toehold	29	-	-	150	150
TWF		B-F	Toehold	30	-	-	150	150
TWO	360	F-F	Toehold	31	-	-	300	300
TWBB		B-B	Toehold	32	-	-	330	330
TW5B	540	F-B	Toehold	33	-	-	500	500
TW5F		B-F	Toehold	34	-	-	500	-
TW7F	720	F-F	Toehold	35	-	-	650	650
TW7B		B-B	Toehold	36	-	-	650	-
TWLB	180	F-B	Toehold Stepover	37	-	-	320	-
TWLF		B-F	Toehold Stepover	38	-	-	380	-
TWLO	360	F-F	Toehold Stepover	39	-	-	480	480
TWLBB		B-B	Toehold Stepover	40	-	-	480	480
TWL5B	540	F-B	Toehold Stepover	41	-	-	600	600
TWL5F		B-F	Toehold Stepover	42	-	-	700	-
TWL7F	720	F-F	Toehold Stepover	42a			800	-
<i>FFL / WFLIPF</i>			Forward Somersault	43	800	-	800	-
<i>BFL / WFLIPB</i>			Backward Somersault	44	500	500	500	500
SLB		F-B	Ski Line	45	-	-	350	350
SLF		B-F	Ski Line	46	-	-	400	400
SLO	360	F-F	Ski Line	47	-	-	400	400
SLBB		B-B	Ski Line	48	-	-	450	450
SL5B	540	F-B	Ski Line	49	-	-	550	550
SL5F		B-F	Ski Line	50	-	-	550	550
SL7B	720	B-B	Ski Line	51	-	-	750	750
SL7F	720	F-F	Ski Line	52	-	-	800	800
<i>DBFL / WDFLIPB</i>			Wake Double Flip	53	1000	-	1000	-
<i>BFLO / WFLIPBFT</i>			Wake Flip Full Twist	54	800	-	800	800
<i>BFLBB / WFLIPBBBT</i>			Flip Full Twist BB	56	800	-	800	800
<i>BFLB / WFLIPBFB</i>			Wake Flip Half Twist B	55	750	750	750	750
<i>BFLF / WFLIPBBF</i>			Wake Flip Half Twist F	57	-	-	550	550
<i>BFLLB / WFLIPBLB</i>			Wake Flip Stepover	58	800	800	800	800
<i>BFL5F / WFLIPB5F*</i>			Wake Flip 5 F	59	-	-	850	850
<i>BFL5B / WFLIPB5B*</i>			Wake Flip 5 B	60	-	-	900	900
<i>FFLB / WFLIPFB</i>			Forward Somersault with 180 back	61	850	-	850	-

### 3. WAKEBOARD

The event shall comprise a run of 2 minutes or two falls, whichever comes first, and will be scored as below.  
Please note all tricks must be completed cleanly and there will be no score for repeated tricks

<b>BASIC/SURFACE TRICKS</b>	
deep water start	15
Sitting jetty start	20
Standing jetty start	50
Wave at judge	20
Touch Water	20
Frontside(FS)/Backside(BS)Slalom turn(outside the wake)	20
FS/BS one jump Wake	50
Lipside/sideslide (boardslide on the lip of the wake)	50
FS/BS Surface 180	100
FS/BS Butter Slide (180 surface slide performed on the wake)	150
FS/BS Ole' / Bunny hop 180 outside of wake	150
FS/BS Surface 360	200
FS/BS Ole'/Bunny hop 360 outside of wake	250
FS/BS air (2 wakes)	250
Fin release (slalom turn w/ fin out) on the whip	275
<b>ROTATIONAL TRICKS</b>	
FS/BS Bunny Hop 180 (no wake)	150
FS/BS Air 180 (1 wake)	250
Half Cab (1 wake fakie 180)	275
FS/BS off the (1 wake) 360	300
FS/BS Air 180 (2 wake)	300
Half Cab (2 wake fakie 180)	325
FS/BS 360 Heli wrap or hand pass (2 wake)	750
FS/BS 540 wrap or hand pass (2 wake)	1000
<b>2 WAKE SNOWBOARD / SKATE TRICKS</b>	
(Note: all tricks in this category must be performed over two wakes for credit)	
FS/BS twist (board rotates 90 degrees and back, no grab)	300
Tail Grab	350
Nose Grab)	350
Indy (rear hand toeside grab between feet)	350
Method (front hand heelside grab, board tweaked behind rider backscratcher w/ grab)	350
Melancholy (front hand, rear heelside grab)	400
Mute air (front hand toeside grab, bone out back leg,board tweaked behind rider)	400
Palmer (front hand heelside grab w/ twist)	450
Stale fish (rear hand, heelside grab between feet, around back leg)	450
Stiffy (bone out both legs in front of rider, no grab)	450
Roast beef (rear hand heelside grab between feet, arm through legs)	500
Chicken salad (roast beef w/ twisted grab arm, bone out front leg)	550
<b>INVERTED WAKEBOARD TRICKS</b>	
FS/BS Back Roll	800
FS/BS Front Roll	800
Tantrum	800
Scarecrow (FS front roll-to-revert)	900
BS Air Raley	1100
BS Front Flip	1200
<b>TOTAL</b>	

## 4. Barefoot

The event will take place on the boom and the skier can use four different configurations of equipment. These are

1. Short line on your feet. This allows all tricks to be performed at full marks.
2. Short line on shoe skies (any size). When on shoe skies, for safety reasons, tumble turns or tumble starts will not count. This carries 50% of the scores
3. Directly on the boom and on your feet. This allows all tricks to be performed at 50% of scores.
4. Directly on the boom on shoe skies (any size). ). When on shoe skies, for safety reasons, tumble turns or tumble starts will not count. This carries 25% of the scores

The event comprises of 2 x 15 second passes during which no trick may be repeated except to the opposite side (reverse side). The pass has two parts, the start trick and the trick pass and the 15 seconds will start after the start trick when the skier makes his first move towards a trick. A whistle will sound at the end of the run. The skier must stand in Basic skiing position (BSP) between each trick. BSP is with both feet on the water in a standing position either forward or backwards. Except on the completion of a one foot turn where 1 foot BSP is counted and a toe hold where the trick is counted as soon as the skier releases the handle and rides a stable toe hold.

<b>TRICKS</b>		
	<b>2 FEET</b>	<b>1 FOOT</b>
Smile	5	
One hand Wave	10	
Sit down & stand up	20	70 (only 1 no reverse)
One Foot		30
One Hand One Foot (CE only)		40
One Hand One Foot Backwards (CE only)		150
Knee ski	50	
Tumbleturn 180	50	100
Tumbleturn 360	50	100
Front hop	20	70 (only 1 no reverse)
Back hop	100	250 (only 1 no reverse)
One Foot Backwards		100
Front Rope on Foot		100 (25 toe touch)
Back Rope on Foot		150 (50 toe touch)
Two foot side-slide	250 (only 1 no reverse)	
<b>TURN TRICKS</b>		
180 turn B – F	200/100	350/250
180 turn F – B	250	350
360 turn F – F	450/350	750/650
360 turn B – B	550	850
540 turn B – F	750/650	1150/1050
540 turn F – B	850	1250
720 turn F – F	950/850	1550/1450
720 turn B - B	1050	1650
180 Line step B – F	350/250	500/400
180 Line step F – B	450/350	
360 Line step F – F	850/750	
360 Line step B – B	950/850	

540 Line step B – F	1250/1150	
540 Line step F – B	1350/1250	
720 Line step F – F	1750/1650	
720 Line step B – B	1850/1750	
180 Toe Turn F – B	350/250	
180 Toe Turn B – F	850/300	
Line step Hop	200	350
Line step 1 foot		200
Somersault (Flip)	500/250	

Where two scores are shown separated by a slash(/), the first is for **perfect or feet to feet**, the second is for **imperfect or not feet to feet, a.k.a. butt-out**

CE Only means this trick is only allowed in Cutting edge competitions and is not a recognized trick for UK standings list.

For more information and a description of the Barefoot tricks please see appendix A

## 5. Kneeboard Trick

The event comprises of 2 x 20 second passes. Speed is at the skier's option. No start buoys will be used competitor to start when they are ready, a whistle will sound at the end of the run.

### Tricks Descriptions and Values

Description	UK Shorthand	USA Code	Value
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 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	V0B	WOB	320
Reverse Wake 360 Back	V0B	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	FS	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 Left	BS	BSL	500
Back Somersault Right		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	A5B	A5B	750
Reverse Air 540 Front to Back	A5B	RA5B	750
Backwards Back Somersault		BBSF	800
Backwards Back Somersault		BBSF	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

## 6. KNEEBOARD SLALOM

1. The start speed is 12mph, top speed is 20mph, longest line length is 23m competitors can start at whatever line length they choose. The number of buoys correctly passed gives points.
  2. Two points for each full course buoy
  3. One for each half course buoy
  4. The entry gates score an additional point. Exit gates are mandatory and score no extra points.
- 5. On the first pass:**
1. If the skier **uses the entry gates on the first pass and rounds all the full course buoys and then uses the exit**
    - a. Then they add all the lower speed **scores x 13 points** to their score from the starting speed of 12 mph, and the speed is increased by two mph
  2. **If the skier uses the entry gates rounds some half course and some full course buoys and then uses the exit gates**
    - a. Then they add all the lower speed **scores x 7 points** to their score from the starting speed of 12 mph, and the speed is increased by two mph
  3. **If the skier does not do either of the previous two** their score just for the buoys and gates completed is noted, and on the return journey they stay at the same speed and another chance, though they not earn any more extra passes and their turn will be finished.
- 6. On the second pass.**
1. If the skier **uses the entry gates and rounds all the full course buoys and then uses the exits**, the points are added on as per the first pass, but they earn an additional pass, and likewise a fourth pass if the third is "clean" too, there is a maximum of four passes.
7. If the skier fails to finish their first run or their re-run then they will not have the lower speed scores counted.

For Conversion Chart for Boat Speeds please see Appendix B

## Overall Scoring and Age Handicapping

This year there will be a sliding scoring system based on age, see table below.

age	multiplier
16	1
15	1.2
14	1.4
13	1.6
12	1.8
11	2
10	2.2
9	2.4
8	2.6
7	2.8
6	3
5	3.2
4	3.4

### Individual points

Each discipline is scored according to its own system.

The winner of each discipline is awarded 1,000 points. The rest of the field will get a proportion of 1,000 points equivalent to their score to the winners. For example Fred has the top score 76 in slalom, **after applying his age multiplier**, he is given 1000 points. Helen scored 38 in slalom she gets 38/76 of 1000 points i.e. 500, Sam scored 65 gets 65/76 of 1000 i.e. 855 points.

This is the same for each discipline. Steve scoring 1500 in wakeboard and winning (**after his age multiplier is applied**) will get 1000 points, Sarah who scored 1200 in wakeboard (**after age multiplier**) will get 1200/1500 of 1000 i.e. 800 Points.

### Team scoring

Teams score is calculated by taking the individual points for all the events, and then adding them together.

## PRIZE CATEGORIES

- Overall Team – the winning region
- Overall individual
- Event winner – boys and girls
- Judges award – this award is presented at the judges' discussion for a memorable performance.

## **Appendix A - Barefoot Tricks**

### **Start Tricks Note: A start trick cannot be repeated to score on the second pass**

#### **1. FRONT DEEP WATER TO 2**

On the command "OK" the skier shall be pulled up to speed according to his instructions with his body facing upwards. He shall then place both feet on to the water and in one attempt raise himself to forward BSP and hold for recognition. The skier may touch the rope with his foot or feet during the start.

#### **2. FRONT DEEP WATER TO 1**

On the command "OK" the skier shall be pulled up to speed according to his instructions with his body facing upwards. He shall then place one foot on to the water and in one attempt raise himself to forward one foot BSP and hold for recognition. During the entirety of the start the skier may only touch the rope or the water surface with the foot he will stand up on.

#### **3. BACK DEEP WATER TO 2**

On the command "OK" the skier shall be pulled up to speed according to his instructions with the handle held behind his back, his body facing downwards, and his feet towards the boat. He shall then place both his feet on to the water and in one attempt raise himself to backward BSP and hold for recognition. The skier may touch the rope with his foot or feet during the start.

#### **4. BACK DEEP WATER TO 1**

On the command "OK" the skier shall be pulled up to speed according to his instructions with the handle held behind his back, his body facing downwards, and his feet towards the boat. He shall then place his foot on to the water and in one attempt raise himself to backward one foot BSP and hold for recognition. During the entirety of the start the skier may only touch the rope or the water surface with the foot he will stand up on.

#### **5. FRONT TUMBLE UP TO 2**

On the command "OK" the skier shall be pulled headfirst with his legs trailing behind him up to speed according to his instructions. The skier may come out of deep water 58 on either his stomach or back. While on his back the skier shall then swing his legs round from the trailing position to the forward position and in one attempt raise himself to forward two foot BSP and hold for recognition.

#### **6. FRONT TUMBLE UP TO 1**

On the command "OK" the skier shall be pulled headfirst with his legs trailing behind him up to speed according to his instructions. The skier may come out of deep water on either his stomach or back. While on his back the skier shall, then swing his legs round from the trailing position to the forward position. He shall then place one foot on to the water and in one attempt raise himself to forward one foot BSP and hold for recognition. From the point where he brings his legs round from the trailing position only the foot he will stand up on may touch the rope or the water surface.

#### **7. BACK TUMBLE UP TO 2**

On the command "OK" the skier shall be pulled headfirst with his legs trailing behind him while holding the handle behind his back up to speed according to his instructions. The skier may come out of deep water on either his stomach, side, or back. While on his stomach the skier shall, without reversing direction of rotation, then swing his legs round from the trailing position to the forward position and in one attempt raise himself to backward two foot BSP and hold for recognition. During the rotation the skier may hesitate or pause but may not reverse direction. Any reversal of direction during the rotation will disallow the whole of the trick. Overshoot is permitted.

#### **8. BACK TUMBLE UP TO 1**

On the command "OK" the skier shall be pulled headfirst with his legs trailing behind him while holding the handle behind his back up to speed according to his instructions. The skier may come out of deep water on either their stomach, side, or back. While on his stomach the skier shall, without reversing direction of rotation, then swing his legs round from the trailing position to the forward position. He shall then place one foot on to the water and in one attempt raise himself to backward one foot BSP and hold for recognition. From the point where he brings his legs round from the trailing position only the foot he will stand up on may touch the rope or the water surface. During the rotation back to the forward position the skier may hesitate

or pause but may not reverse direction. Any reversal of direction during the rotation will disallow the whole of the trick. Overshoot is permitted.

### **9. FRONT TOE UP START**

On the command "OK" the skier shall be pulled up to speed according to his instructions. His body shall be facing upwards supported entirely by the toe-strap of his handle. Both feet may touch the toe strap. The hands may touch the water surface or spray during the start. The skier may steady himself by holding the leg while rising into BSP. He shall then place his free foot on to the water and in one attempt raise himself into forward toehold BSP and hold for recognition. The hands may not touch the handle during the entirety of the start.

### **10. BACK TOE UP START - PERFECT VERSION**

On the command "OK" the skier shall be pulled up to speed according to his instructions. His body shall be facing downwards (on his stomach) for the entire start and shall be supported entirely by the toe-strap of his handle. Both feet may touch the toe strap. From a position on his stomach he shall place his free foot on to the water and in one attempt raise himself in to backward toehold BSP and hold for recognition. The hands may touch the water surface during the raise-portion of the start but shall be held clear for recognition once backward toehold BSP has been achieved.

### **11. BACK TOE UP START - IMPERFECT VERSION**

On the command "OK" the skier shall be pulled up to speed according to his instructions. His body shall be facing upwards (on his back/butt). For the entirety of the entire start the skier shall be supported entirely by the toe-strap of his handle. Both feet may touch the toe strap. Once the skier is planing, he shall roll over on to his stomach and remain in a face downwards position for remainder of the start trick. From a position on his stomach he shall place his free foot on to the water and in one attempt raise himself in to backward toehold BSP and hold for recognition. The hands may touch the water surface during the raise-portion of the start but shall be held clear for recognition once backward toehold BSP has been achieved.

## **Pass Tricks**

### **1. SMILE**

Look at the Judge and give a big grin, whilst in any position. (this is a cutting edge only trick)

### **2. ONE HAND WAVE**

Whilst maintaining stable BSP the skier shall release his hand up and away from the handle, the palm of his hand being clearly visible to the judges.

### **3. SIT DOWN & STAND UP**

The skier shall, from BSP, sit down on the water surface, clearly showing his feet to be above the water surface once sat down and then return to BSP again.

### **4. ONE FOOT (forward or backward)**

The skier shall attain forward or backward BSP supported entirely by one foot. The free foot shall be raised to a position at least half way between the skier's other knee and the water surface and hold for recognition.

### **5. ONE HAND ONE FOOT (forwards and backwards a reverse is allowed,) *this is a cutting edge only trick***

When in BSP the skier stands on one foot and releases his opposite hand up and away from the handle and holds for recognition.

### **6. KNEE SKI**

The skier shall, from BSP, go down on to his knees, hold for recognition and then return to BSP again.

### **7. 180 DEGREE TUMBLETURN**

Whilst in forward BSP he skier shall execute a 180-degree turn on to his back arriving in a head-first position. The 180-degree position is considered achieved when the feet of the skier are judged to be have reached or passed the line of the towline. The skier will then stop and reverse the direction of the turn, return to the forward facing position, regain forward BSP in one attempt, and hold for recognition.

### **8. 180 DEGREE TUMBLETURN ONE-FOOT**

The skier shall perform a 180-degree tumbleturn and attain BSP at the conclusion of the trick on one foot and hold for recognition. The free foot shall be held visibly clear of the surface of the water and the towline

from the moment the skier goes down on to his back and until one foot BSP is regained and has been recognised.

#### **9. 180 DEGREE TUMBLETURN ONE-FOOT REVERSE**

The skier shall perform a 180-degree tumbleturn one-foot effecting all turning movements in the reverse direction and then attain BSP on the opposite foot than the one used on the basic.

#### **10. 360 DEGREE TUMBLETURN**

Whilst in forward BSP the skier shall execute a 360-degree revolution, return to the forward facing position, regain BSP in one attempt, and hold for recognition.

#### **11. 360 DEGREE TUMBLETURN ONE-FOOT**

The skier shall perform a 360-degree tumbleturn but attain BSP on one foot. The free foot shall be held visibly clear of the surface of the water and the tow line from the moment the skier goes down on to his back and until one foot BSP is regained and has been recognised.

#### **12. 360 DEGREE TUMBLETURN ONE-FOOT REVERSE**

The skier shall perform a 360-degree tumbleturn one-foot effecting all turning movements in the reverse direction and attain one-foot BSP on the opposite foot than the one used in the basic and hold for recognition.

#### **13. HOP (FORWARD OR BACKWARD)**

The skier shall jump from the surface of the water into the air and land again in BSP. During the jump the skier shall be completely clear of the water surface. No reverse.

#### **14. ROPE ON FOOT (FORWARD OR BACKWARD)**

Whilst in BSP, the skier shall raise one foot and place it in the toe strap. With his weight supported by the foot on the water, the skier shall then release his hands completely from any part of the handle or towline so that the towline is held by the foot only. The hands shall be seen to be clear of the handle long enough for recognition. Subsequent recovery of the handle is not a requirement.

#### **15. SIDE SLIDE**

Whilst in forward BSP the skier shall rotate both feet to a position 90° to the line of the boat path in one continuous movement and hold for recognition.

#### **16. 180 TURN B – F**

Whilst in backward BSP the skier shall execute a 180-degree turn to forward BSP and hold for recognition.

#### **17. ONE FOOT 180 TURN B – F**

Whilst in backward one foot BSP the skier shall execute a 180-degree turn to forward one-foot BSP and hold for recognition. The free foot shall be raised to a position at least halfway between the skier's other knee and the water surface and remain so throughout the entirety of the rotation.

#### **18. 180 TURN F – B**

Whilst in forward BSP the skier shall execute a 180-degree turn to backward BSP and hold for recognition.

#### **19. ONE FOOT 180 TURN F – B**

Whilst in forward one foot BSP the skier shall execute a 180-degree turn to backward one-foot BSP and hold for recognition. The free foot shall be raised to a position at least halfway between the skier's knee and the water surface and remain so throughout the entirety of the trick.

#### **20. 360 TURN F – F**

Whilst in forward BSP the skier shall execute a 360-degree turn. At the conclusion of the turn, the skier shall be in forward BSP and hold for recognition.

#### **21. ONE FOOT 360 TURN F – F**

Whilst in forward one foot BSP the skier shall execute a 360-degree turn returning to forward one-foot BSP and hold for recognition. The free foot shall be raised to a position at least halfway between the skier's knee and the water surface and remain so throughout the entirety of the trick.

#### **22. 360 TURN B – B**

Whilst in backward BSP the skier shall execute a continuous 360-degree turn and return to backward BSP and hold for recognition.

**23. ONE FOOT 360 TURN B – B**

Whilst in backward one foot BSP the skier shall execute a continuous 360-degree turn, returning to backward one-foot BSP and hold for recognition. The free foot shall be raised to a position at least halfway between the skier's knee and the water surface and remain so throughout the entirety of the trick.

**24. 540 TURN B – F**

Whilst in backward BSP the skier shall execute a continuous 540-degree turn to forward BSP and hold for recognition.

**25. ONE FOOT 540 TURN B – F**

Whilst in backward one foot BSP the skier shall execute a continuous 540-degree turn to forward one-foot BSP and hold for recognition. The free foot shall be raised to a position at least halfway between the skier's knee and the water surface and remain so throughout the entirety of the trick.

**26. 540 TURN F – B**

Whilst in forward BSP the skier shall execute a continuous 540-degree turn to backward BSP and hold for recognition.

**27. ONE FOOT 540 TURN F – B**

Whilst in forward one foot BSP the skier shall execute a continuous 540-degree turn to backward one-foot BSP and hold for recognition. The free foot shall be raised to a position at least halfway between the skier's knee and the water surface and remain so throughout the entirety of the trick.

**28. 720 TURN F – F**

Whilst in forward BSP the skier shall execute a continuous 720-degree turn and return to forward BSP and hold for recognition.

**29. ONE FOOT 720 TURN F – F**

Whilst in forward one foot BSP the skier shall execute a continuous 720-degree turn returning to forward one-foot BSP and hold for recognition. The free foot shall be raised to a position at least halfway between the skier's knee and the water surface and remain so throughout the entirety of the trick.

**30. 720 TURN B – B**

Whilst in backward BSP the skier shall execute a continuous 720-degree turn and return to backward BSP and hold for recognition.

**31. ONE FOOT 720 TURN B – B**

Whilst in backward one foot BSP the skier shall execute a continuous 720-degree turn, returning to backward one-foot BSP and hold for recognition. The free foot shall be raised to a position at least halfway between the skier's knee and the water surface and remain so throughout the entirety of the trick.

**32. 180 LINE STEP TURN B – F**

Whilst holding the handle between his legs in backward BSP, the skier shall simultaneously execute a 180-degree turn while stepping over the towline to forward BSP and hold for recognition.

**33. 180 LINE STEP TURN F – B**

Whilst in forward BSP the skier shall simultaneously execute a 180-degree turn while stepping over the towline to backward BSP and hold for recognition.

**34. 360 LINE STEP TURN F – F**

Whilst in forward BSP the skier shall execute a continuous 360-degree turn, simultaneously stepping over the towline as he goes from front to back and again as he comes from back to front, returning to forward BSP and hold for recognition.

**35. 180 TURN ROPE-ON-FOOT B – F**

Whilst in backward rope-on-foot BSP the skier shall execute a 180-degree turn to forward rope-on-foot BSP and hold for recognition.

**36. 180 ROPE-ON-FOOT F – B**

Whilst in forward rope-on-foot BSP the skier shall execute a 180-degree turn to backward rope-on-foot BSP and hold for recognition.

**37. SOMERSAULT**

Whilst in forward BSP the skier shall perform a somersault (heels over head) in the air, landing on the skier's feet, butt, back or head, whereupon he shall regain BSP in one attempt.

# Appendix B

## Conversion Chart for Boat Speeds

Miles Per Hour	Equal to	Kilometres per hour
12mph	Approx	19kph
14mph	Approx	22kph
16mph	Approx	25kph
18mph	Approx	28kph
20mph	Approx	32kph
22mph	Approx	35kph
24mph	Approx	38kph
26mph	Approx	42kph
28mph	Approx	46kph
30mph	Approx	49kph
32mph	Approx	52kph
34mph	Approx	55kph
36mph	Approx	58kph