

## Rule 9 – Tricks

### 9.01: General Trick Event Rules

For the boat, see ([5.01](#)), for the tow lines see ([5.10](#)), for the tolerances see ([6.02](#)). There may be 2 or 3 people in the boat for tricks at the discretion of the CJ before the event starts and the same conditions must remain throughout the Competition.

The eyeTrick judging technology and method is approved for use in all classes of Competitions subject to the modifications to rules: [9.12](#), [9.15](#), [9.18](#) and [9.19](#).

### 9.02: Trick Course and Passes

Two buoys approximately 230 metres apart shall establish the approximate area of the beginning of the trick pass from each direction (see [9.23](#)).

The boat shall pass either side of the entry buoy at the choice of the skier. Where it is not feasible for a boat to pass on either side, the Homologator, with the agreement of the Chief Judge, may designate that the boat path will be on one side only and shall document such in the Homologation Dossier. The boat should follow a straight path parallel to the Trick Course.

The end of the pass shall be signified by the 20-second time interval only.

Each skier shall be allowed two passes through the trick course during which time he may perform as many tricks as he desires.

### 9.03: Boat Speed

The competitor shall receive his choice of a constant speed through the course for each pass. The boat speed, assuming it is held constant from approximately 50 metres before entering the course, is the skier's responsibility.

### 9.04: Entering the Course

A skier may refuse to enter the trick course by throwing his handle in the air or by being released by the quick release operator by means of a pre-arranged signal before entering the trick course. If, in the opinion of a majority of the Event Judges, this refusal is without acceptable reason, the skier loses the right to that pass. The skier must be ready to ski immediately upon the boat's return. If the skier's refusal is accepted, the boat must repeat the regular path and once again head for the trick course.

### 9.05: Damaged Equipment

Between the start dock and the start buoy (red) on the first pass, if a skier notices that his equipment is damaged, the Event Judges may grant him 3 minutes to repair or change the broken equipment and to continue competing.

The damaged equipment repair/change time starts from when the competitor is able to get from the boat onto the dock. The control of the time will be the responsibility of the Boat Judge.

### 9.06: If a Skier Falls

- Before the first pass, he loses the right to his first pass. The boat must then pick the skier up and bring him back in the direction of the second pass.
- After the first pass and before the second pass he loses the right to continue the round.

If a majority of the Event Judges determine that the skier has fallen deliberately after the end of his 20 second pass, he loses the right to continue the round.

Under the Chief Judges responsibility, for a specific division or divisions, a fall before the course as a result of site layout and/or course configurations (sharp turns etc.) may be allowed. This must be decided before the start of the Competition.

### 9.07: Timing for the Trick Pass will start

- Positioning tricks at the start of a pass must be done before the entrance timing buoy unless the skier declares a positional trick to the Jetty Marshal.
- Any trick completed before the entrance timing buoy will be treated as a positional, out of course trick.
- Any trick completed after the entrance timing buoy will be treated as an in-course trick, unless the skier has declared a positional trick to the jetty marshal.
- After passing the approximate position of the entrance timing buoy the beginning of the trick pass shall begin:

- 1) For a surface trick, at the first discernible rotation of the ski from the tracking direction (or position), or at the first discernible rotation of the ski from the tracking direction after the execution of the declared positional turn.
  - 2) For a wake trick, at the earliest of the following to occur:
    - i. At the first discernible rotation of the ski from the tracking direction (or position) as the skier approaches the wake, or at the first discernible rotation of the ski from the tracking direction (or position) as the skier approaches the wake after the execution of the declared positional turn, or.
    - ii. When the ski under the binding of the leading foot leaves the water surface no longer supporting the weight of the skier, or
    - iii. When the binding of the leading foot crosses the crest of the wake.
- e) It is the skier's responsibility to start his pass within 15 metres after the entry gate buoys. Re-rides will not be granted for reasons caused by a skier's late start.

**9.08: The Trick Pass Shall End**

- a) 20 seconds after the start of the pass (The 20 second interval shall be timed and indicated by an automatic device [6.03](#)); or
- b) when the skier falls.

**9.09: Proceeding Through the Trick Passes**

The boat shall follow as closely as possible the path specified by the Judges for the event, such path to include the preparation time before each pass. The second pass shall be in the opposite direction from the first pass. A skier may not return to pick up a dropped ski.

If the skier falls during or at the end of the first pass, he will receive a maximum of 45 seconds (ready to go) in which to be ready to be taken by the boat for his second pass.

If the skier did not fall during or at the end of the first pass, he may ask the boat to be stopped between passes for a maximum of 45 seconds (set down time).

Depending on site layout and/or course configurations, under the Chief Judge's responsibility, the ready to go time or the set down time may be changed. In each case the time shall start when the boat gets to the skier. In each case the skier can change or repair equipment but must be in the water ready to go within the appropriate time frame or he loses the right to his second pass.

If a skier refuses to enter the course under the provision in Rule [\(9.04\)](#), and he is not ready when the boat returns for him, he shall be considered as having fallen.

**9.10: The skier shall set the speed**

The skier shall tell the boat driver what speed he desires on each pass, and/or he may use the preparation time to set the speed up to 50m before entering the course.

The skier can request a speed change after the 50m point (including any time during the run itself) but by doing so must accept the speed given without the right to request a re-ride for incorrect speed.

The skier must be given the speed setting he asks for before starting the run. If the wrong speed setting is given, then that is a reason for a re-ride provided the skier does not subsequently change the speed.

**9.11: Communication with the Judges**

Skiers in the Trick event or other persons shall not communicate with the Judges between passes for the purpose of determining whether a trick or tricks attempted in the first pass were scored.

**9.12: Officials**

There shall be three or five judges scoring tricks from the boat video.

The Judges selected to call the trick runs shall be the event Judges.

Each Judge will watch the pass at either normal speed (100%) or 80% of normal speed.

After having finished their first view and call, all Judges will have one complete review (without pauses) at either normal speed (100%) or 80% of normal speed.

Additional reviews of individual tricks may be allowed by the Chief Judge or his designate if they are required to resolve a majority issue in the scoring of the pass.

Then the sheets are handed in after which any further necessary review resorts to the existing rules.

All World Championships will have five Judges. For World Cup and professional events 3 Judges are considered sufficient if wished.

**It is recommended that five Judges be used for major competitions.**

Skiers should not be kept waiting between passes for video review. It is acceptable to hold the next skier while a video review is carried out of the previous skier, but not between passes.

Each Judge shall watch and record the tricks independently. He shall list each trick attempted by the skier and decide with respect to each trick:

- a) if it was performed according to the rules governing that trick.
- b) if it was started after the beginning of the pass.

A Boat Judge may ride in the boat to check speeds and observe the boat path. The Chief Judge may designate the boat driver as the Boat Judge if a TV or Video camera is operated from the boat. If the Boat Judge feels the skier is entitled to a re-ride for any reason, he will communicate all the necessary information to the event Judges who shall make the decision.

**Recommendation:**

For Titled and Record Capability events the Judges shall be separated to ensure completely independent opinions. If feasible, each Judge shall be separated from the others by a barrier or a screen.

**If eyeTrick is used the following amended rule will apply:**

There shall be three or five judges scoring tricks using eyeTrick. The Judges selected to call the trick runs shall be the event Judges. Each Judge will watch their individual video screen and judge and score the pass using their individual tablet. They may play and pause their individual video as they wish. Judging video speed will be 80% of normal speed.

All Judges will view one complete review (without pauses) at 80% of normal speed after all judges have finished their initial scoring. Additional reviews of individual tricks may be allowed by the Chief Judge or his designate if they are required to resolve a majority issue in the scoring of the pass.

All World Championships will have five Judges. For Pro Tour and professional events 3 Judges are considered sufficient. It is recommended that, if possible, the following skier will receive the score from the preceding skier before they leave the dock.

Each Judge shall watch and record the tricks independently. He shall record each trick attempted by the skier and decide with respect to each trick:

- a) if it was performed according to the rules governing that trick.
- b) if it was started after the beginning of the pass.

A Boat Judge may ride in the boat to check speeds and observe the boat path. The Chief Judge may designate the boat driver as the Boat Judge if a TV or Video camera is operated from the boat. If the Boat Judge feels the skier is entitled to a re-ride for any reason, he will communicate all the necessary information to the event Judges who shall make the decision.

**9.13: Release – Rope Release.**

A person of the skier's choice may be on board to operate a release mechanism supplied by the competitor who assumes all responsibility for his actions, provided he notifies the Jetty Marshall at the dock, at least three skiers listed on the starting list before his turn, of his wish to use a person of his choice for the purpose of operating a release mechanism.

This release person will be considered a part of the skier's equipment, and any delay created by him will be attributed to the skier. The skier-supplied release operator will subject the skier to disqualification in the event he interferes vocally or physically with the duties of the boat driver or the Boat Judge.

The skier is fully responsible for any release or malfunction of the device, and no request for re-ride will be granted upon premature or accidental release.

A rope wrapped around the pylon and held by the release person may be used as a release mechanism. The rope measured from the inside of the attaching loop must not be longer than 1m. For safety reasons this rope shall not have knots or splices (excepting the knot or splice which constitutes the mechanism to which the rope is attached to the pylon).

Once the skier begins their run, after passing the approximate position of the entrance timing buoy (red buoy) the release person may not adjust or move the rope in any way to take up slack or allow extra length. He must hold it in one position or release it. Using the rope to intentionally aid the skier will subject the skier to disqualification.

A skier may accept a competition supplied release mechanism. In that case, he takes all responsibility for the device.

**9.14: Ballast tank – Competition Supplied Weight.**

- a) The skier may place a competition supplied weight of between 20kg - 50kg **on the floor of the boat**.
- b) In the case of a ballast tank, Team Managers will need to know in advance which boat, with or without ballast is going to be used.

The use of this technology must be announced in advance. Some events may be run with ballast and others without.

For each specific boat type settings, please refer to Rule ([5.06](#)).

**9.15: Timing the Trick Pass**

Video Trick timing is mandatory for all Record Capability and Ranking List competitions. The start and the end of the 20 second pass will be determined by a video measurement system.

The Homologator can accept a new timing system if he can prove it is working correctly according to the rules.

For Titled Competitions, and it's also recommended for all Ranking List and Record Capability events, the Chief judge will assign 2 video timing Judges. The two video timing Judges shall be, where possible, of different nationalities.

The Chief Judge may be used as the second video timing Judge, or he/she may assign a second video timing Judge in his/her place.

If these two video timing Judges disagree, the Chief Judge or a designated video review Judge will resolve the disagreement.

The video timing Judges shall operate or supervise the operation of the video trick timer.

They will determine the beginning of the trick pass as defined in Rules ([9.07](#)), and the last trick in time. A completed trick shall be judged to have been in time if the part of the ski under the binder is on the water in the last frame picture.

The start of the pass must be set before the end of the pass can be seen.

The officials appointed as video timers shall be assigned for the whole event/series.

If there is a malfunction and the video or backup video is not captured or the timing cannot be determined from the video, a re-ride is optional with a protected score if one can be determined. If any score can be determined it can be protected, otherwise a re-ride is mandatory. **Re-rides must be taken in the same direction of the original pass.**

For all Ranking List and Record Capability Competitions, if the video system allows it, the timing of the tricks pass can be done by the event Judges. In this case, after the conclusion of the judging procedure ([9.12](#)) the event judges will view and agree on (by majority) the beginning of the tricks pass as defined in Rules ([9.07](#)), and the last trick in time. A completed trick shall be judged to have been in time if the part of the ski under the binder is on the water in the last frame picture.

**If eyeTrick is used the following amended rule will apply:**

The start and the end of the 20 second pass will be determined by the event judges using eyeTrick. After the full review has been completed and the trick pass has been reconciled the event judges will view and agree on (by majority) the beginning of the tricks pass as defined in Rules ([9.07](#)), and the last trick in time. A completed trick shall be judged to have been in time if the part of the ski under the binder is on the water in the last frame picture.

If there is a malfunction and the video or backup video is not captured or the timing cannot be determined from the video, a re-ride is optional with a protected score if one can be determined. If any score can be determined it can be protected, otherwise a re-ride is mandatory.

**9.16: Credit for Tricks**

- a) To receive credit for any trick the skier must remain in or return to skiing position.
- b) Only tricks listed in the Rules will be scored in a competition.

**9.17: Tricks at the End of the Pass**

- a) A trick not completed before the end of a pass shall not be scored.
- b) A trick completed before the end of a pass shall not be scored if the skier ultimately falls as a result of that trick, even if the fall is after the conclusion of the pass.

#### **9.18: Use of the Video Camera**

The tricks shall be filmed by a video camera from the boat. The usual procedure will be to transmit the signal by radio to the Judge's Tower and the intention is to judge in real time. Backup video will be a stored copy of the video at the camera. Other than as stated in (9.12), the video film may only be shown as an aid to the Event Judges under the following circumstances:

- a) At the request of the Chief Judge or the Scorer if it is not possible for the scorer to obtain a majority decision as to the trick or tricks performed.
- b) At the request of the Chief Judge or Scorer if it is not possible for the scorer to obtain a majority decision as to whether or not credit is to be given for a trick.
- c) In circumstances, which the Chief Judge regards as exceptional, the Chief Judge may review the video and ask the applicable Event Judges to look at the run again so that the correct score may be established.
- d) At the request of a Judge (and approved by the Chief Judge) the video may be reviewed to establish credit or no credit of a trick or tricks provided the Judge(s) states which trick(s) they wish to review. It is not the intention to review the entire run.

The video will be shown at either normal speed (100%) or 80% of normal speed. For judging procedures see (9.12).

##### **Recommendation:**

It is important that the view of the ski must be as clear as possible. The Homologator and the Chief Judge should select the correct height of the camera to achieve this.

##### **If eyeTrick is used the following amended rule will apply:**

The tricks shall be filmed by a video camera from the boat. The usual procedure will be to transmit the signal by radio to the Judge's Tower and the intention is to judge in real time. Backup video will be a stored copy of the video at the camera. Other than as stated in (9.12), the video film may only be shown as an aid to the Event Judges under the following circumstances:

- a) In circumstances, which the Chief Judge regards as exceptional, the Chief Judge may review the video and ask the applicable Event Judges to look at the run again so that the correct score may be established.

The video will be shown at 80% of normal speed. For judging procedures see (9.12).

##### **Recommendation:**

It is important that the view of the ski must be as clear as possible. The Homologator and the Chief Judge should select the correct height of the camera to achieve this.

#### **9.19: Scoring**

The Scorers shall receive the Judges sheets and, in the event of a discrepancy, shall decide the tricks to be scored based on a simple majority from among the Judges' individual Judges sheets as to:

- a) what trick was performed.
- b) if the trick was credited
- c) if the "last trick in time" (9.15) applies.

If there is more than one sequence that can be scored, the sequence that gives the maximum points shall be used.

In order to score the basic and reverse of any trick they must both be performed in the same pass. A maximum of six flips will be scored.

In competitions with Preliminary and Final rounds event placement will be based on the final round results only. The competitor with the highest score shall be the winner.

In the final of a titled event, it is recommended that the score of the skier should be announced before the next skier starts.

##### **If eyeTrick is used the following amended rule will apply:**

eyeTrick shall decide the tricks to be scored based on a simple majority from among the Judges' individual passes as to:

- a) what trick was performed.
- b) if the trick was credited
- c) if the "last trick in time" (9.15) applies

If there is more than one sequence that can be scored, the sequence that gives the maximum points shall be used.

In order to score the basic and reverse of any trick they must both be performed in the same pass.

A maximum of six flips will be scored.

In competitions with Preliminary and Final rounds event placement will be based on the final round results only. The competitor with the highest score shall be the winner.

**It's recommended** that the score of the skier should be announced before the next skier starts.

#### **9.20: Ties**

Ties will be broken by using the specific rules defined for each Competition. If no specific rule has been defined, the following applies:

If a tie exists for first place, it shall be run-off. If a tie exists for 2nd or 3rd place, placement shall be decided based on the higher preliminary round score. If a tie still exists, it shall be run-off. The run-off shall have a new drawing for order. Each tying competitor shall be allowed one pass through the trick course until the tie is broken.

When a run-off for first place is between more than two skiers, all the places equal to the number of skiers in the run-off are decided by the run-off with no reversion to the preliminary round score except that the preliminary round score would be used if two or more skiers are still tied for 2nd and 3rd places after the run-off.

**For a run-off, the skiers cannot choose the direction. All will start from the dock.**

Skiers tied on score in the final round, not in a medal position, will be listed as tied in the final results.

For preliminary round ties refer to rule 14.09

#### **9.21: Trick Descriptions and Values**

##### **a) Definition of a Trick**

A trick is any activity which occurs between two hesitations. Credit may be received for performance of only one trick and the associated reverse, if any, on two skis and one trick and the associated reverse, if any, on one ski under each number in the table. If this rule is violated, only the higher scoring sequence of the repeated tricks shall be scored.

If it is not clear which end of the trick ski is the front (due to binding placement or angle) then the front shall be clearly indicated on the ski. Officials may require the skier to wear an indicator on the front leg (band or ribbon) to assist in this determination.

##### **b) Definition of a Pre-turn**

A pre-turn is a turn off a flat ski where the push/pop comes after the rotation has started. A wake trick that is pre-turned scores 0.

##### **c) Side Slides**

All side slides (handheld and toe) include a 90 degree turn from skiing position and a return to skiing position in the original direction. For a Side Slide to be a creditable trick, the skier must hesitate before commencing the trick, turn 90 degrees to either side, stop, return to the starting position, and stop. To perform the reverse, the skier must turn 90 degrees in the opposite direction, stop, return to the starting position, and hesitate again.

##### **d) Wake Tricks**

A wake trick not executed in mid-air and across the crest of the wake scores 0. It is not scored as a surface turn.

The ski will edge towards the wake, then the push/pop comes first then the rotation, or the push/pop and rotation come at the same time. The rotation cannot come before the push/pop. An inadvertent touch of the water with the ski tip during the rotation is acceptable on tricks with 540 degrees or more of rotation.

All wake line tricks (WL, SL and TWL) where the ski/leg does not go over the line, can be credited as wake tricks if the wake tricks criteria are met.

##### **e) Stepover Line Tricks**

Stepover line tricks (surface and wake) are complete only when the free foot touches ski or water or the lifted ski touches water after the turn before the next trick or the end of the pass. The skier may not put his leg or lifted ski across or on top of the line, the handle, or either arm until he begins to execute the turn. The stepover and turn actions must be simultaneous.

Immediately on completion of a FB stepover turn, the skier must have at least one arm between his legs holding the handle.

A wake stepover 360° consists of a 180° wake stepover and a 180° wake combined, in either order, all done in the air, off the wake, in a continuous turn.

A wake stepover 540° consists of a 180° wake stepover and a 360° wake combined, in either order, or a 180° wake stepover preceded and followed by a 180° wake combined, all done in the air off the wake in a continuous turn.

A wake double stepover 540° consists of a 180° wake stepover and a wake stepover 360° combined, in either order, all done in the air off the wake in a continuous turn.

To complete those tricks successfully, either FF, BB, FB, or BF, the skier, when he is in a back position, must have at least one arm between his legs holding on to the tow handle.

A stepover turn not performed according to the rules for a stepover but conforming to the rules for a 180° or 360° surface turn shall be scored as zero.

Toehold stepover tricks must be a simultaneous action. The towing foot may not touch the water during the execution of the turn, except that at the end of the trick after the stepover and turn are complete either the towing foot or the ski may touchdown first.

**f) Ski Line Tricks**

Ski Line tricks must be executed over the wake. Both feet must be on the ski and pass over the line while in mid-air. The feet may pass over the line at any point during the execution of the turn. The line must be out of the water during the execution of the turn. This does not include the inadvertent hitting of the rooster tail near the boat.

**g) Flips**

To receive credit for the wake flip, it is required that both feet be higher than the head and in approximately the same vertical plane at some point during the execution of the trick.

A front wake flip shall be defined as a forward somersault done in the air off the wake in which the tail of the ski passes up and over the head as the head goes down and forward. The rotation must be in the direction of travel and outside of the rope. Both feet must be above the head and in approximately the same vertical plane at some point during the execution of the trick. This rule applies to Front Flips and its derivatives. (FFLF, FFLB, FFLBB, etc.)

For wake flips with body rotation for example tricks (BFLO or BFLBB), the body rotation must be done simultaneously with the flip, not before or after. The BFLB and the BFLF are not considered a 180 degree turn either for purposes of declared tricks as referenced in Rule [\(9.19\)](#) or for reverse turns as described in Rule [\(9.21h\)](#). Additionally, for the BFLB, the reverse must land in the opposite wrap or turn in the opposite direction. Also, specifically for the BFLLB, the stepover portion of the trick must be done simultaneously with the flip and the body rotation.

Flip with 540 degrees rotation or more, must be done hand-to-hand. The rope may not be wrapped around the body to assist the turn. This does not prohibit the simple back position wrap where the rope does not go around the body.

A maximum of 6 flips will be scored for each skier in his turn. Flips are numbers 51-69.

**h) Reverse Tricks**

To be scored, a reverse trick must immediately follow the basic turn in the same pass however, any type of 180° turn is allowed between two such turns. The reverse shall not be disallowed simply because it follows an attempted trick which has not been credited or because the basic trick is a repeated trick. If the original (basic) trick is not credited, then the reverse if credited becomes the basic trick.

The following sequences ARE allowed in the same pass:

S, RSnc, RS credit                          This concerns only the Side Slide

TS, RTSnc, RTScredit                          This concerns only the Toe Side Slide

B, F, Rnc, Rnc, Rcredit, Rcredit                  This concerns only the 180 F-B and B-F

TB, TF, Rnc, Rnc, Rcredit, Rcredit                  This concerns only the 180 Toe F-B and B-F

Reverse tricks under Trick 12 (540 Toe F-B) are limited to 540° but may follow a 540°, or 720°.

On 1 ski and 2 skis only one basic trick and one reverse are allowed under Trick 27 and under Trick 28, but may be any reverse trick listed, i.e., the original may be a WL5, WL5L, or a WL7, and the reverse may be any reverse of any of the above.

The reverse BFL is defined as a BFL leading with the opposite shoulder and travelling in the opposite direction (right to left vs. left to right) from the original BFL, immediately following it. This is identically true for the BFLB.

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The reverse FFL is defined as an FFL travelling in the opposite direction (right to left vs. left to right) from the original FFL, immediately following it.

- i) Once the skier has put the toe strap on his foot, any trick performed in which the foot in the strap intentionally touches the ski during the setup or execution of the turn shall not be scored.

### **9.22: Trick Value Chart**

SURFACE TURNS			NO.	2 SKIS		1 SKI	
CODE		DESCRIPTION		BAS	REV	BAS	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	5a	40	40	90	90
BB		B-B	5b	40	40	90	90
5B	540	F-B	5c	50	50	110	110
5F		B-F	5d	50	50	110	110
7F	720	F-F	5e	60	60	130	130
7B		B-B	5f	60	60	130	130
LB	180	F-B Stepover	6	70	70	110	-
LF		B-F Stepover	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			NO.	2 SKIS		1 SKI	
CODE		DESCRIPTION		BAS	REV	BAS	REV
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 Stepover	23	110	110	160	-
WLF		B-F Stepover	24	110	110	160	-
WLO	360	F-F Stepover	25	200	200	260	260
WLBB		B-B Stepover	26	200	200	260	260
WL5B	540	F-B Stepover	27	300	300	420	420
WL5LB		F-B Double Stepover		-	-	500	500
WL7F	720	F-F Stepover	27a	700	700	700	700
WL9B	900	F-B Stepover	27b	800	800	800	800

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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	-
SLB		F-B Ski Line	43	-	-	350	350
SLF		B-F Ski Line	44	-	-	400	400
SLO	360	F-F Ski Line	45	-	-	400	400
SLBB		B-B Ski Line	46	-	-	450	450
SL5B	540	F-B Ski Line	47	-	-	550	550
SL5F		B-F Ski Line	48	-	-	550	550
SL7B	720	B-B Ski Line	49	-	-	750	750
SL7F		F-F Ski Line	50	-	-	800	800
DBFL		Wake Double Flip	51	1000	-	1000	-
BFL/WFLIPB		Backward Somersault	52	500	500	500	500
BFLB	180	Wake Flip Half Twist F-B	53	750	750	750	750
BFLF	180	Wake Flip Half Twist B-F	54	-	-	550	550
BFLBB	360	Wake Flip Full Twist B-B	55	800	-	800	800
BFLO	360	Wake Flip Full Twist F-F	56	-	-	800	800
BFL5B*	540	Wake Flip Twist with 540 F-B	57	-	-	900	900
BFL5F*	540	Wake Flip Twist with 540 B-F	58	-	-	850	850
FFL/WFLIPF		Forward Somersault	59	800	800	800	800
FFLB	180	Forward Somersault with 180 F-B	60	850	-	850	-
FFLF	180	Forward Somersault with 180 B-F	61	850	-	850	850
FFLBB	360	Forward Somersault with 360 B-B	62	900	-	900	-
FFL5F	540	Forward Somersault with 540 B-F	63	950	-	950	-
BFLLB	180	Wake Flip Twist Line Back	64	800	800	800	800
BFLSLB	180	Wake Flip Ski Line with 180 F-B	65	-	-	850	-
BFLSLBB	360	Wake Flip Ski Line with 360 B-B	66	900	-	900	-
BFLSLO	360	Wake Flip Ski Line with 360 F-F	67	-	-	900	-
BFLSL5F	540	Wake Flip Ski Line with 540 B-F	68	950	-	950	-
FFLSL5F	540	Forward Somersault Ski Line with 540 B-F	69	-	-	950	-

## Rule 9 – Tricks

- \* The Flip with a 540 degrees rotation or more must be done hand-to-hand. The rope may not be wrapped around the body to assist the turn. This does not prohibit the simple back position wrap where the rope does not go around the body.

When calling trick runs, the following substitutions will be allowed:

- a) A reverse turn may be indicated by the letter "R" alone
- b) SS may be used for S in trick numbers 1 & 2
- c) OB may be used for BB in all tricks where it is normally used (#5b, 11, 17, 26, 32, 40, 48)
- d) T5B may be used to indicate a RT5B when it immediately follows a T7F
- e) An R for reverse turns may precede or follow the trick code.
- f) The following variations will be allowed.

WTS for TS or RTS in #2

T7 for T7F in #12

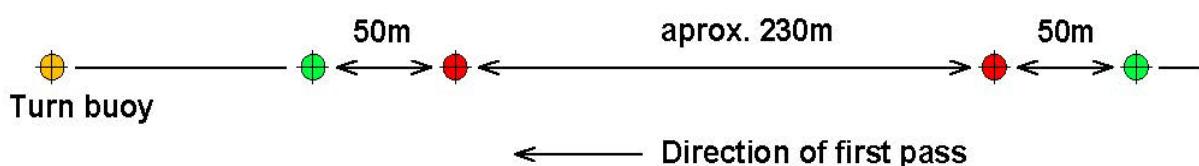
BB for B in #'s 5f, 21, 28, 36 & 51

FLP or FL or FP for FLIP

Any transposition of the letters WTB/WTF and WBflip

### 9.23: Official Tricks course

The following diagram shows the placement of an optional turn buoy and the official trick course. It is highly recommended that the optional buoy be used. For safety, it is recommended that no solid obstruction such as the jump ramp or dock be within approximately 20m. Other buoys within approximately 10m should be removed or submerged.



#### Buoy colours as follows:

Entrance Timing buoys: Red

50m buoys: Green