



SKI • WAKE • SKATE • KNEE

int 09 tricks

Intermediate Tricks

**Includes Entro tricks over 100 and all Novice tricks
Any trick or variation scoring 100 up to 1150 points**

H/S	180 Blind or B/S 2-wake H/S (Intermediate value) (Advanced vaules - H/S value 1100 / T/S value 1200)	750
H/S T/S	360 Handle Pass	1100
H/S	Backroll - barrel type roll, h/s approach	1050
T/S	Backroll - toe side approach to back flip	1100
T/S	Front Roll - toe side approach, head over heels roll	1100
H/S	Mexican Roll - head over heels type backroll, h/s approach	1050
T/S	Nuclear - rear hand, toe side grab, between front foot and nose	600
	Scarecrow - t/s front roll to 180, switch landing	1150
H/S	Tantrum - h/s approach to back flip	1100
	Tumbleturn - full 360 rotation of body and board w/ back on water	800

Advanced Tricks

**Includes Novice & Intermediate tricks
Any trick or variation scoring 350 up to 1250 points**

H/S	180 Blind or B/S - H/S (Intermediate value 750)	1100
T/S	180 Blind or B/S - T/S	1200
H/S	Backroll to Revert - backroll w/ 180 to switch landing	1200
T/S	Backroll to Revert - t/s backroll w/ 180 to switch landing	1250
	Elephant - scarecrow with late f/s 180 to normal front roll landing	1200
	Half Cab Roll - switch h/s backroll to revert, front/regular landing	1250
H/S	Raley - body outstretched, superman style, board behind	1250
H/S	Rollaphant - h/s backroll to revert with late f/s 180 to normal backroll landing	1200
	Tantrum to Revert - tantrum to 180, switch landing	1200

Expert Tricks

**Includes Novice, Intermediate & Advanced tricks
Any trick or variation scoring 350 up to 1350 points**

H/S	360 Blind or B/S -	1300
H/S	540 Handle Pass, H/S	1350
T/S	540 Handle Pass, T/S	1300
T/S	540 Off Axis	1350
	911 - S-bend approach w/ 180 board rotation, brought back to normal landing	1350
T/S	Batwing - t/s raley w/ grab	1350
	Bel Air - air tantrum, in flats, wake not used	1350
H/S	H/S Front Flip	1300
T/S	Front Flip - board must go end over end	1350
H/S	Hoochie - raley w/ heal side grab by front foot	1300
H/S	Krypt	1300
H/S	Hoochie Krypt - hoochie to revert, switch landing	1350
H/S	OHh (other hand hoochie), heelside grab, back hand	1350
H/S	Oriental - same as hoochie but grab toe side of board	1325
T/S	Raley - t/s approach, board goes out behind rider, head high	1300

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Outlaw/Pro

**Includes Novice, Intermediate, Advanced & Expert tricks
Any trick or variation over 350 points**

H/S	1080	2500
H/S	313 - h/s raley with late f/s 360 handlepass	1750
T/S	360 Blind B/S, handlepass	1500
T/S	540 Blind B/S, handle pass	1750
H/S	540 Blind B/S, handle pass	1550
H/S	540 Off Axis	1450
H/S	720 handle pass	1750
T/S	720 handle pass	1700
H/S	900 Handle Pass	2200
	911 Krypt - 911 w/switch landing	1400
	Air Front Flip - front flip without using wake	1300
H/S	Backroll to Blind - backroll w/ b/s 180 spin, switch landing	1400
T/S	Backroll to Blind - t/s backroll with blind 180, handle pass	1600
	Big Worm - Same as crow mobe 540, but w/handle pass above head (no handle pass)	1650
H/S	Blender - h/s backroll with wrap 360	1400
H/S	Blind Judge - raley to blind 180, switch landing	1700
	Crow Mobe 5 - Crow mobe with additional 180, handle pass	1800
	Crow Mobius - scarecrow w/ additional 180, handle pass	1600
	Diesel - Same as crow mobe, but w/handle above head (no handle pass)	1550
T/S	Dumb Dumb - t/s front roll with blind 360, handle pass	1650
	Fat Chance - switch front flip mobe	1800
H/S	Front Flip to blind - same as h/s front flip, with blind 180, handle pass	1500
T/S	Fruit Loop - t/s front flip to blind 180, handle pass	1550
H/S	Half Cab Front Flip - switch h/s front flip to revert	1450
H/S	Hasselhoff - switch h/s front flip to blind	1600
H/S	Kamikaze - h/s raley suicide, hands must be away from handle	1750
H/S	KGB handlepass - h/s backroll to blind 360, handle pass	1600
H/S	KGB Wrap - h/s backroll to blind 360, wrap approach	1500
	Moby Dick - tantrum w/B/S 360, handle pass	1500
H/S	Mobius - back roll 360 handle pass	1600
	Orbital - inverted 360 line over	1750
T/S	Pete Rose - back roll 360 handle pass	1700
H/S	S-Bend - raley with b/s 360 body rotation while extended	1500
	Skeezzer-Switch stance crow mobe	1700
	Slim Chance - front flip mobe	1700
T/S	Slurpy - t/s backroll w/ 360, handle behind back approach	1450
H/S	Spare Rib - h/s backroll w/ 360, handle over head	1500
	Tantrum to Blind - tantrum to b/s 180, switch landing	1400
T/S	Tootsie Roll - t/s front roll with blind 180, handle pass	1450
	Tweety Bird - air (no wake) version of a Whirlybird	1500
H/S	Vulcan - s-bend with 180 before landing, landing switch	1550
	Whirly 5 - whirlybird with additional 180, switch landing	1700
	Whirlybird - tantrum w/ 360, handle over head	1400
	X-Mobe - switch Pete Rose	1800