

# Wakeboard Divisions

The type of tricks you normally can do in practice should describe your ability. The rider is on the honor system when picking your division. However; for Novice, we want to reward you for trying new moves and for trying to progress to the next level. The wildcard trick works very well for the honor system. Although you may have landed a trick in practice, that doesn't mean you can do it in a tournament right off the dock. You should consider that trick as your wildcard trick. So that's why we will let you ride in your true division until you land it in a tournament. If you land the wildcard and the rest of your ride is good, you will probably take 1<sup>st</sup> place in your division. It will be the next tournament you will move up a division. Make sure to tell the tournament director, announcer and **especially the judges** that you are going to try to move up a division. - Talk about the crowd cheering you on - Its one of the best feelings in the world. TIP - *When trying a wildcard, good communication with the Tournament Director will help eliminate a disqualification due to sandbagging a division. Wildcard may only be used in Novice*

**Novice** riders are working on surface tricks, lip slides, one wake jumps. Heel Side 2 wake jumps a.k.a. H/S w2w are the top tricks. Wildcards - any w2w T/S, any w2w 180's

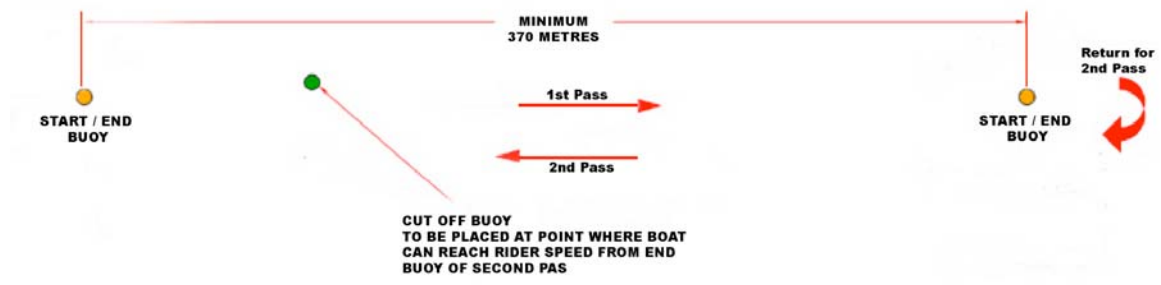
**Intermediate** (including Masters 30-39 & Veterans 40 & over) are working on all grabs, all w2w T/S, all w2w 180's and any one invert or one spin up to 360. No wildcards.

**Advanced** riders are working on 2 to 4 inverts or spins up to 540. No wildcards

**Expert** riders are working on 5 to 7 inverts or spins up to 540. No mobes. No wildcards.

**Outlaw** riders are working on 8 or more inverts or spins. No limit on spins or mobes.

## Wakeboard Course



The course should be between approximately 1200' and 1500' long, marked at either end of the lake by boat course buoys. About 28 - 30 seconds at 24 mph. There will also be a fall buoy positioned three quarters of the way along the course on the second pass. It is the contestant's responsibility to be aware of where these buoys are located at each event.

## Wakeboard Run

The first trick will be scored when the boat reaches the first course buoy. At the end of the first pass, the boat will turn immediately after passing the end course buoy to turn around and re-enter the course. 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. 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.

## Wakeboard Falls

The rider will continue their run after their first fall from the place they fell, unless the first fall occurs after the  $\frac{3}{4}$  fall buoy. A second fall finishes the run immediately. The tournament director will instruct you to either wait for the pick up boat or swim to shore. When you Fall - Safety Teams are watching! Unless you raise your hand and tell us you are ok, you will start a safety team response. Make sure we know you are OK. TIP - *Try your harder trick as last trick/first pass - That way if you fall the boat picks you up in the same direction that you fell and saves valuable real estate.*

## Wakeboard Speed and Rope Length

Rope length and speed will be determined by the rider. It is the riders' responsibility to communicate to the driver the rope length and speed. Once the boat has entered the course only the speed may be changed by communicating to the driver/judges by hand signal - up or down. TIP - *if you are unfamiliar with a boats wake, we suggest you tell your driver your normal rope length and let the driver recommend the most used speed for that rope length. That way you can still adjust the speed in motion.*

## Wakeboard Scoring and Judging

Focusing too much on getting the most points for a trick run is just too predictable and depresses style and amplitude. That's old school and is not what today's wakeboarding is about. NWL is about **GOING BIG**, making someone in the boat say "Dude, did you see that - that was the sickest one I have ever seen."

The NWL is using the following judging format. Wakeboarding is a subjectively judged sport. There are no predetermined points for any tricks. There is no maximum or minimum number of tricks required. Each trick is scored on its own merits, regardless of technical difficulty and only as part of an entire run. 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. Total Score is based on

1/3	<b>Execution</b>	<b>Technical Difficulty and Perfection</b>
1/3	<b>Intensity</b>	<b>Going Big &amp; Overall Performance</b>
1/3	<b>Composition</b>	<b>Variety, Flow, Creativity</b>