

2005 Rider Series  
Competition Guide

<b>1</b>	Typical Divisions.....	2
<b>1.1</b>	Amateur Divisions.....	2
<b>1.1.1</b>	Grom.....	2
<b>1.1.2</b>	Novice (0 Inverts) .....	2
<b>1.1.3</b>	Intermediate (2 Inverts Max) .....	2
<b>1.1.4</b>	Advanced (5 Inverts Max) .....	2
<b>1.1.5</b>	Women.....	2
<b>1.1.6</b>	Wakeskate .....	2
<b>1.2</b>	Non-Amateur Division.....	2
<b>1.2.1</b>	Outlaw/Open (Unlimited Inverts) .....	2
<b>2</b>	Registration .....	3
<b>2.1</b>	Pre-Registration.....	3
<b>2.2</b>	On Site Registration .....	3
<b>3</b>	Cost of Participation .....	3
<b>3.1</b>	WWA Membership.....	3
<b>3.2</b>	AWA Membership.....	3
<b>3.3</b>	Contest Entry Fee .....	3
<b>4</b>	Payment Methods .....	3
<b>5</b>	Practice Runs .....	4
<b>6</b>	Rider Meeting.....	4
<b>7</b>	Contest Format .....	4
<b>7.1</b>	Overview .....	4
<b>7.2</b>	The Course .....	4
<b>7.3</b>	The Run .....	4
<b>7.3.1</b>	Non Marked Run .....	4
<b>7.3.2</b>	Marked Run.....	5
<b>7.4</b>	Re-Runs .....	5
<b>7.5</b>	Communication .....	5
<b>7.6</b>	Falls.....	6
<b>8</b>	Judging:.....	6
<b>8.1</b>	Overview:.....	6
<b>8.2</b>	Standard three-category judging format: .....	6
<b>8.2.1</b>	Execution – 10 Points.....	7
<b>8.2.2</b>	Intensity – 10 Points.....	7
<b>8.2.3</b>	Composition – 10 Points.....	7
<b>9</b>	Running Order .....	7
<b>9.1</b>	Amateur Divisions with less than 14 riders.....	7
<b>9.2</b>	Amateur Divisions Run in Heats (14 or more riders).....	7
<b>9.3</b>	Outlaw/Open Division.....	7
<b>10</b>	Prizes .....	8
<b>10.1</b>	Amateur Division Prizes .....	8
<b>10.2</b>	Outlaw/Open Division Prizes .....	8
<b>11</b>	Rider Series Standings.....	8
<b>11.1</b>	Regular Divisions (less than 14 riders) .....	8
<b>11.2</b>	Divisions Run in Heats .....	9

## 2005 Rider Series Competition Guide

### **1** Typical Divisions

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. There will be no grassroots divisions at WWA Nationals or Worlds. With the exception of the wakeskate division, no rider may ride in more than one division at an event.

#### **1.1** Amateur Divisions

Amateur divisions are defined as all divisions that do not compete for cash prizes. The term Amateur division(s) will be used from this point forward to refer to the following divisions: Grom, Women's, Novice, Intermediate, Advanced, & Wakeskate.

##### **1.1.1** Grom

This division is open to riders age 11 and under.

##### **1.1.2** Novice (0 Inverts)

This division is open to riders of any age group who are not yet doing inverts. Riders in this division are typically doing 1 wake jumps, surface tricks and working on wake to wake jumps.

##### **1.1.3** Intermediate (2 Inverts Max)

This division is open to riders who are beginning to do inverts. Riders in this division are typically doing wake to wake jumps, 180's and are working on or landing their first inverts and spins.

##### **1.1.4** Advanced (5 Inverts Max)

This division is open to riders who are not doing more than 5 inverts in a run. Riders in this division have multiple inverts and are doing spins.

##### **1.1.5** Women

This division is open to women of all ages. This division allows women to compete without feeling pressure to compete against the men. Women who are performing multiple inverts are encouraged to compete in one of the non-gender specific division. This will help to push their riding skills.

##### **1.1.6** Wakeskate

This division is open to all individuals.

#### **1.2** Non-Amateur Division

Non-amateur divisions are considered divisions in which a cash prize is paid in lieu of merchandise/gift certificates.

##### **1.2.1** Outlaw/Open (Unlimited Inverts)

## 2005 Rider Series Competition Guide

This division is open to riders who have more than 5 inverters. Riders in this division are typically grabbing inverters, doing mobes and spinning more than 360.

### **2** Registration

#### **2.1** Pre-Registration

Riders will have the ability to register online at [www.TheAWA.com](http://www.TheAWA.com). Online registration will begin exactly one week before the contest and will end at 12:00 PM (noon) Arizona Time on the Thursday prior to the contest. Riders have the option of paying online using a credit card or paying with cash, check or credit card in person on the day of the event. Riders who pre-register need to check in and bring a signed liability form to the registration table prior to the riders meeting at 9:00 AM. Riders under the age of 18 must have a parent or legal guardian sign the liability form or they will not be permitted to ride. Riders who have not checked in at the registration table will not be permitted to ride.

#### **2.2** On Site Registration

On Site registration will begin at 7:00 AM and end at 9:00 AM the morning of the contest. Since pre-registration is available online, riders will not be permitted to register after 9:00 AM. Riders will fill out 3 forms that are available in advance on the website at [www.TheAWA.com](http://www.TheAWA.com) or on site at the registration table. Each rider will complete a rider profile, a WWA/AWA membership application and liability form.

### **3** Cost of Participation

#### **3.1** WWA Membership

Each rider is required to purchase insurance from The WWA prior to participating in an AWA sanctioned event. Insurance is \$17 per event or \$35 for the year. We recommend that riders purchase membership for the year if they plan on attending more than one event.

#### **3.2** AWA Membership

AWA membership is optional and costs \$25 for individuals and \$40 for families (self, spouse & children under 18). Rider's who wish to purchase an AWA membership will receive a discount on contest entry fees as well as promotional items (1 T-shirt & Koozie or sticker). Rider's who purchase an AWA membership will also receive a membership card that will entitle them to discounts at participating AWA sponsors.

#### **3.3** Contest Entry Fee

There is a \$20 (AWA members) or \$30 (non AWA members) contest fee for each. This fee is required to be paid prior to participating in a contest. Fees for non-contest events will vary depending on the event and location. The cost of non-contest event's, such as clinics or double up contests, will be posted on the website at least one week prior to the event.

### **4** Payment Methods

The AWA accepts cash, checks and credit card (Visa, Master Card, Discover and American Express).

## 2005 Rider Series Competition Guide

### **5** Practice Runs

Practice will be held from approximately 7:00 AM to 9:00 AM. The last rider will leave the dock at approximately 8:55 AM. Practice runs are given on a first come basis. Riders will be pulled in the order they checked in with the dock personnel until the end of practice. Riders must check in at the registration desk prior to signing up for practice.

### **6** Rider Meeting

The rider meeting will be held at 9:15 AM. It is imperative that all riders attend the riders meeting, since information will be relayed regarding the run order, course, and judging as well as any contest specific information. The contest will begin immediately following the rider meeting.

### **7** Contest Format

#### **7.1** Overview

Riders will perform a subjectively judged two-pass run, where the boat will travel each pass in a straight path along the course in each direction. Each Rider will be scored on the total use of the course. At the end of the second pass, riders may be given a double up in the direction of their choice.

Contestants may perform any number of tricks they choose, within the invert limitations of their division, in any order they wish within the course. Riders will be judged on the difficulty and proficiency of the moves executed as well as how big they take tricks. The rider will also be judged on the variety of tricks performed, technical difficulty, 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.

#### **7.2** The Course

The course will be between approximately 1200 feet to 1500 feet (360m to 460m) long. (Similar to 24 mph (40 kph) for 28-30 seconds) The course will be defined at the riders meeting.

#### **7.3** The Run

##### **7.3.1** Non Marked Run

The rider will leave the starting dock and scoring will begin when the boat reaches a reasonable riding speed. At the end of the first pass the boat will turn around and re-enter the course. At the end of the second pass, the boat will turn immediately after passing the dock. At which time, the rider will release the handle and ride or swim to shore. Riders will be judged on tricks initiated within the course. Riders must be ready for the boat to turn immediately after the driver indicates a turn or the course requires a turn. No re-rides will be awarded for the boat turning during a trick at the ends of the course.

The rider will continue their run after their first two falls from the place they fell, unless one of falls occurs after the ½ way point through the second pass when there is no double up planned. A third fall finishes the run immediately.

## 2005 Rider Series Competition Guide

Each contestant is free to 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. Riders will not be judged on any inverts that cause the rider to exceed the maximum number allowed for the division that they are riding in. Riders performing more inverts than allowed for their division will be bumped to the next division. 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, and showing creativity and fluidity in the routine. Every 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.

### **7.3.2** Marked Run

The rider will leave the starting dock and scoring will when the boat reaches the first course marker. At the end of the first pass, the boat will turn immediately after passing the end course marker 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 (if applicable) which was chosen by the rider before leaving the dock. 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.

The rider will continue their run after their first two falls from the place they fell, unless one of falls occurs after the ½ way point through the second pass when there is no double up planned. A third fall finishes the run immediately.

Each contestant is free to 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 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.

### **7.4** Re-Runs

Re-rides may be granted at the sole discretion of the head judge for equipment failure, or due to gross driver error. Riders must request a re-run prior to the start of the next division. There will be no re-rides granted for less than perfect water conditions, double up patterns or perceived speed variations of the boat.

### **7.5** Communication

Prior to the start of the run the rider must communicate his/her desired rope length and speed to the boat driver and/or judges.

## 2005 Rider Series Competition Guide

Once the boat is in motion, communication by the rider to the boat shall be only through the boat judge(s). 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

- Thumb(s) up means go faster
- Thumb (s) down means go slower
- Pointing at an item of equipment means a problem with it
- Pointing back toward an object means debris in water
- Fallen rider must signal to towboat and safety team whether he/she is OK, an arm wave is sufficient
- Several Taps on the head indicates that you wish to end the run

### **7.6** Falls

Riders are allowed a total of 3 falls per run. This is used to encourage riders to push their ability. The rider will continue their run after their first two falls from the place they fell, unless one of falls occurs after the ½ way point through the second pass when there is no double up planned. A third fall finishes the run immediately.

## **8** Judging:

### **8.1** Overview:

Two judges will be used to judge an event. Judges will judge from the boat.

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.

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.

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.

### **8.2** 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

2005 Rider Series  
Competition Guide

fluidity of the routine. A maximum of 30 points can be earned for the routine. The judges will score the contestants in each of the following three categories:

**8.2.1** Execution – 10 Points

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.

**8.2.2** Intensity – 10 Points

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. In the event of a tie between riders, this category will be used to break the tie.

**8.2.3** Composition – 10 Points

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.

**9** Running Order

**9.1** Amateur Divisions with less than 14 riders

The running order will be based on the rider's registration time. The rider checking in first will ride last and the rider checking in last will ride first

**9.2** Amateur Divisions Run in Heats (14 or more riders)

For classes containing 14 or more riders, the class will be broken down into heats. There is a maximum of 10 riders per heat. The running order will be based on the rider's registration time. The riders checking in first will run last in their respective heats while riders checking in last will ride first.

Two riders from each heat will progress to the final round. Finals round seeding are determined by position finish in previous round. Each participant will then be judged on another run that will determine their final placement for the contest.

**9.3** Outlaw/Open Division

The running order of the Outlaw/Open division will be determined by the rider's year to date standings. If a rider is not ranked, then the rider will be assigned a position prior to riders who are ranked. In the event of multiple unranked riders, the running order is determined by the time of registration as described above.

If it is necessary to run the Outlaw/Open division in heats, the rider order will be determined by the rider's overall standings as well as the following logic.

Heat #1 – Rider # 13, 11, 9, 7, 5, 3, 1

Heat #2 – Rider # 14, 12, 10, 8, 6, 4, 2

Riders who do not have a standing will be randomly placed in a heat and will ride before any ranked riders.

2005 Rider Series  
Competition Guide

**10 Prizes**

**10.1 Amateur Division Prizes**

Prizes consisting of merchandize and/or gift certificates will be awarded for the top three finishers for all divisions, with the exception of Outlaw/Open. The actual prize awarded is at the discretion of The AWA and the host sponsor.

**10.2 Outlaw/Open Division Prizes**

The top three riders in the Outlaw/Open division will be awarded cash prizes. The amount of the cash prize is determined by the number of people participating in the class, as well as rider placement. The total cash prize amount is equal to 80% of the total amount paid by the outlaw riders.

Placement	Percentage
1 <sup>st</sup>	48%
2 <sup>nd</sup>	20%
3 <sup>rd</sup>	12%
Total	80%

**11 Rider Series Standings**

Each rider participating in each competition will be assessed points based on their placement for that competition. The number of points accumulated throughout the year will determine the rider's standing for the series. A rider may move up a division after the first event that they participate in, in which case the rider will be awarded 80% of the points earned towards their standing in the new division. Awards will be given at the end of the season based on the standings. Riders must participate in at least 50% of the competitions to qualify for end of the season awards.

**11.1 Regular Divisions (less than 14 riders)**

The following chart displays the number of points awarded for each place.

<b>Regular Class</b>	
<b>Placement</b>	<b>Points</b>
1 <sup>st</sup>	100
2 <sup>nd</sup>	80
3 <sup>rd</sup>	65
4 <sup>th</sup>	55
5 <sup>th</sup>	45
6 <sup>th</sup>	35

2005 Rider Series  
Competition Guide

7 <sup>th</sup>	30
8 <sup>th</sup>	25
9 <sup>th</sup>	20
10 <sup>th</sup>	17
11 <sup>th</sup>	15
12 <sup>th</sup>	13
13 <sup>th</sup>	12

**11.2** Divisions Run in Heats

Points assessed for standings for divisions run in heats will be determined by the number of heats that are used. The following chart depicts the points used for a heat format.

2 Heat Division			3 Heat Division		
Round	Placement	Points	Round	Placement	Points
Final	1 <sup>st</sup>	100	Final	1 <sup>st</sup>	100
Final	2 <sup>nd</sup>	80	Final	2 <sup>nd</sup>	80
Final	3 <sup>rd</sup>	65	Final	3 <sup>rd</sup>	65
Final	4 <sup>th</sup>	55	Final	4 <sup>th</sup>	55
Semi-Final	3 <sup>rd</sup>	35	Final	5 <sup>th</sup>	45
Semi-Final	4 <sup>th</sup>	25	Final	6 <sup>th</sup>	35
Semi-Final	5 <sup>th</sup>	17	Semi-Final	3 <sup>rd</sup>	20
Semi-Final	6 <sup>th</sup>	13	Semi-Final	4 <sup>th</sup>	13
Semi-Final	7 <sup>th</sup>	11	Semi-final	5 <sup>th</sup>	10
Semi-Final	8 <sup>th</sup>	9	Semi-final	6 <sup>th</sup>	7
Semi-Final	9 <sup>th</sup>	7	Semi-final	7 <sup>th</sup> & beyond	5
Semi-Final	10 <sup>th</sup>	5			