

2009 National Wakeboard Rules

(Applicable for the Malaysian National Championship)

Dated: 23rd March 2009

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Rule 1 GENERAL

a) Applicability of the Rules: The rules set forth here govern wakeboard competitions organised or sanctioned by the MWSF. Whenever the masculine is used, the same shall be construed as meaning the feminine where the context so requires.

b) 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.

c) No alcohol is to be consumed by Athletes prior to or during the day's event. The day's event is deemed as starting 1 (one) hour prior to the first rider starting his run and finished when the final scores have been posted and the official protest time has elapsed. Once a rider's results are posted, it is deemed that the rider's day is finished.

d) Unsportsmanlike Conduct: Any rider (or his representative) or official whose conduct is deemed unsportsmanlike or whose conduct may cause discredit to the SWWF 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, 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, consuming alcoholic beverages during or before the competition, use of prohibited substances, competing under false pretences, concealing significant injuries or health problems. This also includes but is not limited to riders and individuals who choose to vandalise or misrepresent wakeboarding at official event functions.

Rule 2 SAFETY

Unsafe Rider Disqualification: No rider shall be allowed to compete or to continue to compete if, in the opinion of the Chief Judge 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 Chief Judge may 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 trained medical personnel should be obtained.

Rule 3 CATEGORIES

a) There will be a minimum of 4 riders required to open a category. The Chief Judge will inform all participants as soon as feasibly possible if there are insufficient riders within a category.

b) A rider will only be allowed to enter one category.

c) Division:

Women's & Men's Novice Category:

Only for first-time competitors

Only tricks from Novice Trick List may be performed.

Women's & Men's Intermediate Category:

No inverted tricks, blind-landing nor 360 degree (or higher) rotational tricks permitted.

Women's & Men's Open Category: No restrictions in tricks performed

Rule 4 HEAT SYSTEM

Wakeboard competitions will use a heat system. The running order for the first round of competition will be determined as follows: -

Novice Division: random selection by either computer or drawn from a ballot in order to compete in individual heats.

Intermediate & Open Division: heats are determined by seeding.

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

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 starting order for the LCQ, Semi Finals and Finals will be selected from placement and NOT scores.

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

Rule 5 RIDER PREPAREDNESS

A rider must be in his bindings, with his life vest 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. It is the rider's sole responsibility to be ready to ride.**

Rule 6 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.

Rule 7 ADVANCEMENT

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

Rule 8 EQUIPMENT

- a) General: All personal equipment is subject to the approval of the Safety Director
- b) 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:
 - i. It must float the rider.
 - ii. It must be constructed so as to provide adequate protection from impact damage to the ribs and internal organs.
- c) Towlines: A rider's personal handle and rope must be of a non-stretch material.
- e) Boats: The total additional weight in the boat will be determined by the Chief Judge.

f) 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. 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.

Rule 9 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 second 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.

Rule 10 PROTESTS

Protests shall be made to the Chief Judge only by the rider himself. Protest must be made **in writing**, must state the reason(s) for the protest, 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 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 a protest fee of RM50.00 This amount will be refunded if the protest is considered reasonable or upheld by the Judges.

If a rider wishes to make a protest while on the water, the protest needs to come by radio to Chief Judge's station. The Chief Judge will be on hand to hear the protest. The Chief Judge will record the protest on the Official Protest form until the rider is able to sign and complete the form. Chief Judge will take the proper steps to solve the protest.

Protests will be handled by the Chief Judge and the 3 judges involved in the respective event. In the case of other protests, ie. 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.

Rule 11 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 or comment on any video footage during the event.

Rule 12 COMPETITION FORMAT

a) 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: The Chief Judge will designate three Boat Judges, to be seated in the tow boat, to score each rider's routine.

b) 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 riders 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

c) 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 rider.

d) Calculation scores will be cross referenced to the judge's placement of the rider. A judge's placement will override the judges score.

Rule 13 WAKEBOARD COURSE

a) Course Dimensions: A start buoy/flag 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/flag. The distance from the start and end buoys will be a minimum of 370 metres. These course dimensions will be used where practical.

b) Cut-Off buoy/flag: A cut off buoy/flag 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. The position of the cut off buoy/flag will be determined by the Chief Judge and Chief Boat Driver.

c) 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.

d) A rider's routine will begin when he performs his first trick at, or after the start buoy/flag.

e) A riders 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.

f) 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.

Rule 14 DOUBLE-UP

Only Open Men riders, competing in the final head-to-head round (1st, 2nd 3rd & 4th placing), will be given a double up, and only during the final round of competition. It is the sole responsibility of each rider to communicate to the driver before leaving the dock whether he would like a left or right double-up (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.

Rule 15 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.

RULE 16 FALLS

a) Out-Of-Course Falls: A rider may have one out-of-course fall only before the start of his first pass.

b) 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.

c) An out-of-course fall or handle throw before the start of the second pass will count as one in-course fall.

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d) Two Falls: 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/flag in the second pass.

e) 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.

RULE 17 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. 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 or another day. If a final cannot be completed, all riders from the event will compete again where and when possible, until a winner is determined.

These rules have been adapted with thanks from:

the Hong Kong Water Ski Association

Website: http://www.waterski.org.hk/english/e_index.htm

and the Singapore Waterski & Wakeboard Federation

Website: <http://www.swwf.org.sg/>

with their kind permissions.

***Malaysian Water Ski Federation reserves the right to amend the terms and conditions without prior notice.
For any enquiry or comment, please e-mail to mwsf@waterski.com.my***

END

**Annex 1 NOVICE TRICK LIST
(From: Hong Kong Water Ski Association)**

TRICK	DESCRIPTION
Wave to boat judge	
Touch water	
Surf the wake	Turn up & down boat wake approaching from heel side or toe side (minimum 3 turns linked together at the top of the wake). Video: http://www.waterski.org.hk/video/basic/surf_the_wake.htm
Side Slide	Sliding the board 90 degrees to the boat between the two wake (3 sec minimum). Video: http://www.waterski.org.hk/video/basic/side_slide.htm
Reverse Side Slide	Sliding the board 90 degrees backwards between the two wake (3 sec minimum). Video: http://www.waterski.org.hk/video/basic/reverse_side_slide.htm
Lip Slide	Slide board 90 degrees on the wake tip (1 sec. minimum). Video: http://www.waterski.org.hk/video/basic/lip_slide.htm
Reverse Lip Slide	Sliding the board 90 degrees backwards on the wake tip (1 sec. minimum). Video: http://www.waterski.org.hk/video/basic/reverse_lip_slide.htm
Board Slide	Sliding the board 90 degrees to the boat out side the wake(1 sec. minimum). Video: http://www.waterski.org.hk/video/basic/board_slide.htm
Power Slide	Sliding the board 90 degrees backwards on the outside of wake(1 sec. minimum). Video: http://www.waterski.org.hk/video/basic/power_slide.htm
Ollie / Bunny Hop	Jump off the water to get air without wake. Video: http://www.waterski.org.hk/video/basic/bunny_hop.htm
One wake jump	Use boat wake to get board in the air & out of the water approaching from heel side or toe side (outside in jump). Video: http://www.waterski.org.hk/video/basic/ts_one_wake.htm
Surface 180 (front to fakie)	Rotate board 180 degrees on the surface of the water from front to fakie position. Video: http://www.waterski.org.hk/video/basic/surface_180_front_to_fakie.htm
Surface 180 (fakie to front)	Rotate board 180 degrees on the surface of the water from fakie to front position. Video: http://www.waterski.org.hk/video/basic/surface_180_fakie_to_front.htm
Surface blind 180 (front to fakie)	Rotate board 180 degrees on the surface of the water from front to fakie position(blind rotation). Video: http://www.waterski.org.hk/video/basic/surface_blind_180_front_to_fakie.htm
Surface blind 180 (fakie to front)	Rotate board 180 degrees on the surface of the water from fakie to front position (blind rotation). Video:
Off the wake 180 (front to fakie)	Use boat wake tip to rotate board 180 degrees on the surface of the water from front to fakie position(no air). Video: http://www.waterski.org.hk/video/basic/off_the_wake_front_to_fakie.htm
Off the wake 180 (fakie to front)	Use boat wake tip to rotate board 180 degrees on the surface of the water from fakie to front position(no air). Video: http://www.waterski.org.hk/video/basic/off_the_wake_fakie_to_front.htm
Off the wake blind 180 (front to fakie)	Use boat wake tip to rotate board 180 degrees on the surface of the water from front to fakie position(blind rotation) (no air). Video: http://www.waterski.org.hk/video/basic/off_the_wake_blind_180_front_to_fakie.htm
Off the wake blind 180 (fakie to front)	Use boat wake tip to rotate board 180 degrees on the surface of the water from fakie to front position(blind rotation) (no air). Video: http://www.waterski.org.hk/video/basic/off_the_wake_blind_180_fakie_to_front.htm
BS surface 360	Blind rotate board 360 degrees (handle pass). Video: http://www.waterski.org.hk/video/basic/bs_surface_360.htm
FS surface 360	Rotate board 360 degrees (handle pass). Video: http://www.waterski.org.hk/video/basic/fs_surface_360.htm
HS two wakes	Use boat wake to get board in the air and out of the water from heel side, clearing both wake (front foot land over 2nd wake). Video: http://www.waterski.org.hk/video/basic/hs_two_wake.htm
TS two wakes	Use boat wake to get board in the air and out of the water from toe side, clearing both wakes (front foot land over 2nd wake). Video: http://www.waterski.org.hk/video/basic/ts_two_wake.htm

**Annex 2 GENERAL TRICK LIST
(from: Singapore Waterski & Wakeboard Federation)**

ROTATIONAL TRICKS	
FS/BS Air 180 (2 wake)	
Method to Fakie	2 wake air 180 with method grab
Double Blind 180	Blindside 2 wake 180 with two hands behind back approach
Blindside 180	2 wake 180 with blindside back to boat rotation
Half Cab	2 wake fakie to front aerial 180
Double Blind Half Cab	Blindside back to front with hands behind back approach
Bunny Hop Helicopter 360 wrap or hand pass	
FS/BS 360 Heli wrap or hand pass (1 wake)	
FS/BS 360 Heli wrap (2 wake)	
FS/BS 360 Heli hand pass (2 wake)	
Shifty 360	twister past 90 degrees into 360 rotation in other direction
FS/BS 540 wrap or hand pass (1 wake)	
Air 540 (no wake)	
FS/BS 540 wrap (2 wake)	
FS/BS 540 hand pass (2 wake)	
Shifty 540	twister past 90 degrees into 540 rotation to other direction
Body Over 180 FB/BF	rope must stay out of water as rider spins 180 over rope
Body Over 360 FF/BB	
Body Over 540 FB/BF	
FS/BS 720 (1 wake)	
FS/BS 720 (2 wake – 2 handle passes)	
FS/BS 900 (1 wake)	
FS/BS 900 (2 wake)	
TWO WAKE SNOWBOARD/SKATE TRICKS (must clear both wakes for credit)	
<u>Rear Hand Grabs</u>	
Tail Grab	rear hand, tailside grab
Indy Grab	rear hand toeside grab between feet
Crail	rear hand front toeside grab, bone out back leg, board in front of rider
Indy Nose Bone	nose bone with rear hand toeside grab between feet
Crail Twist	twist with crail grab
Stale Fish	rear hand heelside grab between feet, around back leg
Nuclear	rear hand front heelside grab, bone out back leg

Stiffy Indy Grab	stiffy with rear hand, toeside between feet
Roast Beef	rear hand heelside grab between feet, arm through legs
Roast Beef Stiffy	stiffy with roast beef grab
Chicken Salad	roast beef with twisted grab, bone out front leg
Canadian Bacon	rear hand, toeside grab between feet, through legs
<u>Front Hand Grabs</u>	
Melancholy	front hand, rear heelside grab between feet
Method	front hand heelside grab, board tweaked behind rider, backscratcher with grab
Judo Air	front foot taken off board, boned out while airborne, front hand nose grab
Mute Air	front hand toeside grab, board tweaked behind rider
Palmer	front hand heelside grab with twist
Tai Pan	front hand, toeside grab between feet, through legs, fully tweaked
Lein Air	front hand heelside grab, bone out back leg, push board in front of rider
Slob	front hand toeside grab, bone out back leg, push board in front of rider
Rocket Air	tail bone with two handed forward grab, point nose up
<u>No Grabs/Misc</u>	
FS/BS Twist	board must rotate/twist 90 degrees and back in the air, no grab
Tabletop	board must be within 10 degree angle of horizontal/backscratcher
Stiffy	bone out both legs in front of rider, no grab
Cross Rocket	rocket air with cross armed two handed grab
Japan Air	tabletop with mute grab
Boneless	back foot taken off board, boned out beyond board while in air
INVERTED TRICKS (must clear both wakes for credit)	
BS Back Roll	
Switchstance BS Roll	fakie to fakie back roll
BS Air Roll	no wake back roll
Switchstance BS Air Roll	no wake back roll
Blender	BS back roll with wrap heli
BS Roll to Revert	back roll to fakie landing
BS Half Cab Roll	BS back roll – fakie approach/front landing
BS Air Roll to Revert (no wake)	
BS Air Half Cab Roll (no wake)	
Switch Roll Blind 180	BS fakie roll to front/spinning blind
FS Back Roll	
G Spot	FS Backroll to Blind

Switchstance FS Roll	fakie to fakie back roll
FS Air Roll	no wake back roll
Switchstance FS Air Roll	no wake back roll
FS Roll to Revert	FS back roll to fakie landing
FS Half Cab Roll	FS back roll – fakie approach/front landing
FS Air Roll to Revert (no wake)	
FS Air Half Cab Roll (no wake)	
FS/BS Front Roll	
Scarecrow	FS front roll to revert
Elephant	Scarecrow then pulled back to front
Wrapped Dum Dum	Front Roll with blind 360
Turtle	FS S Bend 540
Handle Pass KGB	Back roll with blind 360 spin with handle pass
Wrapped KGB	Backroll with blind spin 360
Egg Roll	no wake Scarecrow
Tootsie Roll	front roll to blindside 180
Special K	FS roll to revert with blindside turn/both hands behind back approach
Slurpy	handle behind back approach/FS roll to revert plus a 180 with handlepass
TANTRUM TRICKS	
Tantrum	
Switchstance Tantrum	tantrum with fakie approach/landing
Tweetybird	no wake whirlybird
FS Tweetybird	whirlybird starting from toeside approach off wake
Moby Dick	Tantrum to Blind 360 with handle pass
Whirlybird	tantrum with 360 body rotation through move/no handle pass
FS Whirlybird	
Bel Air	no wake air tantrum
Tantrum to Fakie	tantrum with fakie landing
Tantrum to Blindside 180	tantrum to fakie/spinning blind
Temper Tantrum	double Tantrum
Big Worm	FS Whirlybird 540
Big Johnson	Big Worm to blind – extra rotation
Crook	Whirlybird to fakie
FRONT FLIP TRICKS	
Fruit Loop	Toeside Front Flip with Blind 180
FS/BS Front Flip	board and body must rotate end over end
Switchstance Front Flip	fakie approach/fakie landing
Air Front Flip (no wake)	
Front Flip to Fakie	front flip with half twist to fakie landing
Half Cab Front Flip	fakie approach front flip/front landing

Speedball	Double Front Flip
Hasselhoff	switchstance front flip to blindside 180
MOBIUS TRICKS	
BS Mobius	BS back roll with 360 rotation/handle pass
Switchstance Mobius	
Air Mobius (no wake)	
Air Switchstance Mobius	no wake fakie to fakie mobius
Slim Chance	Heelside Front Flip with 360 thrown in middle – Front Mobe
Scarecrow Mobius	FS front roll with 360 rotation/handle pass
Skeezer	switchstance FS Mobius
Pete Rose	FS Mobius
X-Mobe	switchstance FS Mobius
Mobe 5	BS Mobius with extra 180 rotation/540 mobius back-front or front-back
Air Mobe 5	no wake 540 mobius
Fat Chance	switchstance front flip mobius
AIR RALEY TRICKS	
BS/FS Air Raley	
Switchstance Raley	fakie BS Air Raley to fakie landing
BS Krypt	BS Air Raley to fakie landing
Switchstance Krypt	fakie BS Air Raley to front landing
Blind Judge	BS raley to blindside 180 – must show control on landing
BS Hoochie Glide	
BS Hoochie Glide to Fakie	
90210	FS Air Raley 360
313	BS 360 from Air Raley
Air Krypt	FS Air Raley with 180 degree turn, to fakie landing
OHH	Air Raley with other hand Hoochie – rear hand grab between legs heelside
Backside Krypt	Krypt (Heelside Air Raley with 180 degree turn, land opposite to take off)
Bat Wing	FS Hoochie Glide
S-Bend	BS air raley with 360 body rotation completed while extended
Switchstance S-Bend	
Vulcan	S Bend to Fakie
Switchstance Vulcan	
911	dipped Air Raley, turn head away also
Oriental	Air Raley with front hand front side grab
OHO	Other Hand Oriental