

Official Judges' and Scorers' Clinic Manual



Revised
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American Water Ski Association

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Note: Rules governing equipment (buoys, towers, boats, timing devices, etc.) for all classes of tournaments, and all general requirements specific to record capability tournaments are covered in the chapter on Technical Aspects as well as in those on the events themselves.

PREFACE

Please note that this manual is designed to be used for reference by both the instructor and the student **with the most current rulebook and addendum**, and may be adapted for any level of official. **You should refer to the rulebook for updated rules and requirements.** This manual is written in outline form to serve as a guideline with special emphasis on the art of trick calling. In fact, we encourage the instructor to spend at least 40% of the clinic on tricks and trick calling whenever possible. Rules governing equipment (buoys, towers, boats, timing devices, etc.) for all classes of tournaments and all general requirements specific to record capability tournaments are covered in the chapter on technical aspects.

The manual will cover the following areas:

1. Slalom - The Event
2. Tricks - The Event
3. Jumping - The Event
4. General Considerations (includes safety and the duties of the Chief Judge and Chief Scorer)
5. Technical Aspects
6. Registration and Scoring
7. Trick Calling
8. Rules Interpretations
9. International Rules
10. Self Examination

The order of presentation is your choice. Speed control and electronic scoring are also important topics that need to be studied. These topics may be presented using computer-based presentations and written quizzes available from the manufacturers of approved speed control systems, and by individual and classroom use of the WSTIMS computer-scoring program.

A good portion of the manual consists of case studies and quizzes as well as a comprehensive self-examination. These should be completed during the clinic, then corrected and thoroughly discussed by the Instructor in class. Many of the questions on the quizzes and tests are similar to those appearing on the written tests for aspiring Regular and Senior Judges and Scorers. Each Instructor has been provided with a master answer sheet.

A set of videos of trick runs, similar to those used in the practical testing, may be requested for use at officials clinics from the Regional Judges and Scorers Committee member or USA Water Ski.

New rules are noted in **bold** in the Rule Book, and special attention should be paid to them. In all cases the full text of the rules found in the current IWSF and/or AWSA rulebooks, or any subsequent approved or published addenda to those rules will supersede all material in this manual.

PART I – INTRODUCTION

A. Welcome

1. Introduction of yourself and your students
2. The Official
 - Attitude
 - Control
 - Conduct
 - Objectivity
 - Patience
 - Manners

B. The Officials' Program

1. Assistant Judges and Scorers Ratings
2. Officials Development Program Description (attached)
3. Quantitative Requirements Sheet (attached)
4. Official's Personal Performance Record (how to use)
5. Scorebook's Tournament Officials Record Sheet
6. Clinics
7. Procedures and Implementation
8. Written Tests
9. Practical Tests
10. Rating Maintenance
11. AWSA Video Tapes

C. Course Objectives

1. Develop quality and consistency
2. Maintain quality and consistency
3. Increase quality, consistency and quantity

PART II – SLALOM

A. Introduction

B. New Rules - What are they, what do they mean? (Current rule book)

C. Officials' Duties and Responsibilities (Attached)

- Officials Requirements for different tournament classes (see Chart in Rule Book)
- Boat Judge
- Boat Driver
- Tower Judges

D. Problem Areas

1. General conditions (Rules 10.01, 10.02, 10.06, 10.07, 10.16, 10.17)
2. Optional use of video (Rule 10.08)
3. Calling the Gates (Rule 10.03; see Item F below and Slalom Entrance Gate Judgment Chart in rule book)
4. Skiing Position - Definition (Rule 8.07)
5. A Fall - Definition (Rule 10.04)
6. A Miss - Definition (Rule 10.03)
7. Grazing - Definition (Rule 10.03) (entry gates vs. turn buoys and exit gates)
8. Scoring a $\frac{1}{4}$, $\frac{1}{2}$ and full buoy (Rule 10.12)
9. Slalom Time and Score Situations (Rule 10.09)
10. Rerides (Rule 10.10)
11. Handle Throws (Rule 10.11)
12. Ties (Rule 10.14)
13. Damaged Equipment (Rule 10.15)
14. Speed Control (Rule 8.11 and Speed Control Parameter Adjustment Chart in rule book)

E. Summary of Scoring System (See Slalom Scoring Diagram in Rule Book Appendix)

In this summary, when it is stated that the skier has crossed a given line of buoys, it means that the front foot has done so.

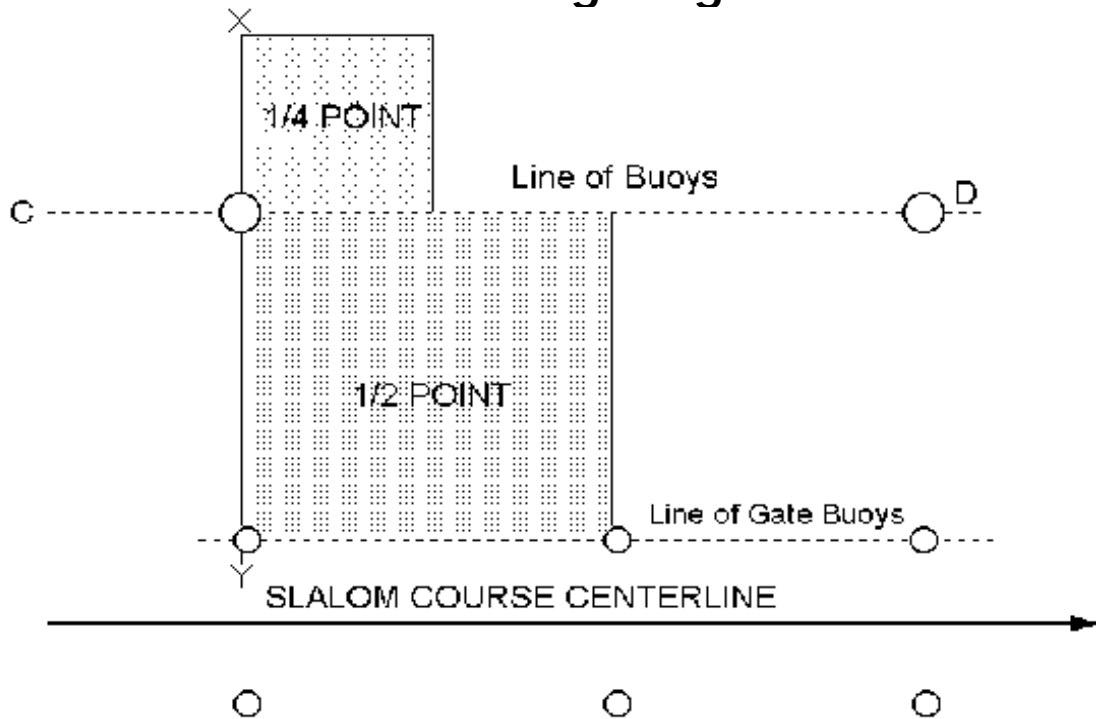
$\frac{1}{4}$ point - when the skier crosses the C-D and X-Y lines in skiing position before the buoy is rounded; however, if the skier passes on the inside of the buoy, he shall not receive the $\frac{1}{4}$ point.

$\frac{1}{2}$ point - when the skier has re-crossed the C-D line in skiing position before the level of the next buoy or end gate.

1 point - when the skier has crossed the line of the gate buoys before passing the level of the next buoy or end gate without falling.

For judging purposes, the front foot of the skier shall be used to determine the point at which the skier crosses the $\frac{1}{4}$, $\frac{1}{2}$ and full point buoy lines (or the end gate in the case of the final buoy).

Slalom Scoring Diagram



Remember, a skier must enter through the entrance gate to receive any score and must exit through the gate to receive any further passes.

A fall (a) in the course; (b) outside the course while the boat is turning around for the return pass; or (c) during the unscored return pass before a rerun, concludes the run at that point; but the contestant shall receive credit for buoys scored before the fall. If the above occurs in the case of a reride, the pass that brought about the reride is scored as zero (0). A skier may refuse to enter the course on any pass by throwing the handle in the air, and will not be penalized for doing so provided the refusal was for a reason acceptable to a majority of the event judges.

A skier shall have the option of selecting his starting speed (at or above the minimum for his division) and rope length. If any but the minimum starting speed for the skier's division is selected and his first pass is completed, the skier is credited with all skipped passes. If the selected pass is not completed, the skier will receive credit for "actual buoys rounded" as if it were the minimum starting speed. When the maximum speed is reached, if the skier makes a perfect pass, he receives credit for both the 23m, the 18.25m and all other line lengths that were skipped. If the pass is missed he will receive credit for buoys as if it were the 23m line pass.

Upon completion of a pass (defined as a successful score of six including entrance and exit gates) the skier shall have the option of designating a faster speed and/or shorter rope length for the next pass. If any but the next consecutive speed or rope length is selected, the skier must complete the selected pass to receive credit for the skipped pass(es). If the pass is not completed, the skier will receive credit for the number of buoys actually rounded but at what would have been the consecutive speed and rope length.

In the event of unstable water conditions, the event judges may revert to the original rules regardless of the tournament announcement if, in their opinion, skiers would be unfairly penalized. The skiers may also be given the option to change their selected starting speed.

F. Gate Calls

In an effort to standardize the calling of gates, the guidelines in Rule 10.03 should apply. It is a miss to ride inside a turn buoy or outside an exit gate, or to ride over, straddle or jump a turn or exit gate, but there is no penalty for grazing a turn or exit gate buoy with the ski or part of the body. "Riding over" is defined as hitting a turn or exit gate buoy with the ski so as to move it significantly from its position or temporarily sink it. Hitting a turn or exit gate buoy less severely is considered "grazing." A skier is judge as missing the entry gate when the ski passes entirely and clearly outside the gate buoys.

G. Case Studies/Quizzes (Attached)

H. Questions

I. Video - Sample Runs

OFFICIALS' DUTIES AND RESPONSIBILITIES

Boat Judge

1. Introduce yourself to the boat crew and determine who will change ropes and/or handles
2. Determine who will shorten the rope - be consistent. Confirm the length for the next path.
3. Timing passes - check out timing, speed control settings/adjustments, speedometer, path, pattern, time between passes, boat balance
4. Report to the Chief Judge when ready to start
5. Count buoys. Continue even if in your opinion the skier missed
6. Call running score during each pass (optional)
7. Make sure the boat path is correct. Confirm with video path monitor, if applicable
8. Relay score to the Chief Judge or designate at the end of each pass - at the conclusion of skier's performance, give total
9. Check and record time (method); announce, if required (last 2 digits only)
10. Get confirmation for each pass from scorer- also on total
11. Confirm with the Driver the speed of the next pass
12. Before starting, discuss skier weight/speed control questions, and starting options with the skier.
13. Potential reride options; confirm with Chief Judge/scorer before proceeding with any option
14. Skier options
15. Check with Chief Judge/scorer for ties before concluding the event
16. Be alert for unusual water conditions and other potentially unfair conditions (same water and other conditions for all skiers)

Boat Timing Systems

1. Verify proper operation with driver
2. Designate primary timing readout, if applicable

Tower Judge

1. Check water conditions and other potentially unfair conditions
2. Determine responsibility and procedure for gates (esp. video gates)
3. Count buoys, continue even if you believe the skier missed
- 4.. Call in score

SLALOM TIES

Example “A”

Both skiers tie on their third pass at 2 buoys @ 55 kph @ 23m

Tie is run off at 51 kph @ 23m

Possibility “A”: Skier 1 scores 2 @ 55 kph @ 23m
Skier 2 scores 2½ @ 55 kph @ 23m

Winner is Skier 2

Possibility “B”: Skier 1 scores 2 @ 55 kph @ 23m
Skier 2 scores 2 @ 55 mph @ 23m

This continuing tie is run off at beginning at 55 kph (or 58 kph – depending upon division) - 23m rope length.

If after this process a tie still exists, it is declared a tie.

Example “B”

Skier 1 starts at 58 kph @ 23m, on second pass scores 2 @ 18.25m

Skier 2 starts at 55 kph @ 23m, on third pass scores 2 @ 18.25m

Tie is run off at 58 kph @ 23 m

Possibility “A”: Skier 1 scores 5 @ 58 kph @ 23m
Skier 2 scores 5½ @ 58 kph @ 18.25m

Winner is Skier 2.

Possibility “B”: Skiers tie during first run off at 2 @ 58 kph @ 16m

This continuing tie run off starts at 58 kph @ 18.25m

If, after this process, a tie still exists, it is declared a tie.

Exception to run off rule: If the miss occurs in the skier's first official pass as listed in the Rule Book, the skier(s) will start at that pass.

Example “C”

Possibility “A”: Skier 1 starts at 58 kph @ 23m, on first pass scores 5
Skier 2 starts at 55 kph @ 23m, on first pass scores 5

Skier 1 wins by virtue of faster speed.

Possibility “B”: Skier 1 starts at 55 mph @ 23m, on first pass scores 5
Skier 2 starts at 55 kph @ 18.25m, on first pass scores 5

Skier 2 is the winner by virtue of shorter rope length.

SLALOM SCORING

As Chief Judge, resolve the following slalom scores as reported by the Event Judges:

	<u>Boat Judge</u>	<u>Tower A</u>	<u>Tower B</u>	<u>Decision</u>
1.	3	3 3¼	3¼ 3½	_____
2.	0 (gate)	3 3	3 3	_____
3.	0 (gate)	0 0	4 3	_____
4.	0 (Buoy 1)	0 (Buoy 1) 0 (Buoy 1)	2 2	_____
5.	6 (missed exit gate)	6 6	6 (missed gate) 6	_____
6.	2	0 (Cont 3) 2	3 3	_____
7.	1	2 2	3 3	_____

CASE STUDIES

A. On a skier's pass through the slalom course at 55 kph, 18.25m rope length, describe what happens in each of the following cases:

1. The skier scores 4 with a time of 12.70 seconds.

2. The skier scores 2 with a time of 6.98 seconds.

3. The skier scores 6 with a time of 17.22 seconds.

4. The skier scores 6 with a time of 16.68 seconds.

5. The skier scores 4, but the speed control system failed to detect a time for that segment.

6. The skier scores 3 with a time of 10.19 seconds.

B. On a skier's pass through the slalom course at 52 kph, 13m rope length, describe what happens in each of the following cases:

1. The skier scores 2 with a time of 7.42 seconds.

2. The skier scores 5 with a time of 16.34 seconds.

3. The skier misses the entry gates, and goes on to ski 6 buoys with a "0 segment" time of 1.81 seconds and a "6 segment" time of 17.93 seconds.

4. The skier scores 3 with a time of 10.19 seconds.

5. The skier scores 2 with a time of 16.75 seconds.

6. The skier scores 1 with a time of 1.93 seconds.

PART III – TRICKS

A. Introduction

The art of trick judging is the most complex and demanding of the three events. It is also the most subjective and interpretive. No matter how difficult the trick run, basic judging principles still apply. In the fast and furious trick runs of today and certainly those of the future, **recognizing and understanding the individual tricks and sequences of tricks is the key to effective trick judging.**

It is important to establish a common concept of the principles of trick judging, particularly as they relate to **NO CREDIT** tricks. It is equally critical at this point to clearly identify that the responsibilities of a trick judge are to fairly and honestly judge the skier's performance in keeping with the official rules governing the trick or tricks and not to penalize the skier!

Part VIII will cover the art of trick calling in detail and will include practice trick calling sessions using video, similar to that on the practical tests.

B. New Rules - What are they, what do they mean? (Current Rule Book)

C. Officials' Duties and Responsibilities (Attached)

- Officials Requirements (see Chart in Rule Book)
- Boat Judge
- Event Judges
- Timer

D. Problem Areas

1. General Conditions (Rule 11.01, 11.02, 11.05, 11.07)
2. Boat Speed (Rule 8.11, 11.06)
3. Timing the Trick Pass (Rule 11.03)
4. Rerides (Rule 11.10)
5. Handle Throws (Rule 11.11)
6. Falls (Rule 11.04)
7. The Release Person (Rules 11.16(b) and 11.18)
8. Ties (Rule 11.14)
9. New Tricks
10. Use of video (Rule 11.20)

E. Case Studies/Quizzes (at the end of Part VIII - Trick Calling)

F. Questions

G. Video - sample runs (at the end of Part VIII - Trick Calling)

OFFICIALS' DUTIES AND RESPONSIBILITIES

Boat Judge

1. Confirm the skier's name and requested speed
2. Check speed with the skier on take-off
3. Watch the skier continuously prior to entering the course
4. Speed and balance checks with the skier prior to entry (the skier must signal for changes)
5. Announce the skier in course
6. Check the water conditions, speed, path and pick-up boat placement constantly during each pass
7. Prior to the second pass, set speed with the skier and **confirm** with Driver
8. Report falls, handle throws and reride requests to tower

Event Judge

1. Check for unusual water conditions (pick-up boat placement)
2. Call any out-of-course tricks before the start of the pass
3. Tricks must start after the buoy marking the beginning of the course
4. **Independently** call each trick
5. **Independently** give or take credit
6. Tricks must be completed before the end of the pass (20 second horn)
7. Record where the horn blew
8. Record the trick the skier fell on
9. Continue to call after the horn; giving or taking credit out-of-course
10. Check forms prior to submittal (names, trick order, etc.)
11. If tricks are missed, leave pink sheet blank and pick up on next trick you recognize
12. Be consistent
13. Give the skier the benefit of the doubt

Timer

1. Position yourself in the approximate center of the course
2. Start stopwatch or automatic horn (indicating start with an audible signal (verbal is allowed)) at the skier's **first** movement toward attempting a surface trick after reaching the approximate position of the first entrance buoy; or as the skier crosses the crest of the wake to attempt a wake trick after reaching the approximate position of the first entrance buoy; or if the skier fails to make any such movement, as the skier passes the second entrance buoy.
3. Twenty (20) seconds after the start of the pass, sound horn - if required

PART IV - JUMPING

A. Introduction

The jumping event is in many ways a paradox of actions. The primary chores of the officials are, relative to slalom and tricks, quite simple, yet at the same time very demanding. The technical elements of the jump measuring system far surpass those of any other, and the number of persons required in the optimum situation is at times overwhelming.

B. New Rules - What are they, what do they mean? (Current Rule Book)

C. Officials' Duties and Responsibilities (Attached)

- * Officials Requirements (see Chart in Rule Book)
- * Boat Judge
- * Meter Reader
- * Masterboard Operator/Video Jump Measurement Operator
- * Event Judges (Boat Judge plus two others)

D. Problem Areas

1. General Conditions (Rule 9.01, 9.02, 9.06, 9.07)
2. Speed Control (Rule 8.11)
3. Timing (Rule 9.09, 9.17)
4. "Fast" second segment option (see chart in Rule Book)
5. Scoring a Successful Jump (Rule 9.03)
6. Disqualification (Rule 9.18)
7. Damaged Equipment (Rule 9.15)
8. Distance Measurement (Rule 9.12)
9. Rerides - (Rules 9.10, 9.12(e)); definite cut towards the ramp (Rule 9.10(f))
10. Ties (Rule 9.14)
11. Handle Throws (Rule 9.11)
12. Falls (Rule 9.04)
13. Balks (Rule 9.03)

E. Case Studies/Quizzes (Attached)

F. Questions

OFFICIALS' DUTIES AND RESPONSIBILITIES

Boat Judge

1. Request speed and boat path from the skier – confirm with Driver
2. Determine proper speed control setting
3. Record the requested speed and boat path
4. Before the approach to each jump:
 - confirm with the Driver of the number of jump, any speed changes and boat path
 - check boat path, water conditions, water on ramp and position of safety boats on each pass
 - be particularly alert for unusual water conditions in the approach area to the ramp
 - check times and determine the necessity of a reride, if any, and action required
5. After each jump:
 - determine if the skier landed and regained skiing position and announce to the Scorer
 - communicate distance to the skier
 - communicate speed control letter setting changes to the skier
 - watch the skier for fall or change of instructions, i.e., boat path or speed
 - if no distance, stop the boat out of course and request distance
 - boat path must remain straight until the skier has landed and absorbed the slack rope
6. If at any point the skier has fallen, be sure to determine his/her condition and ability to continue.
7. Rerides:
 - if time is too fast at maximum speed for the division, reride is mandatory
 - if time is too slow, reride is optional
 - fast time below the requested speed, reride is optional, provided speed did not exceed the maximum for that division
 - large triangle rerides
 - definite cut toward the ramp once in the course - no reride for water conditions

Event Judges (Boat Judge plus 2 others)

1. Be alert for unusual water conditions, particularly those that might pose a threat to the skier
2. Watch the skier during the turn/approach to the ramp for falls, handle throws, unusual conditions
3. Be alert – you will be asked to rule on requests for rerides

Meter Reader

1. Select upper or lower station - once event starts do not change location
2. Determine responsibilities - who will record readings, who will communicate to MBO
3. Sight skier's landing by plume/bubbles - accuracy is a must - speed is important
4. Report readings in order of stations, A-B-C

Masterboard Operator

1. Familiarize yourself with the masterboard/computer
2. Manual masterboard or a separately powered computer is required as a back-up to the computer
3. With other operators, determine the procedure for recording meter readings and plotting distances
4. Accuracy is a must - speed is important
5. Determine if you are also an Event Judge
6. Determine distance and communicate to the Boat Judge; confirm and record readings

Video Measurement System Operator

1. Determine skier is coming into the course; prepare to “freeze” or record the video picture
2. Determine first point of contact
3. “Click” on the first point of contact ensuring its accuracy in both the horizontal and vertical planes. Communicate calculated distance to the boat judge.
4. Record boat times and distance in scoring program

JUMPING EVENT JUDGING RESPONSIBILITIES BY ZONE

EVENT JUDGES (other than Boat Judge)

- Boat Path
 - Water Conditions
 - Safety Hazards
- } All Zones

- Handle throw
- Skier in course

- Fall before the Boat enters the timing course

- Definite cut to the Ramp and then balk to the inside

BOAT JUDGE

- Boat Path
 - Water Conditions
 - Safety Hazards
- } All Zones

- Give estimated distance to skier on boat return after jump

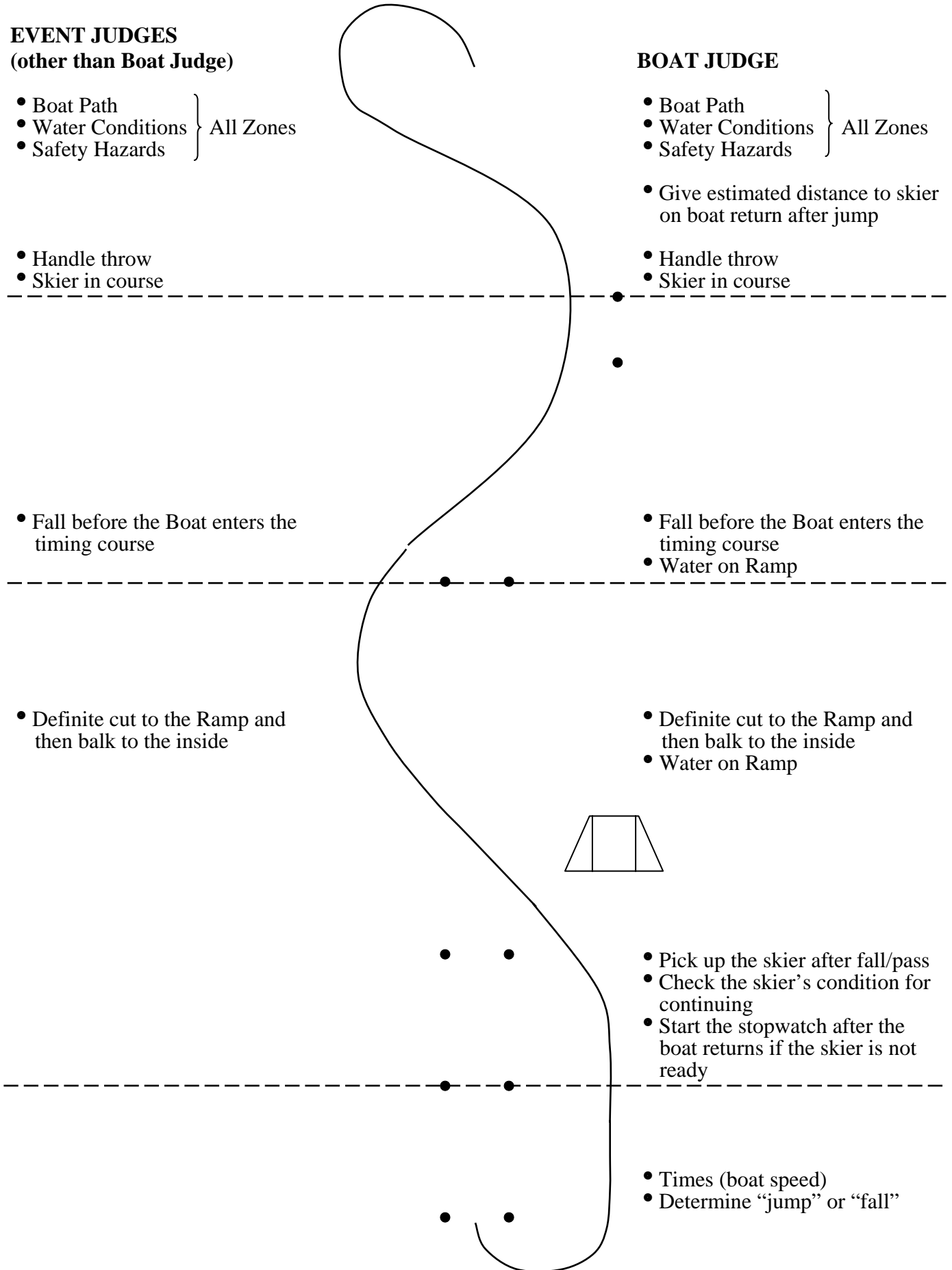
- Handle throw
- Skier in course

- Fall before the Boat enters the timing course
- Water on Ramp

- Definite cut to the Ramp and then balk to the inside
- Water on Ramp

- Pick up the skier after fall/pass
- Check the skier's condition for continuing
- Start the stopwatch after the boat returns if the skier is not ready

- Times (boat speed)
- Determine "jump" or "fall"



CASE STUDIES

A. A jumper in a Class E event requests a boat speed of 57 kph with a “fast” second segment. Describe what happens in each of the following cases:

1. The skier successfully lands his jump with the boat recording the following times: 82m segment 5.10 seconds; 41m segment 2.44 seconds

2. The skier successfully lands his jump with the boat recording the following times: 82m segment 5.05 seconds; 41m segment 2.5 seconds

3. The skier successfully lands his jump with the boat recording the following times: 82m segment 5.30 seconds; 41m segment 2.43 seconds

4. The skier passes the ramp without releasing the handle and the boat records a time of 5.06 seconds on the 82m segment

B. A jumper requests a boat speed of 48 kph with a “slow” second segment. Maximum speed for the division is 57 kph . Describe what happens in each of the following cases:

1. The skier successfully lands his jump with the boat recording the following times: 82m segment 6.36 seconds; 41m segment 3.37 seconds

2. The skier passes the ramp and the boat records a time of 6.31 seconds on the 82m segment

3. Is a boat time of 6.37 seconds on the 82m segment fast or slow?

4. The skier successfully lands his jump with the boat recording the following times: 82m segment 6.36 seconds; 41m segment 2.88 seconds

5. The skier successfully lands his jump with the boat recording the following times: 82m segment 6.39 seconds; 41m segment 2.85 seconds

PART V - GENERAL CONSIDERATIONS

A. Introduction

B. Safety (Rule 12)

- Review of rules
- Problem areas
- Event Judges (Boat Judge plus two others)
- Skier's Responsibility for Safety Check

C. Officials' Duties and Responsibilities (Attached)

- Chief Judge
- Chief Scorer
- Scoring Scenarios
- "Paperless" Tournaments

D. Problem Areas

1. General conditions (Rules 1, 2, 3, 4, 5, 6, 7, 8, 12)
2. Exceptions (Rule 1.06)
3. Tolerances (Rule 1.12)
4. Interpretation (Rule 1.07)
5. Schedule Changes (Rule 2.03)
6. Contestant Order (Rule 2.06)
7. Scheduled Events (Rule 2.02)
8. Age Division (Rule 3.02)
9. Tournament Entry Requirements (Rule 2.04)
10. Conduct (Rule 7.07(b))
11. Disagreement Among Judges (Rule 6.05)
12. Unfair Conditions (Rule 7.01)
13. Protests (Rules 7.04 and 7.05)
14. Changing Officials (Rule 6.09)
15. Equipment and Definitions (Rule 8)
16. Regional Excuses (Rules 4.03(b) and 4.04) - Open Division
 - AWSA Representatives
 - Medical Excuses

E. Case Studies/Quizzes (Attached)

F. Questions

OFFICIALS' DUTIES AND RESPONSIBILITIES

Chief Judge

1. The Chief Judge is in charge of and responsible for the overall operations of the entire activity. He is to be an organizer capable of directing personnel in a calm, rational and unbiased manner and should have thorough knowledge of the rules governing each event, inclusive of any exceptions. As head of the tournament, he should have the following:

- list of divisions
- entry qualifications
- tournament classification
- overall and event scoring methods (check in Regional Guide)
- all rules and other exceptions
- entry deadline (late entry)
- complete list of officials and their qualifications (if unfamiliar)
- availability of secondary personnel
- names and functions of the tournament host and personnel
- site and particularly judging and scoring facilities' specifications
- safety procedures set-up
- copy of USA Water Ski sanction application / Regional Guide Announcement
- list of appointed judges (appoint if necessary)

Before the start of the tournament, the Chief Judge should review the **Tournament Classifications Requirements Table** to make sure that all applicable requirements are met.

2. On-Water Checklist - General:

- slalom course
- jumping course
- tricks course
- location of jump ramp
- extra buoys, anchors, ropes
- boat driving and safety boat locations

3. Off-Water Checklist - General:

- starting area
- judging positions
- equipment for each event (see below)
- scoring/registration area
- refueling facilities

4. Equipment Checklist:

- official slalom ropes (measured)
- official jump ropes (measured)
- official handles (measured)
- speed control/timing devices checked
- audible device for tricks
- back-up audible device
- meter and masterboard equipment or video jump measurement equipment
- Water Ski approved towboats, adequately equipped, with proof of insurance
- safety boats with appropriate equipment
- video equipment and operator to tape and **review** tricks event
- computers for scoring and/or video jump measurement checked

5. Communication:

- P.A. system
- FM radios for boats/towers
- to meter stations

6. Safety:

- ambulance notification procedures
- safety equipment

7. During Each Event:

- assume a "command post" to oversee all occurrences and anticipate any required action
- start preparing for the event as soon as the current event is underway

8. As Each Event Nears Completion:

- confirm that all forms are ready for distribution to the judges
- place all personnel in position
- let the dock personnel know when to commence the next event

9. At the Conclusion of the Final Event (Very Important):

- confirm that all scores are posted, including the final results
- check the master scorebook for entries
- complete and/or sign all forms/reports:
 - Safety Director's Report and Checklist
 - Towboat Use Documentation and Performance Form
 - Chief Judge's Report (tournament/procedures/exceptions/**Site Certification***/ and Chief Safety Director assessment)
 - Tournament Officials' Record Form
 - Official's Personal Performance Records
 - Athlete Performance Records
 - Record Applications (RC tournaments only)

Chief Scorer

The Chief Scorer is in charge of and responsible for all scoring activities at a tournament. The following recommendations will simplify the task and help avoid unnecessary problems. Further details on the actual scoring process are found in Chapter VI.

1. What to ask the Chief Judge to tell the judges:

Slalom

- Enter your name on the form
- Speak slowly and clearly into the radio
- Call in the skier's name, boat speed and/or line length as the boat leaves the dock or as soon as possible thereafter and again prior to each pass
- The Boat Judge calls in after towers, giving times (last two digits only)*, then buoy count
- Call in scores in the boat's direction*
- When calling in missed gates and/or buoys, call in "gate 0 continuation 6" or buoy (#1) = 0, continuation 6"

Tricks

- Enter your name and that of the skier on each form
- Mark credit and no credit clearly
- Indicate "why" if time is available
- Continue calling after the horn
- Continue awarding credits and no credits after the horn
- Do not leave the lake site until you have checked in with the scorer in charge
- Let the Chief Judge know if you need more time before the next skier is pulled

Note: Find out what the deadline is for declared trick lists if they are being used.

Jumping

- Enter your name on the form
- Speak slowly and clearly into the radio
- Advise scorer of "fast" or "slow" timing segment
- Call in meter readings in single digits
- Provide the scorer with the boat speed before the first pass and, if changed, before another jump
- The Boat Judge calls in "jump, pass (or fall)"
- The Boat Judge then calls in the boat times (last two digits only)

2. What to tell your scorers:

Slalom

- Perform a radio check with each tower and Boat Judge at the outset
- Reconfirm the skier's name, boat speed and/or line length back to the Boat Judge
- Reconfirm individual scores when gates are taken
- Confirm pass-by-pass buoy count, "running total" and final buoy count; or use buoys at a certain rope length (especially at events run with IWSF Rules)
- Notify the Chief Judge of ties, when applicable, as the end of the event approaches

Tricks

- Verify that the trick codes are used exactly as approved in the current rule book
- Handle difficult cases consistently and inform the Chief Scorer if an extremely unusual one arises; There should be one person throughout overseeing the trick lake for this reason
- Be aware that the skier may only list one trick and its reverse per pass (other than placement 180s). If done twice, the second listing and the reverse are not scored.
- Check with the judges on a 2-2-1 call. On a 2-2 judgement split, the fifth judge should be consulted then, if unable to make a decision, go to video
- First determine if a trick is in course, THEN if it is credit

Jumping

- Perform a radio check with each meter station and the Boat Judge at the outset
- Reconfirm each skier's name and boat speed back to the Boat Judge
- Confirm the skier's distance with the Boat Judge after each jump
- Notify the Chief Judge of ties, when applicable, as the end of the event approaches

"PAPERLESS" TOURNAMENTS

Definition

A "paperless" tournament is one in which no "official" paperwork, other than running orders, is used by the judges in the slalom and jumping events in any level of tournament. None is therefore returned to the scorer. The tricks events require some form of judges' sheets (pink sheets or their equivalent). Running orders are handed out to all working officials and the dock starter. When a computer is used, its printout serves as the official record. Otherwise, the scorers' paperwork fills that role (slalom score and jump masterboard sheets).

Advantage - Keys

Advantage: Paperwork and preparation time is considerably reduced. Keys-excellent communication and focused concentration. The ideal communication method is the standard "three-part, double-check system": Judge gives information to scorer, scorer keys it in or writes it down then reads it back, judge confirms or corrects it.

Slalom: As currently the case, the scorer confirms with the judges:

1. skier name and starting speed/rope length
2. boat times and each individual pass tally or buoys at a certain rope length instead of a running or final total (especially for IWSF tournaments)
3. ongoing speed/rope length
4. final score

In a Record Capability event, if the boat times are not picked up immediately by the scorer, they can be recorded a little later since they remain on the automatic timing device until the next pass (also current usage).

Jumping: Skier name, boat speed and times are handled as in slalom. The scorer reads back the readings to the meter stations to verify accuracy as the boat returns for the next pass and/or skier. This can also be done immediately after each meter reader calls in.

Potential Problems

These do not change from tournaments in which "official" paperwork is used. When communication is broken, the solutions are the same with or without "official paperwork. Concentration of the officials plays a larger role.

Notes

Judges are encouraged to use their running orders or any paper for whatever they wish to jot down. The key is not to panic, to stay relaxed. Most officials will make fewer notes as they become accustomed to the system.

CASE STUDIES

Carefully review these brief case studies and respond to the questions following each case:

A. **Situation:** On the first day of a major competition, the wind is blowing so strongly that you as Chief Judge are concerned for the safety of the skiers and are contemplating the postponement of the day's scheduled events.

Questions: 1. What is your first action?

2. Whom must you communicate with and when?

B. **Situation:** A skier asks to register for his slalom event after it has started.

Question: 1. How do you resolve this situation?

C. **Situation:** In an early slalom event, the scorers mistakenly credit Skier A with 6 extra buoys. The results are posted and it is not until the next day that Skier B notices the error. The resulting overall points place Skier B only 20 overall points behind Skier A. Skier B files a protest.

Questions: 1. What is your first action as Chief Judge of competition?

2. What are the rules involved in resolving the situation?

D. **Situation:** In tricks, a skier disputes the scoring of his trick pass by saying that 4 of 5 judges missed his S and RS in the middle of his pass.

Question: 1. How do you resolve this situation?

E. **Situation:** In a tricks event with 22 skiers on a hot day, the trick judges request that you substitute a new panel of judges halfway through the event?

Questions: 1. Is this allowable?

2. If you agree with this request, can a skier protest your decision?

PART VI - REGISTRATION AND SCORING

Part I: Tournaments may be scored either by computer or by hand, although there are many benefits from computer scoring. The general principles discussed in this outline apply whether computers are used for the entire scoring process or for some part of the tournament, such as video jump measurement.

A. Introduction

B. Registration: This is a very important job and, if done properly, can eliminate many complications for the scorers and will allow the tournament to run smoothly.

1. Prepare entry lists **using Membership ID Numbers. Make sure the skiers verify their Membership ID numbers as a part of the registration process.**
2. Check that skiers are properly registered (including insurance receipts for foreign IWSF member skiers) and notify the scorer, event judges, announcer and dock starter of any skier scratches. Spaces for late entries should be left at the top of all forms (normally they will ski first).

C. Before the tournament (and each event) gets underway:

1. Provide the Safety Director with safety forms, and verify that all safety checklist items have been verified.
2. Prepare (and hand out before each event) running orders to the Chief Judge, event officials, dock starter and announcer, and boat judges form to boat judges form.
3. Post of copy of the running orders.
4. Provide Chief Judge and Chief Driver with forms from AWSA sanction packet.
5. Chief Judge should verify technical survey information on the Chief Judges report form

Note: Keep a file for the Chief Judge, the Chief Driver and the Chief Scorer of completed tournament forms (score sheets, etc.). Please note that the tournament kit with the above described material is packed and shipped as follows and can be distributed accordingly:

1. Registrar
2. Chief Judge/Chief Driver (includes Towboat Use Documentation and Performance Record)
3. Chief Scorer (includes extra Athlete Performance Records)
4. Slalom (includes Slalom Recap Sheets for Scorers)
5. Tricks
6. Jumping
7. Safety
8. Chief Judge II
 - Officials' Development Program Descriptions
 - Quantitative Requirement Sheets
 - Safety Directors' Development Program Descriptions
 - Assistant Judges', Scorers' and Drivers' Applications
 - State Safety Directors' Applications
 - Official's Personal Performance Records
9. Technical Controller (for record capability tournaments)
 - List of Current Records
 - Technical Handbook
 - Record Applications

D. Scoring each event

1. Make sure you are provided with a communication system. You must have communications with the starting dock, towboat and event officials, and safety personnel working the event.
2. Scoring Slalom: Chief Judge should run the radio but the scorer may be asked by the Chief Judge to monitor the radio for slalom events.
 - a. Set up procedure of calling in after each pass and which judges rule on entrance and exit gates

- b. Receive and record name, starting speed and line length from towboat
 - c. Receive and record buoy count from event officials at the end of each pass.
 - d. Confirm the score (majority rules) at the end of each pass
 - e. Confirm the next pass to be skied before the towboat pulls the skier out of the water
 - f. When skier has finished, compute total buoys:
 - 1. 6 buoys for each skied pass
 - 2. 6 buoys for each pass prior to first, if skier elected to start at accelerated speed and/or shorter rope length and made one complete pass
 - 3. If skier receives a slow time from officials, has made a complete pass and opts to continue with the next pass, the skier must score six to receive credit for the pass which had resulted in a slow time. If he does not ski six buoys, the previous pass is scored zero, but the buoys made on the last pass are added to prior completed passes.
 - g. The Scorer should watch for any ties and inform the judges of possible run-offs.
 - h. Compute NOPS using factor
 - i. Place performances
 - j. Give results to the Announcer and post results; note time of posting.
 - k. Record total buoys and NOPS in Master and Seeding Scorebooks
- 3. Scoring Tricks**
- a. At the completion of each skier's turn, collect forms from judges using a trick form runner, if available.
 - b. Collate trick forms
 - c. Verify trick runs (Review scoring scenarios section)
 - 1. Majority rules
 - 2. Eliminate repeat tricks
 - 3. Check for out-of-course tricks
 - 4. Any problems should be presented to the Chief Scorer-Chief Judge
 - d. Point Trick Runs.
 - 1. Have a list of trick values
 - 2. Verify accuracy of reconciliation of judges' scores
 - 3. Check points and final totals to assure a correct score
 - e. Compute NOPS
 - f. Staple forms and scoring printout
 - g. Record score and NOPS in Master and Seeding Scorebooks
 - h. Forms are not available for skier viewing **until results for the entire event have been posted**
 - i. Place skiers based on method chosen by the organizer. Type of placement:
 - 1. By division
 - 2. By all men/all women
 - 3. By NOPS
 - 4. By performance
 - j. Give results to announcer and post results; note time of posting
- 4. Scoring Jumping**
- a. Record jump length when computed
 - b. Record longest jump length in the Master and Seeding Scorebooks
 - c. Compute NOPS
 - d. Place skiers based on the tournament method
 - e. Give results to the Announcer and post results; note time of posting
- 5. Overall Scoring**
- a. A skier must enter and attain skiing position in all three events (two events for Boys/Girls 1) to be eligible for overall.
 - b. Add NOPS for each skier
 - c. Place overall
 - d. Give results to the Announcer and post results; note time of posting
- 6. Athlete Performance Records or Official's Personal Performance Records**
- a. The Skier and/or Official must complete information on the Athlete Performance Record or Official's Personal Performance Records
 - b. Verify performance via the Master Scorebook or Judges' forms
 - c. Have the Chief Scorer sign

d. Have the Chief Judge sign

7. **Important:** At the end of the tournament, verify that all forms are completed and returned, give them to the Chief Judge for review, approval, signature (where appropriate) and forwarding to USA Water Ski's Competition Department:

a. Safety Director's Report and Checklist, Injury Reports, Entry Forms and Additional Treatment Reports

b. Athlete Performance Records and Official's Personal Performance Records - sign and return

c. Chief Judge's Report (including Chief Safety Director assessment and site certification)

d. USA Water Ski's copy of the scorebook (optional - Chief Scorer can send into USA Water Ski) **with the Tournament Officials' Record**

Note: In order for the Chief Driver to receive credit for the tournament, the Towboat Use Documentation and Performance Report must be completed and returned to USA Water Ski's Competition Department as soon as possible upon conclusion of the tournament in the envelope provided.

Part II: WSTIMS

Tournament organizers and scorers are strongly encouraged to use the WSTIMS scoring program. The enclosed handout describes the WSTIMS computer scoring program.

PART VII - TECHNICAL ASPECTS

A. Introduction

The role of the Technical Controller to ensure technical accuracy has become more and more important in Record Capability tournaments due to the increase in monetary awards and prestige attached to qualifying for important events, achieving high rankings, winning and setting records. Furthermore, since the average performance as well as that of the upper echelon is much improved, the accuracy of both the technical measurements and the technical experts involved is increasingly critical.

This quest for precision has been addressed through the AWSA committee system by requiring surveys for both slalom and jumping courses, analyzing and seeking to improve boat driving and judging and mandating the use of computers, automatic timing, speed control, judging facilities with better vantage points, more accurate courses and improved towboats. A development program for Technical Controllers has also been established.

In Class C tournaments, it is the Chief Judge's duty to verify the accuracy of a site's installations and other technical equipment (computers, timing devices, towropes, etc.) to ensure the proper running of the tournament. At the conclusion of the tournament, the Chief Judge must complete a technical report confirming certain aspects of the accuracy of the site's installations and other technical equipment. As the person ultimately responsible for the tournament, the Chief Judge at Class C events assumes the job of the Technical Controller, a separate individual at record capability events.

B. Technical Rules and Requirements

C. Officials' Duties and Responsibilities

- Chief Judge (Part V) - See Class C Technical Report
- Technical Controller

D. Problem Areas:

1. Slalom
 - Slalom Course (Rule 10.02)
 - Slalom Judging Area (Rule 10.I 6(a))
 - Buoys (Rules 10.06(b) and 8.09)
 - Tow Lines (Rule 10.06(c)) - How to measure
2. Tricks
 - Trick Course (Rule 11.02)
 - Trick Judging Area (Rule 11.16(a))
 - Use of Video Tape Camera (Rule 11.20)
3. Jumping
 - Jump Course (Rule 9.02)
 - Jump Meters (Rule 9.16(a)) - How to set up
 - Jump Ramp (Rule 9.16(b)) - How to measure
 - Buoys (Rules 8.09 and 9.16(d))
 - Tow Line (Rule 9.16(e)) - How to measure
 - Installation and use of jump measurement systems (Rule 9.12)
4. Speed Control (Rule 8.11)
5. Records (Rules 14 and 15.06)
6. Record Capability Tournaments (Rule 15)
 - Certification of Courses (Rules 15.03 and 15.07(d))
 - Technical Controller (Rule 15.04)
 - Qualification of Officials (Rule 15.05)
 - Video (Rule 15.07(d))
 - Timing device (Rule 15.07)

TECHNICAL REPORT FOR CLASS C TOURNAMENTS

SLALOM TOWLINES: Measure only the segments reasonably expected to be used									
Nominal:	Long (23.00m)	-15 (18.25m)	-22 (16.00m)	-28 (14.25m)	-32 (13.00m)	-35 (12.00m)	-38 (11.25m)	-39 (10.75m)	-41 (10.25m)
Rope #1									
Rope #2									
Rope #3									
Handle Section	#1			#2		#3		#4	

JUMP TOWLINES						
Jump Lines Lengths	#1		#2		#3	#4
Handle Sections	#1		#2		#3	#4

METER SYSTEM							
Distance Between Meters		Angles Between Meters					
			A to B	A to C	B to A	B to C	C to A
A to B		Lower					
B to C		Upper					
A to C							

SIGHTINGS									
To Ramp From: A	Lower		Upper		To 15m End Time: A	Lower		Upper	
B	Lower		Upper		B	Lower		Upper	
C	Lower		Upper		C	Lower		Upper	
Triangle Sizes at Sightings		Ramp:			15m End Time Buoy:				

In the space provided below, explain why you are certain that all course and buoy dimensions and measurements are within standard tolerances as identified in the current AWSA tournament rules.

Slalom Course:

Trick Course:

Jump Ramp and Jump Course:

All Buoys (color, size & type):

Chief Judge's Signature _____ Date _____

THE ART OF TRICK CALLING

By Jim Grew
March, 2003

The question is often asked whether the judges' progress in calling tricks is keeping pace with the improved performances of the athletes on the water. Skiers spend countless hours practicing. Do judges? Rather than answering the question, let's focus on what we can do to improve our trick calling. There are several possibilities:

1. Calling tricks at tournaments.
2. Watching tricks while riding in the boat in practice – the best method for learning!
3. Calling tricks on video.
4. Using a more studied approach as presented in part two of this chapter. Such an approach allows the judge to recognize and familiarize himself with the common patterns and sequences that provide him with a framework for calling.
5. Attending the annual National Senior Judges' Clinic where much emphasis is placed on calling tricks.

However a judge decides to improve his calling, the key is consistency at what ever level he finds himself so that each skier receives the same, consistent treatment.

With the introduction of continuous feed video from the boat, the judge will now have an easier time because he will always find himself at the same distance from the skier, be able to observe tricks performed off both wakes equally well and identify the direction, axis and angle of the trick more readily. In the long run, his judging will be more accurate; and skiers will be more fairly and consistently judged. This technology will prove to be skier-friendly in the long run as it is perfected.

In Part one, the judge is provided with a number of pointers to guide him as he seeks to improve his trick calling.

In Part two, we look at how skiers train, from their point of view and that of their coaches, in a progressive manner to put tricks in sequences that will eventually end up as two twenty second passes.

PART ONE - TRICK CALLING POINTERS

- 1. Identify:** Before worrying about determining credit/no credit, be comfortable in identifying the tricks. It is better to identify tricks correctly than to try to both identify and award credit at the same time while doing neither to your satisfaction.
- 2. Call Consistently:** It is especially important to the skiers that you be consistent in your calling in a given division. For example, if you start out more leniently than normally for whatever reason, continue to call in that manner until a new division is on the water. Consistency is especially important on borderline tricks (WflipB, SLB, TWLB, TWLO, etc.) where there is often a difference of opinion among judges. Try to credit a WflipB, however you determine the trick is credit, in exactly the same manner for all skiers.
- 3. Call What You See:** Call what you see and not what you think you see or what you suspect the skier might be attempting. For example, was it a T5B; a TB, TBB; or a TO, TB? The scorer and skier both prefer not to see

T5B n/c on a sheet. How does the judge even know whether the skier was attempting a T5B? There are some strange sequences revealed on the water as you will know. Do not assume. Also, let the skier know, if you have time, why you took credit for a trick. For example, you wrote WBB n/c. Was it because of tip drag, pre-turn, pre-landing, no air, or some or all of those reasons? The skier wants to know so that he can solve the problem.

4. **Concentrate on the Ski and Lower Body** (except for with flips): Poor skier body position and execution (arms flailing, leg fully extended in toe tricks, stiff ski leg(s) or upper body bent over, etc.) do not guarantee a no credit trick. The trick probably is not pretty (you might even wince) and may be more difficult to complete, but it could still be credit. In turn, some tricks that, visually, are perfectly executed in terms of body position are no credit. A skier's ski can stop on a T7F during the rotation even with an erect upper body, perfectly positioned arms and the ski leg held in. You should watch and concentrate on:
 - a. the starting and ending positions of all tricks;
 - b. the direction of the ski's rotation;
 - c. the spray coming off the ski indicating whether the ski and skier are edging, sliding or stopping.
6. **Regroup:** When you get confused in a run (and we all do), relax and pick up when you again recognize a trick. If you let the situation overwhelm you, you miss the remainder of the run. This situation occurs more frequently when the officials are viewing from the side, a distance a ways, especially at the end of the skier's run down the lake.
7. **Be Very Sure:** No one can categorically state at what point he decides a trick is no credit (what percentage of certainty), but keep in mind that the benefit of the doubt should go to the athlete. Be sure that the trick is no credit and know why it is no credit before writing down that it is no credit.
8. **Awarding No Credit:** When you determine that a trick is no credit, it is important to so indicate on that skier's sheet. Otherwise, you are penalizing the skier who does the trick correctly by putting these two skiers on the same level. The judge should not be affected by the age, size, or amount of spray generated. Skiers of all ages and sizes can perform a trick correctly, . . . and vice-versa.
9. **Be Familiar with Patterns/Sequences:** If you can become familiar with the basic patterns of tricks that 85% of the athletes use (as discussed in the "Art of Trick Calling"), it is easier to determine whether the trick is properly executed and to spot deviations from these patterns. With the newer tricks, there are fewer patterns; but patterns will emerge as time passes. For example, many elite skiers are performing the same nine to eleven tricks at the beginning of their toe passes and have been for more than ten years (T7F, RT5B, TWBB, R, TBB, R, T5F, TWO, TWLO, TO, R, ETC.).
10. **Recognize Old Technique versus New Technique:** The young skiers learn and perform wake tricks off both wakes in both directions. Their reverse turns become as easy to execute as their basic ones so that they can put together runs based on maximum points and speed rather than worrying about working around weaknesses. When they perform these tricks, there is less upper body movement, so the judge's concentration on the ski and lower body is important. The older generation skis, for the most part, more slowly and learned the reverses, if at all, later than the basic turns. They may also do the ½ back wrap on one side only or behind the knees. Be aware that a 12 year performing a WBB will not look at all the same as a WBB performed by a 55 year old. In fact, it could appear that they are performing different tricks. Also, the newer generation of skiers may simply skip some of the wake line tricks (and others) that form an integral part of the runs of earlier generation skiers.

11.Ignore Personal Characteristics: Simply put, it does not matter whether the trick is performed by a 75 year old woman or an 8 year old boy. All tricks have to be executed according to the rules. Sympathy is a wonderful emotion, but not in this case. Why? For every cute little 8 year old that performs a trick poorly and receives credit, there is another eight year old who executes the same trick perfectly. The amount of spray generated has no bearing on the quality of the trick performed. A heavy skier tricking at a slow speed may tend to look sloppy and sluggish, but the tricks can still be credit. A light child does not produce any spray at all but may slide all his wake tricks. By awarding tricks because “look how tiny he is!” penalizes both that skier (who has less encouragement to learn the trick correctly) and the other “tiny” tricker who has mastered that same trick with much effort.

12. Indicate Horn’s Placement/Last Trick and Be Aware of the Start of the Run: Be aware of when the run starts because timers do make mistakes, and it is not fair to give one athlete less or more time than the norm. Also indicate where in the run you heard the horn and what was the last trick in course. Equally important is to keep calling after the horn and indicating whether tricks are credit or no credit. Do not just draw a line through the first trick out of course, but after the last trick in course or write OOC for the first trick out of course.

- Some judges and timers find it helpful if they are informed of what the first trick will be.
- Review video if you have any concerns and don’t be embarrassed to ask to do so. We are calling tricks so that every skier gets a fair result.

13.Determining an Edging versus a Pre-turning or Sliding Ski: When a skier plans on doing a wake trick, he edges to the wake. To both get air and start his rotation, he pushes off (or loads) the edging ski. He does not want to flatten the ski by coming off edge, lose his speed and angle towards the wake and be forced to exert himself more to get air and start the rotation, not to mention wasting time. Ideally, as seen by a coach, if he pushes off of an edging ski, he translates side-to-side motion towards the wake into upwards motion and rotational speed using legs and/or arms or both depending on the trick and the skier. The better skiers will actually push off of an edging ski before reaching the crest of the wake so that they land closer to that wake and waste less time before edging back towards the next trick on the same wake. Or simply to have more time before executing the next trick off of the opposite wake and to land that trick close to that wake. This complicates the issue because the skier actually will be lifting off of the water at the same time as he travels over a wake rising to its crest, meaning it can look as if the ski gets no air while, in fact, it is remaining close to the water as the skier passes over the wake. At any rate, your task is to determine if the skier pushed off of an edging ski or started to turn or slide on the water before leaving the water or even as he leaves the water. Another factor making it more difficult to make this determination is that some skiers are at almost 90 degrees to the boat as they are edging towards the wake just before lift off, especially when performing flips. However you view this issue, it is important that you are aware of it and treat all skiers similarly.

14.An Example: The Famous Toe Seven Front (T7F): This is a perfect trick for discussion because it is often done slowly (two full rotations on the water!) and is easy to recognize at the beginning of the run.

- Continuity – To be awarded credit the ski may not stop at any point during the 720 degree rotation.
- Variable Speed - However, watch for variable speed on this and all surface tricks because the ski and skier tend to slow down in the front and back positions when the skier must pull on the rope to keep the ski moving through these natural stopping positions in the direction of the boat’s pull. The ski may not stop. It may only slow down, even way down.

- c. Extra movement – The judge should ignore any extra movement, flailing arms, a fully extended leg, broken upper body, etc. The trick may be more difficult to perform in this manner, but may still be credit no matter how ugly it looks.
- d. Complete turn – There are a variety of possibilities here. The body completes the turn (meaning faces front) while the ski does not; the body stops short of completing the turn while the ski completes it; both the body and ski complete the full turn; and both do not. In fact, the knee can even stop in the middle of the trick in the front position while the ski continues very slowly in its rotation.

15. The Details: Here a few less common tricks, confusing sequences, etc., of which to be aware, that are proof of how important it is for the judge to ignore the body, focus on the ski and be familiar with patterns.

- a. Inverted Wake Tricks: These are rarely seen, but occur. Inverted means that a right foot forward skier who normally turns to the right when heading from outside the left wake inwards, turns to the left while starting off in the same manner. Some skiers have attempted to fool the judges by performing the first trick in the normal fashion and the same trick again but inverted so that both tricks actually rotate in the same direction.
- b. (T)S, R and/or (T)B, F, R, R: Skiers perform these series separately or together at any time during the run, but more often at the end, in a rush and sloppily, linking some or all of the tricks without stopping, to get as many points as possible. When viewed from the side at an angle down the lake, judges are bewildered, especially if the skier starts with the wrapped TS. Video practice helps. Also, don't hesitate to ask to review such sequences at tournaments if necessary.
- c. B, F, RB, RF, B BB, RBB or B, F, RB, BB, RBB or with THE BBS First: Again these tricks are often performed as fillers with the skiers speeding up their rhythm, breaking where they want continuity, linking where they want breaks.
- d. Single or Pairs: Officials are so used to seeing tricks such as BBs and WOs in pairs that, when a skier performs only one, the judges do a double take.
- e. S & TS: Credit or no credit? That is up to you, but be sure that you are able to see the ski before taking away credit on the basis of knee or leg position. Some skiers keep their knees facing more forwards, esp. with the TS, than others. The skier should also pause between the two tricks. Watch for overturning or under turning on one or both or a mixture as these tricks are often rushed by the skier. Finally, it is interesting to note that, if the boat is being driven at 15 mph, a skier covers 22 feet in one second. Therefore, to hold a slide for two meters (+ or - 7 feet) takes roughly one-third of a second, meaning that it takes less time than one thinks to hold a slide for the required two meters.
- f. Dual Wraps: When athletes perform WBBs or W7Bs using ½ wraps on both sides, especially younger ones, the tricks look faster; and it is easy to miss part of a rotation. The body will turn much less than the ski on both sides so that, if the skier is a quick spinner, the judge can be puzzled as to what was performed. The other side of the coin is that skiers in the front position, before a multiple rotation wake trick, will turn away from the direction of the rotation (countering) to be able to spin faster and more easily
- g. Complete Turns: You will seldom see a WBB where the skier actually rotates his ski 360 degrees. The reason is simply that he will, for example, be edging towards the wake from behind the boat, already turned at least 45 degrees from the direction of the boat. Consequently, even if he lands directly backwards, he has not completed the turn to the tune of 360 degrees. Furthermore, if he should land on the opposite edge to save time and be ready to head back the way he came on the reverse WBB, his ski's rotation will be even less. Despite

how the rules read, very few skiers will perform complete rotations unless they wish to use extra effort and lose a lot of time. Only when a skier heads out towards the opposite wake as he lands a WO, for example, behind the boat in an effort to get to the next trick on that wake more quickly, will his rotation approach 360 degrees. And all that without starting or ending in a position straight in line with the boat path.

- h. TWBB, RTWBB, TF, TB, RTF & T5B, TBB, RTBB, TF, TB, RTF: These sequences often result in a judgment call of a repeat TF because the skier actually performs the second TF out of the non-wrapped, easily held back position. Nine out of ten times, the ski has turned in the opposite direction for a RTF.
- i. F, SLB, RF & TWO, TB, TWF, RTB & TWB, TF, TB, RTF: These sequences are more of the same as in h. above.
- j. SLB, F & SLBB, F: Credit or no credit? You must decide if the skier stops before turning front or whether he slides the ski around to the front without stopping. Two clues: If the skier changes direction between the two tricks of the pair, they are both probably credit because the ski has to stop to change direction and is much less apt to slide; if the skier hops between pairs, the ski has to have stopped.
- k. TBB/RTBB & BB/RBB: Credit or no credit? Watch for under turning between the two or at the end of the pair. However, if the skier performs these pairs before a wake trick (TWBB or WBB), the ski will not perform a full 360 degrees on the second trick of the pair because he will want to edge directly into the TWBB or WBB. Again, if he performs the first trick upon landing a wake trick on edge (TWBB or WBB), he may not start from the back position directly in line with the boat. That is not the same as under turning between the two surface tricks in these pairs. If one trick under turns, then the second one in the pair will as well.
- l. Flips: Here is a simplistic way to look at flips until you get a feel for them. Back flips start with the skier and ski in front position and land in front with the ski going over the head in approximately the same vertical plane. The reverse must immediately follow the basic. The front flip, especially when performed well, involves a head and shoulder tuck at the beginning of the rotation, again starting and landing in the front position. The reverse is not allowed. The flip with a twist starts in front and lands in the back position. The reverse must immediately follow. The mobius flip back back (BBBT) starts in back and lands in the back with a twist in the air. There are two newer flips as well. The back to front flip starts in the back position and lands in front. The mobius front to front starts in front, lands in front and involves a twist. Until the official views a lot of these flips, watching the starting and ending position of the ski will help a lot.
- m. Ski Lines: The toe line must be out of the water during the trick's execution from take-off until landing.
- n. Toe Wake Lines: The toe line and toe line foot must be out of the water during the trick's execution from take-off until landing **except that** the toe foot may touch the water after the rotation of the ski in the air is complete but before the ski actually lands. The latter skier-friendly stipulation was added in 2001.

PART TWO – THE COACH’S APPROACH

1. Introduction

Hand held wake rotations, stepovers (except ski lines) & toe hold tricks (except toe lines): What are the main considerations for a skier learning a new trick in this group? The most often discussed element is body position: head up, back more or less straight, arms low, knees and ankles bent and flexible and weight centered and balanced. Yet what actually causes a skier and his ski to rotate is the momentum initiated **by the pull of his arms (or leg in toe tricks)**. On hand held tricks, pulling in to one side of the waist causes the skier's body to start to turn. On stepover and toe hold tricks, the pull is more directly away from the boat. Some use the terminology of advancing on the boat. Others speak of loading the ski prior to lift off on a wake trick, using some combination of the arms and legs to achieve lift and initiate rotation. Whatever the terminology, without the arms (or toe leg) pulling in, the body will not turn unless the skier actually throws himself around, not a good approach for maintaining balance and rhythm. It may not always seem that the arms or toe leg are being pulled in, but the successful tricker is constantly exerting pressure on them away from the boat's direction to both maintain a tight line and help initiate the turn.

In the case of hand held tricks, grabbing the handle with the other hand keeps that rotation going, even if the body stance is poor, i.e., bent over with the head down. Surprisingly enough, one can complete a wake 540 turn with the upper body at 90 degrees to the water, although it may appear precarious at best. This case illustrates that the judge should always concentrate on the lower body and the ski; and such an approach is especially important in the case of multiple turn toe tricks where the skier appears all stretched out but is able to continue rotating the ski by pulling in on the rope (even if jerkily) as he approaches and passes the front and back positions. Granted, “broken body” tricking requires more strength and effort and results in slower rotations, but it can be accomplished. Review the section on toe tricks for further detail.

Trickers now starting out are learning each trick off both wakes and in both directions because of progressive and logical training methods. The half back wrap on both sides is but one example of why mastering new tricks has become easier. Improved equipment has also helped. For the skier, the key to building runs is putting blocks of tricks, often formed of pairs, together into sequences that flow, are balanced and result in rapid and high point-per-trick-average runs. Balance and flow are easier to achieve if a tricker can perform each trick off either wake, in either direction, thereby avoiding extra repeat tricks, unnecessary placement ones, awkward directional changes and fillers (for unlearned reverses). The skier does not want to be compelled to construct runs around weaknesses, such as unlearned tricks, but rather around sequences that flow for him personally. The end result is rhythm and consistency.

Hand held ski line & toe wake line tricks: Although much of what is written above still applies re body position, etc., these tricks necessitate a somewhat different learning approach. Did you ever wonder why the toe lines and especially the ski lines seem to involve considerable effort and appear less fluid and even awkward? The reason is that they involve two somewhat contradictory movements, completing a rotation while bringing the ski over the rope, a conflict more evident with the ski lines where two legs on a ski must go over a rope held in the hands versus one leg on a ski over a rope held by the other leg in toe lines. As a result, the pull on the rope has to be more aggressive, and the skier will use the upper body more to initiate and complete the rotations, appearing at times to throw his body over the rope. For the same reasons, he will edge more aggressively into the wake. With the ski lines, when starting in the front position, the athlete may also turn away from the direction of the rotation (countering) to increase resistance on the rope and accelerate the ski's rotation upon lift off. The above explains why it is more difficult to string these tricks, especially the ski lines, into fluid sequences and recognizable patterns.

Flips: The flips present a different set of givens. It is the only trick that involves a vertical rotation (on 6-7 foot axis) versus a horizontal rotation (on 1-2 foot axis). There is obviously much more body movement in a flip than a wake seven and that requires a more aggressive edge into the wake, even up to 90 degrees. However, because the rotations are more natural and involve only one movement as opposed to the two conflicting ones in toe and ski lines, athletes are able to string these tricks together more readily; and patterns are emerging.

Sequences: Since distinguishing patterns is an important element in learning to call tricks, **especially multiple toe turns**, the discussion that follows will take the judge through the building process of these patterns as a skier would train in putting his runs together.

Amazingly, skiers will often stick to the sequences outlined below because it results in simpler, more fluid runs with higher relative point totals. In fact, the tricks were invented over the years in these sequences by the pioneers for that very reason. In training, the skier starts with single tricks, pairs them when logical and finally practices mini sequences of four or five to eight or nine tricks before putting runs together. Patterns have emerged and continue to appear even with the relatively more recent toe and ski lines and flips.

2. Steptovers

a. General -

Steptovers are a dying breed. Other than basic 180s, the up and coming skiers are no longer learning the 360 and 540 degree turns. However, judges need to be able to recognize these tricks because skiers in Men and Women 3 and above are still performing them:

- The foot (or ski for 2 ski tricks) must touch the water after the trick (except the toehold steptover).
- The turn must be completed in the air (wake steps).
- The foot must not rest on the towline (except toehold steptover).
- The leg must go over the line as the turn is executed.

b. Here is the order in which skiers usually learn steptovers. The turns are initiated by pull on the rope.

1a. LB LF WLB then: WLF	1b. WLB LF LB WLF	1c. WLB LF LB WLBB F or WLF The above is seen less now.
2a. WLBB RWLBB	2b. WLO RWLO	

c. Younger skiers are not even learning the WLOs and WLBBs because of their difficulty and the advent of higher paying ski and toe lines and flips. These newer tricks are no longer as difficult as when they first appeared because training methods have improved, and they result in a lot of points. Also, they are viewed as more exciting, especially the flips. Of course, the wrapped WLO remains a good run opener for the intermediate tricker and is still performed by older generations. The most common step five is the wrapped WL5F that appears nine out of ten times at the start of the run.

3. Wake Rotations

a. General -

The turn must be:

- completed in the air with no tip drag or pre-turn;
- performed over the top of the wake even if pre-jumped;
- landed in the correct position without sliding.

1a. WO
RWO

1b. WBB
RWBB

2a. WBB
RWBB then:
W5F

2b. WBB
RWBB or:
W5F
W5B

2c. W5B
WBB
RWBB
W5F

- The fives are placed at the end of the run when first learned to avoid early falls.
- The W5F is practiced first since it is usually the easiest of the fives, then the wrapped W5B.
- A skier may start the run with the wrapped W5B as it is a fairly safe trick.

3a. W5B
W5F or:
B
RW5F

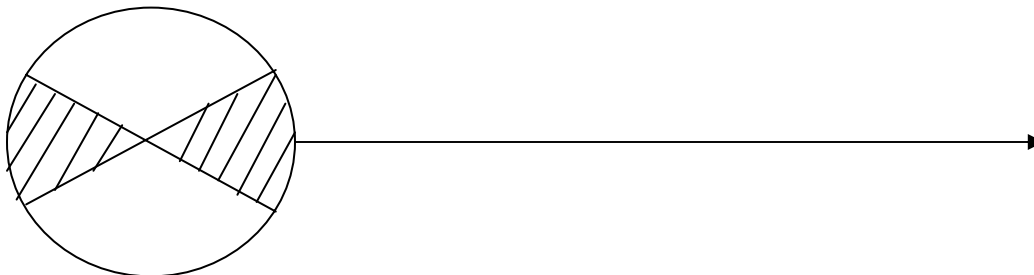
3b. W5B
WBB or:
RWBB
W5F
B
RW5F

3c. W5F
B
RW5F
W5B

Most skiers only learn one W5B as the second one is difficult and requires a lot of set-up time for its point value. Fewer skiers are learning more than two fives anyway because they are concentrating on mastering the ski lines, toe lines and flips as soon as possible, sometimes before they have the necessary experience and technique to do so. Older generation skiers, in turn, tend to avoid the reverses more because of the difficulty of holding the reverse back wrap body position. Improved techniques have solved this problem with the new generation of skier; and these skiers are learning both back wraps at the same time so that they are equally easy.

4. Toe Tricks

The problems in calling toe tricks usually result from improperly performed multiple surface toe turns, and this section will deal with such sequences. Remember that the pull on the tow rope causes the ski and skier to continue to rotate and must be especially strong just before, during and after the front and back positions where a ski naturally tends to slow down and stop.



A lack of pull in the above indicated areas causes the ski and skier to stop, resulting in a series of 180 degree turns which serve only to confuse even the most experienced judges. This fact is precisely why a judge has to call what he sees and

not what the skier might be attempting. Secondly, the judge must keep in mind that, as long as pull is exerted as needed, the ski will rotate **no matter what the skier's body position**. Watch the ski! Thirdly, a skier can do a T7F for example at variable speeds, slow in the front and back positions, faster otherwise, without the ski stopping.

If a judge is familiar with the actually quite limited possible sequences the skier chooses to perform in his toe runs, he will more easily be able to concentrate on the quality of the tricks, rewarding those who do them with credit and penalizing those who do not.

a. Basic Toes - In probable sequence order learned

- | | | | |
|--------|---------|--------|---------|
| 1a. TB | 1b. TWB | 1c. TO | 1d. TWO |
| TF | TWF | | |

Now, the reverse surface toe 180s and 360s are taught earlier and even included among these so-called "basic" toes. The reverse toe wake tricks above are almost never learned anymore.

b. The first "reverse" position learned is that of the reverse back wrap for the RTB-RTF.

- | | | | |
|--------|-------|--------|------------------------|
| 2a. TB | then: | 2b. TB | The first problem: |
| TF | | TF | TBB-stopping |
| RTB | | RTB | in the front position. |
| RTF | | TBB | |
| | | (TF) | |

3. TB • This run results in a lot of points.
 TF • The RTBB can be difficult.
 RTB
 TBB
 RTBB
 (TF)
4. T5B • No repeats!
 TBB • A lot of points!
 RTBB • Also, four potential stopping positions.
 TF
 TB
 RTF

c. Second "reverse" position learned: TO – RTO (wrap-in TO)

- More difficult!
- The pull with the toe leg is the key.
- Can be learned in two parts – TB, TF, very slowly.

Now we can add the "TWO" which usually has been learned earlier and produces very fluid runs.

Sample Runs:	5a.	T5B TBB RTBB TF TB RTF TO RTO TWB TWF TS RTS	next:	5b.	T5B TBB RTBB TF TO TWO TB TWBB (TF) TWB TWF	or:	5c.	T5B TBB RTBB T5F TO RTO TWO TB TWBB TF	Problems:	-TO, TB -TF, TB -(R)TF, TO
--------------	-----	-------------------------------------------------------------------------------	-------	-----	---------------------------------------------------------------------------	-----	-----	-------------------------------------------------------------------	-----------	-------------------------------------------------------

- In "5c", there are 8 potential stopping positions for 14 possible TF/TBs.
- Consequently, a lot of confusion!
- 3 key stopping positions as indicated above in bold.
- But an over-200-points-per-trick average.

All of these toe runs demonstrate the advantage of progressive training, using building blocks of sequences to establish flow through balance. To this day, the patterns are followed in a good majority of the runs performed in competition.

d. The third "reverse" position - Funny Wrap (Stiffler's) T5B - It is only one trick but it leads to a lot of points.

6a.	T5B TF RT5B TBB RTBB T5F TO RTO TWO TB TWBB TF	next:	6b.	T7F RT5B TBB RTBB T5F TO RTO TWO TB TWBB TF	<ul style="list-style-type: none"> • 11 tricks worth over 2,700 points. • Also 11 potential stopping positions with 18 possible 180s • Even more potential confusion – T7 or TO, TO or T5B, TF or TB, T5F, etc. • The key tricks are the T7F and the RT5B as they are the most difficult and set the rhythm for the pass.
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e. TWBB-RTWBB

These high point tricks will be placed at the end of a run when the skier is close to mastering them: TWO (going out), TWB, TF, TB, TWBB, RWTBB, TF. But, once the athlete is completely comfortable with them, he will place them closer to the run's beginning as seen below and improve the run's flow considerably.

Variation is not too common in the sequences described above because of the learning progression chosen by the skier and a certain natural order to the toe tricks. The three preparatory positions (the reverse toe back wrap, the toe 360 wrap-in and the Stiffler Funny Wrap Five) govern and limit variation possibilities to a great extent. Secondly, a skier will learn in pairs (a trick and its reverse) whenever possible to avoid unnecessary low point placement tricks and the imbalance that results when a trick run's flow is broken. Finally, a skier will stick to these patterns, these building block sequences, so that he does not have to reconstruct his runs every time he learns a new trick. It is much easier and requires less training time to add or insert the newly mastered tricks.

f. The following is an ideal toe run in terms of flow and point value:

T7F	450
RT5B	350
TWBB	330
RTWBB	330
TBB	200
RTBB	200
T5F	350
TO	200
RTO	200
TWO	300
<hr/> TWLO	<hr/> 480

The above eleven tricks total an amazing 3390 points, over a 300-point-per-trick average and a perfect example of flow and sequencing. Granted, the elite skier may place the TO and R after the TWO, but either way there is no wasted time, no filler tricks and another 5-10 seconds of a pass still to use for more tricks. Nine of ten trick skiers at this level will perform the above tricks in one of the two variations mentioned.

6. The Newer Tricks

a. WFLIPB	b. TWLB	c. SLB	d. W7B
WFLIPBFB	TWLF	SLF	W7F
WFLIPF	TWLO	SLO	W9F
WFLIPBBBT	TWLBB	SLBB	
WFLIPBBF	TWL5B	SL5F	
	TWL5F	SL5B	

The top skiers are learning these tricks; but it is one task to learn them, in itself quite difficult, another to incorporate them into a run without wasting time. A high-point trick is useless if it takes as much time as two lower-point valued and easier-to-perform tricks. That is why the WFLIPF, TWL5B, TWL5F, W7F and W9F are performed only by the very elite. Of course, the excitement of learning these tricks and their point values have encouraged many more to master the less difficult ones even if their technique is not quite ready for them to do so.

Although these tricks are the most recent ones being incorporated into runs, the skiers and coaches have been working with them long enough so that some patterns are emerging.

a. Toe Wake Lines: -- ski over rope -- foot out of water -- rope and ski at some point over crest of wake -- all during stepover portion of the trick. However, foot may drop in the water after the ski completes its rotation but before it lands.

In the toe lines, the first sequence usually learned is the TWLB, TF. These two tricks can be performed any time that the skier is in the unwrapped toe front position, but are often placed after the T5F, (TO, RTO), TWO sequence or at the end of the run. Next, the skier will work on the TWLBB, using it at the end of the run as well. As these tricks become more routine, he might work on the RTWLBB and the TWLF. Of course, the quickest and most common approach to saving time and adding points without changing the flow of one's current toe pass is to follow the TWO with a TWLO as in our ideal toe run example above in "f" and in "c" & "f" just below. The

skier is not trying to learn the reverses of most of these tricks at the same time as the basics, if at all, because of difficulty and the time factor.

- | | | | |
|------------------------------------------------------|-------------------------------------------------|-----------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>a. T5F
TO
RTO
TWO
TWLB
TF</p> | <p>b. TB/TWB/TWBB/TWLB
TWLBB
TF</p> | <p>c. T5F
TO
RTO
TWO
TWLO</p> | <p>f. T7F
RT5B
TWBB
RTWBB
TBB
RTBB
T5F
(TO)
(RTO)
TWO
TWLO
TWLB
TF
TWL5B
TWLF
TB
TWLBB
RTWLBB</p> |
| <p>d. TB/TWB/TWBB/TWLB
TWLBB
TWLF</p> | <p>e. TB/TWB/TWBB/TWLB
TWLBB
RTWLBB</p> | | |

Note again that even 11,500 point trick skiers continue to perform the first 8 (10) tricks of the run set out just above in “f” because they are able to execute the series so rapidly and smoothly.

Once a judge has seen several of these tricks, they are easily recognized. The challenge is in determining credit, particularly as to the rope being out of the water when the ski passes over it and whether the skier pushes off of an edging or flattened/sliding ski to get air.

Quick pointer: If a skier starts in the standard wrapped TO position behind the boat, performs a 540 degree wake turn to the back and lands unwrapped, then he has performed a TWL5B. Whether it is credit or not is another question. Landing in the wrapped position would indicate a TW5B (simply a surface T5B off the wake.)

b. Flips: -- both feet should be higher than the head during some point in the vertical plane of the rotation.

Flips with a twist are fairly obvious once one has seen a few. A front flip, especially performed correctly, is also immediately clear. The more common back flip and its less common reverse are more difficult to judge in terms of credit because the rule allows some interpretive leeway. Also, more skiers are performing them at an earlier stage in the learning process because they are much easier than expected (and certainly more interesting), hence the large reduction in point value in 1993. The result is that a number of these less experienced skiers may be doing variations on the easier barrel roll. There is a fine and oft-discussed line between a barrel roll and a flip. The important point is to remain consistent throughout whether you start out calling with a more lenient or a stricter interpretation of this fine line.

One of the most common sequences at the elite level is: WflipB, RWflipB, WflipF, WflipBFB, F, RWflipBFB, WflipBBBT; but, with the recent discovery of the WflipBBF, new sequences started appearing two years ago.

c. Ski Line Tricks -- Both feet on ski over rope -- rope out of water -- feet, ski and rope at some point over wake's crest -- all during ski's complete rotation. Although these tricks are difficult, they are being tackled by skiers earlier on because of the amount of points involved. The ski can go over the line in the first or last 180 degrees of a multiple

rotation, but it is usually the latter. Often appearing awkward, the ski lines are readily recognizable once a judge has viewed a number of them. If performed correctly with the line out of the water, they are easy to spot. Again, the question is credit, especially for those skiers in the process of learning the tricks who, to varying degrees, tend to dip the rope in the water and ski over it, pre-turn prior to lift off or slide upon landing.

The SLB and the SLBB are the easiest to master and will be seen even with 4,000 point trickers, but the reverses are rarely learned. Confusion may arise in distinguishing between a SLB, F performed with minimal hesitation and a SLO. A judge should be aware of this possibility and the fact that these tricks can appear anywhere in the run. Next, the skier is apt to learn the SLO and SL5F.

Learning patterns are still emerging because the tricks are awkward and take so much effort, and there are few recognizable sequences as opposed to with surface toe tricks and the toe lines. Again, these ski lines are usually performed without the reverses except the SLO, and rarely are any SLFs seen in competition.

- | | | | | | |
|--------|---------|--------|--------|--------|----------|
| a. SLB | b. SLBB | c. SLB | d. SLO | e. SLO | f. B ooc |
| F | F | F | | RSLO | SL5F |
| | | B | | | SLO |
| | | SLBB | | | RSLO |
| | | F | | | |

d. Wake Sevens: The W7B is the most common and usually performed among the W5s, especially if without its reverse. It will not be confused with a W5 if the judge is aware of the similar begin/end positions of such a double rotation trick. The W7F is more readily recognized but less common. It is usually executed with a lot of air to avoid edge catching and at the run's beginning because of the wrap. These tricks have lost their luster somewhat because flips have proved to be higher paying and easier to learn. Now, the elite will only do one if any W7B.

6. Conclusion

A. When wake back-to-backs and wake fives were first being learned more than forty years ago, the skier kept both hands behind his back in the back position. There was no half-wrap with the handle held at the side. The discovery of that half-back wrap simplified all back position starting or ending wake tricks ten fold. Now, with the use of the reverse back wrap these tricks are even easier to learn.

Thirty years or so ago, the wrapped TB (RTB) and wrap-in TO (RTO) first appeared on the scene, resulting in a multitude of multiple-rotation toe tricks, a lot of easier-than-expected points and numerous no credits. This onslaught resulted in the eventual reduction in point value of a number of these tricks. Experienced and not-so-experienced trickers tackled them, but for the most part, not before they had mastered the basic toes. Nowadays, thanks to improved instructional techniques and ski equipment, the RTB and RTO are learned in many cases at the same time as the basics.

Are we seeing the same phenomena with the toe line and ski line tricks and flips? Many of reverses of these toe and ski line tricks are not learned at all and if so, somewhat after the basics because of the difference in technique and degree of difficulty. Will certain sequences ever emerge that favor a run's balance and flow as skiers and coaches become more familiar with these tricks? How many skiers, even elite skiers, were performing more than one flip in their runs just ten years ago?

B. There are of course skiers who do not fall into the above outlined categories, who do not follow such sequences of tricks. So many factors determine a skier's progress:

height, weight, body shape, age when the skier started, present age, gender, and, most importantly, ever improving and evolving learning techniques.

Nevertheless, the majority of trick skiers still adhere for the most part to the learning progressions described above, especially as to the multiple-rotation surface toe tricks. If the judge is familiar with these sequences, he will be better prepared to call these and similar runs as well as those less seldom seen in the trick course.

C. In the final analysis, no matter what your level of expertise and experience, try to remain consistent throughout a given session of trick calling and give the skier the benefit of the doubt, when there is doubt in your mind.

D. Please address any questions or comments to Jim Grew at jimhgrewjr@cs.com.

PART IX - RULES INTERPRETATIONS

AWSA Rule 1.07 sets forth the procedure for rules interpretations when situations are not clearly defined in the current rules. Under this rules, questions of interpretations 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, however, only as a temporary interpretation until the Chairman refers the question to the entire committee for a vote in the normal fashion. Such a poll shall take place as promptly and in the most practical manner possible. 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.

Rules exceptions and interpretations are not allowable where the rules are definite and feasible.
AWSA Rule 1.07.

The current rule book includes an Appendix setting forth all applicable rules interpretations in effect as of its publication date.

PART X - INTERNATIONAL RULES

A large part of the International Water Ski Federation (IWSF) Technical Rules deals with the running of the World Tournament and all the pre-tournament procedures that must be carried out. There are also some technical matters that differ from ours that are applicable to Class L and R tournaments. To grasp all the minute variations and understand how a World Tournament is run, one must of course study the IWSF rule book carefully.

The current rule book includes an Appendix setting forth the primary differences between AWSA and IWSF rules as were in effect as of its publication date. A complete copy of the current IWSF rules may be obtained from IWSF's web site.

SELF-EXAMINATION

A. True Or False

- _____ 1. For all sanctioned tournaments other than the Nationals, certain deviations to the rules may be permitted.
- _____ 2. Rules may be amended at any time by the Board of Directors.
- _____ 3. Every vote of the appointed judges or event judges shall be decided by a simple majority vote.
- _____ 4. In the event of a tie vote of the judges, the Chief Judge shall cast the tie-breaking vote.
- _____ 5. Prior to the start of each event the order shall be announced and thereafter any contestant who fails to appear within three minutes shall be disqualified.
- _____ 6. Where there are less than three contestants entered in an event the event in that division shall not be held.
- _____ 7. Skiers must ski in their age division.
- _____ 8. To be considered for overall, a contestant must attain skiing position in all three events (except boys I/Girls I), even if she scores "0."
- _____ 9. Scores obtained in running off a tie shall be used in overall scoring.
- _____ 10. The President of AWSA appoints the Chief Judge, judges, scorers and boat drivers for the Nationals.
- _____ 11. In any disagreement among the event judges, the Chief Judge's decision is final.
- _____ 12. All disagreements among judges shall be settled before the next contestant starts.
- _____ 13. Jump pants approved by the Safety Director must be worn by all competitors in the jump event.
- _____ 14. When a skier receives an unfair advantage, a reride is optional.
- _____ 15. When an optional reride is taken, the skier's best performance is scored.
- _____ 16. A reride must be taken immediately after it is granted; rest periods are not allowed.
- _____ 17. Requests for rerides may be initiated by a judge for the event, by the contestant or the contestant's representative.
- _____ 18. A competitor may refuse to enter the course in any event by throwing the handle, provided his reason is acceptable to the event judges.
- _____ 19. In the case of a skier falling, and where he is entitled to continue skiing, the skier must be back on his skis within three minutes of when the tow boat returns to pick him up.
- _____ 20. Protests are permitted on decisions of the event judges.
- _____ 21. The longest scoring jump shall be the contestants score in the event.
- _____ 22. A skier shall be disqualified from that round of jumping if, after leaving the boat's wake on a definite cut to the ramp, he elects to pass between the boat course and the jump.
- _____ 23. Jump distances shall be communicated to the skier after each scoring jump, and before that skier approaches the course for a subsequent jump.
- _____ 24. The Chief Judge may designate a person to act as trick release operator at the skier's option.

B. Fill In The Blanks

1. Slalom skiers shall have the option of choosing any starting speed above the _____ speed for their division. (minimum) (maximum)
2. _____ shall be defined as hitting a buoy with a ski so as to move it significantly from its position or temporarily sinking it. (riding over) (grazing)
3. If the skier elects not to enter the course in slalom, tricks or jumping and he is not back on his skis _____ from the time the boat returns to pick him up, he shall be disqualified from the remainder of the event. (three minutes) (one minute) (immediately)
4. Once a slalom skier has passed the entrance gate in the course, he _____ refuse any further passes on his own authority in slalom. (can)(cannot)
5. There shall be _____ event judges for the slalom event. (four) (five) (three)
6. In slalom, where the speed is slower than allowable on any pass, a rerun is _____.
(mandatory) (optional)
7. In slalom, where the speed is faster than allowable on any pass, a rerun is _____.
(mandatory) (optional)
8. If the slalom event is delayed due to weather for more than ten minutes between a skier's slalom passes, the skier may take an unscored warm-up pass at any speed before continuing (T/F)
9. In slalom, mid-course timing is required on all passes (T/F)
10. The boat speed in trick skiing, assuming it is held within tolerance beginning 50m before entering the course, is the _____ responsibility. (skier's) (driver's)
11. Buoys approximately _____ meters apart lengthwise shall establish the beginning of the trick course from each direction. (15) (17) (20)
12. The end of the pass in trick skiing shall be signified by the _____ (skier letting the towline go) (skier falling) (20-second audible device)
13. In tricks, skiers _____ arrange in advance for an indication from the judges between passes about whether tricks attempted in the first pass were scored. (may not) (may)
14. If a contestant's pass is concluded during the execution of a multiple turn trick, the portion of the trick, whether continuous or not, completed before the conclusion of the pass _____ be scored. (shall) (shall not)
15. A wake turn not done in mid-air and across the crest of the wake _____.
(is scored as a water turn) (scores zero)
16. A reverse turn must follow the basic turn in _____ pass. (the same) (either)
17. Continuous surface turns are limited to _____ degrees. (540) (720)
18. The trick pass shall start at the skier's first movement toward doing a trick or as the skier crosses the wake in an attempted wake trick after _____.
(leaving the dock) (passing both buoys) (passing the first buoy)
19. A skier falls while practicing before the first pass: He _____.
(is disqualified) (loses the right to his first pass) (is allowed one fall)

20. If the official trick video fails, the judges may refer to video taken by a contestant if it adequately shows the pass (T/F)
21. When a safety release is used, the _____ is fully responsible for the device. (official) (coach) (driver) (skier).
22. In the case of a multiple turn trick where the judges disagree and there is no majority in agreement on any multiple turn, the contestant shall receive credit for _____.
(the highest number of turns scored by the majority) (the fewest number of turns scored by any one judge) (the fewest number of turns scored by the majority)
23. A trick is an activity which occurs between _____, with the exception of side slides. (the boat's wakes) (the buoys marking the course) (the 20-second time limit) (two hesitations)
24. A side slide is _____. (a 90 degree turn from skiing position and return to the original direction) (a 45 degree turn) (a 90 degree turn to one side and a "windshield wiper" turn to the reverse)
25. Stepmover line tricks are complete only when the free foot or ski _____. (is over the line) (touches water or the ski) (is brought back over the line)

C. Answer Briefly

1. How long must a toe slide be held for? _____
2. What is the trick code abbreviation for:
 - 180 front to back _____
 - 360 front to front _____
 - 720 back to back _____
 - 360 front to front wake stepover _____
 - 540 back to front wake _____
 - 720 toe front to front _____
 - 540 toe wake front to back _____
 - 180 toe wake line to the back _____
 - 360 toe wake line front to the front _____
 - 540 toe back to front _____
 - 180 back to front body over _____
3. What is the overall width of a metric slalom course? _____
4. Can a skier be removed from the order if the Safety Director thinks his competing would be a danger to himself? _____
5. List the maximum jump speeds for: (in kph):
 - Open Men _____
 - Boys III _____
 - Open Women _____
 - Girls III _____
6. Between what buoys is the boat timed in jumping? _____
7. In the case where a skier chooses to balk, what tolerance table is used? _____

8. At what point may a skier refuse to enter the jump course by throwing the handle? _____
9. If a skier's equipment is damaged, what option does he/she have when not at the starting dock? _____
10. When is a pass or jump registered in the jump event? _____
11. When is a jump scored? _____
12. How many event judges are there in a jump event? _____
13. In jumping, if the speed is below the maximum allowable or requested for the pass, what occurs? _____
14. What systems may be used to measure jump distances? _____
15. If the smallest triangle obtained by the measuring system is greater than 0.9m (3 feet) to scale in a Class C event, what are the options available to the skier? _____
16. Define the size of the triangle in jump measurements. _____
17. Explain the buoy scoring system used in slalom. _____
18. If a skier elects not to enter the course, when must he be ready to start again? _____
19. If there is any disagreement among the judges on a skier's score, when must it be settled? _____
20. In slalom, what happens if the boat speed is too fast and the skier has made a perfect pass? _____
21. In slalom, what happens if the skier has made a perfect pass and a mandatory reride for slow time is indicated? _____
22. Define a fall. _____
23. Define skiing position. _____
24. What happens to a trick completed before the end of a pass, if the skier falls as a result of the trick after the end of the pass? _____
25. In a multiple turn trick, what must be continuous? _____

D. Describe briefly the duties of the following:

1. Dock Starter _____
2. Official Timer for Tricks _____
3. Video Jump Measurement Operator _____
4. Boat Judge for Slalom _____
5. Tower Judge for Slalom _____

6. Shore Judge for Tricks

7. Boat Judge for Jumping

8. Boat Judge for Tricks

9. Boat Timer for Jumping

10. Masterboard Operator

11. Explain the rule and procedures used to verify the accuracy of times in slalom.

12. Explain the process used to break a tie in slalom.
