



Riders' guide for the Cable Wakeboard competitions

Update: 12 October 2010

For a comprehensive insight into the rules, please read the World and EA Cable Wakeboard Rules. All documents can be found at www.cablewakeboard.net in the section Council / Documents.

General Expectations from the riders:

- Register in time for the competition
- Taking part at the whole competition
- Professional sportsmanlike behavior during the whole year, especially during the event
- Respecting other riders, judges, all officials, organizers, cable crew, media representatives and spectators
- Following the instructions from team captains, officials, judges, jetty marshal, organizer and cable crew.
- Following special rules for the event
- Following the duties of the rider liability form
- Taking part at the riders meetings, opening ceremony and price giving ceremony
- Being ready for interviews during the whole competition, especially after runs, and price giving ceremony

What are the cable wakeboard judges expecting from the riders?

How to plan your runs in order to reach max. score?

- Each rider shall be allowed two runs through the wakeboard course during which time he may perform any routine he chooses. He will be judged on two subjective style categories, to arrive at a single combined score for each run.
- Riders are encouraged to perform a smooth flowing routine with a wide variety of tricks. Each maneuver should be executed as cleanly as possible and taken to its limit.
- The scores awarded will reflect each run (pass) with a single combined score from 0-100. Only the best of the two runs will be taken as a result. The lower scored run will be removed.
- Repetition of tricks is not allowed during one run (rider can repeat tricks from the first run in his second run).
- There will be no wild card in this format (this remark is here only for oldies who rode with wild card :)

Judges will evaluate each rider based on his overall impression of each run performed. The judges will score each rider in the following categories, with a single combined score from 0,1 to 100 points:

1. Technical performance

(Level and variety of tricks performed – what did the rider perform)

This takes into account the level of variety and creativity displayed by the rider. Judges are looking for *variety* and *diversity* of tricks in a flowing creative sequence. In the Judge's eyes, a better Rider is one who throws a balanced variety of Inverts, Spins, Heel Side, Toe Side, Switch, Blind tricks, and Handle passes etc, using *both* air tricks and obstacles.

As a rider, it is not enough to just do the tricks, but rather you have to learn to properly combine them in your runs with the use of obstacles as well. Throwing the same trick twice in your run will affect your composition score.

Here is a simple example of what not to do: Do an S-bend, Double-S and S to blind or a Back roll, roll to revert and roll to blind in the same run. This is very bad composition that we've seen before from good riders, because they didn't know how to compose their runs properly.

The judges look for the level of technical perfection for each of the tricks performed. Is the trick landed safely and clean?

Level of tricks: Blind landings / Handle passes / Unique tricks
 For obstacles: Ollie on / Gap / Approach / Transfer / Spins

Variety of tricks: No repetition of the same variety of basic tricks. Combine the obstacles in your runs.
 Different direction of tricks: Combine your cut directions (inside, outside, frontside, backside,...)

2. Impression

(Airtime, mastery, style and control of tricks = how did the rider perform)

How impressive was the routine, how big did the rider go? For Slider and Kicker: How controlled and balanced is the rider? The judges look for the degree of effort in each maneuver performed and of the overall run.

To make it simple: Try hard and go as big as you can while keeping it controlled and landing it cleanly.

Does the Rider show his personal style in the trick performed? Is the trick grabbed, boned, tweaked, shifted? Are the tricks landed cleanly? Good body position in the air? How long was the trick grabbed? How good is the approach / cut of tricks, the flow within the run.

How long is the air time / intensity
 Grab time and bone during the grab
 Body position /S-bend and Front flip
 Clean landing
 Clean cuts / no double cut
 Flowing of the run / Tension of the rope
 Unique style
 Use of obstacles:
 How controlled is the rider on the rail or funbox
 Height of the gap and transfer
 Balance in the air on kicker

Unfinished run:

One of the most important aspects is to have a successful and complete run. Even the last trick is very important. It is not necessarily an advantage to compare to a complete run.

Tips:

Each competition is judged by the level performed at that competition only and not by the level that the judges want to see or expect to see from any particular rider.

If the event site has a lot of obstacles, we are not expecting to see an obstacles competition. You don't need to use all of them, but don't avoid using them completely either, or it will affect your composition points.

Try to do unique tricks.

The technical level is important but this is not the only thing that matters in wakeboarding. You have to perform your run as technically as possible but at the same time keep it clean, high, versatile and as stylish as you can.

Technical performance and Impression for all of these matters combined together, will give the best score.

The impact of not completing the run (falling) on the total score:

You will get fewer points for the impression, and the technical performance will depend on the portion of the course used. Therefore, if you fall in the middle of the course after an excellent half of your run, Technical performance points will be max. 50% of your theoretical total score, and Impression even less. This 50% is a theoretical maximum, and in reality, judges will probably score you even lower because the incomplete runs are not what they're looking for.

Cutting on the corner:

Safety is above all and we don't want to see riders smashing on the grass / wall / fans.

Also, it's easier to do the trick with the pull of the corner and this is not what wakeboarding is about.