

AMERICAN KNEEBOARD ASSOCIATION

OFFICIAL TOURNAMENT RULES

(Effective January 2024)



These rules supersede all previous rules and shall remain in effect until an amended edition of the rules (or a new Official Tournament Rule Book) is published.

Questions of interpretation and suggestions for improvement or changes in the rules should be forwarded to the AKA Rules Committee.

AMERICAN KNEEBOARD ASSOCIATION
OFFICIAL RULES

Dedicated to the memory of Pete Salassi

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ADMINISTRATIVE RULES

I. GENERAL INFORMATION

1.0. The purpose of the American Kneeboard Association (AKA) is to help introduce people to the fun sport of competitive kneeboarding, provide consistent and fair standards for competitive events, and to help educate the public on ways to have more fun and generally improve individual skills in kneeboarding.

1.1. The American Kneeboard Association is a non-profit association with a Board of Directors elected by the general membership. All members are encouraged to participate and to let their ideas be known to the Board so that the Association may better serve its members.

1.2. Application

The rules set forth herein govern entry requirements and other administrative and technical matters for all kneeboard tournaments sanctioned by the AKA.

1.3. Exception to the Rules

Where compliance to the rules is unfeasible, the Chief Judge shall, with approval of a majority of the Appointed Judges, make the necessary change, inform each contestant and send a report to the Rules Committee. Where the rules are definite and feasible, a vote of the judges to decide whether to enforce any provision is prohibited.

1.4. Interpretation of the Rules

Questions of interpretation of the rules should be referred to the Chairman of the Rules Committee when possible. In the interest of expediency, the Chairman may give his own interpretation, which shall be binding until the committee has been polled. This shall serve as a temporary interpretation until the Chairman refers the question to the entire committee for a vote. Otherwise, the interpretation shall be made by a majority vote of the Appointed Judges, and the Chief Judge shall make a report to the Rules Committee concerning the question.

1.5. Amendments to the Rules

The rules may be amended at any time by a majority vote of the Board of Directors at the recommendation of the Rules Committee. Any rules change, when approved by the Committee and the Board, will be effective immediately. Any individual may submit a new trick or rules suggestion for evaluation.

New tricks or rules suggestions may be submitted to the Chairman of the Rules Committee to be evaluated. A videotape of a new trick must be submitted with a complete description and recommended point value. This must be done prior to October 1 to be considered for inclusion in the rules for the following year.

1.6. The AKA is a sport division of USA Water Ski. Any reference to AKA in this text implies AKA/USA Water Ski.

1.7. All references to his in this rulebook will imply his/hers or he/she.

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II. TOURNAMENT ENTRY REQUIREMENTS

2.0. General Qualifications

All personnel involved (competitors, officials, volunteers, etc.) must be current "Active" (insured) USA Water Ski members. A current USA Water Ski membership card MUST be presented at time of registration as proof. This requirement shall be considered satisfied if the competitor pays his dues to the tournament sponsor before competing. U.S. citizenship is not required.

2.1. Competitor/Official Disqualification (Conduct)

The Chief Judge, with the recommendation of a majority of the Appointed Judges, may disqualify a competitor or official who appears to be a danger to him or to other competitors or officials during a tournament. The same action may be taken if any competitor or official indulges in unsportsmanlike conduct or displays any other actions considered detrimental to the skiers, the organizers or the sport of kneeboarding, and may cause discredit to the AKA or the sport of kneeboarding. This includes the consumption of alcoholic beverages and/or illegal substances during the tournament and/or sanctioned event. A tournament includes registration, the competitor/officials meeting and ends when the Chief Judge announces the closing.

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III. DIVISIONS OF COMPETITION AND NATIONALS QUALIFYING SCORES

3.0. Competition for events will be separated into the following divisions as determined by the competitor's age at 12:00 am on January 1. Any kneeboarder who is in the last year of his particular division will compete in the next appropriate age division beginning the day after the AKA Nationals.

A competitor must achieve two qualifying scores to ski at Nationals. Qualifying scores must be obtained at two Class Q, Class C, or Class T tournaments. If a competitor meets a qualifying score twice in one event, slalom or tricks, he/she may ski both events at Nationals. Refer to B. I. for Open Division Qualifications.

As an alternate means to achieve qualification for Nationals a competitor may apply for a video qualification. See appendix "Video Qualification" for further information.

Jr. Girls/ Jr. Boys	12 years and under
Girls/Boys	13-16 inclusive
Women 1/Men 1	17-24 inclusive
Women 2/Men 2	25-34 inclusive
Women 3/Men 3	35-44 inclusive
Women 4/Men 4	45-52 years inclusive
Women 5/Men 5	53-59 years inclusive
Women 6/Men 6	60-64 years inclusive
Women 7/Men 7	65-69 years inclusive
Women 8/Men 8	70-74 years inclusive
Women 9/Men 9	75 and over
Open Women/Open Men	Refer to Tournament Rules, Section I. 1.0.

Nationals Qualifying Scores					
<u>Division</u>	<u>Slalom</u>	<u>Tricks</u>	<u>Division</u>	<u>Slalom</u>	<u>Tricks</u>
Jr. Girls	8	250	Jr. Boys	8	350
Girls	12	500	Boys	20	600
Women 1	12	500	Men 1	30	1,000
Women 2	12	320	Men 2	24	1,000
Women 3	6	320	Men 3	18	600
Women 4	4	250	Men 4	12	500
Women 5	3	200	Men 5	6	350
Women 6	3	160	Men 6	3	250
Women 7	3	160	Men 7	3	160
Women 8	3	160	Men 8	3	160
Women 9	3	160	Men 9	3	160
Open Women	30	1,500	Open Men	48	4,000

3.1. At the option of the sponsoring affiliated club, one or more of the age divisions listed may be consolidated and/or divided into two or more groups. This shall be noted in the tournament announcement.

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IV. RERIDES AND PROTESTS

4.0. Unfair Conditions

When unfair conditions or a malfunction of the tournament committee supplied equipment occurs which, in the opinion of a majority of the Event Judges, and adversely affects a competitor, he shall be granted the option of a re-ride only on the passes affected. When the condition gives a competitor an unfair advantage (i.e. slow speed/slalom), the re-ride is mandatory.

4.1. Re-ride Time Limits

Re-rides must be taken no later than five minutes after they are granted and may be taken immediately at the option of the competitor. If after the second re-ride in a slalom or tricks pass, the competitor elects to take a five-minute rest, the next competitor in order may ski and the re-ride may be taken at the conclusion of the competitor's run during which the five-

minute rest period expires.

4.2. Requests for Re-rides

Requests for re-rides may be initiated by a judge for the event before the next competitor starts or may be initiated, as soon as possible by the competitor. In any case, the re-ride shall be decided upon before any further competitor starts. If, in the opinion of the judges for the event, the request was not initiated as soon as possible after the competitor skied, the request shall be denied.

4.3. Sharing of Equipment

For the purpose of EXPEDIENCY, no equipment will be shared by competitors in the same division (with the possible exception of bridles and/or handles). It is the competitor's responsibility to retrieve his equipment at the conclusion of the tournament.

4.4. Protests

Protests shall be considered only for failure of the tournament organizers or the officials to comply with these rules. No protest shall ever be considered on judgment decisions by judges.

4.5. Protest Procedures

Protest forms will be supplied by the tournament organizers. Protests shall be made to the Chief Judge and shall be decided by a majority of the two appointed judges and the Chief Judge. Protests must be in writing, giving the reason for the protest, be signed by the competitor and filed within 30 minutes after the results of the event are announced or posted and the judges' scoring forms are available for inspection.

4.6. Scoring Errors

A correction of an error in the computation of scores shall not be considered a protest. Such corrections shall be made upon approval of the Chief Judge and Chief Scorer if requested within 30 minutes after the results of the event are announced or posted and the judges' scoring forms are available for inspection.

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V. TOURNAMENT CLASS DEFINITIONS AND REQUIREMENTS

5.0. General

All AKA-sanctioned tournaments (Class N, Q, C, or T) must have at least one current USA Water Ski-affiliated club as the official organizer or co-organizer.

All participants must be current USA Water Ski "Active" (insured) members.

Skier Preparedness

Any contestant that is not prepared to compete when the boat is ready for the contestant shall be disqualified from that round. However, the Dock Starter may grant up to one (1) additional minute of time for emergencies that may develop or are discovered just prior to the contestant's run.

Changes in Schedule of Events

Changes in the schedule during the tournament shall be made only for weather, water conditions, safety or a similar reason, and not for the convenience of any competitor. A majority of the Appointed Judges must approve the change and all affected contestants, or their representative, must be notified.

5.1. Class Q (non-record capability) Qualifying Tournament Requirements

All Class Q tournaments must include a Slalom and/or Trick event. Freestyle and Flipout are optional.

A Class Q event must follow the Class C format, with the exception of the number of required officials.

When AKA events are held in conjunction with AWSA events, the AWSA and AKA officials may be the same.

The officials for a Class Q (non-record capability) qualifying tournament must include:

Class Q (non-record capability) Tournament Officials Requirements								
	SLALOM EVENT		TRICKS EVENT		FREESTYLE EVENT		FLIPOUT EVENT	
		Minimum AKA Rating		Minimum AKA Rating		Minimum AKA Rating		Minimum AKA Rating
Position	Qty		Qty		Qty		Qty	
Chief Judge	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge
Asst. Judge					2	Asst. Judge recommended		
Timer							1	Asst. recommended
Safety Director	1	Coordinator	1	Coordinator	1	Coordinator	1	Coordinator
Driver	1	Trained	1	Trained	1	Trained	1	Trained

- AWSA-rated Assistant, Regular and Senior Judges may judge slalom at a Class Q tournament.
 - AWSA-rated Assistant, Regular and Senior Scorers may score slalom and tricks at a Class Q tournament.
 - AWSA-rated Assistant, Regular and Senior Drivers may drive slalom and tricks at a Class Q tournament.
- In Class Q tournaments the overall course time will be recorded.

Competitors in a Class Q tournament will receive National Overall Points (NOPS) Credits.

National records will not be recognized at a Class Q (non-record capability) tournament.

5.2. Class C (non-record capability) Tournament Requirements

All Class C tournaments must include a Slalom and/or Tricks event. Freestyle and Flipout are optional.

Qualifications of Officials

The officials for a Class C (non-record capability) tournament must include:

Class C (non-record capability) Tournament Officials Requirements								
	SLALOM EVENT		TRICKS EVENT		FREESTYLE EVENT		FLIPOUT EVENT	
		Minimum AKA Rating		Minimum AKA Rating		Minimum AKA Rating		Minimum AKA Rating
Position	Qty		Qty		Qty		Qty	
Chief Judge	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge
Assistant Chief Judge	1	Ast. Judge (opt)	1	Ast. Judge (opt)	1	Ast. Judge (opt)	1	Ast. Judge (opt)
Appointed Judges	1	Ast. Judge	1	Ast. Judge	1	Ast. Judge	1	Ast. Judge
Event Judges	3	Ast. Judge	3	Ast. Judge	3	Ast. Judge	1	Ast. Judge
Boat Judge	N/A	N/A	1	No Rating	1	No Rating	1	No Rating
Chief Scorer	1	Reg. Scorer	1	Reg. Scorer	1	Reg. Scorer	1	Reg. Scorer
Scorers	3	Ast. Scorer	3	Ast. Scorer	3	Ast. Scorer	1	Ast. Scorer
Chief Driver	1	Reg. Driver	1	Reg. Driver	1	Reg. Driver	1	Reg. Driver
Chief Safety Director	1	State Safety	1	State Safety	1	State Safety	1	State Safety
Timer	N/A	No Rating	N/A	No Rating	N/A	No Rating	1	Asst. Recommend
Dock Starter	N/A	No Rating	N/A	No Rating	N/A	No Rating	N/A	No Rating
Secondary Personnel	N/A	No Rating	N/A	No Rating	N/A	No Rating	N/A	No Rating

- The Chief, Assistant Chief and Appointed Judges may also serve as Event Judges at a Class C tournament.
- AWSA-rated Assistant, Regular and Senior Judges may judge slalom at a Class C tournament.
- AWSA-rated Assistant, Regular and Senior Scorers may score slalom and tricks at a Class C tournament.
- AWSA-rated Assistant, Regular and Senior Drivers may drive slalom and tricks at a Class C tournament.

In Class C tournaments the overall course time will be recorded.

Competitors in a Class C tournament will receive National Overall Points (NOPS) Credits.

National records will not be recognized at a Class C (non-record capability) tournament.

5.3. Class T (record capability) Tournament Requirements

All record tournaments must include a Slalom and/or Tricks event. Freestyle and Flipout are optional.

AKA/USA-WS shall recognize records for slalom and trick performances for each division and Flipout performances in men and women divisions in Class T Tournaments.

The officials for a Class T (record capability) tournament must include:

Class T (Record Capability) Tournament Officials Requirements								
	SLALOM EVENT		TRICKS EVENT		FREESTYLE EVENT		FLIPOUT EVENT	
		Minimum AKA Rating		Minimum AKA Rating		Minimum AKA Rating		Minimum AKA Rating
Position	Qty		Qty		Qty		Qty	
Chief Judge	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge
Assistant Chief Judge	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge
Appointed Judges	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge	1	Reg. Judge
Event Judges	3	Reg. Judge	3	Reg. Judge	3	Reg. Judge	1	Reg. Judge
Boat Judge	N/A	N/A	1	Ast. Judge	1	No Rating	1	No Rating
Technical Controller	1	Rating (opt)	1	Rating (opt)	1	Rating (opt)	1	Rating (opt)
Chief Scorer	1	Reg. Scorer	1	Reg. Scorer	1	Reg. Scorer	1	Reg. Scorer
Scorers	32	Reg. Scorer	32	Reg. Scorer	32	Reg. Scorer	32	Reg. Scorer
Chief Driver	1	Reg. Driver	1	Reg. Driver	1	Reg. Driver	1	Reg. Driver
Drivers	N/A	Reg. Driver	N/A	Reg. Driver	N/A	Reg. Driver	N/A	Reg. Driver
Chief Safety Director	1	State Safety	1	State Safety	N/A	State Safety	N/A	State Safety
Timer	N/A	Ast. Rating	N/A	Ast. Rating	N/A	N/A	1	Ast. Rating
Dock Starter	N/A	Ast. Rating opt	N/A	Ast. Rating opt		Ast. Rating opt		Ast. Rating opt
Secondary Personnel	N/A	Ast. Rating opt	N/A	Ast. Rating opt.		Ast. Rating opt		Ast. Rating opt

- The Chief Scorer may also serve as an event scorer.
- The Chief, Assistant Chief and Appointed Judges may also serve as Event Judges at a Class T tournament.
- AWSA-rated, Regular and Senior Judges may judge slalom at a Class T tournament.
- AWSA-rated, Regular and Senior Scorers may score slalom and tricks at a Class T tournament.
- AWSA rated Regular and Senior Drivers may drive slalom and tricks at a Class T tournament.
- When AKA events are held in conjunction with AWSA events, the AWSA and AKA chief officials may be the same.

Performance Records

- In any division, a slalom or tricks score in a Class T tournament shall be considered for a record if it equals or exceeds the official record set as of the prior year's Nationals. Note: The same applies for a Flipout score in two divisions identified as men and women.
- Run-offs or ties are used solely for determining placement and a score achieved in the running off of a tie is not considered for a record.

Procedures for Filing Records

- All potential records set at Record Capability tournaments shall be considered "Pending Records" until the appropriate paperwork is completed and received by the AKA Statistician. Failure to comply within ten (10) days of the tournament may result in the pending record NOT being considered by the Records Committee.
- Specifications of equipment, courses, measuring devices and methods shall be provided on the Official AKA Record Form, to be completed by the Chief Judge and other required officials.
- The Chief Judge shall forward the Record Form with the appropriate paperwork to the AKA Statistician within seven (7) days after a pending record has been set. The AKA Statistician shall forward a complete "Pending Record" package

within seven (7) days to the Records Committee for review and approval or disapproval. The Chairman of the Records Committee will respond to the Chief Judge, AKA Statistician, AKA President and the competitor, in writing, within 30 days of the Records Committee's receipt of the "Pending Record" package with decision to approve or deny the "Pending Record" along with an explanation of the reason, if denied.

Certification of Slalom and Trick Courses

- The competition slalom and tricks courses required for the events scheduled for the tournament shall be certified, both as to measurement and as to approval by the Chief Judge and/or Technical Controller, prior to and during the entire tournament.
- The slalom course must have been measured (surveyed or certified) by either a licensed surveyor, acting as such, or by a person selected by the tournament sponsors who satisfies the Technical Controller and/or Chief Judge as to his competence.
- Buoy courses must either be individually anchored to the bottom or suspended on crossways lines anchored on opposite sides of the course. Floating "cable" courses which are anchored solely at the ends of a centerline cable are not permitted for Record Capability tournaments.
- Skier buoys shall be generally spherical in shape and 8 ¾ " to 11" in diameter (9" recommended) and fastened so that they have 4 ¾" to 6 ¾" of height out of the water (4 ½" recommended). They shall be of lightweight, pliable material with a smooth, exposed surface.

Technical Controller

- Measuring of official tournament ropes, handle attachments and handles prior to the start of a Record Capability tournament shall be the responsibility of the Technical Controller or his appointee.
- If a competitor chooses to use his own slalom handle attachment, it must be inspected, measured and approved by the Technical Controller prior to the start of the tournament.
- In the event that a possible slalom record has been set, the Technical Controller must collect the rope and handle attachment used and measure them for accuracy. This must be done at the completion of the run or immediately after the determination that the run is indeed a possible record. Once measured, the rope and handle attachment may be returned to service in the tournament.
- The Chief Judge may perform the duties of Technical Controller. However, under no circumstances can he serve as the Technical Controller during his division, or measure ropes and handles in his division.

Equipment

- It is mandatory that judges in the tricks event use hand-held/voice activated recorders in addition to a secretary.
- A minimum of two towropes (meeting all USA Water Ski/AKA standards and measurements) must be provided for each event.

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VI. OFFICIALS

6.0. Chief Judge

A Chief Judge will be appointed by the sponsoring affiliated club or organizers of the tournament.

6.1. Assistant Chief Judge

An Assistant Chief Judge is selected by the Chief Judge. An Assistant Chief Judge is not mandatory in Class C tournaments. The position is mandatory in Class T tournaments.

6.2. Technical Controller

The Technical Controller is appointed by the Chief Judge in Class T tournaments, or the Chief Judge may perform these duties except during his division.

6.3. Appointed Judges

Appointed judges shall be chosen by the Chief Judge for each event.

6.4. Event Judges

Event judges shall be chosen by the appointed judges for their respective events with the approval of the Chief Judge.

Slalom Event Judges

- **Boat Judge:** One event judge shall ride in the towboat. The boat judge shall judge whether the competitor passed through or missed the end gates (e.g., calls both entrance and exit gates) and shall judge the credit to be received by the competitor for each buoy and shall communicate his results to the scorer after each pass. The boat judge shall also communicate whether or not the boat speed was within tolerance for each pass. In a Class T record tournament, the boat judge must also record the split/full times for each competitor in each pass he is judging. The boat judge shall also observe the boat path. If any part of the boat deviates outside the bounds of the boat gates, the boat judge shall award an optional reride if the path of deviation was a disadvantage to the competitor. If it was to the competitor's advantage, a reride is mandatory. Each event judge must continue scoring a run even though he feels the competitor missed a gate or buoy.
- **Tower Judges**
Class C Tournaments: There shall be two event judges stationed in elevated observation points. If slalom judging towers are not used, the judges shall be stationed with the best possible view of the course. Each tower judge shall independently judge the credit to be received by the competitor and shall communicate his results to the scorer immediately after each pass. The entrance and exit gates shall be judged by both tower judges. Each event judge must continue scoring a run even though he feels the competitor missed a gate or buoy.

Class T Record Tournaments: There shall be two event judges stationed in elevated observation points, approximately ten (10) feet above the water, that provides an unobstructed view of the slalom course. There will be two (2) observation points, one on each side of the course. The judging area on each side of the course shall be located within 44 degrees +/- 3 degrees from the course centerline (rotated clockwise about a point at the center of the entrance gate to the left end of the course as seen from that observation point). The entrance and exit gates will be judged by all three (3) judges. Each tower judge shall independently judge the credit to be received by the competitor, and shall communicate his results to the scorer immediately after each pass. The order of calling in the results for each pass is to be designated by the scorer. Each event judge must continue scoring a run even though he feels the competitor missed a gate or buoy.

6.5. Chief Scorer

A Chief Scorer shall be appointed by the sponsoring affiliated club or organizers of the tournament with the approval of the Chief Judge.

6.6. Event Scorers

Event scorers shall be selected by the Chief Scorer.

6.7. Chief Boat Driver

A Chief Boat Driver shall be appointed by the sponsoring affiliated club or organizers with the approval of the Chief Judge.

6.8. Event Boat Drivers

Event drivers shall be selected by the Chief Boat Driver.

6.9. Timers

Timers for both the slalom and tricks events shall be appointed by the Chief Judge.

6.10. Tricks Event Boat Judge

The Boat Judge for the tricks event shall be appointed by the Chief Judge.

6.11. Safety Director

A Chief Safety Director (USA-Water Ski rated) will be appointed by the sponsoring affiliated club or organizers of the tournament. An assistant may be appointed by the Chief Safety Director. The Safety Director may compete or serve as an event judge as long as he appoints a responsible person to act on his behalf during the time that he is judging or skiing.

6.12. Secondary Personnel

Dock Starters and other secondary personnel (i.e., secretaries, runners, etc.) shall be appointed by the Chief Judge from among rated officials or volunteers who desire training in tournament work.

6.13. Separation of Judges

Judges in both the slalom and tricks events shall be separated to insure completely independent opinions.

6.14. Disagreement

In any disagreement among the event judges, the majority rules. All issues should be settled before the next competitor starts. If a decision cannot be reached by a majority of the event judges, the Appointed Judge will make the decision. If a decision cannot be made by the Appointed Judge, then the Chief Judge will make the final decision.

6.15. Changing Officials

At the discretion of the Chief Judge, any or all officials may be changed during a slalom or tricks event. The event may be divided into groups to accommodate the changing of officials.

VII. EQUIPMENT SAFETY REGULATIONS AND REQUIREMENTS

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7.0. General

A mandatory competitors/officials meeting is required thirty (30) minutes prior to the start of all Class Q, C and Class T tournaments. If the competitor/official or appointed representative is not present at the meeting, the competitor/official will be disqualified from tournament participation.

No competitor shall be allowed to compete or continue to compete, if in the opinion of the Safety Director and two-thirds of the Event Judges, his competing would be a danger to himself or other competitors in the tournament. During the competition, the Safety Director, may at any time request the Chief Judge to halt the tournament for a poll of the Judges in regard to any competitor's action or condition.

All competitors must wear a flotation device that fits snug to the rider's body. All flotation devices must meet at least one of the following requirements:

- A U.S. Coast Guard-approved Life Vest or Wetsuit
- Any and all other vests must have a minimum of two buckles or locking devices. Buckles must be attached securely to the vest (i.e., snapped, sewn, etc.). The vest must also have enough buoyancy to float a competitor that is unconscious.
- Any and all wetsuits with built-in flotation must meet all of the requirements listed above (with the exception of Coast Guard-approved).

Wetsuits such as spring-suits, barefoot suits, full suits, etc., do not have to have locking devices (buckles).

A competitor may be required to demonstrate the buoyancy of his flotation device to the Chief Judge or Safety Director. The Safety Director's decision is final.

7.1. Kneeboards

Kneeboards may be a maximum of 60 inches x 24 inches and a minimum of 36 inches x 18 inches at the longest and widest point of the kneeboard.

All kneeboards must float.

Kneeboards must have no sharp edges or exposed corners or any additions or devices that may pose a hazard or potential danger to the kneeboarder.

All kneeboards will be subject to inspection by the Safety Director or a Safety Appointee prior to entering the water.

All after-market prototype kneeboards, or any type kneeboards that have been altered in any way after manufacturing, must be approved by the Safety Director prior to the start of the tournament.

7.2. Bindings (Straps)

The binding may have no more than one side that is permanently affixed to the kneeboard.

The binding may have only one side that uses a:

- Buckling device
- Release device
- Or any device that acts as a permanent fixture

These devices must have no protruding or sharp edges. These devices must in no way pose a potential danger to the kneeboarder.

The side of the binding that is not permanently affixed to the kneeboard must be a hook and loop closure (i.e., velcro type) fastening device that is easily removable with one hand.

7.3. Fins

Fins must be attached firmly to the kneeboard with no protruding or sharp edges.

Fins must not, in any way, pose a potential danger to the kneeboarder.

All after-market fins must be approved by the Safety Director prior to the start of the tournament. The Safety Director has final decision.

7.4. Towlines or Ropes

Trick Event:

- Only Poly-E, Kevlar, Spectra 3500/Tak or equivalent ropes are allowable ropes for the trick event.
- A single 12 strand polypropylene rope will not be allowed in the trick or freestyle event.
- An anti-recoil device may be used in the trick and freestyle events. The tournament sponsor is responsible for supplying the tournament towlines or ropes and the anti-recoil device. There are no exceptions.
- A safety net is optional. If a safety net is used, the tournament sponsor is still required to meet the specifications listed above.
- The use of an extended pylon is allowed in the Tricks, Flipout and the Freestyle events as long as the boat owner approves of its use, and it is made available to all competitors on an equal basis.

Slalom Event:

- Any rope and/or handle having 12-strand polypropylene with 60 yarns per strand or more will be allowed.
- An anti-recoil device must be used at all times in the slalom event. The tournament sponsor is responsible for supplying the tournament towline or ropes and the anti-recoil device. There are no exceptions.
- A safety net is optional. If a safety net is used, the tournament sponsor is still required to meet the specifications listed above.

7.6. Safety Director

A Safety Director is required at all AKA-sanctioned tournaments. The Safety Director is responsible for being available at all times during the tournament and can halt the tournament if he feels that the basic safety practices are not being followed. This decision cannot be overridden by the Chief Judge.

The Safety Director is responsible for communicating the following to all competitors and officials prior to a tournament:

- * Where the "Safety Station" is located, and all first aid equipment is readily accessible.
- * Where any safety hazards are located, such as shallow water, hidden rocks or branches, gasoline areas, etc.
- * Proper safety hand signals.

The Safety Director must have radio communication available with the safety boat and chief officials at all times during the tournament.

7.7. Smoking

Smoking is not allowed at any time in any official tournament boat(s) (towboats or safety boats), competitor or official areas.

VIII. TOWBOAT DEFINITION AND REQUIREMENTS

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8.0. Any boat which has ever been approved for tournaments by USA Water Ski or is approved by the Chief Judge and Chief Driver may be used in an AKA tournament for slalom and tricks events.

8.1. All boats, whether promotional or privately furnished, must be "checked in" prior to the start of the tournament and "checked out" at the completion of the tournament by the Chief Driver, Safety Director or member of the Tournament Organizer.

8.2. All safety equipment, as required by the Coast Guard and USA Water Ski, must be used in each boat. Proof of insurance is also required for each boat.

8.3. Boat Availability

Any boat that is used in the tournament shall remain available until the end of the tournament unless released by the Chief Judge.

IX. PRACTICE PRIOR TO ALL TOURNAMENTS

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9.0. Practice sessions may be scheduled prior to all sanctioned tournaments.

9.1. There must be a USA Water Ski-rated Safety Director in attendance during all practice sessions.

10.2. No entries, registration, or late fees will be accepted seven (7) days prior to the scheduled tournament. There will be no exceptions.

10.3. Attendance at the competitors/officials meeting, including being present for the roster call, is mandatory. A competitor must notify the Chief Judge, in writing, if he will be unable to attend the meeting. He must also appoint a representative to attend in his behalf. However, the competitor's responsibility for knowing the content of the meeting is not relieved.

10.4. Failure to comply with the above rules will constitute disqualification from the tournament.

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XI. TWO ROUND AND ELIMINATION TOURNAMENTS

11.0. Two Round Tournaments

Two round tournaments must follow the same guidelines as all Class Q, C or Class T (record capability) tournaments.

The scores will be tabulated on the best slalom and best tricks run for overall points.

11.1. Elimination Tournaments

In an elimination tournament, it is the tournament host's responsibility to post the proposed elimination rules prior to the start of the tournament, so that all rules and regulations are clearly understood by all competitors and officials.

Elimination tournaments must follow the same guidelines as all Class Q, C, or T (record capability) tournaments. Overall points for an elimination tournament will be calculated by combining the highest slalom and tricks scores. The winners of each division will be determined by the combined slalom and tricks scores on the second day of competition.

11.2. Multi-Round Tournaments

Multi-round tournaments must follow the same guidelines as all Class Q, C, T (record capability) tournaments.

Multi-round tournaments are not allowed unless sanctioned as such and the appropriate sanctioning paperwork submitted.

B. TOURNAMENT RULES

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I. OPEN DIVISION QUALIFICATIONS

Entry into Open Division is optional. If the specified entry performance standards are met twice, for each event, during a tournament season, the competitor may elect to move to Open Division. However, once a competitor elects to move to Open Division for the slalom and/or tricks event, he must remain in Open Division through and including that year's Nationals.

Once a competitor has competed in Open Division at a National Tournament, he must meet the Nationals Qualifying Standards for the slalom and/or tricks event twice, for each event, during a tournament season, in order to compete in the Open Division at the next year's Nationals. The tournament season includes the National Tournament that begins that tournament season. Failure to achieve the Nationals Qualifying Standards will result in the competitor going back to ski in his respective age division if the Nationals Qualifying Standard has been met for his age division.

If a competitor moves back to his age division, he must re-qualify using the Open Division entry qualifications in place at

that time.

If a skier intends to split his/her division at Nationals they must have met National Performance Standards at least twice in both events for their respective age division and Open division.

1.0. Age Divisions Eligible for Open Division Competitors

The following age divisions are eligible for Open Divisions once all specified performance standards are met:

Girls/Boys
Women 1/Men 1
Women 2/Men 2
Women 3/Men 3
Women 4/Men 4
Women 5/Men 5
Women 6/Men 6
Women 7/Men 7
Women 8/Men 8
Women 9/Men 9

Competitors in Jr. Boys, Jr. Girls age divisions are not eligible for entry to Open division. In the slalom event, Men 4/Women 4 and up must opt up to the faster speeds (18, 20, 22, 24 men, 16, 18, 20, 22 women) in order to qualify for Open.

1.1. Performance Standards for Entry into Open Divisions

After meeting the Open Division performance standards in an event, a competitor may elect to compete in Open Division for that event. Performance standards for the Open Division must be met in both events to be eligible for overall.

The following performance standards for entry to Open Division are currently in effect.

	<u>Slalom</u>	<u>Tricks</u>
Women	30	1,500
Men	48	4,000

II. SLALOM EVENT

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2.0. Slalom Course

An AKA six (6) buoy slalom course will be used for the slalom event in a USA Water Ski/AKA-sanctioned tournament (see Slalom Course Diagram).

2.1. Slalom Buoys

Slalom buoys should be of lightweight pliable material with a smooth exposed surface.

The entrance gates and outside turn buoys shall be red or orange. The third buoy on the right side of the boat lane should be green. This buoy will be used for timing. The balance of the boat lane buoys should be yellow. Buoys shall be fastened so that one half to one quarter of their volume is below the water level.

2.2. Slalom Pass

A completed pass shall be established when the competitor enters the course and passes around six consecutive buoys and proceeds through the end or "exit" gate.

When a competitor successfully completes a pass, the boat shall make a turn and re-enter the course from the opposite end. The competitor shall continue in this manner until he misses a buoy or the exit gate or falls.

Boat speed and/or rope adjustments will be made at the completion of each successful pass.

2.3. Entrance And Exit Gates

The entrance gate in the slalom event is optional for Novice. The entrance gate for all other divisions is mandatory.

The exit gate is mandatory for all divisions. Failure to exit through the exit gate will end the slalom run for the competitor.

2.4. Handle Throw

A competitor may refuse to enter the slalom course on the first (initial) pass by throwing the handle in the air before the entrance gate. He shall not be penalized for so doing. The competitor must be ready to ski immediately upon the boat's return. Should the competitor not be ready, he shall be disqualified from the remainder of the event. Once the competitor has passed through the entrance gate on his first pass, he may not refuse (throw the handle), on his own authority, to enter the course for the remaining passes.

Note: Release of the handle during line shortenings will only be considered a handle throw if the competitor is not ready to ski immediately. Should the competitor not be ready, or if the release requires the boat to turn around and go back to the competitor, he may be disqualified from the remainder of the event.

2.5. Slalom Scoring For All Divisions Except Novice

Outside Buoys: A standard 6-buoy slalom course shall be used in the slalom event.

One (1) point shall be scored for rounding a buoy and crossing the first boat wake continuing towards the next successive buoy. The contestant must have the towline in hand and be in good kneeboarding position when crossing the first wake to receive a full point.

One-half (1/2) point will be scored for rounding a buoy and turning towards the next successive buoy.

One-quarter (1/4) point will be scored for passing outside of the next successive buoy.

Entrance Gate: No points shall be awarded for the entrance gate. However, the entrance gate must be negotiated successfully in all divisions. A missed entrance gate ends the competitor's slalom run at that point.

Note: There is no pass limit.

2.6. Novice Slalom

A standard six-buoy slalom course, with the addition of extra turn buoys placed ten feet inside the standard water ski buoys, will be used in Novice Slalom.

Inside Buoys: Only inside buoys shall be used in the slalom event. The inside buoy is worth a maximum of one point. No extra points will be awarded for the outside buoy.

Entrance Gate: No points will be awarded for successfully negotiating the entrance gate. The entrance gate is not required in the Novice division. The exit gate is mandatory.

Note: There is a four-pass maximum in novice slalom.

Optional formats that might be used by the tournament organizer for novice include several variations to give more skiing time: Automatic re-ride after a fall or a missed buoy. The re-ride would be pulled from the most convenient direction. If the fall or miss was in the first pass, the kneeboarder may change the boat speed and/or rope length. The re-ride may result in a continuation for a total of four (4) passes (including the re-ride and the first pass).

2.7. Miss

It is a miss to ride inside a buoy or outside an end gate or to ride over, straddle or jump a buoy or end gate buoy. But there is no penalty for grazing a buoy with the kneeboard or part of the body. "Riding Over" shall be defined as hitting a buoy with the kneeboard so as to move it significantly from its position or temporarily sink it. Hitting a buoy less severely shall be considered "grazing". There is no penalty when the kneeboard leaves the water at the entrance or exit gates providing the kneeboard is between the gate buoys.

2.8. Fall

A fall in the course or outside the course while the towboat is turning around for the return pass or during the un-scored return pass before a re-ride, concludes the run at that point; but the contestant receives credit for points scored before the fall. If a fall outside the course occurs in the case of a re-ride, the pass that brought about the re-ride is scored as zero.

The stopping of the boat in slalom to shorten the line will not be scored as a fall.

2.9. Re-rides

If the boat speed is too fast and the competitor falls or misses, the competitor shall have the option of a re-ride.

Where the time shows that the speed is slower than allowed, a re-ride is mandatory.

All re-rides must be run in the same direction of the pass in which the re-ride was granted and at the same line length and speed.

2.10. Line Lengths

A competitor may elect to start at a line length less than 75 feet (long line). However, a competitor will be scored as if at long line until maximum speed is reached.

Jr. Girls and Jr. Boys divisions have the option at all rope lengths to use an elevated pylon if provided in the towboat. All other divisions must use the standard pylon height used during towboat approval tests.

Towline lengths are as follows:

Metric	Actual Metric	Traditional	Actual Length (Including handle attachment)
23m	23 m ±30 cm	75'	75' 5-1/2" ± 11-3/4"
18.25	18.25m ±15 cm	-15'	59' 10-1/2" ± 5-7/8"
16m	16m ±15 cm	-22'	(52' 6" ± 5-7/8")
14.25m	14.25m ±15 cm	-28'	(46' 9" ± 5-7/8")
13m	13m ±7.5 cm	-32'	(42' 7-13/16" ± 3")
12m	12m ±7.5 cm	-35'	(39' 4-7/16" ± 3")
11.25 m	11.25 m ±7.5 cm	-38'	(36' 10-7/8" ± 3")
10.75m	10.75m ±7.5cm	-39.5'	(35' 3-1/4" ± 3")
10.25 m	10.25 m ±7.5 cm	-41'	(33' 7-9/16" ± 3")
9.75 m	9.75 m ±7.5 cm	-43'	(31' 11-7/8" ± 3")
9.25m	9.25m ±7.5cm	-45'	(30' 4-3/16" ± 3")

Handle attachment length (150 cm ± 2.5 cm) (4'11" ± 1") for tournament supplied handle.

Handle attachment length (150 cm + 2.5 cm/-10 cm) (4'11" ± 1-1/4") for competitor supplied handle.

The length of the handle shall be (30 cm ± 6 cm) (11-13/16" ± 2-3/8").

All subsequent cuts shall be made in .25-meter (9.844") increments.

Note: All towline and handle attachment measurements must be made with at least 50# tension applied.

2.11. Slalom Speeds

Division	kph	mph	kph	mph	kph	mph	kph	mph
Jr. Girls, Jr. Boys, W 4-9, M 6-9	23	14	26	16	29	18	32	20
Girls, W 1-3, OW, M 4-5	26	16	29	18	32	20	35	22
Boys, M 1-3, OM	29	18	32	20	35	22	38	24

A competitor may elect to start at a speed faster than minimum for his division but must complete a successful pass at the faster speed chosen to receive credit for buoys at slower speeds that were bypassed.

The successful pass completed, plus the number of bypassed passes will be multiplied by the points scored in the successful pass to obtain a score up to that point.

The boat speed shall be advanced by 2 mph on each pass until the maximum speed for the division is reached, at which time the speed will remain constant as the line is shortened in accordance with the table provided in 2.10.

2.12. Timing

The boat speed shall be checked on each pass by the boat timer using an approved stopwatch. An approved automatic timing device may be used with a boat timer as back up.

Class Q and C Tournaments: In Class Q and C tournaments and below, timing of the third buoy in the slalom event is not

required.

Class T Tournaments: In Class T tournaments, timing of the third buoy in the slalom event is mandatory. For all passes, a time shall be taken at the third buoy as well as the full course. The third buoy time alone shall be used if the contestant's score for the pass is 2.5 or less, otherwise the full course time alone will be used. However, in passes of 32 feet off (13m) rope length and shorter, both the third buoy time and the full course time must be within limits for scores of 3 or more buoys to be registered.

Boat Times and Re-ride Situations

Line Length 32 ft. off (13m) or less/All passes for Open Division

TIME		SKIERS SCORE		
Split	Full	2 1/2 or less	3-6 w/miss	6 No Miss
OK	OK	---	---	---
OK	S	---	MR or 2 1/2	MR, 2 1/2, GO UP
OK	F	---	OR	---
F	OK	OR	OR	---
F	S	OR	MR or 2 1/2	MR, 2 1/2, GO UP
F	F	OR	OR	---
S	OK	MR	MR	MR, GO UP
S	S	MR	MR	MR, GO UP
S	F	MR	MR	MR, GO UP
Legend:				
OK = Good Time		OR = Optional Re-ride	GO UP = Skier option to continue	
F = Fast Time		MR = Mandatory Re-ride	--- = Score stands as is	
S = Slow Time				

2.13. Slalom Times/Tolerances

The following table shall be used to determine allowable times:

FULL COURSE (KPH)				THIRD BUOY (KPH)			
SPEED	FAST	ACTUAL	SLOW	SPEED	FAST	ACTUAL	SLOW
23 kph	38.85	40.54	42.38	23	16.36	17.06	17.84
26 kph	34.53	35.86	37.30	26	14.54	15.09	15.70
29 kph	31.08	32.15	33.30	29	13.08	13.53	14.01
32 kph	28.25	29.14	30.08	32	11.89	12.26	12.66
35 kph	25.90	26.64	27.42	35	10.90	11.21	11.54
38 kph	23.91	24.54	25.20	38	10.07	10.33	10.61

FULL COURSE (MPH)				THIRD BUOY (MPH)			
SPEED	FAST	ACTUAL	SLOW	SPEED	FAST	ACTUAL	SLOW
14 mph	39.96	41.38	42.92	14 mph	16.82	17.42	18.06
16 mph	35.11	36.21	37.38	16 mph	14.78	15.24	15.73
18 mph	31.32	32.19	33.11	18 mph	13.18	13.55	13.93
20 mph	28.26	28.97	29.71	20 mph	11.89	12.19	12.50
22 mph	25.75	26.33	26.95	22 mph	10.84	11.08	11.34
24 mph	23.65	24.14	24.65	24 mph	9.95	10.16	10.38

Actual time through course = 579.36068 divided by speed in mph.

2.14 Slalom ties/Run-off Procedures

In the case where a tie exists, the competitor with the faster boat speed on his first pass will be declared the winner. If a tie still exists, the competitor with the shortest rope length on his first pass will be declared the winner.

If a tie still exists, there will be a drawing for the starting order and the competitors will start at the speed and line length at which the last buoy or gate was missed. The direction of the pass shall be the same as the first pass. In the event that this does not produce a winner, the Chief Judge and Appointed Slalom Judge shall establish a means of determining the winner.

Both competitors will receive overall points for the position for which they first tied in the event.

2.15. Damaged Equipment

If a competitor notices that his equipment is damaged after a handle throw or during a run that leads to a re-ride, the event judges may grant him, upon immediate request, three minutes to repair or change the damaged equipment. If the competitor is not ready to compete at the end of the three-minute period, he shall not be allowed to continue in the event. If this occurs in the case of a re-ride, the pass that brought about the re-ride shall be scored zero. If it occurs in the case of an optional re-ride, the competitor will be credited with the score obtained in the run that brought about the re-ride.

III. TRICK EVENT

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3.0. Tricks Course

The tricks course shall be marked at both ends by 2 buoys placed approximately 50 feet apart, and in a visually straight line.

The first buoy approached will be the "may start" buoy and shall be yellow in color. The second buoy is the "must start" buoy and shall be red or orange in color.

The distance between the "must start" buoys shall be approximately 575 feet, thus making the entire tricks course measure approximately 675 feet.

3.1. Tricks Pass

Each competitor will be allowed two (2) passes of twenty (20) seconds each in which to complete as many tricks as possible.

Timing for the trick pass shall start:

- At the competitor's first movement towards a surface trick after reaching the approximate position of the first or "may start" buoy.
- As the competitor's board tip touches the wake to attempt a wake trick or wake jump after reaching the approximate position of the first or "may start" buoy.
- If the competitor fails to make any move towards starting his tricks run, as he passes the "must start" buoy.

A trick pass shall end when:

- 20 seconds has elapsed from the start of the pass.
- The competitor falls in the course.
- A second fall, handle loss or handle throw occurs out of course.
- There is an inadvertent or deliberate release of the competitor, be it the release or the release person that was provided by the competitor.
- Competitor supplied equipment fails and causes a fall.

3.2. Handle Throw

Refer to Rule 3.3.

3.3. Fall

The competitor is allowed one practice fall without penalty. If a second fall occurs before the start of the first pass, the skier shall not be permitted the first pass. A fall at the conclusion of the first pass, after the audible device has sounded, shall not be considered a fall while practicing if it is apparent that the fall resulted from a trick that the competitor was attempting to perform in the first pass. If an additional practice fall occurs outside of the course, before the start of the second pass, the second pass will not be allowed.

A handle throw without cause, as determined by a majority of the event judges, is considered a fall while practicing.

The stopping of the boat at the competitor's request to adjust line length or to change kneeboards will not be scored as a fall.

In the event of a fall, and the competitor is granted three minutes for equipment repair, the competitor shall receive no further passes if he is not ready to compete within three minutes from the time the towboat returns to pick him up.

3.4. Boat Selection

The contestant shall be allowed his choice of towboat types from the official towboats identified as available for use in the

tricks event, prior to the start of the tournament. The use of more than one boat for the competitor's two passes is prohibited.

3.5. Boat Speed

The contestant shall receive his choice of a constant speed through the course with not more than ± 2 mph variation. He shall tell the boat driver and boat judge what speed he desires, or he may use the preparation time to set the speed before entering the course. The second pass may be at a different constant speed. The boat speed in tricks, assuming it is held within tolerance from shortly before entering the course, is the competitor's responsibility.

Boat speeds for both passes must be communicated to the dock starter prior to the competitor entering the water.

3.6. Event Judges

There shall be three Event Judges responsible for independently deciding the following:

- * Judgment regarding tricks rules.
 - * Deciding, with respect to each trick, if it was performed according to the rules for that trick.
 - * Deciding if a trick is started after the beginning or completed before the end of the pass.
 - * Deciding if a fall or handle throw has occurred.
 - * If a reride is to be given when requested by the competitor.

3.7. Boat Judge

In addition to the Event Judges, a judge shall ride in the boat. He shall check speeds, observe boat path and stop the boat in the event of a dangerous condition. He shall be authorized to grant rerides for deviation in boat speeds and path, either at the competitor's request or as so noticed while observing.

3.8. Official Timer

There shall be a Timer on shore approximately in the center of the course. Alternatively, there may be a Timer stationed at each end of the tricks course with devices which actuate an audible device located approximately in the center of the course.

3.9. Re-rides

Boat Speed: A re-ride shall be granted if the Boat Judge or the Boat Driver observes the boat speed to vary by more than $\pm 1/2$ mph.

Boat Path: A re-ride shall be granted if the towboat does not follow the boat path established for the tournament.

Timing Devices: In the event the timing device should malfunction, and the time is missed, a re-ride is mandatory.

If a re-ride is granted, the re-ride shall be taken immediately. The re-ride shall be taken in the same direction as the pass affected. If more than one pass is disallowed for any reason, the competitor shall have the option of requesting a five-minute rest before completing the run.

If a competitor received less than 20 seconds, he shall be granted the option of a re-ride only on the pass affected. If the competitor receives more than 20 seconds a re-ride is mandatory.

3.10. Damaged Equipment

If a competitor notices that his equipment is damaged after a handle throw or a fall, the event judge may grant him, upon immediate request, three minutes to repair or change the damaged equipment. If the competitor is not ready to compete at the end of the three-minute period, he shall not be allowed to continue in that event.

3.11. Communication Between Passes

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

3.12. Changing Equipment

A competitor may elect to change boards after the first pass. The dock starter and towboat crew must be notified prior to the beginning of the first pass. It is the competitor's responsibility to assure that the extra board is carried in the towboat.

3.13. Scoring

A trick not completed before the end of the 20 seconds allowed shall not be scored.

A trick completed before the end of a pass shall not be scored if the competitor ultimately falls as a result of the trick, even if the fall is after the conclusion of the pass (sounding of the horn).

Only tricks listed in the rules will be scored in a tournament.

Only tricks listed on the declared tricks list and done in the proper order will be scored in tournaments or divisions where declared tricks lists are used (Open division only).

The scorer shall receive judges' individual tabulations and, in the event of a discrepancy, shall decide the tricks to be scored on the basis of a simple majority. If three (3) judges are calling the event, then (2) judges must give credit for the trick to be scored. The official score and placement in the event shall be determined on the basis of the total points for credited tricks performed in both passes. If it becomes obvious to the competitor after reviewing his own trick credits, that a clerical error may have been made on the part of the judges (i.e., miscalled roll direction or type of trick, surface or wake, etc.), then an appeal may be made to the Appointed Tricks Judge, who in turn may ask for clarification from the event judges. At no time shall a competitor directly address his event judges concerning the official decision. The Appointed Judges decision is final. Score values for individual tricks are shown in Rule 3.19 "Tricks Descriptions and Values."

A 180-degree turn will be allowed between a basic trick and its reverse. A 360-degree movement, (trick or combination of tricks) will be allowed between a Wake O (WO), Air O (AO), Wake 360 Back (WOB), Air O Back (AOB), and a Wake 720 Back (W7B), and their reverses. The basic trick and its reverse must be done in the same pass. The reverses must follow the original trick.

Example: Executing the basic trick at the end of the first pass and the reverse at the beginning on the second pass is not allowed.

A competitor may execute as many surface tricks in a given pass as he/she can perform. They may not repeat any tricks and reverses must follow the original trick.

3.14. Declared Trick Lists (Open Division Only)

Trick lists are recommended for all age divisions but are not required. The list will be used by the judges as only a guide. Competitors are encouraged to follow their declared tricks but may choose to alter the tricks during their run.

Signed and dated tricks lists shall be required for the Open Divisions at all Class Q, C and Class T tournaments, included but not limited to the National Tournament. When so required, kneeboarders must follow their declared tricks run. No deviations from the declared tricks list shall be allowed. Only tricks listed on the declared tricks list and done in the proper order will be scored in tournaments or divisions where declared tricks lists are used. The list of declared tricks shall be prepared using the official codes shown in the table of tricks values (Rule 3.19). Reverse turns must be indicated by an R preceding the official code. The Chief Judge and the Chief Scorer shall determine the exact time when the list must be submitted. In each declared tricks pass, the kneeboarder may list each trick and its associated reverse, if any, only once, except that any type of 180-degree positioning or 360-degree positioning turn (trick or combination of tricks allowed between a Wake 360 Back [WOB] and a Wake 720 Back [W7B] and their reverses) may be listed more than once. A contestant who fails to submit a tricks list shall be disqualified from that tricks round. A kneeboarder may submit a different tricks list for each round in multi-round events if he so desires.

3.15. Trick Definitions

- **Surface Tricks:** A surface trick, as the name implies, is done on the surface of the water either inside or outside the wake of the boat. The trick must be smooth and without hesitation.

Example: A surface 360 Front (O) would begin in the front kneeboarding position (facing the boat). A complete rotation of 360 degrees must be made, without hesitation, back to the start position.

A 360 Back (OB) would follow the same procedure, except the competitor would initiate the trick starting with the kneeboard in the backward position (back to the boat).

A 180 Degree Front to Back (B) would start in the forward position (facing the boat), and rotate 180 degrees, without hesitation to the backward position.

A 180 Degree Back to Front (F) would start in the backward position (back to the boat), and rotate 180 degrees, without hesitation to the front position (facing the boat).

- Side Slide (S): In order to receive credit for a side slide, a competitor must hesitate before commencing the next trick.

Example: From the front position, turn 90 degrees to the right or left, return to the start position, hesitate, then proceed to the reverse side slide or another trick.

- Wake Tricks: A wake trick is performed in mid-air, crossing the crest of the wake. To be a wake trick, the board must ramp up the wake, thus initiating clearance of the water. A wake turn not executed in mid-air, but across the crest of the wake will score zero.
- Air Tricks: An air trick is done in mid-air but is not a wake trick. The air attained for an air trick must be a direct and immediate result of bouncing or porpoising the kneeboard off of the water.

Duplicate tricks are not allowed; however, repeats of the air back rolls, air front rolls and air front somersaults will be allowed, when done consecutively. After a string of repeats the trick (ABRR, ABRL, AFRR, AFRL, AFSR, AFSL) cannot be performed again in the trick run.

- Rolls and Somersaults: There is no limit to the number of wake rolls and somersaults allowed in both tricks passes, as long as they are not duplicated.

Wake rolls and somersaults must be distinctly executed board to board. In the instance of a roll/fall into a surface roll or half roll, both the wake roll and the surface roll will not receive credit.

A somersault, front or back, must be executed vertically, end over end. The board landing must be flat and pointing in the same direction as the takeoff. A somersault, air or wake, is performed using the appropriate air or wake trick criteria to determine lift.

The rotation of any roll (right or left) is determined by the kneeboarder's rotation (clockwise or counter-clockwise) as viewed from behind.

Surface rolls, right or left, may be done at any time in the sequence of a tricks run. Surface rolls will receive credit only if the board completed a full continuous roll without hesitation.

A wake roll is performed using the wake trick criteria from the standpoint of attaining lift.

An air roll is performed using the air trick criteria from the standpoint of attaining lift.

- Board Grab Bonus Points: Board grabs may be added to any wake or air trick. The addition of a grab does not represent a "new" trick and all current rules governing wake and air tricks remain applicable.

Grab bonus points may be added to any and all tricks in a skier's trick passes subject to the rules outlined below for grabs, and subject to all current rules covering the tricks to which a grab is added.

A grab must be a "clear and definite" grab of the outer edge of the kneeboard, and in a location clearly visible to the event judges. The burden of visibility shall fall on the skier, not the event judges.

Duration of the grab must be sufficient to clearly delineate the action as a grab, not a touch or slap. Again, the burden of duration falls on the skier, not the event judges.

Grab Bonus Point Scheme	
Wake Spinning tricks	25 additional points per trick
Wake flips/rolls	50 additional points per trick Includes layout and derived tricks
Air flips/rolls and spins	100 additional points per trick Includes surface rolls and head slam

For judging purposes, an event judge shall call the applicable trick followed by the term "grab". For scoring/recording purposes, the abbreviation of "G" shall be added behind the abbreviation for any trick with which a grab was called.

3.16. Tricks Release

The use of a tricks release and third person in the towboat is allowed for any wake or air trick with greater than 540 degrees of rotation. The release, if not provided in the boat, must be provided by the competitor. Any inadvertent or untimely release of the competitor will be the sole responsibility of the competitor and will constitute a fall at that point. The release person must be an active USA-WS member.

A manual trick release requires the use of a release person in the center position of the front seat next to the driver.

The competitor-supplied release person will subject the competitor to disqualification in the event if he interferes vocally or physically with the duties of the boat driver or the boat judge.

An automatic release made from hook and loop material may be used, but a release person is not allowed.

3.17. Ties

In the event of a tie in the tricks event that would affect the awards positions, the competitor with the highest single tricks pass would be declared the winner. If a tie still exists, there will be a drawing for order and the contestants would have a run-off that would consist of one (1) twenty (20) second tricks pass to determine the award winner.

3.18. Tricks Descriptions and Values

Only the following tricks recognized and approved by the AKA shall be scored.

<u>Description</u>	<u>Code</u>	<u>Value</u>
Side Slide	S	20
Reverse Side Slide	RS	20
Front to Back	B	30
Reverse Front to Back	RB	30
Back to Front	F	30
Reverse Back to Front	RF	30
Head Back (body parallel with board)	HB	30
360 Front to Front	O	40
Reverse 360 Front to Front	RO	40
360 Back-to-Back	OB	40
Reverse 360 Back-to-Back	ROB	40
No Hander (handle between knees, arms out)	NH	40
540 Front to Back	5B	50
Reverse 540 Front to Back	R5B	50
540 Back to Front	5F	50
Reverse 540 back to front	R5F	50
Wake Jump 1 (hand release back of head)	WJ1	50
Reverse Wake Jump 1	RWJ1	50
Wake Method Grab (side of board)	WGM	50
Air Back	AB	50
Reverse Air Back	RAB	50
Air Front	AF	50
Reverse Air Front	RAF	50
720 Front to Front	7F	60
Reverse 720 Front to Front	R7F	60
720 Back-to-Back	7B	60
Reverse 720 Back-to-Back	R7B	60
Wake Nose Grab	WGN	60
Wake Tail Grab	WGT	70
Floater (two hand release, hands back of head, done on surface)	FL	80
Handle Flip (360-degree handle spin, done on surface)	HF	100
Tick Tock	TT	100
Reverse Tick Tock	RTT	100
Wake Back	WB	100
Reverse Wake Back	RWB	100
Wake Front	WF	100
Reverse Wake Front	RWF	100

Line Over (surface 360 over line)	LOV	100
Reverse Line Over	RLOV	100
<i>Air Tick Toc</i>	<i>ATT</i>	<i>120</i>
<i>Reverse Air Tick Toc</i>	<i>RATT</i>	<i>120</i>
Line Over Back (surface 540 over line)	L5VB	130
Reverse Line Over Back	RL5VB	130
Air 360 Back	AOB	200
Reverse Air 360 Back	RAOB	200
Switch 3	S3	200
Reverse Switch 3	RS3	200
Tick Tock Back	TTB	200
Reverse Tick Tock Back	RTTB	200
Wake Floater (two hand release, hands back of head)	WFL	200
Wake Handle Flip (360-degree spin)	WHF	220
Air 360	AO	300
Reverse Air 360	RAO	300
Body Slide (board must be completely out of the water)	BDSL	300
Reverse Body Slide	RBDSL	300
Head Slam	HS	300
Wake 360	WO	320
Reverse Wake 360	RWO	320
Wake 360 Back	WOB	320
Reverse Wake 360 Back	RWOB	320
Layout Right	LOR	400
Layout Left	LOL	400
Surface Roll Right	SRR	400
Surface Roll Left	SRL	400
Back Roll Right	BRR	400
Back Roll Left	BRL	400
Tick 5	T5	420
Reverse Tick 5	RT5	420
Front Roll Right	FRR	450
Front Roll Left	FRL	450
Front Somersault Right	FSR	450
Front Somersault Left	FSL	450
Wake 540 Back	W5B	500
Reverse Wake 540 Back	RW5B	500
Wake 540 Front	W5F	500
Reverse Wake 540 Front	RW5F	500
Back Somersault	BSL	500
Back Somersault	BSR	500
Invert Back Right (Wake Back Roll Right Back)	IBR	500
Invert Back Left (Wake Back Roll Left Back)	IBL	500
Invert Front Right (Wake Back Roll Right Front)	IFR	550
Invert Front Left (Wake Back Roll Left Front)	IFL	550
Backwards Front Somersault Right	BFSR	550
Backwards Front Somersault Left	BFSL	550
Layout to Back Right	LOBR	550
Layout to Back Left	LOBL	550
Air Layout Right	ALOR	600
Air Layout Left	ALOL	600
Air Front Roll Right	AFRR	600
Air Front Roll Left	AFRL	600
Air Back Roll Right	ABRR	600
Air Back Roll Left	ABRL	600
Air Invert Back Right (air back roll right to Back)	AIBR	600
Air Invert Back Left (air back roll left to back)	AIBL	600
Air Front Somersault Right	AFSR	600

Air Front Somersault Left	AFSL	600
Front Somersault Back Right	FSBR	600
Front Somersault Back Left	FSBL	600
Front Roll Right Back	FRRB	600
Front Roll Left Back	FRLB	600
Air 540 Front	A5F	675
Reverse Air 540 Front	RA5F	675
Backward Invert Back Right	BIBR	700
Backward Invert Back Left	BIBL	700
Air 540 Front to Back	A5B	750
Reverse Air 540 Front to Back	RA5B	750
Air Front Roll Back Right	AFRBR	750
Backwards Back Somersault Right	BBSR	800
Backwards Back Somersault Left	BBSL	800
Air Front Somersault Back	AFSB	800
S-Bend (360 in layout position)	SB	800
Wake 720 Back	W7B	850
Reverse Wake 720 Back	RW7B	850
Wake 720 Front	W7F	850
Reverse Wake 720 Front	RW7F	850
P Nut (layout line back)	PN	900
Wake 900 Back	W9B	1000
Reverse Wake 900 Back	RW9B	1000
Air Backward Back Somersault	ABBS	1200
McDouble Right (double back roll right)	MDR	1500
McDouble Left (double back roll left)	MDL	1500

IV. OVERALL

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4.0. Competitors in the slalom and tricks events will be awarded overall points. Overall points are computed as follows:

The event winner will be awarded 1,000 points.

Overall points for the remaining finishers will be computed by dividing the winner's score into each of the scores of the second through last place. The percentage arrived at, times 1,000 will equal the number of points awarded to each of the remaining finishers.

Example: The first-place finisher in slalom scores 40 points. The second-place finisher scores 20 points. First place is awarded 1,000 overall points. The second-place score of 20 will be divided by the first-place score of 40 (20 divided by 40 = .500). Thus, the second-place finisher would receive 50 percent of the 1,000 overall points awarded to first place, which is equal to 500 overall points.

Overall points awarded in the slalom and tricks events will then be totaled to determine overall division winners.

Competitors must score points in both the slalom and tricks events, in the same division, to be considered in the overall standings.

4.1. Ties

In the case of a tie for overall, the total of the slalom overall points and the best of the two tricks passes will determine the overall winner.

If a tie still exists, an event will be drawn from a hat and the competitors involved will run-off to produce a winner.

V. FLIP-OUT

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5.0. The Flipout will be a separate event that will include only two divisions, men and women. This event is not mandatory in Class Q, C, or T tournaments and may be included at the discretion of the tournament sponsor. However, the Flipout and Freestyle events will be included in the AKA National Championships.

5.1. Entry Qualification

- Entry into the Flipout event is open to all age divisions.
- Entry is optional. To be eligible to enter the Flipout event a competitor must have landed a minimum of one flip in a Class Q, C, or T tournament-
- The Flipout event will not be computed in overall scoring.

5.2. Object of The Flipout Event And Scoring

- The object of this event is to do 10 flips or rolls of any variety in the shortest amount of time.
- Flips may be duplicated.
- There will be a time limit of 25 seconds per competitor.
- The competitor who successfully completes 10 flips in the shortest amount of time will be declared the winner.
- If no competitor has completed 10 flips within the time limit of 25 seconds, the one who has completed the highest number of flips in the shortest elapsed time will be the event winner.

5.3. Timing

Time will begin when:

- The competitor's board tip touches the first wake after having reached the approximate position of the first "may start" buoy.

Time will stop when:

- The competitor completes the 10th flip. Completion of the flip is defined as when the board contacts the water at the finish of a flip.
- A competitor falls.
- The time limit of 25 seconds has expired.

One Regular or Senior Judge is required for the Flipout Event in Class T Tournaments. One assistant rated official is required to time the event.

One Regular or Senior Judge is required for the Flipout Event in Class Q or C Tournaments. One assistant rated official is recommended to time the event.

Note: It is recommended that on those competitors that fall before completing the 10th flip, a time be taken. Thus, if there would be a tie, for instance at 8 flips, the competitor with the lowest elapsed time would be the winner.

VI. FREESTYLE

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6.0 Freestyle will be a separate event that will include only two divisions, men and women. A competitor must achieve two qualifying scores to ski Freestyle at Nationals. Qualifying scores must be obtained in Tricks at two Class q, Class C, or Class T tournaments. A minimum qualifying score for men is 1800 points, and for women 900 points. All Open and Defending Freestyle Champion Competitors automatically qualify to enter Freestyle. The tournament organizer will determine the format of the Freestyle event.

An example is as follows: Freestyle will consist of two passes and a double up. Wake, air tricks, flips, and rolls will be scored. Competitors will be allowed a total of two falls, excluding the Double Up. The Double Up is considered a FREE FALL. The running order will be determined by seeding order. Defending Champions have the option to ski first or last. All Divisions may enter Freestyle.

Pass ONE

- Five wake crossings are allowed.
- Tricks must be declared on the official Freestyle sheet and submitted to the Chief Scorer.
- Tricks must be on the AKA approved trick list.
- Four copies of the declared sheet must be submitted.
- Tricks may not be repeated.
- Judging will be Olympic style scoring of 1.0 to 3.0 on each wake crossing.
- The average score from the three judges will then be multiplied by the point value of the tricks completed.
-

Pass TWO

- This pass is an impression session.

- Tricks do not need to be approved AKA tricks.
- Tricks do not need to be declared.
- Five wake crossings are allowed.
- Tricks may be repeated.
- Judging will be on the number of tricks, their difficulty, altitude, style, etc.
- Judges will give style points even if the competitor falls and does not complete the trick(s)
- Judges will score 0 to 2,000 points on each wake crossing. The average of the Judges will determine final score.
- The total potential score for pass two is 10,000 points.

DOUBLE UP

- The trick does not need to be declared.
- The trick does not need to be an approved AKA trick.
- The rider will determine the direction of the boat turn - clockwise (to the driver side, boat turns to the right) or counterclockwise (to the passenger side, boat turns to the left).
- The boat turn will be declared on the Freestyle sheet.
- Judges will give style points even if the competitor falls and does not complete the trick(s) Judges will score 0 to 4,000 points. The average of the Judges will determine final score.

6.1 The officials for a Class T Freestyle event must include three regular rated or above judges. Class C and Q tournaments require one regular rated or above judge.

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VII. NOVICE EVENTS

7.0. Class N Tournament Requirements

All participants must be current USA Water Ski "Active" (insured) members.

Events in a Class N tournament are Wake Cross/Jump and Turns. These events are for the Novice competitors. Refer to Section VI for definition of Wake Cross/Jump and Turns. However, if the required courses are available, you may include Slalom and/or Tricks events.

No prior experience in organizing a tournament is required.

Officials for a Class N tournament may be assigned at the discretion of the organizer; however, a USA Water Ski-rated Safety Director must be in attendance.

Competitors in Class N tournaments will not receive National Overall Points (NOPS).

7.1. Turns

The course used for a tricks event is recommended, but not mandatory. The boat path shall be straight.

Each competitor shall have one (1) pass of 20 seconds in which to execute as many 360-degree turns as possible.

A pass begins:

- * At the competitor's first movement after passing the "may start" buoy.
- * If the competitor fails to make a move, time must start when the competitor passes the second "must start" buoy.

A pass ends:

- * When a competitor falls.
- * When the allotted time of 20 seconds has expired.

Each 360-degree turn will score 10 points. Fifteen (15) points will be scored for the reverse. The reverse must immediately follow each basic 360-degree turn to receive credit for the reverse. Once a competitor performs two 360-degree turns in the same direction, all turns from that point on will be scored at 10 points each.

Competitors must start in a forward position, and the handle must pass from hand to hand at some point in the turn. "Back-

to-back" turns will not be permitted.

A turn not completed at the end of allowable time shall not be scored.

Boat speed and rope length shall be the option of the competitor.

7.2- Wake Cross/Jumps

Each competitor shall have two (2) passes of 20 seconds each in which to complete as many wake cross/jumps as possible.

Points will be scored as follows:

- 5 points for simply crossing the entire wake from one side to the other on the surface of the water.
- 10 points for jumping off the up ramp of the wake and landing inside the wake or approaching the down ramp of the wake.
- 20 points will be scored for successfully jumping off the up ramp of the wake and clearing the crest of the second wake, landing on or clearing the crest of the second wake, landing on or clearing the down ramp of the wake. The competitor's knees must clear the crest of the second wake.

A pass will begin:

- As the competitor's board tip touches the wake to attempt a wake jump after reaching the approximate position of the first or "may start" buoy.
- If the competitor fails to make such a move, time must start as the competitor passes the second "must start" buoy.

A pass will end:

- When a competitor falls.
- When the allotted time of 20 seconds has expired.

Boat speed is optional with a maximum speed of 22 mph allowed. Rope length is also optional; however, a recommended length is 47' (28' off the standard 75' line).

(National qualifications will be allowed at USA Water Ski Grassroot sanctioned events if Class Q or higher rules and regulations are met. See USA WS's Grassroots Program for further information.

AT A GLANCE

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Tournament Classification Requirements

<u>Tournament Classification</u>	<u>Class Q Tournaments</u>	<u>Class C Tournaments</u>	<u>Class T Record Tournament</u>
Eligibility			
National Overall Points	No	Yes	Yes
AKA National Records	No	No	Yes
General Requirements			

Chief Officials			
Judge	Regular or Senior	Regular or Senior	Regular or Senior
Driver	Trained, Ast., Regular or Senior	Regular or Senior	Regular or Senior
Scorer	No Rating	Regular or Senior	Regular or Senior
Technical Controller	No	No	Yes
Safety Director	Coordinator or Above	Minimum State	Minimum State
Appointed Judges	No	2- Ast. or Up	2 – Regular or Up
Site Certification	No	Measured	Surveyed
Judging Towers	No	Both sides recommended 10' high	Both sides required 10'high
Timing Devices	Manual	Manual, Electronic, Perfect Pass	Manual, Electronic, Perfect Pass

Slalom Requirements			
Event Judges	No Rating	3 - (1 boat/2 towers) Ast. or Up	3 - (1boat/2 towers) Regular or Up
Boat Timer	No	Ast. Recommended	Ast. or Up
Drivers	Trained, Ast., Regular, Senior	Ast. or Up	Regular or Up
Scorers	No Rating	Ast. or Up	Regular or Up
Dock Starter	No Rating	No rating	Ast. Recommended
Secondary Personal	No Rating	No rating	Ast. Recommended

Trick Requirements			
Declared Trick Lists	Required Open Recommended all divisions	Required Open Recommended all Divisions	Required Open Recommended all Divisions
Event Judges	No rating	3- Ast. or Up	3- Regular or Up
Boat Judge	No rating	No rating	Ast. or Up
Shore Timer	No rating	Ast. Recommended	Ast. or Up
Drivers	Trained, Ast., Regular, Senior	Ast. or Up	Regular or Up
Scorers	No Rating	Ast. or Up	Regular or Up
Dock Starter	No Rating	No Rating	Ast. Recommended
Secondary Personnel	No Rating	No Rating	Ast. Recommended

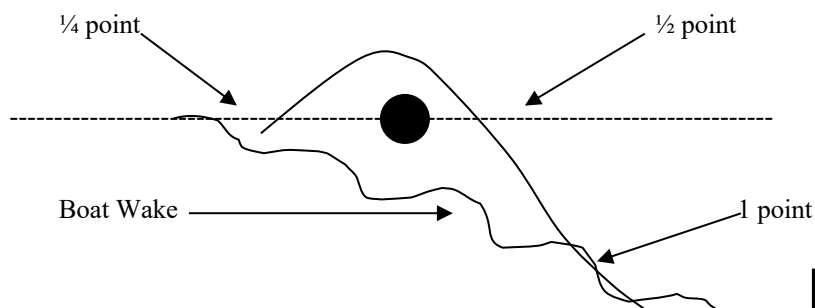
Three Regular or Senior Judges are required for the FREESTYLE event in Class T tournaments.
One Regular of Senior Judge is required for the FREESTYLE event in Class Q, or C tournaments.

One Regular or Senior Judge is required for the Flipout event in Class T tournament.
One Assistant Timer is recommended for the Flipout event in Class Q and C tournaments.

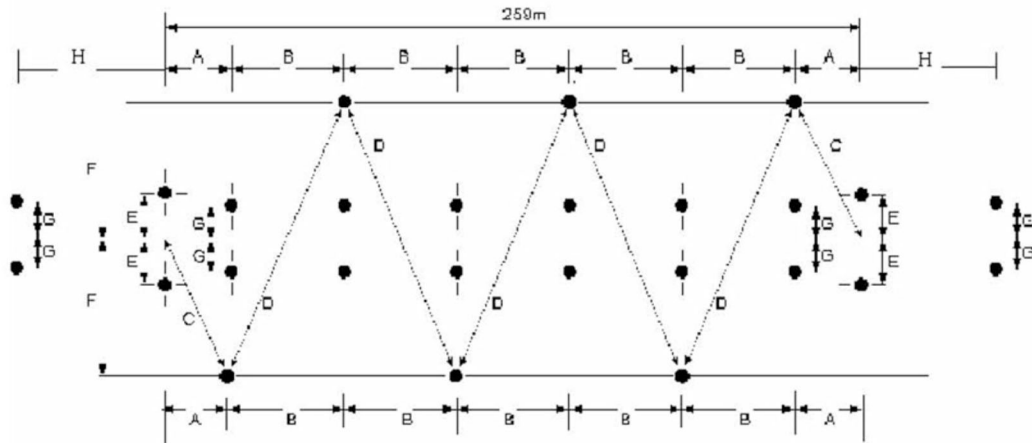
This table only highlights those issues or requirements which may vary between a Class Q, C and a Class T tournaments.
There are additional requirements which apply and are spelled out in the AKA Rule Book.

Slalom Scoring

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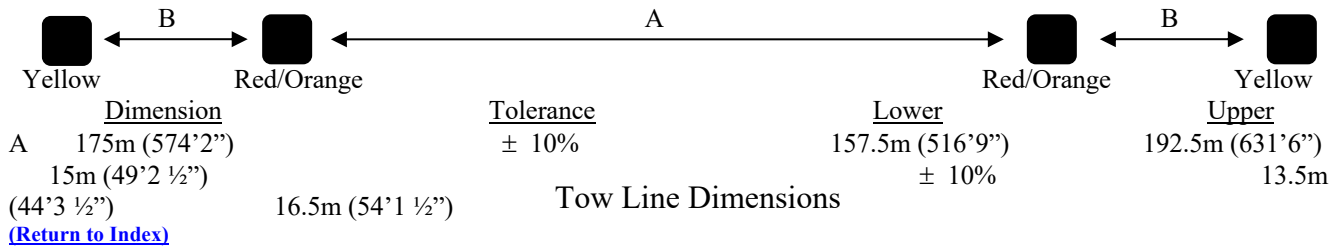
Official Slalom Course



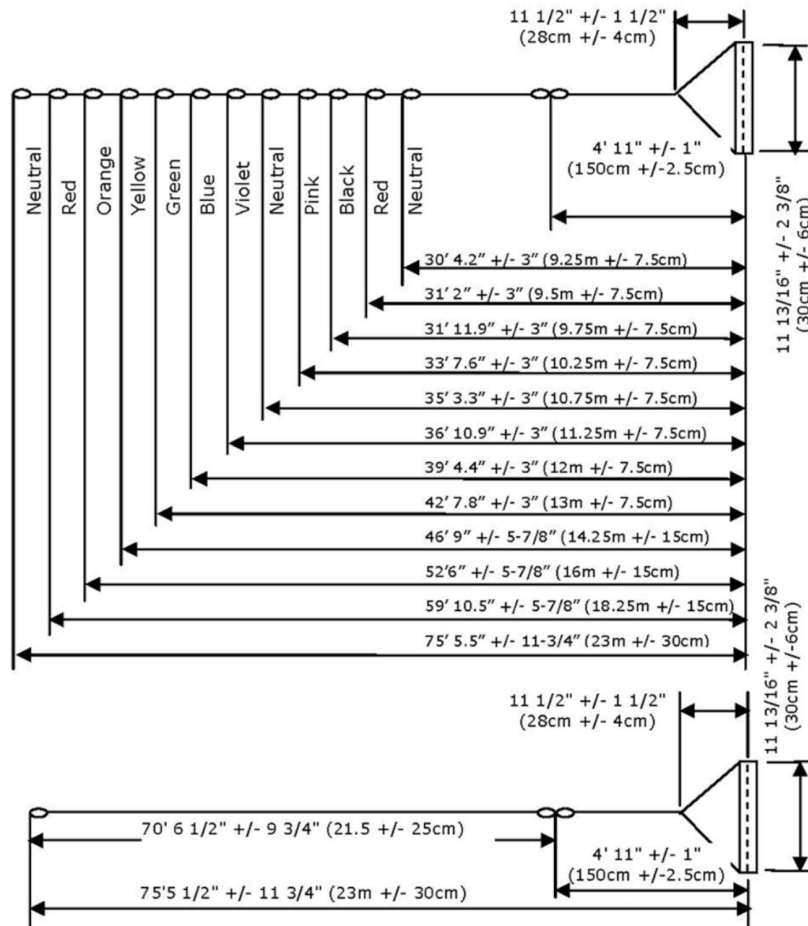
Dim	Metric			English					
	Actual	Minimum	Maximum	Actual	Minimum	Maximum			
OA	259m	258.353m	259.648m	849'	8 ⁷ / ₈ "	847'	7 ³ / ₈ "	851'	10 ³ / ₈ "
A	27m	26.865m	27.135m	88'	7"	88'	1 ⁵ / ₈ "	89'	¼"
B	41m	40.795m	41.205m	134'	6 ¹ / ₈ "	133'	10 ¹ / ₈ "	135'	2¼"
C	29.347m	29.2m	29.494m	96'	3 ³ / ₈ "	95'	9 ⁵ / ₈ "	96'	9 ¹ / ₈ "
D	47.011m	46.776m	47.246m	154'	2¾"	153'	5 ³ / ₈ "	155'	1 ¹ / ₈ "
E	1.25m	1.188m	1.313m	4'	1¼"	3'	10¾"	4'	3¾"
F	11.5m	11.385m	11.616m	37'	8¾"	37'	4¼"	38'	1 ³ / ₈ "
G	1.15m	1.035m	1.265m	3'	9¼"	3'	4¾"	4'	1¾"
H	55m	54.725m	55.275m	180'	5 ³ / ₈ "	179'	6½"	181'	4¼"

Tolerances (±)
 ¼% on 259m 5% on E
 ½% on A,B,C,D,H 10% on G
 1% on F

Official Trick Course



Tow Line Dimensions



Note: For tournament-supplied handle sections, the bridle length shall be 150 cm \pm 2.5 cm (4' 11" \pm 1") and the length of the handle shall be 30 cm \pm 6 cm (11- 13/16" \pm 2-3/8") (see diagram). For skier-supplied handles the tolerance on the bridle length is + 2.5 cm/-10 cm (+1"/-4").

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Trick Speed Calibration Times

Times for speedometer calibration at trick speeds are for the speed indicated from the slalom course entry gates to the third buoy (109 m).

Mph	Kph	Ideal	Tolerance
11	17.7	22.17	21.20-23.33
12	19.3	20.32	19.51-21.20
13	20.9	18.76	18.06-19.51
14	22.5	17.42	16.82-18.06
15	24.1	16.25	15.73-16.82
16	25.8	15.24	14.78-15.73
17	27.4	14.34	13.93-14.78
18	29.0	13.55	13.18-13.93
19	30.6	12.83	12.50-13.18
20	32.2	12.19	11.89-12.50
21	33.8	11.61	11.34-11.89