# WAKEBOARD WORLD RULES 2013



Last Updated September 2012

# **YEAR 2013**

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# 1.0 RULE 1 GENERAL

Applicability of the Rules: The rules set forth here govern wakeboard competitions sanctioned by the International Water Ski and Wakeboard Federation. It is requested that confederations establish rules as close to these rules as possible. Whenever the masculine is used, the same shall be construed as meaning the feminine where the context so requires.

# 1.1 Exceptions to the Rules:

Where compliance with the rules is not feasible, the Chief Judge shall, with the approval of the majority of the Judges, make the necessary changes. Such changes will be announced at a riders' or team captains' meeting, and by posting. The Chief Judge shall send a report to the Chairman of the IWWF World Wakeboard Council (WWC) to explain these changes to the rules. Where the rules are definite and feasible, a vote of the Judges to decide whether to enforce any provision is prohibited.

# 1.2 **Drug Testing:**

All competitors must agree to be subject to doping control. Specific policies and procedures regarding doping control shall be under the control of the Medical Commission of: The National Federation and independent riders confirm that all athletes entered by us into world Championships are aware of, and agree to be bound by, the provisions of the IWWF Anti-Doping Rules, including but not limited to, all amendments to the Anti-Doping Rules and all International Standards incorporated in the Anti-Doping Rules

# 1.3 Alcohol

No alcohol is to be consumed by Athletes prior to or during the day's event. The days event is deemed as starting 1 hour prior to the first rider starting their run and finished when the final scores for have been posted and the official protest time has elapsed. Once an athlete's heat and results are posted it is deemed that the athlete's day is finished.

# 1.4 Unsportsmanlike Conduct:

Any rider (or his representative) or official whose conduct is deemed unsportsmanlike or whose conduct may cause discredit to the IWWF, IWWF World Wakeboard Council and sponsors, either on or off the competition site, before during, or after the competition, may be disqualified from all or part of the competition including completed events and/or be subject to a fine to be determined by the IWWF Executive Board, by a two-thirds majority vote of the Judges. Any and all infractions can also be punishable by disqualification of the whole team.

Unsportsmanlike conduct includes, but is not limited to: use of vulgar language in public, public tantrums, not riding to fullest potential, failure to attend designated functions or events, failure to attend media conference, opening / closing ceremony, prize-presentation ceremony, etc podium presentations, discrediting publicly event organisers, fellow athletes and/or host countries and/or host federations verbally, and/or on social networking, consuming alcoholic beverages during or before the competition, use of prohibited substances, competing under false pretences, concealing significant injuries or

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health problems. This also includes but is not limited to riders and individuals who choose to vandalise or misrepresent wakeboarding at official hotels venues or functions during the event. Each rider, prior to participating, will sign a code of conduct as a condition of entry.

# 2.0 RULE 2 COMPETITION SITE DURING WAKEBOARD WORLD CHAMPIONSHIPS

2.1 There will not be any official familiarisation during the Wakeboard World Championships at the event site, however if the organisers choose to hold an unofficial practice all riders must be given equal time on the water.

The organizers of the event will hand the site over to the Chief Judge one full day prior to the first day of the event for inspection.

- Use of the site is under the authority of the Chief Judge until the completion of the competition.
- 2.3 At the discretion of the Event organiser, and only with the approval of the Chief Judge, riders may be selected to ride or partake in a course testing, and/or media, promotional or sponsorship obligations.

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#### 3.0 RULE 3 SAFETY DURING WAKEBOARD WORLD CHAMPIONSHIPS

# 3.1 **Safety Director:**

At least two months before the Wakeboard World Championships, the host Federation shall appoint a Safety Director, who will appoint such assistants as appear necessary and inform the World Wakeboard Council Chairman and Chief Judge. The Safety Director shall be responsible for the safe conditions of all equipment, facilities and operation of the event; but this shall not prevent him from delegating specific responsibilities to his assistants as approved by the Chief Judge. He shall have the authority to take whatever action is necessary, including stopping the event, whenever he observes a condition he believes unsafe. The Chief Judge may overrule any contemplated action or decision of the Safety Director on his own responsibility.

# 3.2 Unsafe Rider Disqualification:

No rider shall be allowed to compete or to continue to compete if, in the opinion of the Safety Director and a majority of the Boat Judges, his competing would be a danger to himself or other riders in the competition. During the competition, the Safety Director may, at any time, request the Chief Judge to halt the event for a poll of the Boat Judges in regard to a rider's actions or conditions. Whenever practical, the advice of a doctor should be obtained.

# 3.3 Safety Boats:

Two safety boats shall be used during the event. The suggested positioning of the safety boats is operating outside the wakeboard course buoys facing a rider during his pass. The final positions of the safety boats on course will be determined by the chief judge.

# 3.4 Safety Boat Personnel:

Each safety boat will be manned by:

- 3.4.1 An experienced driver who is familiar with the conduct of all practice and competitive events.
- 3.4.2 A swimmer, whom is fully trained in First Aid, Emergency Resuscitation and Water Rescue Techniques. The swimmer will wear a life jacket at all times and, in the event of a serious fall, will jump into the water to assist the rider. If the injured rider is unable to climb into the safety boat with little or no assistance, the rider will be floated to shore and lifted from the water on a suitable board or stretcher. Under no circumstances will an injured rider be lifted passively over the side of the safety boat. It is emphasized that, in international competition, language difficulties may interfere with communication; and, for this reason, the swimmer MUST GET IN THE WATER to assist the injured rider.

#### 3.5 On Site Medical Facilities:

The Safety Director will appoint a Competition Medical Officer who will undertake to provide the following services:

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- 3.5.1 A suitably qualified medical officer will be in attendance during throughout the event.
- 3.5.2 A suitably equipped medical station prepared to deal with any sort of medical emergency will be conveniently located at the competition site.
- 3.5.3 Suitable transportation facilities that will allow an injured rider to be moved safely and promptly to the best local medical unit for further care.

A working relationship will be established between the local hospital or medical unit and the Competition Medical Officer, such that casualties will get prompt and expert treatment when required.

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# 4.0 RULE 4 CATEGORIES THE WAKEBOARD WORLD CHAMPIONSHIPS

- 4.1 Competition entry at the Wakeboard World Championships will be strictly by age with the exception of the Open category
- 4.2 There will be a minimum of 3 riders required to open a category. Once a category is open then the scores of that category then the placement will contribute to the team scores. A category once open will place as champions. The Chief Judge will inform all participating Federations as soon as feasibly possible if there are insufficient riders within a category. In the event of a category not opening then merging will take effect. See (4.6 & 4.7).
- 4.3 A rider will only be allowed to enter one category.
- 4.4 The Chief Judge and/or Chief Calculator will ensure that all riders' passports are checked for verification of age.
- 4.5 For the Wakeboard World Championships a rider's age as of 1<sup>st</sup> January of the current year the championships are held will be used to determine age bracket
- 4.6 Merging Classes

BOYS < JUNIOR < OPEN > MASTERS > VETERANS

4.7 Cancellation of Category:

Categories with less than three (3) riders may be cancelled or merged with other categories to a > division at the discretion of the world wakeboard council. The cancelled category will not have recognised placement or champions.

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# 4.8 Categories

# 14 and Under Boys

14 years old and under - if you are 14 years or under on January 1 in the current year the championships are held

# 14 and Under Girls

14 years old and under - if you are 14 years or under on January 1 in the current year the championships are held

# 18 years and Under Junior Men

18 years and under Junior Men – if you are 18 years or under on January 1 in the current year the championships are held

# 18 years and Under Junior Women

18 years and under Junior Women – if you are 18 years or under on January 1 in the current year the championships are held

# 30 Years and Over - Masters Men

30 years or older on January 1 in the current year the championships are held

# 30 Years and Over - Masters Women

30 years or older on January 1 in the current year the championships are held

# 40 Years and Over Veteran Men

40 years or older on January 1 in the current year the championships are held

# 40 Years and Over Veteran Women

40 years or older on January 1 in the current year the championships are held

# **Open Division - Men**

No age restriction.

# **Open Division Women**

No age restriction

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#### 5.0 RULE 5 HEAT SYSTEM

Wakeboard competitions will use a heat system. The running order for the first round of competition will be randomly selected by either computer or drawn from a ballot in order to compete in individual heats. The number of riders in each is dependant on the total number of riders entered.

No heat shall exceed 6 riders, where possible heats of 4 or 5 are preferred.

An equal amount of riders from each heat will then advance to the semi-finals and finals. The LCQ, Semi-finals and Finals will be selected from placement **not** scores.

Advancing riders will be seeded from placement and then heats will be selected using the following method.

2 Heats 2-1-1-2 or for 3 heats 3-2-1-1-2-3 and so forth. This allows for the heats to be mixed throughout the event.

Open Division: The top 8 men & top 4 women listed on the current IWWF Wakeboard World Cup Overall Standings List will be seeded in the first round of competition in the Men's & Women's Open events. The running order for all other riders in the first round of competition will be randomly selected by either computer or drawn from a ballot in order to compete in individual heats.

The number of riders in each heat is dependent on the total number of riders entered. There will be a maximum of 6 riders in each heat. A percentage of the riders from each heat will then advance to the semi-finals and finals. The running order for the LCQ, Semi Finals and Finals will be selected from placement and NOT scores.

All Finals will comprise of 6 riders, in the event of a withdrawal, injury or disqualification the rider will not be replaced or substituted. The final heat will proceed with fewer riders.

The Last Chance Qualification round may or may not be used within the competition, dependent on time and numbers.

See Annex 1 for the Official Heat System

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#### 6.0 RULE 6 RIDER PREPARDNESS

A rider must be in his bindings, with his life vest and assigned bib on, and with a rope that will not interfere with him being ready to ride when the boat returns to the dock/start area. Any rider who fails to be on immediate hand & in condition to ride when it is his turn in the running order as stated above will be deemed to be wasting time to gain an unfair advantage and will be disqualified.

#### 7.0 RULE 7 DISQUALIFICATION

Should a rider be disqualified for any reason, he will not be permitted to participate in the remainder of the competition, ie. If he misses his turn in the qualifying rounds, he will not be permitted to compete in the last chance qualifiers.

#### 8.0 RULE 8 ADVANCEMENT

A rider must score (more than 0) in the qualifying round to advance to the next round of competition.

# 9.0 RULE 9 ENTRY REQUIREMENTS FOR WAKEBOARD WORLD CHAMPIONSHIPS

# 9.1 Rider Eligibility:

A Federation may select its team in any manner it desires; however, each team member must be a citizen or applying for citizenship of the country which the Federation represents. In case of doubt as to the nationality of a competitor, the Judges normally will refer to his passport. If a rider does not have a passport from the country he is representing, he must prove residence in the country for at least five years and membership in an affiliated club of the Federation. Each Federation shall certify that all members of its team meet these qualifications.

# 9.2 **Competition Entry:**

A rider may compete in the Wakeboard World Championships as either a team representative or individual.

# 9.2.1 **Team Entry**:

A team will comprise of a maximum of **10** riders, with a maximum of **2** riders in the same category. Although it is encouraged to have a mixed participation with men and women riders within a team, it is not compulsory. Federations must nominate their team riders by 8:00 pm, one day prior to the first day of the event, after which all riders will be considered individual entries and will not contribute towards team scoring. In the event of an injured rider, the Team Captain can replace a rider but only within the same category. Replacements are not permitted once the event begins.

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#### 9.2.2 Individual Entries:

Riders who are not part of a team may compete as individuals. An individual rider's entry must be submitted through his respective Federation. Federations will decide the criteria for an individual rider's entry. There is no restriction to the number of riders who enter the Wakeboard World Championships as individual competitors.

# 9.2.3 Reigning World Champions:

Riders may compete in the Wakeboard World Championships as individuals if they are the reigning World Champion in any category from the previously held Wakeboard World Championships. Their entry must be submitted through their respective Federations

#### 10.0 RULE 10 WORLD CHAMPIONSHIPS ENTRY & ADMINISTRATION

#### 10.1 Intention to Enter:

Each Federation shall certify to the Chairman of the IWWF World Wakeboard Council and to the organizing committee, not later than 60 days before the scheduled start of the first event of the IWWF Wakeboard World Championships, its intent to compete.

Any Federation not meeting this requirement will not be allowed to compete until they pay a fine of USD200.00 to the IWWF.

Each Federation shall certify to the Chairman of the IWWF World Wakeboard Council, the Chairman of the Region Wakeboard Council, and the organizing committee, not later than ten (10) days before the scheduled start of the first event of the World Championships, the names of the members of its team, the events each will enter, the ranking of each rider, as well as the names of the official reserves. Any Federation not meeting this requirement will not be allowed to compete until the Federation pays a fine of USD10.00 per rider per day after the 10-day deadline to the IWWF for each rider not officially entered.

If the official entry forms are not received prior to the 24 hours before the start of the first event, the Federation's rider's places in the draw shall be determined by the Chief Judge without reference to their rankings.

# 10.2 Late Entries

Prior to the event commencement, after which penalties will apply. A late entry fee of USD10.00 per day per rider shall be levied on each entry not received 10 days before the first official day of competition. Late entries will only be accepted with the mutual consent of the Organiser and Chief Judge.

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#### 11.0 RULE 11 TEAM SCORING

- 11.1 The best 8 scores will be used to compute an overall team score.
- 11.2 Each team rider will be awarded the following points depending on his final placement in his respective category:

```
1<sup>st</sup> place 100 points
2<sup>nd</sup> place 80 points
3<sup>rd</sup> place 65 points
4<sup>th</sup> place 55 points
5<sup>th</sup> place 45 points
6<sup>th</sup> place 35 points
7<sup>th</sup> place 30 points
8<sup>th</sup> place 25 points
9<sup>th</sup> place 20 points
10<sup>th</sup> place 17 points
11<sup>th</sup> place 14 points 12<sup>th</sup> place 11 points
13<sup>th</sup> place 8 points
14<sup>th</sup> place 6 points
15<sup>th</sup> place 5 points
16<sup>th</sup> place 4 points
17<sup>th</sup> place 3 points
18<sup>th</sup> place 2 points
19<sup>th</sup> place 1 point
20<sup>th</sup> place and all subsequent riders receive 1 point each
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With the use of the heat system, there will be instances where riders have finished in a joint position with a rider in a different heat. Relevant placing points will therefore be given to each team rider based on their placement in the heat and seeding.

- 11.3 In the event of a tie, final team placement will be determined by the 9th team score. If a tie still exists, then a 10th. Team score will be used to decide final placement.
- 11.4 If a team rider is disqualified for unsportsmanlike conduct (with the exception of the rider being disqualified for being late to the dock or not wearing a bib) no team overall points shall be awarded for this rider. No substitutions allowed.

#### 12.0 RULE 12 BIBS

12.1 Riders are required to wear an official bib during media riding, actual competition, and interviews. If a rider is not wearing a bib that is assigned to him while competing, he will be disqualified from the tournament. No modifications of bibs or addition or deletion of lettering or logos on bibs are permitted.

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#### 13.0 RULE 13 - EQUIPMENT

#### 13.1 General:

All personal equipment is subject to the approval of the Chief Judge and Safety Director

#### 13.2 Life Vest:

All competitors must wear a life vest. It is the responsibility of each rider to ensure their life vest meets the following specifications:

- 13.2.1 It must float the rider.
- 13.2.2 It must be constructed so as to provide adequate protection from impact damage to the ribs and internal organs.

#### 13.3 **Towlines**:

Riders just provide their own handles and ropes which must be of a non-stretch material.

#### 13.4 Helmets:

Riders must wear a suitable helmet if they choose to hit any of the obstacles in the wakeboard course. If a rider hits an obstacle without a helmet, he will be disqualified from the competition. If a rider wishes to hit any obstacles, he must start his routine with a helmet on. No helmets with receiving or transmitting devices may be used during competition. Any rider who chooses to remove their helmet must dispose his helmet in a safe and timely manner.

#### 13.5 **Boats**:

The total additional weight in the boat will be determined by the Chief Judge and a representative from the World Wakeboard Council. If a representative from the WWC Council is not present, then the decision will be at the discretion of the Chief Judge.

# 13.6 **Damaged Equipment:**

A rider is fully responsible for his personal equipment and should have a spare board, fully assembled with bindings and fins, at his disposal should any damage occur. In the event that a rider realises his equipment has been damaged, he may throw the handle to indicate that he wishes to repair his equipment. This will, however, constitute one fall if it occurs in the wakeboard course. If a rider falls in the wakeboard course due to his equipment being damaged, it will also constitute one fall. If a rider needs to stop his/her ride in the wakeboard course or before the start of his/her second pass to repair his/her equipment, it will also constitute one in-course fall. The Chief Judge will have the final say as to whether the equipment has failed. If a rider has damaged his equipment, he will have four minutes to repair the equipment. The damaged equipment must be repaired at the starting dock. The time begins when the rider gets onto the starting dock.

The rider must have both feet back in his bindings before the four minutes elapses or his routine is over. The boat will then tow the rider from the starting dock to the location of the fall or handle-throw, come to a complete stop and then resume the routine.

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# 14.0 RULE 14 RE-RIDES

It is the sole responsibility of a rider to request for a re-ride.

When unfair conditions occurs, which, in the opinion of a majority of the Judges, adversely affects a rider, he shall be granted the option of a re-ride only on the passes affected. Re-rides will not be granted if a rider's personal equipment fails.

Re-rides must be taken immediately. If a rider is given a <u>second</u> re-ride, he may elect to take a five-minute rest, during which the next rider in order will perform his routine. The re-ride shall be taken at the conclusion of the rider's routine during which the five- minute rest period expires.

Requests for re-rides may be initiated by a Boat Judge for the event before the next rider starts or may be initiated, as soon as possible, by the rider or his team representative and shall be decided as soon as practicable thereafter. If, in the opinion of the Boat Judges for the event, the request was not initiated as soon as possible after the rider has ridden, the request shall be denied.

Re-ride requests will not be permitted if they are based on variations in weather or water conditions.

A rider who wishes to request a re-ride while they are on/in the water he/she should make the request to the head judge in the boat, a decision will be made by the majority of judges in the boat make a protest while on the water.

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#### 15.0 RULE 15 PROTESTS

Protests shall be made to the Chief Judge only by a rider or team representative. Protest must be made in writing, must state the reason(s) for the protest and quote the relevant rule number(s), and must be filed as soon as possible, but no later than 20 minutes after the occurrence or after the results of the event are announced.

The rider or team representative will come to the Chief Judge's station and get an Official Protest Form to make the protest. The rider or team representative will then bring the Official Protest form back to the Chief Judge for review. After the Chief Judge has reviewed the protest and score sheets, he will meet with the Boat Judges to discuss the protest if he deems necessary. The Boat Judges will meet with rider to discuss the protest if the Chief Judge deems necessary. Actions may then be taken by the Chief Judge to address the protest.

Protests must be accompanied by the approximate equivalent in local currency of US Dollars 100.00 - This amount will be refunded if the protest is considered reasonable or upheld by the Judges.

All judges must be at the Chief Judge's station immediately following the last event each day and will remain 20 minutes after the release of the official results to answer questions. Protests will be handled by the Chief Judge and the 3 judges involved in the respective event. In the case of other protests, i.e. heat protests, timing, etc., such protests shall be handled by the majority of judges.

A correction of an error in the computation of scores shall not be considered a protest and the correction shall be made on the approval of the Chief Judge and Calculator within 20 minutes after the results are announced, and Boat Judges' scoring sheets have been made available for inspection. The inspection of scoring sheets will be done only in the presence of the Judges scoring that particular event.

#### 16.0 RULE 16 USE OF VIDEO

Due to the subjective scoring nature & spirit of wakeboarding, video footage of any kind will not be used by Judges, riders or team representatives to resolve any disputes. Judges will not view not view or comment on any video footage during the event.

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#### 17.0 RULE 17 COMPETITION FORMAT

#### 17.1 General:

Each rider shall be allowed two passes through the wakeboard course during which time he may perform any routine he chooses. He will be judged on subjective style categories, to arrive at a single combined score.

Judging of the routine begins when the rider enters the wakeboard course and ends when the rider exits the wakeboard course, falls for a second time, or completes his double-up (finals only).

Riders are encouraged to perform a smooth flowing routine with a wide variety of tricks. Each manoeuvre should be different and executed as cleanly as possible and taken to its limit.

Boat (scoring) Judges: Chief Judge will designate three boat judges, to be seated in the tow boat, to score each riders routine.

# 17.2 Scoring:

Judges will award a maximum of 100 points to each rider based on their overall impressions of the routine performed. Each individual heat per division will be judged independently from the other heats on the day. The judges will score the first rider of the heat subjectively and each subsequent rider's performance after that rider is judged higher or lower dependant upon their ride. Judges are required to both score and placement a rider in within each heat.

The judges will score each rider in each of the following categories:-

#### Execution - 33.3 Points

This reflects the level of perfection to which each manoeuvre was performed, as well as the successful completion of the routine with a minimum number of falls.

#### Intensity - 33.4 Points

This reflects how big the moves were performed, as well as the technical difficulty of the tricks executed.

# **Composition - 33.3 Points**

This reflects the overall composition of the routine in terms of the rider's ability to perform a variety of manoeuvres in a flowing, creative sequence

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#### 17.3 Calculation of Scores:

The Average method of calculating will be used. Scores from all categories of a rider's routine are added together to produce a judge's total score. All three judges' total scores are then averaged to produce a final score for a rider.

#### 17.4 Placement

Calculation scores will be cross-referenced to the judges' placement of the rider. The judges' placement of the rider will always override the judges total score of the rider.

# 17.5 Signing Off

In addition to the chief calculator and chief judge signing off on results sheets, the three boat judges must also sign off on the results sheets.

#### 18.0 RULE 18 WAKEBOARD COURSE

# 18.1 Course Buoys:

Buoys to be used for the wakeboard course must be of the following specifications:-

- 18.1.1 Only inflatable buoys may be used, and they should be made of a lightweight, pliable material with smooth exposed surface.
- 18.1.2 Color of buoys shall be selected for maximum visibility. A fluorescent orange paint must used for the start buoy and fluorescent green paint is recommended for the cut-off buoy
- 18.1.3 Start buoys shall not stand be more than 1 metre high above the waterline.
- 18.1.4 Each buoy shall have a strong loop for attaching anchor lines. The buoys must be attached to the anchor line by the use of a system that will tighten the buoy in such a way as to ensure that it does not move around from its position.

#### 18.2 Course Dimensions:

A start buoy shall establish the approximate area of the beginning of the wakeboard course from each direction. The end of the pass shall be signified by an end buoy. The distance from the start and end buoys will be a minimum of 370 metres. These course dimensions will be used where practical. Bright orange buoys are recommended for the start and end buoys

# 18.3 **Cut-Off buoy:**

A cut off buoy will indicate the point after which the tow boat will not be able to get up to speed for a rider to continue his run in the second pass. Bright green buoys will be used for the cut-off buoy. The position of the cut off buoy will be determined by the Chief Judge and Chief Boat Driver. The cut-off buoy will not be used in finals where there is a double-up.

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# 18.4 Proceeding through the two wakeboard passes:

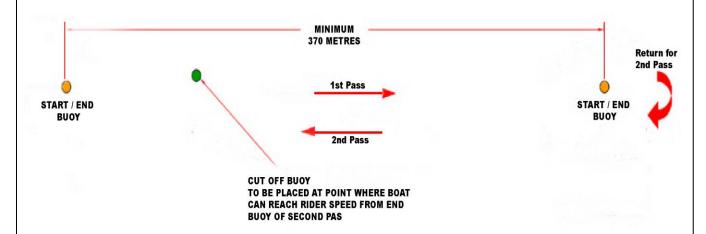
The boat shall follow as closely as possible the path specified by the Chief Judge for the event, such path to include the preparation time before each pass. The second pass shall be in the opposite direction from the first pass.

- 18.5 A rider's routine will begin when he performs his first trick at, or after the start buoy.
- 18.6 A rider's routine will end: when he falls for a second time or when he passes the end buoy. A rider's last trick will be scored if he leaves the crest of the wake before passing the end buoy.

# 18.7 Swimming on Course

Any rider who swims down the course to gain advantage over a fellow competitor will not be picked up. This will be the end of his routine.

# **Diagram 1 - OFFICIAL WAKEBOARD COURSE**



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# 19.0 RULE 19 DOUBLE-UP

Only Junior Men and Open Men who qualify for the finals may be given a double-up.

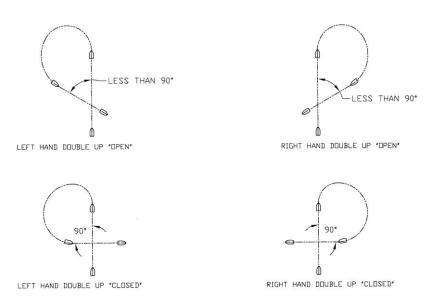
It is the sole responsibility of each competitor to communicate to the driver before leaving the dock whether he would like a left or right double-up (see Diagram 2), and where the double-up will occur in the course.

Re-rides will not be granted due to any miscommunication between the rider and driver.

In the event that the boat provides a double-up in an incorrect direction, the rider must wave off the double-up and not attempt any manoeuvre. If any manoeuvre is attempted, which includes cutting at the wake, the rider will be deemed to have accepted his double-up. If a rider waves off the double-up, the boat will then turn around, and proceed with a double-up in the correct direction. Re-rides will not be granted for turbulent water in this instance.

If a rider's first fall occurs beyond the cut-off buoy, the boat will then immediately proceed with a double-up for the rider.

# **Diagram 2 - DOUBLE-UP ILLUSTRATION**



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# 20.0 RULE 20 OBSTACLES

Organisers are encouraged to use obstacles that are of structural integrity, adequate in floatation and stability and safe in design and where practical and possible be adapted to the site conditions and logistics.

The Chief Judge will make a final decision on whether the obstacles meet the above criteria.

The Chief Judge will make the decision where to place these obstacles in the wakeboard course. Riders are encouraged to hit these obstacles to add variation to their routines.

The obstacles may also signify the beginning of each routine depending on where they are placed.

Obstacles must be approved prior to the world championships and a diagram or picture where possible will be distributed in Bulletin #2.

#### 21.0 RULE 21 BOAT SPEED & ROPE LENGTH

Each rider shall receive his choice of a constant speed through the course for each pass, and preferred rope length. The boat speed, assuming it is held constant before entering the course, is the rider's responsibility.

#### 22.0 RULE 22 FALLS

#### 22.1 Out-Of-Course Falls:

- 22.1.1 A rider may have one out-of-course fall only before the start of his first pass.
- 22.1.2 An out-of-course fall or handle throw before the start of the second pass will count as one in-course fall.

#### 22.2 Handle-Throw:

The rider may also have one handle-throw before the start of his first pass which will also count as one out-of-course fall.

If a rider throws the handle prior to the start of his first pass to indicate that his rope was incorrectly put on the wrong loop by the officials or Judges in the boat, it will not count as an out-of-course fall.

#### 22.3 Obstacle Falls

Each rider will receive one obstacle and one wake fall only. A rider may have a maximum of two falls during a routine. Should a fall occur, the boat will pick up the rider to proceed with the routine. The rider will not be picked up after a second fall, or after a fall that occurs beyond the cut-off buoy in the second pass.

• Example one: A rider falls on the slider, and then falls on his first manoeuvre off the wake, the rider will be picked up. But his pass will end if he falls on either an obstacle or water trick.

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- Example two: A rider falls off the rainbow slider, and then falls off the kicker but has no previous water falls. His pass ends
- The rider must be ready to ride immediately upon the boat's return after the first fall, an out-of-course fall, or handle-throw.

#### 23.0 RULE 23 SCHEDULE CHANGES & CANCELLATION OF EVENTS

Changes in the schedule during the competition shall be made only for weather, water conditions, safety, or a similar reason. All riders must be on-site one hour before their scheduled event time. Such changes will be announced at a riders' or team captains' meeting, and by posting on the official notice board"

The finals of each category must be completed to determine a winner, even if the Judges are obliged to continue it at a different site. If a final cannot be completed, all riders from the event will compete again where and when possible, until a winner is determined.

# HEATS

# WAKEBOARD WORLD RULES

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OFFICIAL I	WWF HE	AT SYSTEM
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**YEAR 2013** 

	Qualifying	1/4 Final	LCQ	Semi Final	Final
2 midomo				1 Heat 3	1 Heat 3
3 riders				Total 3 riders	Total 3 riders
4 riders				1 Heat 4	1 Heat 4
				Total 4 riders	Total 4 riders
5 riders				1 Heat 5	1 Heat 5
				Total 5 riders	Total 5 riders
6 riders				1 Heat 6	1 Heat 6
				Total 6 riders	Total 6 riders
7 riders		1 Heat of 4	1 Heat of 3	Total o Hacis	Total Officers
7 110015		1 Heat of 3	1 Heat of 5		
		(Top 2 to Final)	(LCQ Top 2 to Final)		1 Heat 6
		Total 7 riders	Total 3 riders		Total 6 riders
8 Riders		1 Heat of 4	1 Heat of 4		1 Heat 6
o Riders		1 Heat of 4	I fleat of 4		T fledt 0
		(Top 2 to Final)	LCQ Top 2 to Final		
		Total 8 riders	Total 4 riders		Total 6 riders
9 riders		1 Heat of 5	1 Heat of 5		1 Heat 6
J riders		1 Heat of 4	1 Heat of 5		T fledt 0
		(Top 2 to Final)	(LCQ Top 2 to Final)		
		Total 8 riders	Total 4 riders		Total 6 riders
10 Riders		1 Heat of 5	1 Heat of 6		1 Heat 6
10 Kideis		1 Heat of 5	I fleat of o		T fleat 0
		(Top 2 to Final)	(LCQ Top 2 to Final)		
		Total 10 riders	Total 6 riders		Total 6 riders
11 Riders		1 Heat of 6	1 Heat of 5	1 Heat 4	1 Heat of 6
11 Kideis		1 Heat of 5	1 Heat Of 5	1 Heat 4	1 fleat of o
		( Top 3 to Semi)	(LCQ Top 2 to Semi)	(Top 3 to Final)	
		Total 11 riders	Total 5 riders	Total 8 riders	Total 6 riders
12 Riders		1 Heat of 6	1 Heat of 6	1 Heat 4	1 Heat of 6
12 Kiders		1 Heat of 6	1 Heat of 0	1 Heat 4	1 Heat of o
		( To 3 to Semi)	(LCQ Top 2 to Semi)	(Top 3 to Final)	
		Total 12 riders	Total 6 riders	Total 8 riders	Total 6 riders
13 Riders		1 Heat of 5	1 Heat of 4	1 Heat 4	1 Heat of 6
15 Kidels		1 Heat of 4	1 Heat of 3	1 Heat 4	1 Heat of o
		1 Heat of 4	1 Heat of 5	1 Heat 4	
		( To 2 to Semi)	(LCQ Winner to Semi)	(Top 3 to Final)	
		Total 13 riders	Total 7 riders	Total 8 riders	Total 6 riders
14 Riders		1 Heat of 5	1 Heat of 4	1 Heat 4	1 Heat of 6
14 Mucis		1 Heat of 5	1 Heat of 4	1 Heat 4	1 Heat of o
		1 Heat of 4	Tricut of 4	1 Heat 4	
		( To 2 to Semi)	(LCQ Winner to Semi)	(Top 3 to Final)	
		Total 14 riders	Total 8 riders	Total 8 riders	Total 6 riders
15 Riders		1 Heat of 5	1 Heat of 5	1 Heat 4	1 Heat of 6
15 Kluers		1 Heat of 5	1 Heat of 4	1 Heat 4	I fleat of 0
		1 Heat of 5	I Heat UI 4	T Heat 4	
			LCQ Winner to Semi	Top 3 to Final	
		( To 2 to Semi)	LCQ WIIIIei to Seiiii	TOP 3 to Fillal	
		Total 15 riders	Total 9 riders	Total 8 riders	Total 6 riders

YEAR 2013			HEATS		WAKEBOARD WORLD RULES	
16 Riders		1 Heat of 4	1 Heat of 4	1 He	at of 5	1 Heat of 6
10 1110013		1 Heat of 4	1 Heat of 4		at of 5	I fledt of o
		1 Heat of 4				
		1 Heat of 4				
		( To 2 to Semi)	(LCQ Winner to Semi)	(Top 3	to Final)	
		Total 16 riders	Total 8 riders		0 riders	Total 6 riders
17 Riders		1 Heat of 5	1 Heat of 5	1 He	at of 5	1 Heat of 6
		1 Heat of 4	1 Heat of 4	1 He	at of 5	
		1 Heat of 4				
		1 Heat of 4				
		( To 2 to Semi)	(LCQ Winner to Semi)	(Top 3	to Final)	
		Total 17 riders	Total 9 riders	Total 1	0 riders	Total 6 riders
	Qualifying	1/4 Final	LCQ	Sem	i Final	Final
18 Riders		1 Heat of 5	1 Heat of 5	1 He	at of 5	1 Heat of 6
		1 Heat of 5	1 Heat of 5	1 He	at of 5	
		1 Heat of 4				
		1 Heat of 4				
		( To 2 to Semi)	(LCQ Winner to Semi)	(Top 3	to Final)	
		Total 18 riders	Total 10 riders	Total 1	.0 riders	Total 6 riders
19 Riders		1 Heat of 5	1 Heat of 6	1 He	at of 5	1 Heat of 6
		1 Heat of 5	1 Heat of 5	1 He	at of 5	
		1 Heat of 5				
		1 Heat of 4				
		( To 2 to Semi)	(LCQ Winner to Semi)	(Top 3	to Final)	
		Total 19 riders	Total 11 riders	Total 1	0 riders	Total 6 riders
20 Riders		1 Heat of 5	1 Heat of 6	1 He	at of 5	1 Heat of 6
		1 Heat of 5	1 Heat of 6	1 He	at of 5	
		1 Heat of 5				
		1 Heat of 5				
		( To 2 to Semi)	(LCQ Winner to Semi)	(Top 3	to Final)	
		Total 20 riders	Total 12 riders	Total 1	0 riders	Total 6 riders
21 Riders		1 Heat of 5	1 Heat of 6	1 He	at of 4	1 Heat of 6
		1 Heat of 4	1 Heat of 5	1 He	at of 4	
		1 Heat of 4		1 He	at of 4	
		1 Heat of 4				
		1 Heat of 4				
		( Top 2 to Semi)	(LCQ Winner to Semi)	(Top 2	to Final)	
		Total 21 riders	Total 11 riders	Total 1	2 riders	Total 6 riders
22 Riders		1 Heat of 5	1 Heat of 6	1 He	at of 4	1 Heat of 6
		1 Heat of 5	1 Heat of 6	1 He	at of 4	
		1 Heat of 4		1 He	at of 4	
		1 Heat of 4				
		1 Heat of 4				
		( Top 2 to Semi)	(LCQ Winner to Semi)	(Top 2	to Final)	

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23 Riders	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 4		1 Heat of 4		
	1 Heat of 4				
	( Top 2 to 1/4 Final)	(LCQ Top 2 to 1/4 Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 23 riders	Total 13 riders	Total 16 riders	Total 8 riders	Total 6 riders
24 Riders	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 11000 01 0
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 1	1 Heat of 4		
	1 Heat of 4		1 Heat of 1		
	( Top 2 to 1/4	(LCQ Top 2 to 1/4			
	Final)	Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 24 riders	Total 13 riders	Total 16 riders	Total 8 riders	Total 6 riders
25 Riders	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 4	
	1 Heat of 5	1 Heat of 5	1 Heat of 4		
	1 Heat of 5		1 Heat of 4		
	1 Heat of 5 ( Top 2 to 1/4	(LCQ Top 2 to 1/4			
	Final)	Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 25 riders	Total 15 riders	Total 16 riders	Total 8 riders	Total 6 riders
	Qualifying	1/4 Final	LCQ	Semi Final	Final
	Qualifying	1/4 Final	LCQ	Semi Final	Final
26 Riders	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 heat of 5	1 Heat of 4	1 Heat of 4	
	1 Heat of 5	1 Heat of 5	1 Heat of 4		
	1 Heat of 5		1 Heat of 4		
	1 Heat of 5				
	( Top 2 to 1/4 Final)	(LCQ Top 2 to 1/4 Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 26 riders	Total 16 riders	Total 16 riders	Total 8 riders	Total 6 riders
27 Riders	1 Heat of 5	1 Heat of 6	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 heat of 6	1 Heat of 4	1 Heat of 4	
	1 Heat of 5	1 Heat of 5	1 Heat of 4		
	1 Heat of 6		1 Heat of 4		
	1 Heat of 6		2		
	( Top 2 to 1/4	(LCQ Top 2 to 1/4	(T. 2) 6 : T	(T. 2) -: "	
	Final)	Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 27 riders	Total 17 riders	Total 16 riders	Total 8 riders	Total 6 riders
	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 Heat of 4	1 Heat of 6
28 Riders			1 Heat of 4	1 Heat of 4	
28 Riders	1 Heat of 6	1 heat of 6			
28 Riders	1 Heat of 6	1 Heat of 6	1 Heat of 4		
28 Riders	1 Heat of 6 1 Heat of 5				
28 Riders	1 Heat of 6 1 Heat of 5 1 Heat of 5	1 Heat of 6	1 Heat of 4		
28 Riders	1 Heat of 6 1 Heat of 5		1 Heat of 4	(Top 3 to Final)	

YEAR 2013	HEATS
ILAN ZUIS	

WAKEBOARD WORLD RULES

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29 Riders	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5				
	1 Heat of 4 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 29 riders	Total 17 riders	Total 16 riders	Total 8 riders	Total 6 riders
30 Riders	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 4	1	
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4	I fleat of 4		
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 30 riders	Total 18 riders	Total 16 riders	Total 8 riders	Total 6 riders
31 Riders	1 Heat of 6	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 4	
	1 Heat of 5	1 Heat of 5	1 Heat of 4		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5				
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 31 riders	Total 19 riders	Total 16 riders	Total 8 riders	Total 6 riders
32 Riders	1 Heat of 6	1 Heat of 5	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 5	1 Heat of 4	1 Heat of 4	
	1 Heat of 5	1 Heat of 5	1 Heat of 4		
	1 Heat of 5	1 Heat of 5	1 Heat of 4		
	1 Heat of 5				
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 32 riders	Total 20 riders	Total 16 riders	Total 8 riders	Total 6 riders
	Qualifying	1/4 Final	LCQ	Semi Final	Final
33 Riders	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 Heat of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 5	1 Heat of 4	1 Heat of 4	
	1 Heat of 6	1 Heat of 5	1 Heat of 4		
	1 Heat of 5	1 Heat of 5	1 Heat of 4		
	1 Heat of 5				
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
	Total 33 riders	Total 21 riders	Total 16 riders	Total 8 riders	Total 6 riders
	Total 55 Fiders	TOTAL 21 FIGERS	I Otal To Liders	Total o riders	Total 6 riders

· · · · · · · · · · · · · · · · · · ·			HEATS		WAR	(EBOARD WORLD RULES
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34 Riders	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 He	at of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 He	at of 4	
	1 Heat of 6	1 Heat of 5	1 Heat of 4			
	1 Heat of 6	1 Heat of 5	1 Heat of 4			
	1 Heat of 5					
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3	to Final)	
	Total 34 riders	Total 22 rider	s Total 16 riders	Total	8 riders	Total 6 riders
35 Riders	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 He	at of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 He	at of 4	
	1 Heat of 6	1 Heat of 6	1 Heat of 4			
	1 Heat of 6	1 Heat of 5	1 Heat of 4			
	1 Heat of 6					
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3	to Final)	
	Total 35 riders	Total 23 rider	s Total 16 riders	Total	8 riders	Total 6 riders
36 Riders	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 He	at of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 He	at of 4	
	1 Heat of 6	1 Heat of 6	1 Heat of 4			
	1 Heat of 6	1 Heat of 6	1 Heat of 4			
	1 Heat of 6					
	1 Heat of 6 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Ton 3	to Final)	
	Total 36 riders	Total 24 rider			8 riders	Total 6 riders
37 Riders	1 Heat of 5	1 Heat of 6	1 Heat of 5		at of 4	1 Heat of 6
37 Riders	1 Heat of 5	1 Heat of 5	1 Heat of 5		at of 4	I fiede of o
	1 Heat of 5	1 Heat of 5	1 Heat of 5	1110	uc 01 1	
	1 Heat of 5	1 Heat of 5	1 Heat of 5			
	1 Heat of 5	111000 01 3	1 Hode of 5			
	1 Heat of 4					
	1 Heat of 4					
	1 Heat of 4 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3	to Final)	
	Total 37 riders	Total 21 rider	s Total 20 riders		8 riders	Total 6 riders
38 Riders	1 Heat of 5	1 Heat of 6	1 Heat of 5		at of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 6	1 Heat of 5		at of 4	- 110000 51 5
	1 Heat of 5	1 Heat of 5	1 Heat of 5		<del>-</del> •	
	1 Heat of 5	1 Heat of 5	1 Heat of 5			
	1 Heat of 5		300 0. 0			
	1 Heat of 5					
	1 Heat of 4					
	1 Heat of 4					
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3	to Final)	
	Total 38 riders	Total 22 rider				Total 6 riders

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TEAR ZUI	13			Page 27		
39 Riders	1 Heat of 5	1 Heat of 6 1 Heat of 6 1 Heat of 6 1 Heat of 5	1 Heat of 5 1 Heat of 5	1 Heat of 4 1 Heat of 4	1 Heat of 6	
	1 Heat of 5 1 Heat of 4 (Top 2 to 1/4 Final)	(LCQ Winner 1/4 Final)	to (Top 2 to Semi Final)	(Top 3 to Final)		
	Total 39 riders	Total 23 ride	ers Total 20 riders	Total 8 riders	Total 6 riders	
40 Riders	1 Heat of 5	1 Heat of 6 1 Heat of 6 1 Heat of 6 1 Heat of 6	1 Heat of 5 1 Heat of 5	1 Heat of 4 1 Heat of 4	1 Heat of 6	
	1 Heat of 5 (Top 2 to 1/4 Final) Total 40 riders	(LCQ Winner 1/4 Final) Total 24 ride	(Top 2 to Semi Final)	(Top 3 to Final)  Total 8 riders	Total 6 riders	
41 Riders	1 Heat of 5	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 Heat of 6	
	1 Heat of 4	1 Heat of 5	1 Heat of 6	1 Heat of 4		
	1 Heat of 4	1 Heat of 5	1 Heat of 6			
	1 Heat of 4	1 Heat of 5	1 Heat of 6			
	1 Heat of 4					
	1 Heat of 4					
	1 Heat of 4					
	1 Heat of 4					
	1 Heat of 4					
	1 Heat of 4 (Top 2 to 1/4 Final)	(LCQ Winner 1/4 Final)	to (Top 2 to Semi Final)	(Top 3 to Final)		
	Total 41 riders	Total 21 ride	ers Total 24 riders	Total 8 riders	Total 6 riders	
42 Riders	1 Heat of 5	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 Heat of 6	
	1 Heat of 5	1 Heat of 6		1 Heat of 4		
	1 Heat of 4	1 Heat of 5				
	1 Heat of 4	1 Heat of 5	1 Heat of 6			
	1 Heat of 4					
	1 Heat of 4					
	1 Heat of 4 1 Heat of 4					
	1 Heat of 4					
	1 Heat of 4					
	(Top 2 to 1/4	(LCQ Winner		(Top 3 to Final)		
	Final)  Total 42 riders	1/4 Final) Total 22 ride	(Top 2 to Semi Final)  rs Total 24 riders	Total 8 riders	Total 6 riders	

WAKEBOARD WORLD RULES

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1 Heat of 5	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 Heat of 6
1 Heat of 5	1 Heat of 6	1 Heat of 6	1 Heat of 4	
1 Heat of 4	1 Heat of 6	1 Heat of 6		
1 Heat of 4	1 Heat of 5	1 Heat of 6		
1 Heat of 4				
1 Heat of 4				
1 Heat of 4				
1 Heat of 4				
1 Heat of 4				
1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
Total 43 riders	Total 23 riders	Total 24 riders	Total 8 riders	Total 6 riders
1 Heat of 5	1 heat of 6	1 Heat of 6	1 Heat of 4	1 Heat of 6
1 Heat of 5	1 heat of 6	1 Heat of 6	1 Heat of 4	
1 Heat of 5	1 heat of 6	1 Heat of 6		
1 Heat of 5	1 heat of 6	1 Heat of 6		
1 Heat of 4				
1 Heat of 4				
1 Heat of 4				
1 Heat of 4				
1 Heat of 4				
1 Heat of 4 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 3 to Final)	
Total 44 riders	Total 24 riders	Total 24 riders	Total 8 riders	Total 6 riders
1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	1 Heat of 6
1 Heat of 5	1 Heat of 3	1 Heat of 5	1 Heat of 4	
1 Heat of 5	1 Heat of 3	1 Heat of 5	1 Heat of 4	
1 Heat of 5	1 Heat of 3	1 Heat of 5		
1 Heat of 5	1 Heat of 3	1 Heat of 4		
1 Heat of 4	1 Heat of 3	1 Heat of 4		
1 Heat of 4	1 Heat of 3			
1 Heat of 4	1 Heat of 3			
I ficat of f	2 11000 01 0			
1 Heat of 4	2 1.000 01 0			
	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	1 Heat of 5 1 Heat of 4 1 Heat of 5 (Top 2 to 1/4 Final)  Total 43 riders 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 4 1 Heat of 5	1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 4 1 Heat of 5 (Top 2 to 1/4 Final)  Total 43 riders  1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 6 1 Heat of 6 1 Heat of 4 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 6 1 Heat of 7 1 Heat of 3 1 Heat of 5 1 Heat of 3 1 Heat of 4 1 Heat of 3 1 Heat of 4 1 Heat of 3 1 Heat of 4 1 Heat of 3	1 Heat of 5 1 Heat of 6 1 Heat of 4 1 Heat of 6 1 Heat of 4 1 Heat of 4 1 Heat of 5 (Top 2 to 1/4 Final)  Total 43 riders 1 Heat of 5 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 6 1 He	1 Heat of 5 1 Heat of 6 1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 5 1 Heat of 6 1 Heat of 6 1 Heat of 4 1 Heat of 5 1 Heat of 5 1 Heat of 6 1 Heat of 7 1 Heat of 5 1 Heat of 6 1 Heat

VE 4 D 004	10		HEATS		DARD WORLD RULES
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46 Riders	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 3	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 3	1 Heat of 5		
	1 Heat of 5	1 Heat of 3	1 Heat of 4		
	1 Heat of 5	1 Heat of 3	1 Heat of 4		
	1 Heat of 4	1 Heat of 3			
	1 Heat of 4	1 Heat of 3			
	1 Heat of 4				
	1 Heat of 4 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	Total 46 riders	Total 26 riders	Total 28 riders	Total 12 riders	Total 6 riders
47 Riders	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	1 Heat of 6
i, ideis	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	I fledt of o
	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 3	1 Heat of 5	111606 01 1	
	1 Heat of 5	1 Heat of 3	1 Heat of 4		
	1 Heat of 5	1 Heat of 3	1 Heat of 4		
	1 Heat of 5	1 Heat of 3	11160001		
	1 Heat of 4	1 Heat of 3			
	1 Heat of 4	1 fiede of 5			
	1 Heat of 4				
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	Total 47 riders	Total 27 riders	Total 28 riders	Total 12 riders	Total 6 riders
	Qualifying	1/4 Final	LCQ	Semi Final	Final
48 Riders	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 5		
	1 Heat of 5	1 Heat of 3	1 Heat of 4		
	1 Heat of 5	1 Heat of 3	1 Heat of 4		
	1 Heat of 5	1 Heat of 3			
	1 Heat of 5	1 Heat of 3			
	1 Heat of 4				
	1 Heat of 4				
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	

YEAR 201	ND 2012		HEATS	- F	RULES
IEAR ZUI	3			Page 30	
49 Riders	1 Heat of 5	1 Heat of 3	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 3	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 3	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 5		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5				
	1 Heat of 4 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	Total 49 riders	Total 29 riders	Total 28 riders	Total 12 riders	Total 6 riders
50 Riders	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 5		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 3			
	1 Heat of 5 1 Heat of 5	1 Heat of 3 1 Heat of 3			
	1 Heat of 5		(Top 2 to Semi Final)	(Top 2 to Final)	
	1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 2 to 1/4	1 Heat of 3 (LCQ Winner to	(Top 2 to Semi Final)  Total 28 riders	(Top 2 to Final)  Total 12 riders	Total 6 riders
51 Riders	1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 2 to 1/4 Final)	1 Heat of 3  (LCQ Winner to 1/4 Final)	` .	` '	Total 6 riders 1 Heat of 6
51 Riders	1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 2 to 1/4 Final) Total 50 riders	1 Heat of 3  (LCQ Winner to 1/4 Final)  Total 30 riders	Total 28 riders	Total 12 riders	

1 Heat of 5

1 Heat of 4

1 Heat of 4

(Top 2 to Semi Final)

**Total 28 riders** 

1 Heat of 5

1 Heat of 5 1 Heat of 5 (Top 2 to 1/4

Final)

**Total 51 riders** 

1 Heat of 4

1 Heat of 4

1 Heat of 4

1 Heat of 4

1 Heat of 3

(LCQ Winner to

1/4 Final)

**Total 31 riders** 

**WAKEBOARD WORLD** 

# International Waterski and Wakeboard Federation

(Top 2 to Final)

**Total 12 riders** 

**Total 6 riders** 

VEAD 004	10		HEATS		OARD WORLD RULES
YEAR 201	13			Page 31	
		•		•	
52 Riders	1 Heat of 6	1 Heat of 4	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 5		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5				
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	Total 52 riders	Total 32 riders	Total 28 riders	Total 12 riders	Total 6 riders
53 Riders	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 4	1 Heat of	1 Heat of 4	
	1 Heat of 6	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 5	1 Heat of 4	1 Heat of 5		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5				
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	Total 53 riders	Total 33 riders	Total 28 riders	Total 12 riders	Total 6 riders
54 Riders	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	
	1 Heat of 6	1 Heat of 4	1 Heat of 5	1 Heat of 4	
	1 Heat of 6	1 Heat of 4	1 Heat of 5		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5				
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	Total 54 riders	Total 34 riders	Total 28 riders	Total 12 riders	Total 6 riders

VEAD 2012	HEATS	WAKEBOARD WORLD RULES	
YEAR 2013		Page 32	

55 Riders	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	
	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	
	1 Heat of 6	1 Heat of 4	1 Heat of 5		
	1 Heat of 6	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5				
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	Total 55 riders	Total 35 riders	Total 28 riders	Total 12 riders	Total 6 riders
56 Riders	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	
	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	
	1 Heat of 6	1 Heat of 5	1 Heat of 5		
	1 Heat of 6	1 Heat of 4	1 Heat of 4		
	1 Heat of 6	1 Heat of 4	1 Heat of 4		
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5				
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	Total 56 riders	Total 36 riders	Total 28 riders	Total 12 riders	Total 6 riders
57 Riders	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 6
	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	
	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 4	
	1 Heat of 6	1 Heat of 5	1 Heat of 5		
	1 Heat of 6	1 Heat of 5	1 Heat of 4		
	1 Heat of 6	1 Heat of 4	1 Heat of 4		
	1 Heat of 6	1 Heat of 4			
	1 Heat of 5	1 Heat of 4			
	1 Heat of 5				
	1 Heat of 5 (Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	
	Total 57 riders	Total 37 riders	Total 28 riders	Total 12 riders	Total 6 riders

#### **WAKEBOARD WORLD** RULES **HEATS YEAR 2013** Page 33 58 Riders 1 Heat of 6 1 Heat of 4 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 4 1 Heat of 5 1 Heat of 5 1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 4 1 Heat of 6 1 Heat of 4 1 Heat of 5 1 Heat of 5 (Top 2 to 1/4 (LCQ Winner to Final) 1/4 Final) (Top 2 to Semi Final) (Top 2 to Final) **Total 58 riders Total 38 riders Total 28 riders Total 12 riders** Total 6 riders 59 Riders 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 4 1 Heat of 4 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 5 1 Heat of 6 1 Heat of 4 1 Heat of 6 1 Heat of 5 (Top 2 to 1/4 (LCQ Winner to 1/4 Final) (Top 2 to Semi Final) (Top 2 to Final) Final) **Total 59 riders Total 39 riders Total 28 riders Total 12 riders Total 6 riders** 60 Riders 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 4 1 Heat of 5 1 Heat of 4 1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 6 1 Heat of 5 1 Heat of 6 1 Heat of 6 (Top 2 to 1/4 (LCQ Winner to (Top 2 to Semi Final) Final) 1/4 Final) (Top 2 to Final) **Total 60 riders Total 40 riders Total 28 riders Total 12 riders Total 6 riders**

YEAR 2013	HEATS	WAKEBOARD WORLD RULES
1LAN 2013		Page 34

	Qualifying	LCQ	1/4 Final	Semi Final	<b>Final</b> 1 Heat
60 Riders	1 Heat of 6	1 Heat of 5	1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 4 1 Heat of 4	1 Heat of 4 1 Heat of 4 1 Heat of 4	of 6
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	Total 6
	Total 60 riders	Total 40 riders	Total 28 riders	Total 12 riders	riders
61 Riders	1 Heat of 6 1 Heat of 5	1 Heat of 5 1 Heat of 4 1 Heat of 4 1 Heat of 4	1 Heat of 6 1 Heat of 6 1 Heat of 5	1 Heat of 4 1 Heat of 4 1 Heat of 4	1 Heat of 6
	(Top 2 to 1/4 Final) Total 61 riders	(LCQ Winner to 1/4 Final) 37 LCQ	(Top 2 to Semi Final) 32 Semi (24+8)	(Top 2 to Final) Total 12 riders	Total 6 riders
62 Riders	1 Heat of 6 1 Heat of 6 1 Heat of 5	1 Heat of 5 1 Heat of 4 1 Heat of 4	1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5	1 Heat of 4 1 Heat of 4 1 Heat of 4	1 Heat of 6
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Semi Final)	(Top 2 to Final)	Total 6
	Total 62 riders	38 LCQ	32 Semi (24 + 8)	Total 12 riders	riders

YEAR 2013		HEATS	HEATS		RULES		
					35		
63 Riders	1 Heat of 6 1 Heat of 6 1 Heat of 6 1 Heat of 5	1 Heat of 5	1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5		1 Heat of 4 1 Heat of 4 1 Heat of 4	1 Heat of 6	
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Se Final)	mi	(Top 2 to Final)	Total 6	
	Total 63 riders	39 LCQ	32 Semi (24	+ 8)	Total 12 riders	riders	
64 Riders	1 Heat of 6 1 Heat of 6 1 Heat of 6 1 Heat of 6 1 Heat of 5	1 Heat of 5	1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5		1 Heat of 4 1 Heat of 4 1 Heat of 4	1 Heat of 6	
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Se Final)	mi	(Top 2 to Final)	Total 6	
	Total 64 riders	40 LCQ	32 Semi (24	+ 8)	Total 12 riders	riders	
65 Riders	1 Heat of 6 1 Heat of 5	1 Heat of 6 1 Heat of 5	1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5		1 Heat of 4 1 Heat of 4 1 Heat of 4	1 Heat of 6	
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Se Final)	mi	(Top 2 to Final)	Total 6	
	Total 65 riders	41 LCQ	32 Semi (24	+ 8)	Total 12 riders	riders	

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**WAKEBOARD WORLD** 

YEAR 2013		HEATS	HEATS		WAKEBOARD WORLD RULES		
				Page	36		
						1 Heat	
66 Riders	1 Heat of 6 1 Heat of 5	1 Heat of 6 1 Heat of 6 1 Heat of 5	1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5		1 Heat of 4 1 Heat of 4 1 Heat of 4	of 6	
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Se Final)	mi	(Top 2 to Final)	Total 6	
	Total 66 riders	42 LCQ	32 Semi (24	+ 8)	Total 12 riders	riders 1 Heat	
67 Riders	1 Heat of 6 1 Heat of 5	1 Heat of 6 1 Heat of 6 1 Heat of 5	1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5		1 Heat of 4 1 Heat of 4 1 Heat of 4	of 6	
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Se Final)	mi	(Top 2 to Final)	Total 6	
	Total 67 riders	43 LCQ	32 Semi (24	+ 8)	Total 12 riders	riders	

VEAD 2042		HEATS		WAKEBOARD WORLD RULES		
YEAR 201:	3			Page	37	
68 Riders	1 Heat of 6	1 Heat of 6 1 Heat of 6 1 Heat of 6 1 Heat of 6 1 Heat of 5	1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5		1 Heat of 4 1 Heat of 4 1 Heat of 4	1 Heat of 6
	(Top 2 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 2 to Se Final)		(Top 2 to Final)	Total
69 Riders	1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5	44 LCQ  1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5	1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5		Total 12 riders  1 Heat of 4 1 Heat of 4 1 Heat of 4 (Top 2 to	riders 1 Heat of 6
	(Top 2 to 1/4 Final)	Final) 45 LCQ	Final)  32 Semi (24		Final)  Total 12 riders	Total 6 riders

	NOTES	WAKEBOARD WORLD RULES		
2013		Page 38		
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