

int 09 tricks

Entro Tricks over 100 point

H/S	180 1-wake – board must leave water	225
T/S	180 1-wake – board must leave water	225
	180 Off the wake – from inside wakes to outside, must leave water	175
	180 Surface – board spins 180 on top of water	140
H/S	Air 1 wake – board must leave water	100
T/S	Air 1 wake – board must leave water	150
H/S	Air 2 wake	300
	Boardslide in flats – same as lipslide, but in flats	125
	Bunnyhop / Ollie – board must leave water	100
	Bunnyhop 180 – board must leave water, 180 spin	200
	Cross both wakes fakie – backward from regular foot forward	125
	Halfcab 1-wake – back to front, board must leave water	250
	Lipslide – board slides sideways on wake crest for 2 secs.	200

Novice List Includes Entro tricks over 100 (tricks up to 550 points)

	180 2-wake H/S or T/S	450
	180 Blind B/S 1-wake, board must leave water	450
	360, Surface 360 – board stays on water, handle pass, wrap, or Ole	425
	360 Surface Blind	475
H/S	Air 2 wake with grab other than listed values	350
T/S	Air 2 wake	350
	Backscratcher – raise board 90 degrees behind rider	400
	Bunnyhop 180 - Blind or B/S Bunnyhop 180 – board must leave water	450
	Bunnyhop 360 - wrap version	425
	Bunnyhop 360 – handle pass	550
	Crail – rear hand, toe side grab, between front foot and nose	500
	Fashion Air – backscratcher with back hand behind head, show style	450
H/S	Half Cab - H/S – back to front 180, 2 wake	500
T/S	Half Cab - T/S – back to front 180, 2 wake	525
	Indy – rear hand, toe side grab, between feet	400
	Indy Stiffy – stiffy with indy grab	500
	Melon – front hand, heal side of board, by front foot	450
	Method – same as melon, but board in backscratcher position	425
	Mute – front hand, toe side grab, between feet	450
	Nose – front hand, nose of board	425
H/S	Nuclear – rear hand, heal side grab, between front foot and nose	550
	Palmer - Melon grab with twister	425
	Powerslide board/fin breakout, board slides backside for 2 sec	350
	Powerslide to Blind – same as powerslide, 2 secs, with extra 90 slide	400
H/S	Roast Beef – rear hand, heal side grab, between feet	475
T/S	Roast Beef	500
H/S	Seat Belt rear hand h/s grab on nose	525
	Slob – front hand, toe side grab, between front foot and nose	450
	Stalefish – rear hand, heal side grab, between feet, around back leg	475
	Stiffy – Both legs straight w/ board toward boat	450
	Tail – rear hand, tail of board	450
	Twister/Shifty – board rotates 90 degrees and then back	450



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), healside 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