

WATER SKI AND WAKEBOARD CANADA OFFICIALS' HOME STUDY COURSE

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This manual has been prepared by the OFFICIALS' COMMITTEE of WATER SKI AND WAKEBOARD CANADA to be used as a home study course as a prerequisite for upgrading of all higher level Officials in Canada. This is the fourth edition and all comments as to it's material and extent of coverage would be appreciated. The manual contains over 21,987 words not including graphics. It has been developed using \$20,000 worth of high tech computers, HP LASERJET printers, \$10,000 worth of software and peripherals plus over 700 sheets of paper. It also took over 700 hours to compile. Knowing how much trouble it took to prepare it for your use, please read it carefully - there are 4 errors - so find them and tell us about it. Thanks for your interest in the WATER SKI AND WAKEBOARD CANADA OFFICIALS' PROGRAM.



INTRODUCTION

The goals and objectives of an officials' development program are to:

1. Develop excellence in officiating.
2. Increase the quantity and quality of officials at all levels.
3. Maintain that quantity and quality of officials at a sufficiently high number.

Officials have been an accepted component of every sport competition on record. In the 14th century, the following excerpt was written: **"All things are reduced to nothingness and uncertainty without a ruler (official)"**.

The purpose of an official's development program is to recruit, develop and retain officials. It is not an attempt to produce conformity amongst officials but rather to provide a standard training and application procedure.

It is the intention of the material to provide an opportunity for all officials to learn about those things which make for an effective official in addition to knowing the rules, rule interpretations and other technical details.

Every official whether experienced or novice must maintain or develop, in addition to all other skills, a keen sense of humor.

This portion of the officials' development deals specifically with event judging and other officials' functions.

What is a judge? A Judge is someone who is expected to be perfect when he or she begins an event and improve as they go along.

We find that underlying all the knowledge a judge can achieve is an attitude and personality that can be used to apply that knowledge in a manner either to compliment the skier's efforts and improve his or her attitude, or one that can widen the breach as expressed by some competitors regarding the attitude of many officials. One thing that we can state as a fact; the more you know about the rules and the mechanics of judging, the easier it will be for you, the judge, to be wise, calm, rational, unbiased, fair, and above all, **completely neutral**. Each competitor in a water ski tournament enters it expecting to be fairly judged according to the current rules of Water Ski & Wakeboard Canada (WSWC). It is the obligation of the judges to insure that every skier receives this right. There are some skiers who neglect their responsibility to know the rules (or stay current with the rules), and when dealing with these people, the judge cannot afford to be lax in his or her own knowledge. A judge must be thoroughly familiar with the current rule book and must have a clear knowledge of basic scoring technique. In addition, the judge must have a good working knowledge of proper tournament site layout and operation.

Enough of what a judge is; let's get on to what and how. Whether you have the advantage of training in a judges school or clinic, or must depend on a program of on-the-job training, the best way to get all-round experience and the required practice is to be eager, you know, **VOLUNTEER**. When you hear of a tournament that you can attend, call or write the Chief of Competition or Tournament Chairperson that you will be there, available, fully equipped and ready to go. Have a current rule book - use it - and know it.

There is one other facet of judging that should be learned very early in the game and is one that is critical. It is quite simply, "**A good judge is a strict judge**", in accordance with the official rules and their interpretation.

GENERAL PHILOSOPHY OF MEASUREMENTS AND TOLERANCES

Where you have the ability to set or select any measurement such as the jump ramp slope or the distances in the courses, you should strive to set these to the actual as specified in the Official Rule Book. The rule book outlines various boat speeds, course dimensions, ramp angles and limitations for which the various tournaments and divisions are to be run. The intent is that the exact or actual speed or dimension is to be **strictly adhered to**. It is **unacceptable** for an official to allow, for example, a driver to operate constantly at the low end of the speed tolerance or for the Technical Controller or any official for that matter to lower slalom buoys below the recommended position or set ramp angles to the maximum allowable angle.

In the Rule Book, rule 10.5: **Philosophy of Tolerances**, it is stated that "***All tolerances are to allow for human error and the intentional use of tolerances by tournament officials to improve skier performance will not be tolerated. In any activity involving the performance of an official where tolerance is involved, it is the official's responsibility to attempt to be as close as possible to the actual specifications***".

In other words, all tolerances are only to allow for human error, not to provide any advantage to the competitor. Tolerances are not to be used to help a skier obtain his or her best score! If you do this, you are disadvantaging all the skiers who did not compete in this event. You will often encounter comments where skiers like something set a certain way, usually some way that makes the event easier. The best competitors however, know what's right!

Remember, more than anything, your job is to make this event equal to all other events.

The purpose of this application is not to restrict the skier's performance or enhancement of his or her performance; it is meant to ensure conformity with **ALL** sanctioned tournaments. In this way, a skier's performance can be compared to all other skiers across the country and indeed, the world. It will also ensure that the competition between skiers in the tournament will also not be affected by officials or the site, but, by the skier's actual physical abilities. Only then, can it be said, that a true competition has been held.

JUDGES EQUIPMENT

Equipment for judges is rather basic. Most experienced judges who enjoy their work have developed some sort of a field kit for their own comfort and self-sufficiency -- Items such as, a clipboard with slalom/jump speeds attached, wax paper or plastic sheet to protect the score sheets from rain or splashes, rule book, stopwatch, tape recorder (optional), pencils, erasers, pencil sharpener, paper clips, elastic bands, clothing for appropriate weather, sunshades, hat, knife, computer (optional), string, spare batteries, sunscreen, munchies, water bottle, and a partridge in a pear tree! etc.

Now that we are fully equipped with philosophy and material items, let's take a look at some of the operational aspects of this career. Let's start with Slalom.

CHAPTER I

SLALOM

Before we can discuss specific event rules, application and procedure, we must be fully cognizant of some general issues such as:

SKIING POSITION

SKIING POSITION is defined as that position in which all of the following occur:

1. The skier has possession of the towline; and
2. The skier is riding forward or backward on the water with a ski or skis on his/her feet; and
3. The weight of the skier is supported by her/his ski or skis, and the skier is ultimately able to regain control.

DEFINITION OF A FALL

A FALL in any event is defined as accomplished when any one of the following occurs:

1. The skier loses possession of the towline (except as noted in 7.4: Throwing the Handle); or
2. The skier does not have at least one ski on one foot; or
3. The skier is unable ultimately to regain skiing position. (Note: If the skier does not lose possession of the tow line, has at least one ski on at all times and ultimately regains skiing position, there has been no fall). The stopping of the boat at the skier's request in tricks to adjust line length, or in slalom to shorten the line, will not be scored as a fall.

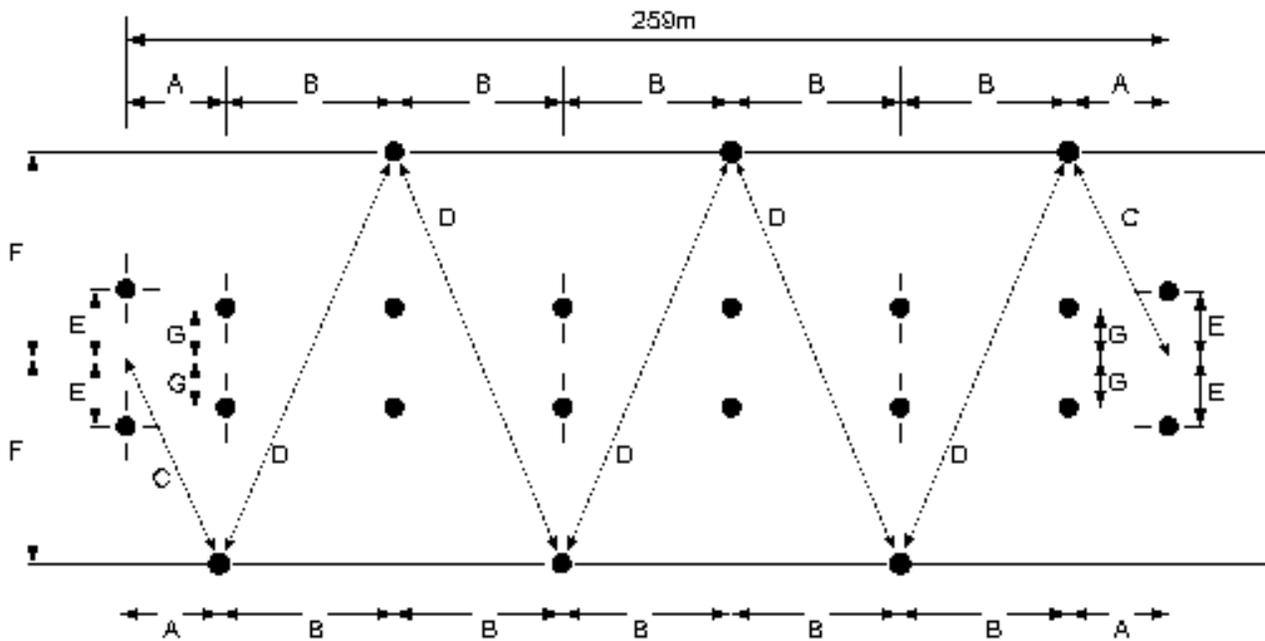
HANDLE THROWS (7.4)

A contestant may, for reasons acceptable to the event judges, refuse to enter the course (in any event) and shall do so by throwing the handle. For the purposes of this section, the course in slalom shall begin at the level of the entrance gate, in tricks at the first entrance buoy, and in jumping at the first set of timing buoys.

SLALOM COURSE

A slalom course is 259 meters in length and 23 meters in width. It consists of 6 contestant buoys and 8 sets of guide buoys, two of which are the entrance and exit gates through which a skier must pass.

DIAGRAM 1



A slalom judging area must be provided that is an elevated observation point, approximately 3 meters above the water, that provides an unobstructed view of the slalom course. More than one such observation point is permissible and desirable.

OFFICIALS (EVENT JUDGES)

In the slalom event there are 5 event judges. There shall be one in the towboat and four in the elevated judging positions.

Now let's take a look at what other personnel we require for the slalom event in a WSWC-sanctioned tournament.

- Boat driver
- Dock starter
- Safety personnel
- Chief of Competition
- Calculator & assistants

JUDGING SLALOM

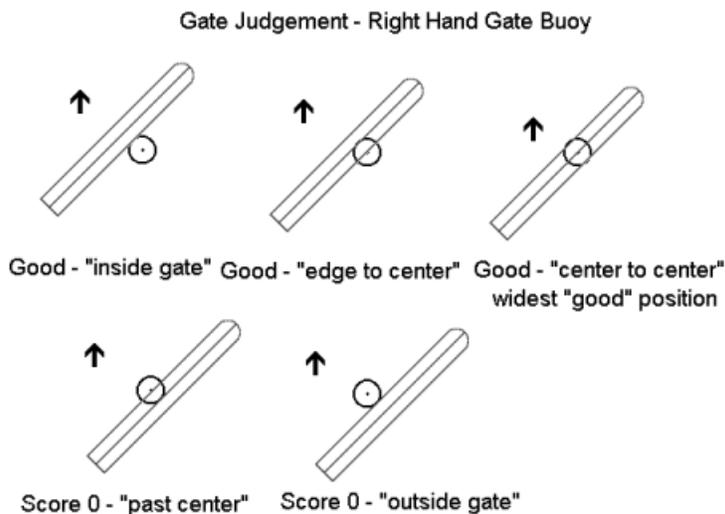
In general, the rule governing slalom is as follows:

The contestant shall follow the towboat through the entrance gate of the slalom course, pass around the outside of any or all six buoys at his/her discretion, and proceed through the far end gate buoys at his/her discretion, and proceed through the far end gate (constituting a pass). If the contestant has not missed any buoys or end gates, the boat shall make a turn and re-enter the course from the opposite end. The skier shall continue in this manner until the skier falls or misses a buoy or end gate.

In order to apply the general principle stated above, we must define (interpret) a "miss" and "riding over". Remember, we have already defined a "fall" and "skiing position".

MISS

It is a miss to ride inside a buoy or outside the entrance or end gate or to ride over, straddle or jump a buoy or gate buoy, but there is no penalty for grazing a buoy with the ski or part of the body. A skier shall be judged as missing the entry or exit gate when the center of the ski passes to the outside of the center of the gate buoy as shown in the diagram below:



RIDING OVER

Riding over shall be defined as hitting a buoy with the ski so as to move it significantly from its position or temporarily sink it. Hitting a buoy less severely shall be considered as "grazing". There is no penalty when the ski leaves the water at the end gates providing the ski is between the end gates.

SCORING SLALOM

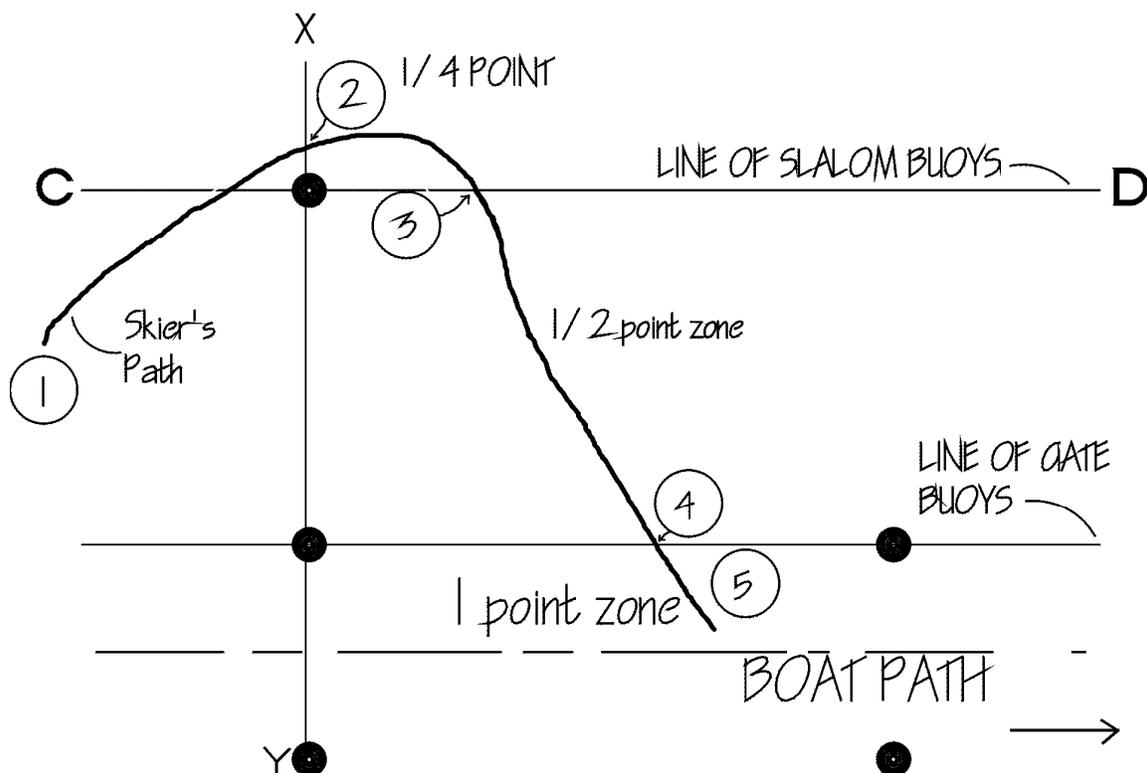
A buoy not missed is scored as follows, up to the point of the first miss:

1. 1/4 point when the skier crosses the line C-D & X-Y in a skiing position before the buoy to be rounded (see diagram). i.e. - The skier must pass the buoy on the outside
2. 1/2 point when the skier has rounded the buoy and re-crosses line C-D in skiing position. The buoy shall be considered "rounded" when the skier has passed the buoy on the outside and, in addition, has crossed the line C-D before the level of the next buoy or end gate.
3. One point when the skier has crossed the line of gate buoys before passing the level of the next buoy (or end gate), without falling.

A gate is not scored in any manner.

By reviewing the diagram on the following page, which is also duplicated in the Rules Book, the areas of question are clearly noted.

It should be noted that if the skier passes between line C and the buoy (*undercuts the ball*), the buoy shall be considered missed and no points shall be awarded.



KEY PHRASES

In scoring slalom, there are several key phrases that will help define the elements of the 1/4-point scoring:

1. In the first 1/4 point, the key is "*CROSSES THE LINE C-D and X-Y*" before the buoy.
2. The second is "*ROUNDED THE BUOY*" - "*RE-CROSSED LINE C-D*" and "*BEFORE THE LEVEL OF THE NEXT BUOY OR END GATE*".
3. And finally and perhaps most subjective is "*CROSSES THE LINE OF GATE BUOYS*" before passing the level of the next buoy or end gate.

Tracing the skier's path in above graphic, the following scoring would be applicable depending on the position of the skier:

- ¼ pt. Outside the line of buoys C-D between positions , 2 and 3
- ½ pt. Between the line C-D and the line of Gate Buoys; from positions 3 and 4.
- 1 pt. Upon crossing the line of the Gate Buoys as shown from 4 to 5.

The skier's passage through the entrance and exit gates shall only be judged by the two judges with the best view of each gate as determined by the Chief of Competition.

As a slalom judge, be sure YOU are aware of which gate you have authority for and you must continue to score a run even though you judge the skier to have missed a gate or buoy.

The judges shall determine by majority decision if the contestant is to receive credit for each buoy or fraction thereof and gate.

At the conclusion of each pass, the judges shall signal their scores for *THAT PASS* to the Chief of Competition or designate; any disagreement shall be settled before the next skier in order starts.

As judges in slalom, particular attention must be paid to:

1. The skier entering the course through the gates;
2. Grazing the buoy;
3. Riding over the buoy;
4. Riding on the inside of the buoy;
5. Loss of handle at any point in the run and where;
6. Exiting through the gates.

It is a miss not to pass through the entrance or exit gate or to *RIDE OVER, STRADDLE or JUMP OVER* a buoy, but there is no penalty for grazing a buoy with a ski or part of the body. "Riding Over" can be interpreted as hitting the buoy with *THE SKI* in such a manner as to make it impossible to pass on the correct side of the buoy. Hitting a buoy less severely shall be considered as "grazing" it.

Key phrases/words are emphasized and particular attention must be given to these elements.

Now let's consider some misses with falls.

The skier rides outside the buoy apparently successfully, but the skier falls.

Question: When and where did the skier fall? Score 1/4 point when the skier has passed the line of buoys in skiing position. Some skiers will still be headed outward as they pass the line of buoys, while others may have already started their turn. Where the fall occurs will be a matter of judgement based on the relation of the skier to the buoy at the start of the fall. Remember that if the skier has passed the buoy on the outside, in addition, has re-crossed line C-D & X-Y before the level of the next buoy or end gate, the skier is entitled to the 1/2 point.

Now our skier has successfully rounded the buoy and crosses line C-D for the first 1/2 point and is headed for the next buoy. As the skier reaches the first edge of the wake, the skier loses control and soon falls.

Question: Did the skier cross the line of the gate buoys while in skiing position, or did the fall actually start before this imaginary line? It takes sharp eyes to decide on this 1/2 point. Key phrase is *crosses the line of the gate buoys*. This is different than before when the wake was used as a determinant for the full point. At shorter line lengths, the wake becomes narrower and may fall inside the line of the gate buoys and thus we would penalize the skier or make it harder to achieve the full point. Use of the gate buoys as a reference; all conditions at all speeds and line lengths become uniform for each skier.

A FALL

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

A contestant may refuse to enter the slalom course **on any pass** by throwing the handle in the air (refer to Rule 7.4). The skier shall not be penalized for so doing providing this refusal was for a reason judged acceptable by the event judges. The skier must be ready to ski immediately upon the boat's return. Should the skier not be ready or should the reason be judged not acceptable by the event judges, the skier shall be disqualified from the remainder of the event. If a skier notices that his/her equipment is damaged, the event judges may grant the skier three minutes to repair or change the broken equipment and to continue competing.

In the event a contestant inadvertently receives a speed higher or a rope length shorter than the intended pass, the skier will be given the option of receiving credit for the higher score or of taking a re-ride.

GATE SCORING

The two tower judges nearest the entrance/exit gates must rule whether the skier skied between the buoys or a miss occurred. The decision must be unanimous. The boat judge does not score entrance or exit gates.

TIMING

An automatic timing device is used. The correct timing segment is determined by first establishing the skier's pass score. Timing shall be from the entrance gate to the boat gate following the buoy at which the last full point is scored in the pass.

Where the speed is SLOWER than allowable, a re-ride is mandatory. Where FASTER a re-ride is at the contestant's option.

On a mandatory rerun for slow boat speed, if the skier's pass was not a perfect pass, the skier may not improve his/her score over that obtained on the slow pass. If, however, the speed was *so slow that it was equal to or below the fast tolerance of the next slower pass*, the skier may indeed improve his/her score.

If the slow pass was a perfect pass, the skier may, at his/her discretion, proceed to the next pass instead of repeating the slow pass. If a miss occurs in this pass, the consecutive buoys scored count towards the slow pass score.

BOAT CREW

Officials in the slalom towboat shall include the driver and the boat judge.

REMEMBER -- Where the speed is slower than allowable on any pass, a rerun is mandatory; where faster, a rerun is at the contestant's option.

WHAT TO DO –

If the timer records a speed that **REQUIRES** or makes **OPTIONAL** a re-ride.

ANSWER -- Immediately following such a pass and before entering the slalom course for the next pass, the boat shall be stopped and the skier shall be notified of the facts and told the skier must or may repeat the pass.

If the timer records a time/speed that is too fast and the skier has made a perfect pass.

ANSWER -- Immediately following such a pass, the judge holds up a green flag in the turn circle as an indication to the skier but *NO RE-RIDE SHALL BE TAKEN*.

If a re-ride is to be taken.

ANSWER -- When a re-run is to be taken, the boat shall immediately return through the course in an unscored pass; and the rerun shall then follow in the original direction through the course.

During the unscored return pass through the course, the boat judge shall hold up a red flag to indicate that a rerun is to be taken for the preceding pass.

If the skier granted the re-ride is skiing on a shortened line.

ANSWER -- The boat will proceed to the proper end of the course, stop and drop the skier into the water just as if the line were to be shortened and then proceed.

If more than one pass in any run is disallowed due to incorrect speed.

ANSWER -- The skier shall have the option of requesting a five-minute rest before continuing.

If the contestant elects to take a five-minute rest.

ANSWER -- The next contestant in order skis and the re-ride shall be taken at the conclusion of the skier's run during which the five-minute rest period expires.

If a re-ride is mandatory because of slow speed for a perfect pass.

ANSWER -- The skier may have the option to proceed to the next higher speed or shorter rope length rather than repeat the pass. If in so doing the skier records a perfect pass, the skier receives credit for both passes. If the skier misses or falls, the skier will receive credit for the buoys as if it were the lower skipped pass.

Requests for re-rides may be initiated by a judge for the event before the next contestant starts or may be initiated *as soon as possible* by the contestant or a designated representative. In either case, the re-ride shall be decided upon before any further contestant's start. If, in the

opinion of the judges for the event, the request was not initiated as soon as possible after the contestant skied, the request shall be denied.

DAMAGED EQUIPMENT

If a skier has damaged his or her equipment during a run that leads to a re-ride, the skier must be back on his/her skis within three minutes from the time the re-ride has been granted or the skier will not be allowed to continue in the round. If the above occurs in the case of a mandatory re-ride, the pass that brought about the re-ride will be scored as zero.

If the above occurs in the case of an optional re-ride (and the skier is not back on his/her skis within three minutes), the skier will be credited with the score obtained in the run that brought about the re-ride.

BOAT JUDGE

The boat judge in slalom normally sits facing backward in such a position as to clearly see the skier at each buoy and gate. Although we stress keeping your eyes on the skier during the pass, it is also necessary to check the condition of the water in the course as the towboat approaches for each pass, so that you will be able to award a re-ride if UNFAIR conditions warrant it. Be alert for unusual bumps or unusual wave noise on the hull indicating unusual rough water. Note the wake path of the boat for a straight, centered course.

If the boat deviates outside the bounds of the boat gates, the boat judge shall award an OPTIONAL re-ride if the path of deviation was a disadvantage to the skier. If it was to the skier's advantage, a re-ride is mandatory.

There are a few other things to help keep you busy. First of all, know the rules of refusal of the course on the first pass and subsequent pass. Did you remember to bring along the flags to hold up for reruns?

The timing of the boat and the number of buoys successfully rounded by the skier will determine the need for the next pass or rerun, and the boat judge will so notify the boat driver so the he or she can plan the boat pattern. For good measure, mention the speed for the next pass. Be sure and keep the boat driver informed of all decisions so you both know what is planned, but avoid talking to the driver during the skier's pass through the slalom course unless you notice course deviations, etc. Keep your rule book handy for consultation at all times.

If the skier on the dock is the first on your list and the Chief of Competition has indicated a go situation, you, as boat judge, are now ready to concentrate on the skier's pass through the slalom course, PROVIDED you are aware of his or her starting speed and/or rope length. A skier has the option to waive one or more passes. In such a case if the first pass is not perfect only the points scored in that pass shall be scored without the addition of any waived passes.

Armed with this knowledge, you are now ready for the first skier. On your approach to the course on each pass, you must check the condition of the water and alignment of the buoys, making sure there are no loose buoys or other floating objects in the course. It doesn't seem likely that anyone could miss the first buoy, but it's been done and in top competition too. This results in a score of zero - A word of caution; don't depend on some sign of exasperation from the skier to clue you on a miss. From here on it's a question of close attention and concentration on watching the skier at every moment.

Remember, it is a miss to ride over or jump a buoy as well as ride inside a buoy or gate. The skier must pass around the outside of all six buoys.

TIES

A tie will occur when two or more skiers have the same *CONSECUTIVE POINTS* earned. That is, their total scores are the same.

For the first three placings only, if a tie exists, there shall be new drawing for order and the tied contestants shall start by repeating the pass before the one in which their miss occurred. If another tie results, the pass one higher than the one in which the original miss occurred shall be used with a new draw for order, except when the tie occurs in the skier's first pass, in which case the starting speed will remain the same. If a tie still exists, the pass one higher than the one in which the original miss occurred shall be used, with a new draw. This procedure shall be repeated until the tie is broken. If the tie occurs in the skiers' first pass, the starting speed for the first tie run-off shall be at the skiers' original starting speed.

In the case where a tie exists with skiers at different boat speeds and/or rope lengths, the skier with the fastest boat speed or shortest rope length shall be adjudged the winner.

SLALOM TIES

EXAMPLE "A"

Both skiers tie at 2 buoys at 55 kph at 18.25 m

Tie is run off at 52 kph at 18.25 m or the pass prior to the tied pass.

Possibility "A": Skier 1 scores 2 at 52 kph at 18.35 m
 Skier 2 scores 2-1/2 at 52 kph at 18.25 m

Winner is Skier 2

Possibility "B": Skier 1 scores 2 at 55 kph at 18.25 m
 Skier 2 scores 2 at 55 kph at 18.25 m

This tie is run off at 58 kph or 16 m rope length, depending upon division. In other words, the ties is run off at the next higher pass.

If after this process a tie still exists, the process is repeated until the tie is broken.

EXAMPLE "B"

Skier 1 starts at 58 kph at 18.25 m, scores 2 at 16 m, score = 26
Skier 2 starts at 55 kph at 18.25 m, scores 2 at 16 m, score = 26

Tie Run Off

Skier 1 starts at 58 kph at 18.25 m
Skier 2 starts at 58 kph at 18.25 m

Possibility "A": Skier 1 scores 5 at 58 kph at 18.25 m
 Skier 2 scores 5-1/2 at 58 kph at 18.25 m

Winner is Skier 2

Possibility "B": Skiers tie at 5 at 58 kph at 18.25 m. Tie Run Off -

Skier 1 starts at 58 kph at 16 m
Skier 2 starts at 58 kph at 16 m

If, after this process, a tie still exists, the procedure is repeated until the tie is broken.

EXCEPTION:

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 at 18.25 m, scores 5, score is 5
 Skier 2 starts at 55 kph at 18.25 m, scores 5, score is 5

Skier 1 wins by virtue of faster starting speed.

Possibility "B": Skier 1 starts at 58 kph at 18.25 m, scores 5, score is 5
 Skier 2 starts at 58 kph at 16 m, scores 5, score is 5 also

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

SUMMARY

Let's briefly recap the scoring system.

1/4 point when the skier has crossed the line of buoys (C-D & X-Y) in skiing position before the buoy is rounded.

1/2 point when the skier has rounded the buoy in skiing position. The buoy shall be considered as round when the skier has passed the buoy on the outside and has re-crossed line C-D before the next buoy or end gate.

One point when the skier has crossed the line of the nearest gate buoys before passing the level of the next buoy or end gate.

A gate is not scored in any manner.

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; (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 mandatory re-ride, the pass that brought about the re-ride is scored as zero (0). Skiers shall have the option of choosing any starting speed above the minimum speed for their division. If any but the minimum starting speed for their division is selected and their first pass is unsuccessful, they score the number of buoys actually rounded, but at the original starting speed as set for their division. If their first pass is successful, they are credited with all skipped buoys. The skier is required to declare his/her starting speed, prior to the running of the event or at the dock before the skier starts his/her run.

Each contestant's score shall be totaled to yield his/her score for determining placement in the event.

Sound difficult to judge slalom? Don't get discouraged. Just being aware of the more controversial issues will enable you to see more clearly the action involved and help make the right decision. If for any reason you cannot see the action, don't score the buoy automatically. Defer your decision to the other judges. That's why there are five judges.

On the other hand, if you are a new, less experienced judge, don't be tempted to give in when you possibly disagree with a decision. Stick with it, you may be right. There is possibly one exception -- if it is a matter of interpretation or misunderstanding of a rule and discussion brings out the correct viewpoint for an independent decision. Don't fail to discuss all doubtful decisions with other judges after the event. A good judge isn't too proud to learn, and how better than to discuss the events with other judges and/or skiers.

Hint: Try to keep the skier in view at all times - in and out of the course. Ensure that you keep watch on the rope handle as in shorter line lengths, it may appear that the skier made the buoy and then fell. However, did the skier have the handle in his/her hand prior to passing the buoy? When did they let go - before or after?

OFFICIALS' DUTIES AND RESPONSIBILITIES

BOAT JUDGE

1. Who will change rope and/or handles.
2. Who will shorten rope - be consistent.
3. Timing passes - check out timing, speed control settings, path, pattern, balance.
4. Report to Chief of Competition when ready to start.
5. Count buoys, continue even if in your opinion skier missed.
6. Call running score during each pass (optional).
Hints: - repeat the score out loud, i.e. 1/4, 1/2, 1, 1/4, 1/2, 2 etc.
- it helps you and the driver know the location of the skier in the slalom course.
7. Relay score to Chief Calculator or designate at the end of each pass
8. Check and record time (method).
9. Get confirmation - also on total.
10. Give driver speed of next pass.
11. Before starting, discuss options with skier.
12. Use flag as necessary - red (mandatory), green (optional)
13. Mandatory re-ride.
14. Skier option.
15. Check for ties (refer to Chief of Competition).
16. Be alert for unusual water conditions.
17. The boat judge & driver shall jointly agree on the settings of the speed control unit to achieve actual times as close as possible.

NOTES:

CHAPTER II

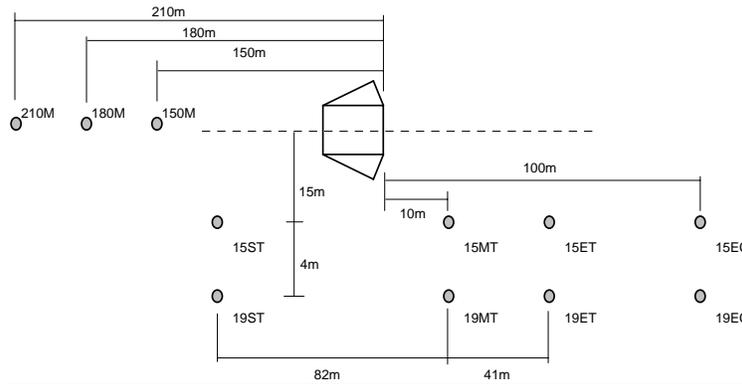
JUMPING

The jump 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, course and measuring systems far surpass any others and the number of persons required in the optimum situation is staggering.

THE COURSE

The jump course consists of: three line-up (guide buoys), set at 150 meters 180 meters, and at 210 meters from the centre line front edge of the ramp (take-off edge) to the centre of the buoy; a set of boat guide buoys, 72 meters from the front edge of the ramp, set four meters apart; a set of boat guide buoys, 10 meters past the front edge of the jump, one at 15 meters from centre and the second four meters from the first guide buoy; and a third set of timing buoys, 41 meters further (51 meters from the jump). The course is completed with a final set of boat guide buoys, 100 meters from the jump and four meters apart.

DIAGRAM 3



EVENT OFFICIALS

The officials in the jump event consist of the boat judge and two (2) judges on shore. These three comprise the event judges for the competition (appointed officials).

The other personnel required for a jump event at a sanctioned tournament is as follows:

- boat driver
- dock starter
- Chief of Competition
- pick-up and safety personnel
- Calculator and assistants

JUDGING JUMPING

The jumping event is covered in general by the following rules:

Each contestant shall be entitled to three passes through the jump course.

A pass or jump shall be registered when a skier passes the 180 meter buoy marking the beginning of the jumping course, except when, in the opinion of the boat driver or boat judge, there is a hazard because of dangerous water conditions, interference of another boat or other reason, the boat driver or boat judge shall hold up his/her hand and shall slow the boat a perceptible amount before the boat passes the ramp and no pass shall be registered. A fall within or outside the jump course shall be registered as a pass.

A contestant may refuse to enter the jump course by throwing the handle. The skier shall do so before passing the first set of timing buoys **15-19 ST** in the official jump course. The skier shall not be penalized for so doing providing this refusal was for a reason acceptable to the event judges. Should the reason be judged not acceptable by the event judges, one jump shall be deemed as taken. Once the skier has entered the course, the skier cannot throw the handle for any reason unless of course, the skier wishes to pass the jump.

A jump shall be scored when the skier passes over the ramp, lands and skis away without falling; except that, if the skier shall purposely touch any part of the towline other than the handle while in the air, the skier shall receive no score for that jump.

DISQUALIFICATION

There are two Automatic Disqualification rules that pertain strictly to the jumping event and are as follows (Rule 9.2):

1. A skier will be disqualified from further competition in that round if, after leaving the boat's wake on a *DEFINITE CUT* to the ramp, the skier elects to pass between the boat course and ramp, whether or not the skier retains the towline.

Key phrases -- definite cut -- after the wake, are the major considerations of this rule.

2. During the return pass through the jump course, the skier is outside the boat's wake on the side of the jump ramp within the distance *BETWEEN BUOYS M-T AND THE FARTHER EDGE OF THE JUMP RAMP* (Note - Water Ski and Wakeboard Canada rule only - not IWSF)

In the event of a fall after a pass or jump, if the skier is not on his/her skis within three minutes from the time the towboat returns to pick the skier up, the skier shall receive no further jumps.

The jumper shall tell the boat driver at which distance and at what speed, not to exceed the maximum for that division, to pass the ramp, and the boat shall follow a straight path parallel to the jump course guide buoys.

All contestants must wear an approved flotation device.

OFFICIALS AND THEIR DUTIES

The **BOAT JUDGE** will normally sit beside the boat driver in such a position that the boat judge can clearly see the approach pattern and water conditions. The boat judge must observe the requested boat path and determine if the skier passed the end of the course without falling.

The BOAT JUDGE is authorized to grant re-rides for incorrect boat speed and/or boat path.

When a re-ride is indicated and accepted or granted, the re-ride shall be taken immediately. The boat judge will hold up a red flag during the return pass by the ramp to indicate a re-ride is being taken for a preceding jump or pass. If more than one jump or pass in any series is disallowed, the skier shall have the option of *REQUESTING* a five-minute rest period before completing the run.

Before starting the event, check with the Chief of Competition to determine if you are responsible for timing the three-minute period allowed a skier for a fall from a jump or pass.

In the case of a skier falling or passing the ramp, and where the skier is still entitled to continue skiing in that event (i.e. additional jumps), the skier must be back on his/her skis within three minutes of the time when the towboat returns to pick the skier up.

DAMAGED EQUIPMENT

If a skier's equipment is damaged, the event judges may grant the skier, upon immediate request, three minutes to repair or change the broken equipment and to continue in the event.

NOTE: In the case of a hard fall where the skier has signaled the skier is all right and the safety crews do not approach the fallen skier, it is recommended that you, as boat judge, check with the skier and ensure the contestant's condition is such that the skier can continue.

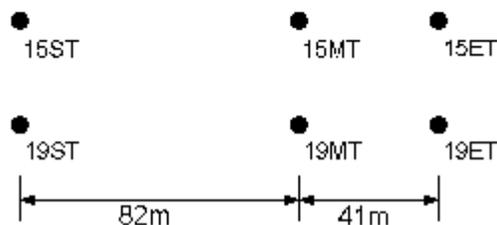
As you approach the course on each pass, check the path of the boat in relation to the course buoys and the distance requested by the skier, and for a straight path through the course.

Be alert for rough water or objects in the water. Be sure and check the condition of the ramp and aprons and that the watering system is operating properly. Are the pick-up boats safely out of course? On each return pass, check the surrounding area for moving boats causing swells that may affect further passes.

EVENT JUDGES -- In addition to the boat judge, there are two other event judges. One of these event judges shall be responsible for determining if the skier touches any part of the towline other than the handle while in the air. If the skier should do so the skier would receive no score for that jump.

The boat shall be timed in two segments through the jump course between buoys S-T and M-T (82-meter segment) and M-T and E-T (41-meter segment) as indicated by Diagram 4. At Record Capability tournaments these times shall be recorded.

DIAGRAM 4



NOTE: S-T to M-T and M-T to E-T are two separate timing phases and must be timed independently of the other and recorded.

If *EITHER* time is too fast, a re-ride shall be mandatory (with one exception - see chart).

If *NEITHER* time is too fast, but if *EITHER* time is too slow, then a re-ride shall be optional.

Jump Timing Re-ride Chart

seg1	seg2	action
OK	OK	none
OK	F	mandatory re-ride only if distance is best distance in skiers turn
OK	S	optional re-ride (protected score)
S	OK	optional re-ride (protected score)
S	F	mandatory re-ride if best distance, otherwise optional with protected score
S	S	optional re-ride (protected score)
F	OK	mandatory re-ride
F	S	mandatory re-ride
F	F	mandatory re-ride

In the case where both a bad time and a bad triangle occur on a single jump, time takes precedence over the bad triangle.

It is not necessary to time the jump pass if the skier falls in the course before the boat enters the timing course. In the case of a balk or fall before the ramp, only the 82-meter timing section need be taken and considered, the second segment is not required.

When the boat path chosen by the contestant is between the ramp and the 15-meter buoy and the boat speed is below maximum, the boat need not be timed. The indicated speed on the speed measuring device must, however, remain within plus or minus one kph of the requested speed.

When the speed is above maximum allowable for the pass, a rerun is mandatory and a red flag shall be raised. If the time recorded indicates a speed below the tolerance, the contestant shall be granted an *OPTIONAL* re-ride ON THAT PASS.

If the speed chosen by the skier is below the maximum allowed and the time is out of tolerance, the contestant shall be given the *OPTION* of a re-ride, provided the maximum tolerance for that division was not exceeded, in which case the re-ride would be *MANDATORY*.

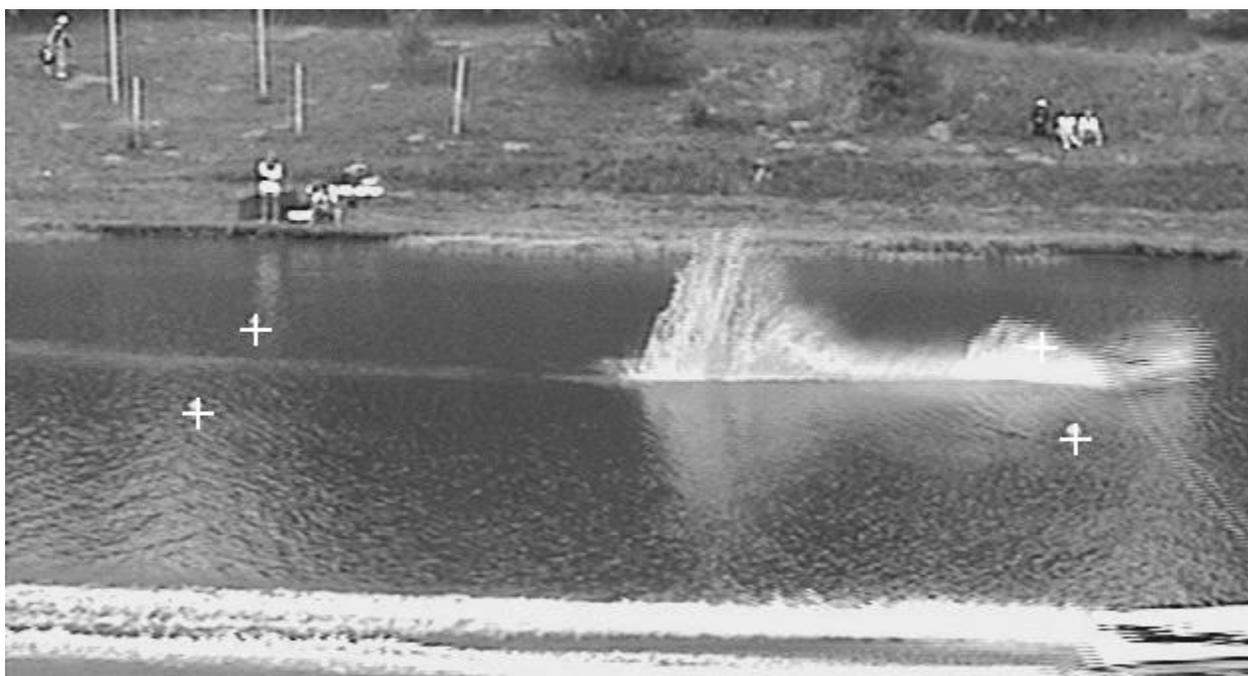
In the case of *OPTIONAL* re-rides, stop the boat and explain the circumstances to the skier, also inform the skier of the distance on the jump in question.

BOAT SPEEDS

Refer to Rule 14.4.2 in the Rule Book. Boat speeds may be selected in increments of 3 km/h to the maximum speeds for each division. It is a good idea to underline or know the maximum speeds for each division when timing the event.

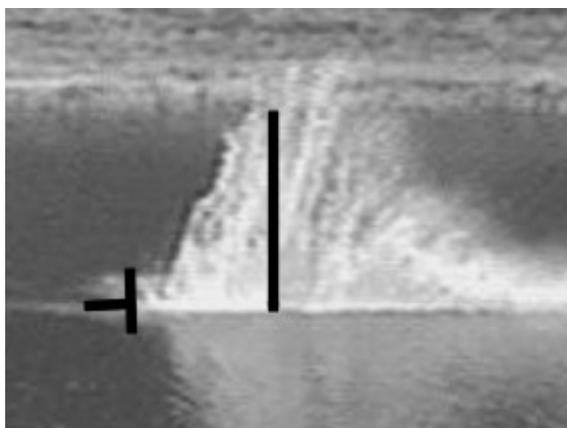
VIDEO JUMP MEASURING SYSTEMS

This system consists of a pre-measured grid on the water in front of the jump monitored by video cameras centrally located in each grid. The cameras are mounted high above the water to allow for a 2 dimensional view of the landing point. By knowing the x-y coordinates of the fixed grid in the water, it is possible to determine all the points of landing in between these points of reference.



The above photo represents the skier landing within the grid as marked by the plus signs.

When frozen in the video measurement screen, we take the mouse cursor and try to find the first initial point of contact. Don't be afraid to miss the first click, there is a micro adjust feature in the program that allows you to fine tune your selection.



As you can see from the picture on the left, this is an example illustration of the first point of contact. The higher bar is approximately the highest part of the plume. This is for reference only and relates to the Johnson metering system which on the average, measures 2.1 meters ahead of the first point of contact. The video jump program has been developed to equate the two systems of measurement and in fact, takes this distance into consideration. You will note that the cursor measurement is on the same plane as the skier's landing point. This is very important as we are simulating a 2 dimensional measurement grid. It is up to the two video jump operators to agree on the exact landing point of the skier prior to

recording the jump. Once you have agreed on the first point of contact, record the jump, write it down, announce it to both the boat judge and the announcer. However, prior to that, ensure that the segment times are accurate and that it is a valid jump. Once you get used to this, you will find that it is actually quite easy!

OFFICIALS' DUTIES AND RESPONSIBILITIES

BOAT JUDGES

1. Request speed and boat path from skier - communicate to driver.
2. Record requested speed and boat path.
3. Reconfirm with boat driver and skier, if necessary.
4. On approach to each jump:
 - .1 Inform driver of number of jump, requested speed and boat path.
 - .2 Check speed, boat path, water conditions, water on ramp, position of safety boats on each pass.
 - .3 Be particularly alert for unusual water conditions in approach area to ramp.
 - .4 Check times and determine necessity of re-ride, if any, and action required.
5. After each jump:
 - .1 Determine if skier landed without falling and was ultimately able to regain control after the jump.
 - .2 Communicate distance to skier if possible.
 - .3 Watch skier for fall or change of instructions, i.e., boat path or speed.
6. If at any point skier has fallen, be sure to determine his/her condition and ability to continue.
7. Re-rides:
 - .1 If either segment time is too fast at maximum speed for the division, re-ride is mandatory.
 - .2 If either time is too slow, re-ride is optional.
 - .3 Slow time below requested speed - Optional.
 - .4 Fast time below requested speed - Optional, provided speed did not exceed the maximum for that division.
8. Boat Judge is an event judge.
9. It is a good practice to record skier settings for the speed control system and as well, monitor the system to ensure that the segment times are balanced and as close to actual as possible.

VIDEO OPERATOR

1. Wait until the skier has landed before you freeze the frame. Point cursor to the first point of contact and ensure that it is in the same *plane* as where the ski touched. Confirm the position with the other official. Record distance and communicate to Boat judge - confirm - record - advise announcer.

EVENT JUDGES

(Boat Judge Plus 2 Others)

1. Be alert for unusual water conditions, particularly those that might pose a threat to the skier's safety.
2. Watch skier during turn/approach to ramp for falls, handle throws, unusual conditions.
3. Watch for skier PURPOSELY touching any part of the tow line other than the handle while in the air.
4. Be alert - you will be asked to rule on requests for re-rides.
5. It is your responsibility to rule whether the skier landed the jump and skied away in skiing position.

NOTES:

CHAPTER III

TRICKS

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 complex the trick run, basic judging principles will still apply.

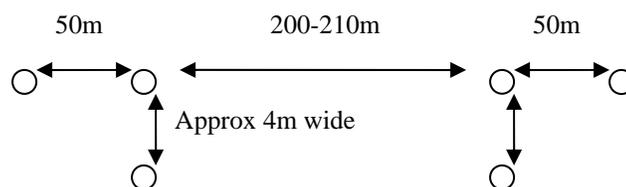
In the fast and furious trick runs of today and certainly those of the future, recognizing and understanding the individual tricks and sequences of tricks will be paramount to effective trick judging.

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!

TRICK COURSE

In this most complex of events, the actual course is the simplest of the three events. It consists of two sets of buoys 4 meters apart that the skier skies between with approximately 200-210 meters between the two sets. These buoys mark the beginning of the trick course from each direction. The end of the course shall be signified by an audible device at the conclusion of the 20-second time limit. There is a buoy approximately 50 meters in front of the entrance to the trick course used as reference for the skier and the timers.

Official Trick Course



EVENT OFFICIALS

Personnel required for the trick event:

- boat driver
- boat judge
- 5 trick judges
- 5 secretaries (optional)
- shore timer(generally automatic)
- back-up timer
- dock starter
- Chief of Competition
- pick-up and safety
- minimum 2 runners
- chief calculator & assistants

THE TRICK EVENT

The event judges for the trick event consists of five (5) officials who judge the skier's attempted tricks and decide as to their proper execution.

Each contestant shall be allowed two 20-second passes through the trick course during which time the skier may perform as many tricks as the skier desires.

The contestant shall receive his/her choice of a *CONSTANT SPEED* through the course for *EACH PASS*. The boat speed in trick skiing, assuming it is held within tolerance from shortly before entering the course, is the skier's responsibility.

The skier shall tell the boat driver what speed the skier desires or the skier may use the preparation time to set the speed prior to entering the course.

The boat shall follow as closely as possible the path specified by the judges for the event. The boat path shall include a preparation time before each pass. The second pass shall be in the opposite direction. If a skier falls during the preparation time, the boat shall bring the skier directly into the course, provided this will permit establishment of the desired speed.

HANDLE THROW

A contestant may refuse to enter the trick course by throwing his/her handle in the air or by being released by the trick release operator by means of a pre-arranged signal before entering the trick course (refer to Rule 7.4). If, in the opinion of a majority of the event judges, this refusal is without acceptable reason, the skier loses the right to that pass. The skier must be ready to ski immediately upon the boat's return. If a skier notices that his/her equipment is damaged, the event judges may grant the skier three minutes to repair or change the damaged equipment and to continue competing. If the skier's refusal is accepted, the boat must repeat the regular path and once again head for the trick course.

RELEASE PERSON

A person of the skier's choice, excluding the official boat judge or driver, will be allowed to operate a release mechanism supplied by the competitor who assumes all responsibility for said device. The release person must sit in the middle of the boat. Should he/she interfere vocally or physically with the duties of the boat crew, the SKIER would be subject to disqualification.

The skier is fully responsible for any release of the release device. However, if the release is due to a *malfunction of the device* (in the opinion of the event judges), the skier may have the option of a re-ride.

TRICK PASS

The trick pass starts with any one or combination of the following three activities:

1. The skier's first movement toward doing a surface trick after passing through the entrance gates of the trick course; or
2. As the skier *CROSSES* the wake in the attempt to perform a wake trick after passing through the entrance gates of the trick course
3. It is the skier's responsibility to start his/her pass within 15 meters after the entry gate buoys.

The timing of the pass will start with the first action as described above and shall be indicated by an audible device (different from the end pass signal)

What is a first movement? A first movement is considered as any move toward beginning a *SURFACE* trick.

What is NOT considered a first movement? Wrapping the line for a turn, putting the toe strap on one's foot and cutting for the wake are NOT considered first movements.

The trick pass ends in a variety of possible actions:

1. At the end of the 20-second time limit. This is indicated by a loud audible device which is to be operated unless the skier falls in approximately the first 10 seconds of the pass. This device shall be different than the one signifying the beginning of the run.
2. The skier falls in course.
3. Three minutes have elapsed including the time to repair or replace equipment from the time the skier fell.
4. The skier falls twice while practicing. This requires special consideration -- if both falls occur before the start of the *FIRST* pass, the contestant is not permitted *EITHER* pass. If the second fall occurs between the first and second pass, the skier is not permitted the second pass.

Should a fall occur after the *end pass* audible device has sounded indicating the conclusion of the first pass and it is apparent the fall was the result of a trick attempted in the first pass, this shall not be considered a fall while practicing and the skier is entitled to continue.

In conclusion, a skier's second practice fall ends the trick run at that point. What the judges must decide is what is practicing and what is setting speed?

BOAT JUDGE

Unlike slalom, the boat judge and the five shore event judges do not have the same duties. The boat judge is not an event judge for credit of tricks, and the boat judge does not participate in event majority decisions; but the boat judge should be consulted in those areas where she or he has the most accurate view.

In spite of this seemingly lack of overall authority, the boat judge still has a most important role in the performance of the trick event. As a boat judge, it shall be your responsibility to assure that the proper speed as requested by the skier is set and maintained throughout the entire

course. When we say entire course, we are referring not only to the 20-second pass, but the requested speed must be maintained on the approach to the course from at least 50 meters in advance of the course is suggested and throughout the turn circle and the repeat 20-second pass, unless, of course, the skier requests a variance in speed for the second pass. Remember, the key phrase is within TOLERANCE throughout the course. The skier may request a different speed for the second pass.

The boat judge will not need to handle changes of tow ropes but, prior to departure from the starting dock, make sure that both the skier and the boat driver understand any instructions given by the skier. It is imperative that the boat judge watch the skier very carefully during the skier's approach to the course. Remember that you will be the closest to judge a fall and the cause thereof. Know that the rules do not allow the skier to drop the tow rope handle to adjust rope lengths or for any other reasons. It can only be considered as a refusal to enter the course.

You are also responsible to stop the boat in the event of a *DANGEROUS CONDITION*. As a boat judge, you are further *AUTHORIZED* to *GRANT* re-rides, *AT THE SKIER'S OPTION* for deviations in boat speeds and path.

These deviations are from the norm in the case of the boat path and from the skier's request in the case of boat speed. For sake of definition, a speed within tolerance shall be considered to have varied no more than one kilometer per hour.

If a re-ride is granted, it must be taken immediately. The boat judge shall hold up a flag during the unscored return pass and the re-ride is to be taken in the original direction through the course. If more than one pass *IN ANY RUN* is disallowed due to incorrect speed or path, the skier shall have the option of requesting a five-minute rest before continuing.

When a videographer is in the boat for recording of the pass and video timing, the boat driver becomes the boat judge.

TIMER

The timer will be on shore approximately in the center of the course. The timer will start the official stopwatch or timing device *and an audible device* at the start of the trick pass (refer to "Trick Pass"). At the end of 20 seconds the timer shall sound *a second, different* audible device provided the skier did not fall during the first 10 seconds of the pass. A back-up timer and audible devices shall be used in the event the official timer or devices fail to operate.

An alternate procedure is there may be a timer stationed at either end of the trick course with devices that actuate the timing devices located approximately in the center of the course.

As timer you may be assigned the responsibility of timing the three-minute period after a fall or repair or change of damaged equipment.

IMPORTANT -- If a skier receives less than 20 seconds, the skier shall have the option of a re-ride only on the pass affected. If a skier receives more than 20 seconds, a re-ride is mandatory.

TRICK JUDGES

The trick judges have the most complex duty of any judge in all three events of a tournament. It is very difficult to recognize valid tricks and to call them properly in accordance with the judges' trick code. For most advantageous working conditions, the Chief of Competition should attempt to position the trick judges approximately midway of the course. They should be high enough (minimum 3 meters, approximately 10') to determine if the skier is within or

outside the wake and to judge the 90-degree on side slides, full 180-degree turns, and to see and call any hesitations of the ski on 360-degree or other multiple turns -- quite a problem with some skiers.

Each of the five judges must watch the tricks independently, record each trick attempted and decide it was performed according to the rules for that trick.

CREDIT FOR TRICKS

To receive credit for any tricks, the skier must remain in or return to skiing position and only tricks listed in the rule book will be scored.

TRICKS AT THE END OF THE PASS

A trick not completed before the end of a pass shall not be scored. 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 shall NOT be scored.

A trick completed before the end of a pas shall NOT be scored if the skier ultimately falls as a result of that trick, even if the fall is after the conclusion of the pass.

Tricks started before entering the course shall not be scored.

NOTE: This is often a very subjective issue due to the judge's viewing angle. However, the initial audible device, at the start of the timing segment, should aid in this respect.

CALLING THE RUN

Trick judging can be simplified if you know the basic components of the trick event. In simplest terms, there are surface tricks and wake tricks. In each of these elements there are toe and line tricks. The more complex tricks combine two or more elements such as toe wake line and ski line tricks with multiple revolutions.

Again, in the simplest of terms with the exception of an attempted side slide, a trick is any activity occurring between two hesitations. This, however, is where most of the difficulty occurs because the "hesitation" is a *COMPLETE STOPPING* of the ski(s) and not necessarily the body motion of the skier.

Care must be taken, particularly in multiple turns to watch the ski rather than the skier. During the execution of multiple turn wake tricks such as 540-degree or 720-degree turns paying particular attention to the skier's start and finish direction of travel will help a judge recognize the trick. For example, a skier starting in the front position, completing a multiple turn and finishing the trick in the back position will have performed a 540-degree turn.

You actually start judging before the skier enters the trick course - in fact you start when the skier leaves the starting dock - watching for a fall or refusal to enter the course. Remember the applicable rules we have previously discussed.

The end of the pass also deserves special consideration. If you are really concentrating, the sound of the audible device may not penetrate your consciousness sufficiently to mark the last valid trick. Was it completed before the horn, or after the horn, resulting in no credit for that trick? A trick completed before the end of a pass shall not be scored if the skier ultimately falls as a result of that trick, even if the fall is after the conclusion of the pass. But watch that fall for a possible recovery which may change your scoring.

Here are some suggestions that may help in calling and recording a trick pass:

1. Know and use your trick code.
2. Watch the skier during practice/approach.
3. On the skier's approach, call the skier's name, number of pass (1 or 2) and whether 1 or 2 skis.
4. Keep a watchful eye on the skier for refusal to enter the course.
5. Try to keep up with the skier's tricks.
6. Don't talk too fast, and if you should miss a trick, continue on with the rest of the pass. Make a mental note of the number of tricks missed for future annotation,
7. Call any fall in the course as "fall on" name trick, i.e., WB fall - no credit.
8. Call "horn" at the proper point at the end of the pass so that you can definitely decide on the last valid trick.
9. Keep calling tricks performed after the horn and mark them O/C, or OOC, (out of course) and *if they are credit or no credit*.
10. Be sure during the calling of the trick run you clearly identified tricks that are not to receive credit.

Now let's assume we have just completed calling the skier's pass. If you are using a secretary, check for accuracy and completion of the scoring form. Are all the tricks called recorded? Are all the NO CREDITS (N/C) marked? If a fall occurred, is it indicated on exactly which trick the fall occurred? Have you recorded O/C beside those tricks performed after the end of the pass? If possible, note beside the NO CREDIT tricks why they are no credit. This is a good practice and will enable you to discuss your judgement with the skier or Chief of Competition/Calculator, if necessary.

Let's discuss briefly what you might be calling so you will be more alert for failures to do tricks as prescribed by the rules. It is important to realize that certain sequences include basic and reverse tricks and that all reverse tricks must immediately follow the basic turn in the *SAME PASS*. In multiple turns any variety of 180-degree turn is allowed between the basic and reverse, i.e., W5B-F-RW5B. The reverse tricks shall not be disallowed simply because it follows an attempted multiple turn trick that is ruled not continuous or if the basic trick is a repeat trick. However, if the basic trick is incomplete, this may result in the reverse also being incomplete.

SIDE SLIDE - Is no credit if not 90 degrees and it must 'slide' for a short interval. Don't forget that the ski or skis must return to the original position to be complete and a hesitation must occur between the basic and reverse trick. The trick judge should watch that the ski(s) slide in the 90 position. A "windshield washer" motion for the basic and reverse trick is *NO CREDIT* because the ski(s) did not *slide for a hesitation* and there *was no hesitation* between tricks.

180 DEGREE TURNS - Are usually easy to judge, but watch carefully for a complete 180-degree turn, not more or less. If it is not complete or is overturned it may affect the next trick. Again, the ski or skis must return completely to the original direction and hesitate prior to movement for the next trick. Watch the skis not the skier's body.

CONTINUOUS SURFACE TURNS - Are limited to 720 degrees, and there must be no stopping in the turning of the skis. **CAUTION** - watch the skis -- not the skier. A 360-degree turn, including toe 360's with a hesitation, may become two 180's. Any hesitation in continuous turns reduces the trick to the turns before and after the hesitation and may cause repeat tricks.

NOTE: In any multiple turn trick there shall be no hesitation (stopping) in the turning of the skis.

STEP-OVER LINE TRICKS - Skier may not put his/her leg or lifted ski across or on top of the line, handle or arm until he/she begins to execute the turn. Also, if the skier turns completely and THEN places the ski or leg over the line, the trick is no-credit

The key points are: The turn of the ski and the step-over must be simultaneous. Line tricks are credited only when the free foot touches the water or ski. It is not required that the free foot or ski touch the water prior to the execution of a step-over turn. Therefore if the LB is no credit due to the free foot not touching the water or ski, this does not necessarily affect the LF.

On the completion of a FB step-over, the skier must have at least one arm between his/her legs holding the handle (except in a toe step). A step-over turn not performed in this manner scores zero.

WAKE TURNS - A wake turn is a trick performed in mid-air while crossing the crest of the wake. A wake trick not done in this manner scores zero. It is NOT scored as a surface turn(s). Keep in mind that the reverse rule applies to wake turns. Watch for pre-turn, tip drag and pre-landing before the completion of the number of degrees required to complete the trick.

Before we go on, let's define these common errors:

PRE-TURN is identified as the turn starting on the water before the ski is in the air on a wake trick.

TIP DRAG is often more difficult to recognize. It occurs when the tip or in some instances tail of the ski touches the water during the execution of a wake trick.

PRE-LANDING is very simply the ski landing on the water prior to the trick being completed.

WO or WBB must be a full complete 360 degrees in mid-air. Often skiers do not complete the full turn in the air. In the WBB the turn must be completed to the back before turning back to the front or attempting the reverse. If the basic turn is less than 360 degrees, the reverse may also be less, in which case both are no credit.

THE WAKE 540-DEGREE TURNS - Are perhaps the easiest multiple turn tricks to recognize. The entire trick must be completed in the air from the front to back or back to front respectively. Watch carefully for the tip drag, pre-turn and/or pre-landing. Remember, if the last 180 degrees is not complete, the next trick in sequence MAY not be creditable.

WAKE STEP-OVER TRICKS - Are governed by the rules covering surface line tricks, except that now we must add the requirement of wake tricks. That is, the entire simultaneous turn and step must be completed in mid-air. Watch for the free foot to touch the water or ski.

WAKE FLIP - To receive credit for a wake flip, it is required that both feet be higher off the wake than the skier's head in *APPROXIMATELY THE SAME VERTICAL PLANE* at some point

during the execution of the trick. A front flip shall be defined as forward somersault done in the air off the wake in which the tail of the ski passes up and over the head as the head goes down and forward. Both feet must be above the head and in approximately the same vertical plane at some point during the execution of the trick.

WAKE LINE 360 - In the WLO the step over the line may occur at any point during the turn so long as the turn and step are simultaneous. It is important to re-emphasize the need to complete the entire trick in mid-air and across the crest of the wake.

From the judge's point of view, the WLBB is similar in judging to the WLO except that it is from back to back. Many skiers land this trick and immediately return to the front position. The judge must discern whether a hesitation occurred between tricks because, if direction is stopped and changed, obviously a hesitation occurred, but rather did the rotation continue in the air to a complete 360 degrees. If it did not it is possible neither trick will be scored. Apply the following principles:

1. If the trick was not 360 degrees, then neither the WLBB nor front is creditable;
2. However, if the turn is a full 360 degrees but not completed in mid-air then the WLBB is no credit while the front is creditable.

The Wake Line 540 degree tricks produce special concerns for the judges. The step over the line may occur during any of the three 180-degree turns that combine to complete a 540-degree turn. The step and turn must be simultaneous and the full 540 degrees must be completed in mid-air. Pre-turning, tip dragging or landing before completion all result in no credit.

TOE TRICKS

Toe tricks are those tricks in which the skier is being towed exclusively by one foot and upon completion of the trick is supported by one ski. In toe line tricks the towing foot shall not touch the water during the execution of the trick. Once the skier has put the toe strap on his/her foot any trick performed in which the foot in the strap intentionally touches the ski during the set-up or execution of the trick shall not be scored.

The toe surface tricks require a sharp eye and mind. In many ways they are the easiest to recognize yet most difficult to judge. The difficulty is in the hesitation of the ski. A hesitation of the ski in a multiple turn results in no credit. In actuality, a hesitation could result in the judge scoring completely different tricks than that attempted by the skier. An example would be a toe 720 with a hesitation between the two 360-degree turns may be scored as TO, TO, the second being a repeat of the first. Watch the ski not the skier's body! It bears repeating -- if the turn is not fully completed, in this instance to the front, the next trick in order will very likely also be no credit.

TS & R -- The toe side slides require special attention. A side slide whether toe hold or hand held must slide for a brief hesitation (or about 2 meters) and be turned 90 degrees. A toe hold side slide and a reverse toe side slide are two separate tricks. For both tricks to be scored, they must be executed in any order one immediately after the other in the same pass.

A **SIDE SLIDE** must be a complete 90 degrees not over or under turned. Between the side slides the ski must return to the original direction and hesitate. Failure to do so would result in no credit for either trick.

TO & RTO -- Reasonably simply to recognize. Watch for any hesitation in the turning of the ski and completion of the turn.

TBB & RTBB -- Continuous turning of the ski and a full 360-degree turn are the features we must judge in the TBB and RTBB. If the basic is not complete, in other words not 360 degrees, the reverse will likely not be a full 360 degrees. However, should the basic trick be ruled as no credit due to a hesitation, this shall have no affect on the reverse. The basic trick is that which is performed first in a series even through it may sometimes be from a wrap position.

T5B -- As in all multiple toe tricks, the key is a continuous turning of the ski. Any definite hesitation will result in no credit or perhaps repeat tricks being scored. For example, a T5B could be broken into TB, TBB or TBB-TF or even TB-TF-TB. Watch carefully for the skier to turn completely 540 degrees to the back.

T5F -- All the principles as applied to the T5B are applicable. The only obvious difference is the trick is started in the back position and completed in the front position. Did you realize that the reverse of the T5B is a T7F.

T7F -- The ski must turn continuously throughout the entire execution of the full 720 degrees. Watch for hesitations and the turn to be completed in the full front direction.

TWO -- The toe wake sequences are all governed by the rules we have previously discussed concerning multiple wake tricks. Watch closely to see that the entire 360-degree turn is completed in the air. Many skiers will pre-turn toe wake turns and/or drag the ski tip.

TWBB -- It is not a difficult trick to recognize. However, judging if the trick is correctly performed may be rather difficult. Keep in mind, this trick must be a full 360 degrees from back to back completed in the air. Two common faults are pre-turn and landing before completion. Also keep in mind the fact if the finish of the trick is not in the full back direction, the following trick may also be not credit.

TOE WAKE LINE tricks have gained rapid popularity among trick skiers of a wide ability range. For this reason, if for none other, judges must be very aware of the concerns in the proper execution of any toe line trick. During the execution of the toe line trick the towing foot shall not touch the water. This would appear as a rather simple statement. However, combine this rule with the other elements of wake and line tricks and it can be a difficult trick to judge.

What to watch for is the obvious question. First and foremost is the foot in the water. A clue to the foot in the water is the ski line. During the step over the line, if the line is in the water, chances are so is the foot. In this type of situation, the ski is often not clear of the water during the entire rotation.

TWLB -- Watch carefully for the foot in the water and a clean turn in mid-air.

TWLBB -- Once again, as judges we need not only to recognize the trick but to determine if it was correctly executed. Pay special attention to all the elements involved, which are: foot in water, complete 360-degree back to back turn, all done in mid-air.

TWLF -- All the issues previously discussed apply. Perhaps the most important is the foot in the water.

TWLO -- Special attention to the ski particularly in the last 180 degrees of this trick will help in determining if the trick is creditable. Once again, watch the foot in the water as a no credit.

SLO -- Ski line tricks are credited when both feet are on the ski and pass over the line while in mid-air. The ski may pass over the line at any point during the execution of the turn. The

portion of the line that the ski pass over must be out of the water during the entire execution of the turn.

Trick skiers may use only one line. Helper lines are not allowed.

A knowledge of the suggestions mentioned and the applicable rules will greatly assist any trick judge. Although not every trick has been mentioned specifically, those that have are examples of the rules application for most, if not all, of the listed official tricks.

DECLARED TRICK LISTS

The requirement for a list of declared tricks may be waived by the Jury, otherwise the following applies:

A list of the proposed tricks to be attempted by a contestant shall be required from each contestant in the trick event before the event starts. A contestant who fails to submit such a list will be disqualified from that event. Deviations from the trick list will not be penalized. The skier will, *PROVIDED THE TRICK WAS PERFORMED ACCORDING TO THE RULES*, be given credit for what is actually performed even though the skier may be attempting another trick.

All skiers must follow their *DECLARED* trick run. The skier may do either pass first and may skip listed tricks or do additional non-scoring tricks without penalty. The list of declared tricks must be prepared using the official code shown in the table of trick values. The Chief of Competition and the Calculator shall determine the exact time when the list must be submitted. In each declared trick pass, the skier may list only one trick and its associated reverse, if any, on two skis and one trick and its associated reverse, if any, on one ski under each number in the table, except that any type of 180-degree turn may be listed more than once. A contestant who fails to submit a trick list shall be disqualified from that trick round. In multi-round tournaments different trick lists may be submitted for each round.

CREDIT FOR TRICKS

In all Divisions, a skier shall receive credit for a trick performance only if it is performed in the order as declared on his/her trick list. Tricks performed not listed or performed in a different order than on the trick list score zero. The order shall not be regarded as broken for the failure to perform a listed trick, the failure of the judges to give credit for a trick performed, or the performance of one or more tricks not listed before resuming the listed sequence.

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

SCORING

Tricks are scored on a basis of a simple majority of the individual judges' score forms. In the case of multiple-turn tricks where there is no agreement, the contestant shall receive credit for the highest number of turns scored by a majority of the judges.

Credit may be given for only one trick and the associated reverse, if any, on one ski and similarly on two skis under each number listed in the rule book.

Tricks may be repeated, but a repeat trick scores zero unless the first attempt or attempts were judged unsuccessful.

Reverse turns under trick No. 5 are limited to 360 degrees but may follow a 360-degree, 540-degree or 720-degree turn. Reverse tricks under trick No. 12 are limited to 540 degrees but may follow a 540-degree or 720-degree turn.

TIES

In the event of a tie, there shall be a new drawing for order and each tied contestant shall be allowed one pass through the trick course until the tie is broken. The tied contestants shall be permitted to submit a new list of tricks in accordance with Rule 16.9 for each required tie-breaking pass. In an elimination and final round tournament, ties shall be decided on the basis of the highest final round score. If a tie still exists, it will be handled as described above.

VIDEO

The trick event shall be filmed whenever possible by a video tape camera from the towboat and/or from a suitable shore position. If more than one video camera is used, the Chief of Competition shall declare one as official prior to the start of the event.

The video film may only be shown as an aid to the event judges under the following circumstances:

1. At the request of the Chief of Competition, if it is not possible for the calculators to obtain a majority decision.
2. At the request of the Chief of Competition, if it is not possible for the calculators to obtain a majority decision as to whether or not credit is to be given for a trick.
3. At the request of an event judge or the Chief Calculator, in circumstances which the Chief of Competition regards as exceptional, the event judges may review the tapes. This request should not be granted if the intention is to change a judge's decision.

In the event both timing devices should malfunction and the time is missed, the skier will be given the option of a re-ride or the judges, under the supervision of the Chief of Competition, will determine the time from the video tape providing the course entry buoys appear on the tape or a majority of the judges rule that the skier was in the course at the start of the run. If neither occurs, a re-ride is mandatory.

OFFICIALS' DUTIES AND RESPONSIBILITIES

BOAT JUDGE

1. Release person - interference with duties.
2. Check release for possible damage to boat.
3. Check speed with skier on take-off.
4. Watch skier continuously prior to entering course.
5. Speed checks with skier prior to entry, check speedometer, confirm with driver.
6. Announce skier in course.

7. Do not watch skier once in course.
8. Check water conditions, speed, path constantly during each pass.
9. Prior to second pass, set speed with skier and confirm with driver.
10. Report falls, handle throws and re-ride requests to tower.

EVENT JUDGE

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

TIMER

1. Position yourself in approximate center of course.
2. Start stopwatch or automatic horn and audible device at skier's first movement toward attempting a surface trick after reaching the appropriate position of the first entrance buoy.

or

As the skier crosses the wake to attempt a wake trick after reaching the approximate position of 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 start of pass, sound end pass horn - if required.

NOTES:

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CHAPTER IV

TRICK CALLING

INTRODUCTION

The art of trick calling is just that, an art; and, to master any art requires time and training. Skiers are often on the water hours a day, five days a week, year round. In 1974, the trick record had not surpassed 6000 points. 14 years later, the standard has been almost doubled. Are the judges keeping pace?

Calling at tournaments does not provide adequate experience any more. Video work per se is an excellent training device but is not in itself sufficient. There needs to be a more studied approach. The judge, in fact, should understand how a skier trains and is trained to trick, how the skier builds his or her runs, and more importantly, why. Performing sequences of tricks is the key to learning trick runs for the skier. Recognizing them allows the judge to call them properly.

Once a judge can identify tricks more easily, then and only then, can attention be paid to quality, i.e., credit/no credit. The irony is that, when one does not take credit away from a skier for an unacceptably executed trick, one is actually penalizing those who execute correctly, who perhaps have spent more time to learn to do so. Actually, the skier receiving credit for a trick when credit is not due is also being penalized because the skier has no inducement to learn to perform the trick correctly.

What are the main considerations for a skier learning a new trick? The most often discussed element is the body position: head up, back more or less straight, arms too low, knees and ankles bent and flexible and the weight centered. Yet, what actually causes a skier and his/her ski to rotate is the momentum initiated by the pull of his/her arms: Pulling in to one side of the waist causes the skier's body to start to turn.

Grabbing the handle with the other hand keeps the rotation going, even if the body stance is poor, i.e., bent over with the head down. Surprisingly enough, one can successfully complete a wake 540 turn, with the upper body at 90 degrees to the water, although it may appear precarious at best. What this case illustrates for the judge is that the skier must always concentrate on the lower body and the ski. This procedure 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 the skier 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 and often is.

Since distinguishing patterns is the 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 or her runs together.

Amazingly enough, skiers will often stick to the sequences outlined below. To do so has proven to be easier because it results in simpler, more fluid and faster runs with high relative point totals. In fact, the tricks were invented over the years in these sequences by the pioneers for this very reason. Indeed, in training, the skier starts with single tricks, pairs them, and finally practices mini sequences of four to eight tricks before putting together runs.

STEP-OVERS

1. General

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

Here is the order in which skiers usually learn step-overs. The turns are again initiated by pull on the rope.

- | | | | | | | |
|----|----|-----------------------------|----|--------------------------------|----|---|
| 2. | a) | LB
LF then
WLB
WLF | b) | WLB
LF finally
LB
WLF | c) | WLB
LF
LB
WLBB
F or LF or WLF |
|----|----|-----------------------------|----|--------------------------------|----|---|

- | | | | | | |
|----|----|---------------|----|-------------|--|
| 3. | a) | WLBB
RWLBB | b) | WLO
RWLO | These tricks are often done alone without the reverse because of poor learning habits or because the reverse is not attempted soon enough in the building process. |
|----|----|---------------|----|-------------|--|

4. The most common line fives:

WL5F (wrapped).

This trick appears nine out of ten times at the start of the run.

WL5F (hand-to-hand)
WL5B

WAKE ROTATIONS

1. General

- .1 The turn must be completed in the air with no tip drag.
- .2 The trick must be performed over the top of the wake even if pre-jumped.
- .3 And must be landed in the correct position.

NOTE: Remember again that the arms generate the momentum to rotate.

- | | | | | | | |
|----|----|--------------------|----|--------------------------------|---|---------------------------|
| 2. | a) | WO
RWO | b) | WBB
RWBB | Often performed in pairs or by beginners without the reverse. | |
| 3. | a) | WBB
RWBB
W5F | b) | WBB
then RWBB
W5F
W5B | c)
or | W5B
WBB
RWBB
W5F |

- .1 The fives are placed at the end of the run when first learned to avoid early falls.

.2 The W5F is practiced first since it is usually the easiest of the fives.

.3 Then the wrapped W5B.

NOTE: A skier often starts the run with the wrapped W5B as it is a fairly safe trick.

- | | | | | | | |
|----|----|-----|----|------|----|------|
| 4. | a) | W5B | b) | W5B | c) | W5F |
| | | W5F | or | WBB | or | B |
| | | B | | RWBB | | RW5F |
| | | RWF | | W5F | | W5B |
| | | | | B | | |
| | | | | RW5F | | |

Currently most skiers only learn one W5B as the second one is difficult and requires a lot of set-up time. Improved learning methods should help solve this problem.

5. Because of the difficulty of holding the reverse back wrap body position, the reverses of the following tricks are often avoided because they are difficult to master. Improved techniques are solving this problem with the new generation of skier because the skier is learning both back wraps at the same time.

Sample half runs with step-overs and wake tricks:

- | | | | | | |
|----|-------|----|-------|----|-------|
| a) | WBB | b) | WBB | c) | WBB |
| | RWBB | or | RWBB | or | RWBB |
| | WLBB | | BB | | BB |
| | RWLBB | | RBB | | WLBB |
| | | | WLBB | | RWLBB |
| | | | RWLBB | | |

The latter is an example of a run built according to flow.

Most skiers are more comfortable off one side of the wake than the other which dictates the wake and trick sequences they select.

The younger skiers are being trained so that they are equally comfortable off both wakes going out or coming in and therefore can build runs that not only flow and minimize the need of placement tricks, but result in higher point totals.

3. Here is a wake trick run with all the sequences in place. Please notice that step-overs and wake tricks are in separate groups to eliminate wasted time. The usual one exception to this is the WLBBs which fit in nicely with the WBBs. Many skiers start with the high point wrapped WL5F because the wrap is time consuming. It is also easy to learn especially compared to the other wake line fives.

WL5F
WLO
RWLO
B
W5F
B
RW5F

- | | | | | | |
|----|---|----|--|----|-------------------------------------|
| a) | WO
W5B
BB
WBB
RWBB
WLBB
RWLBB | b) | W5B
WBB
BB
RBB
WLBB
RWLBB | c) | W5B
F
RW5B
BB
R
etc. |
|----|---|----|--|----|-------------------------------------|

4. One of the most confusing sequences is a very simple one:

- | | | | |
|--|----|--|-----|
| B
F
RB
BB
RBB
WBB
RWBB | or | B
F
RB
RF
B
BB

WBB
RWBB | RBB |
|--|----|--|-----|

Why? Because the skier executes the tricks very rapidly, sometimes without pausing between the surface 180's, while during so half way through the surface 360's. Be aware of this possibility and ready to recognize the sequences.

5. The sideslides (hand-held or toe): Is it 90 degrees? Or is the skier overturning the ski? Or perhaps under turning it? With the new skis on the market, to determine the actual angle of the ski is difficult. So much also depends on where the judge is located relative to the skier. Yet, when you are in doubt, credit the trick. Finally, was the trick held in the 90 position for a brief hesitation and slid in accordance with the rules.

TOE TRICKS

The problems in calling toe tricks usually result from improperly performed multiple surface toe turns, and this final 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 position 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 the skier 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.

To summarize using a T7F as an example:

1. The problem is continuity for the skier, the instructor and the judge.
2. If the ski stops, it is a no credit trick as a T7F and should be called as seen – i.e., TO, TO(rep), or TB, T5F, or If you do not do so, you are penalizing those who do it correctly and have spent the time to learn and do it correctly.

3. Watch out for variable speed.
4. Ignore body size and amount of spray. Cuteness should not score points, nor youth for that matter.

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

BASIC TOE TRICKS - In probable sequence order learned.

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

2. THE FIRST "REVERSE" POSITION LEARNED is that of the reverse back wrap for the RTB-RTF.
 - a) TB next sequence learned
TF
RTB
RTF
 - b) TB TF
RTB TBB
(TF) the first problem:
TBB-stopping in the
back position

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, five potential stopping positions
TF
TB
RTF

5. SECOND "REVERSE" POSITION LEARNED: TO-RTO (wrap-in TO)
 - .1 Very difficult!
 - .2 The pull with the toe leg is the key.
 - .3 Often learned in two parts: TB, TF, very slowly.

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

6. Sample Runs:

FIRST	NEXT	OR
a) T5B	b) T5B	c) T5B
TBB	TBB	TBB
RTBB	RTBB	RTBB
TF	TF	T5F
TB	TO	TO
RTF	TWO	RTO
TO	TB	TWO
RTO	TWBB	TB
TWB	(TF)	TWBB
TWF	TWB	TF
TS	TWF	
RTS		

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

NOTE: 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.

7. THE THIRD "REVERSE" POSITION - Funny Wrap (Stiffler's) T5B - it is only one trick but it leads to a lot of points.

a) T5B	b)	T5F	b) =
TF		RT5B	- 11 tricks worth over 2700 points
RT5B		TBB	- Also 11 potential stopping positions
TBB		RTBB	with 18 possible 180's.
RTBB		T5F	- Even more potential confusion
T5F		TO	T7 or TO, TO or T5B, TF or TB,
TO		RTO	T5F, etc.
RTO		TWO	- The key tricks are the T7F and the
TWO		TB	RT5B as they are the most difficult
TB		TWBB	and set the rhythm for the pass.
TWBB		TF	
TF			

8. TWO-RTWO
TWBB-RTWBB

- | | | | |
|----|---|----|--|
| a) | TWO (going out)
TWB
TF only one "TWO" in run
TB
TWBB
RTWBB | b) | TWO
RTWO
TO only one
TB "TWBB"
TWBB
TWF |
|----|---|----|--|

- | | | | |
|----|--|-------------|---|
| c) | TWO
RTWO
TO
TB
TWBB
RTWBB
TF | Leading to: | T7F
RT5B
TBB
RTBB
T5F
TWO
RTWO
TO
TB
TWBB
RTWBB
(TF) |
|----|--|-------------|---|

12 tricks worth over 3000 points.

In the runs above, please notice the patterns the skier selects because of flow and to avoid repeat tricks, thereby saving time and amassing points.

Variation is not too common because of the learning progression chosen by the skier and a certain natural order to the toe tricks. The three preparatory positions discussed above (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 the skier does not have to reconstruct his/her runs every time the skier learns a new trick. It is much easier and requires less training time to add or insert the newly master tricks.

9. The following is an ideal toe run in terms of low end point value:

T7F	450				
RT5B	350				
TWBB	330				
RTWBB	330				
TBB	200				
RTBB	200				
T5F	350				
TWO	300				
RTWO	300	or:	TWLO	480	
TO	200		TO	200	Total:3190

SCORE: 3010 points in 10 tricks, average of 300 per trick

10. The Newer Tricks

.1	WFLIPB WFLIPF W9F WFLIPBF/B	.2	TWLB TWLO TWLBB TWL5B TWL5F	.3	TWLF	SLB SLO SLBB SL5F	.4	W7F SLF
----	--------------------------------------	----	---	----	------	--------------------------------	----	------------

Toe Wake Line Tricks -- ski over rope -- rope out of water --rope and ski over crest of wake -- all during ski's rotation (Rule No.16.17.12, 16.17.14).

Flips -- both feet should be higher than head during some point of rotation (Rule No. 16.17.15).

Ski Line Tricks -- Ski over rope -- portion of rope out of water -- feet on ski -- over wake's crest -- all during ski's rotation (Rule No. 16.17.12).

The top skiers are beginning to learn 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, the TWL5B and the TWL5F as well as the W5F and the W9F are rarely seen and the others only sparingly. This situation will obviously change as training techniques improve for these particular tricks, particularly among today's juniors whose methods of learning are much improved.

In conclusion, there are of course skiers who do not fall into the above 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, sex, and most importantly, every improving and evolving learning techniques.

Do you realize that when wake back-to-backs and wake fives were first being learned, the skier kept both hands behind his/her back in the back position? There was no half-wrap with the handle held at the side. The discovery of the 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.

Techniques are indeed evolving rapidly. But, nevertheless, the majority of trick skiers still adhere for the most part to the learning progressions described above. If the judge is familiar with these sequences, he/she will be better prepared to call these and similar runs as well as those less seldom seen in the trick course.

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CHAPTER V

THE CHIEF OF COMPETITION

The Chief of Competition is in charge and responsible for the overall operation and conduct of the entire activity. He/she should be an organizer capable of directing personnel in the calm, rational and unbiased manner and should have thorough knowledge of the rules governing each event, inclusive of any exceptions. The most important attribute of the Chief of Competition is to be an organizer capable of directing personnel in a wise, calm, rational, unbiased manner.

A Chief of Competition must be an administrator, a supervisor, a decision maker and a "DOER!"

ADMINISTRATION

Administration can be defined as the universal process of efficiently completing activities with and through other people. This also defines concisely the role of a Chief of Competition.

The Chief of Competition who develops administrative skills can better organize and focus on the functional procedures. This in turn will eliminate the randomness and management by crisis that is often witnessed in the Chief of Competition's environment.

LEADERSHIP

In the leadership role we guide and supervise. At a very basic level, leadership consists of supervision, motivation, communication and managing conflict. Leadership requires organization for without it you cannot lead. Organization is the establishment of a plan incorporating the activities to be performed, the personnel required to perform them and the physical factors that are necessary.

To coordinate these functions, the Chief of Competition must develop a formal plan that will foster a common goal among all the tournament personnel.

ESSENTIAL SKILLS

The Chief of Competition requires a variety of specific skills. A brief overview would include technical skills, human skills and conceptual skills as essential characteristics.

1. **TECHNICAL SKILLS:** This can be referred to as a complete and thorough knowledge of the rules governing each event inclusive of any exceptions. The specifics pertaining to entry requirements, registration and scoring, the technical elements of the venue and facilities. In short, the Chief of Competition **MUST** be an extremely technically knowledgeable individual.
2. **HUMAN SKILLS** play a major role in the success of the Chief of Competition and therefore to the success of the tournament. In the simplest terms, Human Skills is the ability to get along with other people and work well with them in a sporting event environment. It also involves motivating people to carry out tasks and directives. Human relation skills are extremely important in maintaining harmony and managing potential conflict situations.

3. **CONCEPTUAL SKILLS:** This can be described as the ability to see the total sports program as a whole! It includes recognizing how the various events and officiating functions interlock and how changes in one may affect the other.

The development of Conceptual Skills can be largely dependent upon competence of Technical and Human Skills. It can also be broadened by considering others' viewpoints. In this way we broaden our base of understanding from which we must ultimately make our decisions. Conceptual Skills are more easily developed in persons who are organized and take the time to plan.

What does the Chief of Competition really do?

PLAN YOUR WORK WORK YOUR PLAN

Planning is really quite simple. As a matter of fact, when we think about it, planning is something we do most of the time. Planning is merely a matter of determining where we are and identifying what we have and then deciding where and how we want to go from there.



Plan, plan, and plan. But what do I do first?

CHIEF OF COMPETITION DUTIES AND RESPONSIBILITIES

Your first chore as Chief of Competition is to collect and familiarize yourself with all the VITAL INFORMATION. VITAL INFORMATION will include but not be limited to:

- a list of divisions to be held.
- entry qualifications
- tournament classifications
- overall scoring, event scoring methods
- starting speeds/rope lengths
- any and all other rules exceptions
- deadline for entries
- who the other officials are (drivers, scorers, judges)
- their qualifications (if not familiar to you)
- availability of secondary personnel.
- the names and functions of the tournament committee
- specifications pertaining to the site and particularly judging and scoring facilities
- arrangements for safety and appointment of safety director
- copy of WSWC sanction application.
- list of appointed judges (appoint if necessary)

It is essential to the success of the tournament that the Chief of Competition be involved with or at least aware of the plans of the organizers as they may relate to the administration, organization and operation of the events (events is meant to encompass all activities, practice, special activities, safety, etc.). Be particularly aware of the needs or requests of the press.

REGISTRATION AND ADMINISTRATION

Although registration will be the primary task of those assigned to the function, you as Chief of Competition are ultimately responsible for its operation. Be aware of the following:

1. Entry deadline - late entry policy - official skier entry form. The information contained on the official skier entry form is essential to the preparation of the contestant's registration checklist.
2. Contestant's Registration Checklist -- This form is prepared using the information contained on the official entry form. Its preparation as early as possible will greatly simplify the registration of contestants as they arrive.
3. Qualifications -- Each contestant may have to present his/her proof of WSWC membership and proof of qualification for each event entered if/as required. Qualifying scores may be obtained from the official entry form but must be confirmed at registration.
4. Declared Trick Runs -- Each skier upon registration shall complete a list of proposed tricks to be attempted by the contestant.
5. Practice -- If organized practice is planned, be sure all the information is available at registration. It is advisable to have forms prepared to sign up for practice or perhaps issue practice tickets.
6. Safety Checklist -- As an aid to the safety director or his/her appointed person, prepare a ski/equipment checklist to be used during the safety check of skiers' equipment.

7. Information Package -- The details pertinent to skiers and/or officials should be prepared for distribution during registration.

This information to include:

- schedule of events
- accreditation of officials, skiers, press, etc.
- invitations/tickets and details concerning special activities
- parking regulations
- awards presentation - where/when
- schedule of boat assignment
- Judges' information package - worksheet.

TECHNICAL

The technical requirements of a competition seem obvious, but too often they are overlooked or forgotten. The result - delays and a poorly-operated competition.

ON-WATER CHECKLIST:

- slalom course - judging positions
- location of jump
- jump course
- trick course
- extra buoys, anchor, rope
- boat patterns & safety boat locations.

OFF-WATER CHECKLIST:

- starting area
- judging positions
- equipment for each event
- meter tables/master board
- scoring/registration area
- announcer's location
- scoreboard or number cards
- refueling facilities
- tournament ropes/handles
- audible device for tricks
- flags for boat(s).

SAFETY

- ambulance
- safety equipment checklist.

COMMUNICATION

- P.A. system
- FM radios to boats/towers
- hard line to meter stations or equivalent.

NOTE: Communications are a key factor in the success of the event. Take the time to make sure they are adequate.

EQUIPMENT CHECK LIST

- official slalom ropes
- official jump ropes
- official handles
- red & green flags
- audible devices for tricks
- back-up audible devices
- meter & master board equipment
- general necessities to install meter system
 - .1 thumb tack and small nails
 - .2 duct tape/masking tape
 - .3 very thin black nylon line (for manual masterboard)
 - .4 scissors or x-acto knife
- steel or fiberglass tape, 50 m or more
- confirm boats are WSWC approved towboats adequately equipped
- confirm safety boats and equipment
- availability of video equipment and operator to tape trick event.
- availability of video equipment and operator to tape slalom event.
- scoreboard or number cards

DUTIES DURING THE COMPETITION

During Each Event:

- assume a "command post" to oversee all occurrences and anticipate any required action

As Each Event Near 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

At the Conclusion of the Final Event:

- 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 of Competition's Report
 - (tournament/procedures/exceptions)
- Tournament Officials' Record Forms
 - Officials' Personal Performance Records
 - Skiers' Record Books
 - Record applications (RC tournaments only)

NOTES:

METER SYSTEM FOR MEASURING JUMPS

The Johnson Meter System for measuring distance in water ski jumping is based upon the principles of geometry and trigonometry applied through the use of three sighting stations located on or near the shoreline. These stations measure the angles from the jump to the point of the skier's landing. This angle is then interpreted into distance on a master plotting board. This master plotting board is simply a scaled representation of the jump and relative positions of the meter stations.

In Record Capability and IWSF List tournaments, Video Jump shall be used to measure distances. Other tournaments may use one of the following three methods:

1. The first system consists of two stations with two meters of each station. Be aware that the accuracy of this system can be affected significantly by one poor reading.
2. The second system consists of three stations with one meter at each station. One poor reading could cause inaccurate results or a re-ride.
3. The third system consists of three stations with two meters set at each station. This provides accurate results, but it is more difficult to set up and requires six meter readers.

The following discussion pertains to the Johnson meter system set-up as it is important that you understand these basics. You may have a situation where you have no power and must utilize this to finish or even run your tournament.

READING METERS

Reading jump meters may sound like a rather easy job until you try it and find out how much variation there can be between the upper and lower meters on each station. The experts expect no more than .4 degree maximum variation.

For the jumping event, two meter readers will be needed at each station. Hence, for our three stations a total of six persons will be required.

To sight the jump, the sight arm is moved from the lip of the jump to a point directly beneath the skier's heels at the instant of landing. For purposes of consistency, it is assumed that the center of splash or its highest point marks the spot where the heels of the skier land. Where the splash does not appear, the sights are aimed at the center of the air bubbles which occur. Occasionally, multiple splashes occur, and the meter reader must use his or her own judgement and experience.

Extreme care must be taken in sighting and reading. The scale on the meter should be read to the nearest division by the upper and lower readers. After the readings are obtained, the sight arms are not moved so that, in the event of a re-check, the operators may refer again to the meters and re-check the reading.

It is suggested that a secretary be stationed at each meter or one of the meter readers assume this function and be responsible for the forms and reporting the readings to the masterboard.

There are two very distinct methods of doing this:

SYSTEM A The secretary records the readings top and bottom and averages them, reporting only the average to the masterboard operators.

SYSTEM B The secretary records the readings top and bottom and reports both the top and bottom reading to the masterboard, who in turn records and averages the readings. This latter method is necessary for computer jump measuring systems and for all record capable tournaments.

There is a very distinct advantage to System B. Using this method, the masterboard has both readings (top and bottom); and, in the necessity of plotting top or bottom readings, the information is on hand. The readings and averages are recorded on the individual sight meter record forms at each meter station.

During the tournament, the Chief of Competition or assistant will assign meter readers for each jumping event. Several minutes prior to the event, each reader should report to the judges' stand, pick up the sight meter form and report to his or her designated meter station. This will allow the meter readers time to check the meter and communications and be ready to go at the conclusion of the event on the water.

It should never be necessary for the Chief of Competition or the announcer to remind the meter readers to report to their stations. During the event, it is of the utmost importance that the readings be made quickly and communicated quickly to the masterboard operator.

The approximate distance shall be communicated to the skier after each scoring jump if available.

INSTRUCTIONS FOR MASTERBOARD OPERATORS (MANUAL SYSTEM)

In the operation of the master board there shall optimally be three operators. One of these persons should be employed to handle communications and record and average the angles. The three operators will operate the arm or string designated as meter A, B or C. These strings represent the angles viewed from each meter station (A,B,C). Each operator is responsible for the accurate placing of his/her designated meter station. The chief masterboard operator will then read the distance at the point of intersection of the strings or plastic arms. The distance is recorded and communicated to the announcer and skier. As readings are received from the meter stations, the operators will move the arms along to the correct degree readings on the corresponding protractor.

In general, the strings will intersect at a point on the distance grid between increments, the distance is then read to the nearest increment. Where the arms intersect half way between two lines, the distance is to be read to the next highest increment.

Jump distance shall be measured from a point on the distance grid between increments, the distance is then read to the nearest increment. Where the arms intersect halfway between two lines, the distance is to be read to the next highest increment.

Jump distances shall be measured from a point at the water line directly below the center of the top edge of the ramp to the point where the heels of the skier landed.

In a three-meter system the average sightings of each meter station are used to measure the distances, providing the spread between top and bottom meters is within the allowable spread of one (1) degree between top and bottom readings:

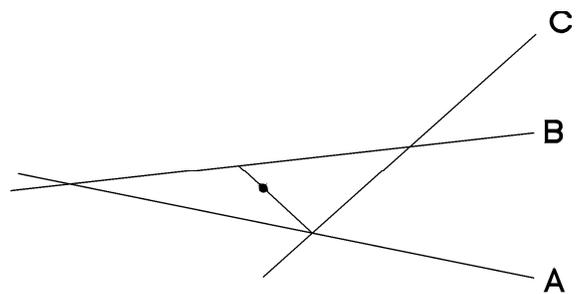
EXAMPLE A	Meter A	Meter B	Meter C
Top	28.6	90.1	40.2
Bottom	28.4	89.5	41.1
Average	28.5	89.8	40.65 (Round up to 40.7)

It is important to note that, when using a manual masterboard system, in the case of Meter C's readings and the average is two decimal places, you round up to the next nearest 1/10 degree. Thus, 40.65 will round up to 40.7

In the case of Example A where the average sightings are used, the masterboard operator will measure the jump distance at the only possible point of intersection of the three angles. The only point of intersection when a triangle is formed by the three angles is determined by finding the centroid of the triangle. The centroid is defined as the weighted center. There are two methods of determining the centroid and are as per the following (Diagram 5).

USE OF AUTOMATIC METER READING SYSTEMS

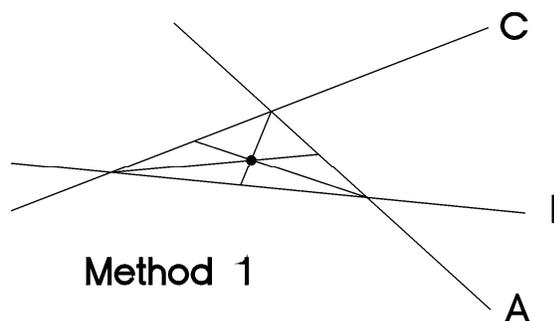
Automatic jump meter reading systems use a variety of devices to convert angles to digital or analog signals to be read at the computer. While these devices can be extremely accurate under ideal conditions, at times, in the field, calibration may be necessary due to temperature changes and/or humidity changes. Because of this, it is extremely



Method 2

important that the meter readers write down the manual readings just in case a malfunction of the computer or measuring device may occur.

DIAGRAM 5



Method 1

Centroid is found by drawing a line from each vertex to center of opposite side. The point of intersection is the centroid.

Draw a line from any vertex to the center of the opposite side, measure 1/3 the length of the line from the side.

If the spread between the top and bottom meter is out of tolerance (exceeds one (1) degree), both readings will be tried in turn. The sightings giving the SMALLEST triangle will then be the only ones used to measure the distance jumped:

EXAMPLE B	Meter A	Meter B	Meter C
-----------	---------	---------	---------

Top	28.6	90.1	40.2
Bottom	28.4	85.5	41.5
Average	28.5	89.8	spread between top and bottom exceeds 1 degree try BOTH readings in turn.

Record which angle was used to provide smallest triangle.

When the *SMALLEST* triangle obtained by the measuring system has a height greater than 1.5 meters (to scale) the contestant will have the option to either take the jump over again or accept the shortest distance measured from the corners of the triangle, unless one of the skier's other jumps is farther than the longest possible distance measured from one of the corners of the triangles. If the re-ride is taken, the disputed jump will not count, however, the contestant's distance on the optional re-ride jump may not exceed the longest distance measured from the corners of the triangle. REMEMBER - disputed jumps are to be resolved sequentially in the order that they occurred!

EXAMPLE C

Disputed jump score of 18.0 m minimum with a maximum of 20.0 m and the skier requests a re-ride on that jump.

Re-ride score of 20.0 m - Score is 20.0 m

Re-ride score of 23.5 m - Score is 20.0 m

Re-ride score of 16.1 m - Score is 18.0 m

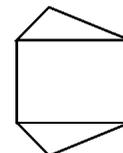
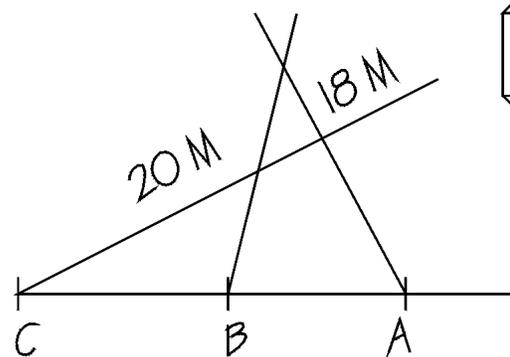
You will note that, in the last case, even though the skier only jumped 16.1 m, the skier's score is the minimum distance of the disputed jump. In the event of a tie, the competitor(s) affected then have the option of a rerun or to accept the shortest possible distance reference.

The size of the triangle is defined as the distance between the corner of the triangle closest to the jump ramp and the corner furthest from the jump ramp.

INSTRUCTIONS FOR METER READERS

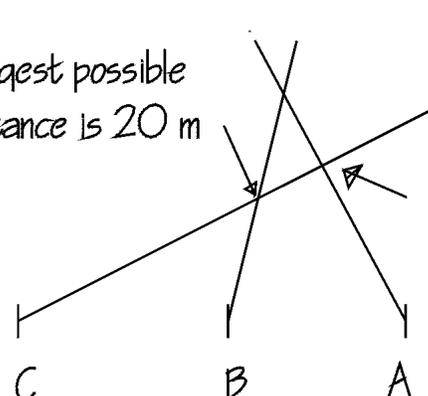
Metering is to be done in *DECIMAL* degrees. Individual protractors are to be read to the nearest .1 degrees. Averaging of the top and bottom protractors at a meter station will be done and rounded off to the nearest tenth of a degree. Thus the numeral after the decimal point of the number which is the average of top and bottom

DIAGRAM 6



TRIANGLE SIZE IS 2 METERS

Longest possible distance is 20 m



Shortest possible distance is 18 m

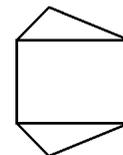


DIAGRAM 7

may be even or odd, but no fractions of tenths of degrees can result. The experts expect no more than a .4 maximum variation. This method is not optional. Here are some examples:

	Top Reading	Bottom Reading	Average	Notes:
a)	24.2	24.3	24.3	Rounded up from 24.25
b)	28.0	28.4	28.2	
c)	15.1	15.6	15.4	Rounded up from 15.35
d)	40.2	39.6	39.9	

PROCEDURE FOR READING A METER

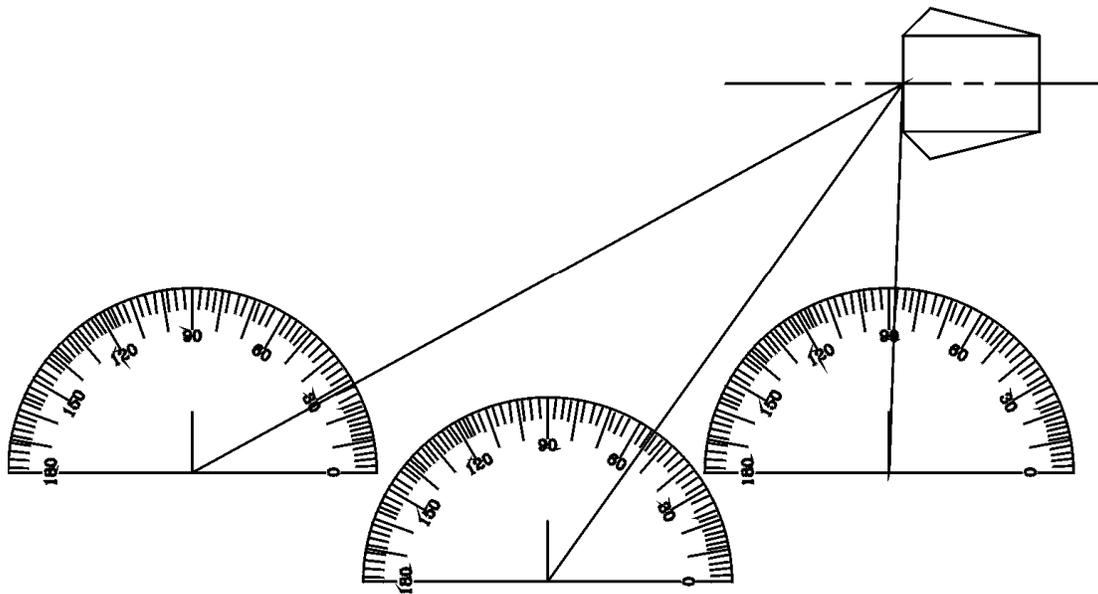
Select upper or lower station (normally based on height and comfort of individuals) and do not rotate positions after beginning of event.

Determine which position will make the entries on sight meter sheets and which position will report to the masterboard.

Practice with partner before beginning of event by sighting on various objects on the water and reading to the nearest .2 degrees.

Accuracy is a must and speed is most important to give the distance to the skier before the next pass.

DIAGRAM 8



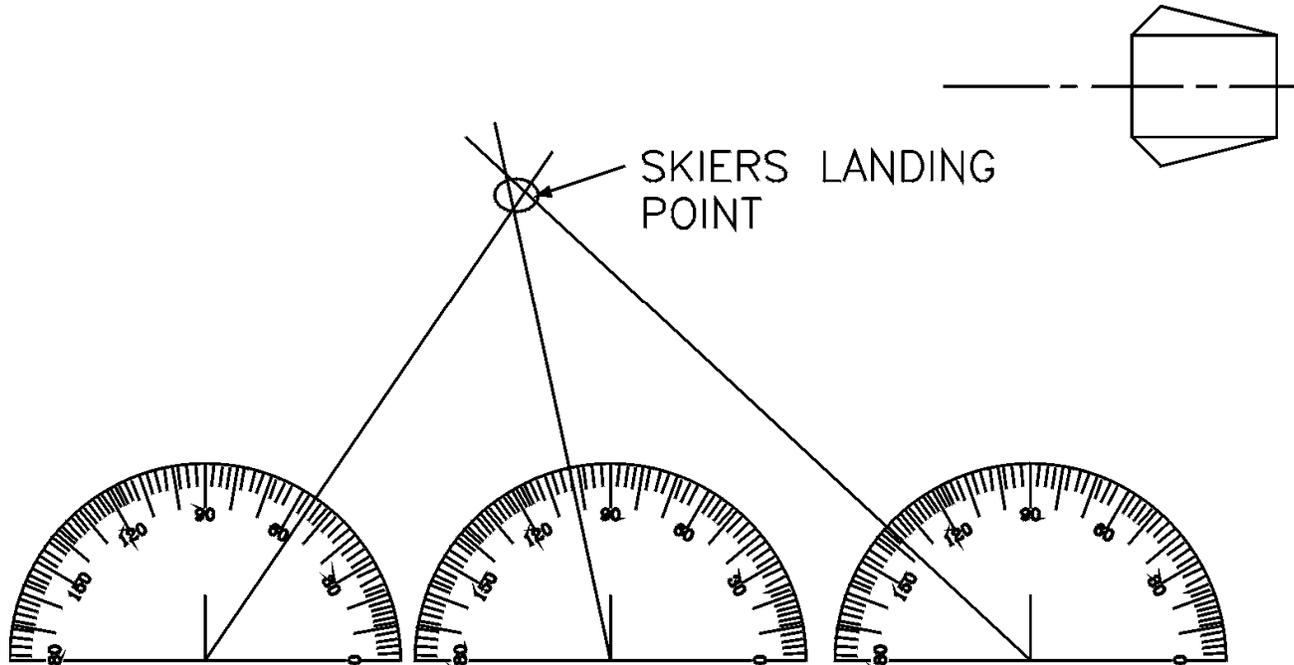
Estimate distance of skier and pre-position sighting arm.

Place one hand on base of near sighting hole and other hand on base of sighting arm between sighting holes to enable smooth movement of sighting arm.

Place face and eye close enough to sighting hole so your field of vision is large enough to accommodate skier and is concentric with the front line of sighting arm. Holding this position open, open both eyes to enable you to watch skier go over the ramp and into the air.

As skier lands, close "non-sighting eye" and adjust vertical line at the front of the arm to the center of the splash of the skier's landing where the water rises the highest. Where multiple splashes occur, select the splash nearest the ramp. Where a splash does not appear, sight on center of the air bubbles.

DIAGRAM 9



Read degrees quickly but accurately. Remember to read to the nearest .1 degrees.

Report to the masterboard. Report as follows:

1. Station A
Top - Bottom
2. Station B
Top - Bottom
3. Station C
Top - Bottom

If necessary, involve a third party to record both meter readings and figure the average and round up when necessary.

The longest standing jump shall be the contestant's score in the jumping event. Contestants must complete one standing jump in order to place or earn overall points in the jumping event.

If a tie results, the second longest jump of each skier in the tie shall be counted to break the tie. The overall points will be the same for all contestants involved in the tie. If a tie still exists after consideration of the second longest jump.

In the event a tie still exists after consideration of the second jump, the tied contestants shall run off with a new draw for order. Each tied contestant will be allowed two passes through the course.

Immediately prior to each jumping event, the Safety Director, Chief of Competition or appointed person must inspect the condition of the jump ramp and ensure its condition is safe for that event.

A Short Note on Computer Masterboards:

Jump distances may be calculated by using a computing device. Before any such use, the Chief of Competition or designate must verify the device implements WSWC rules by checking the results generated by the device against the standard bench mark referred to in the Official WSWC Tournament Rules.

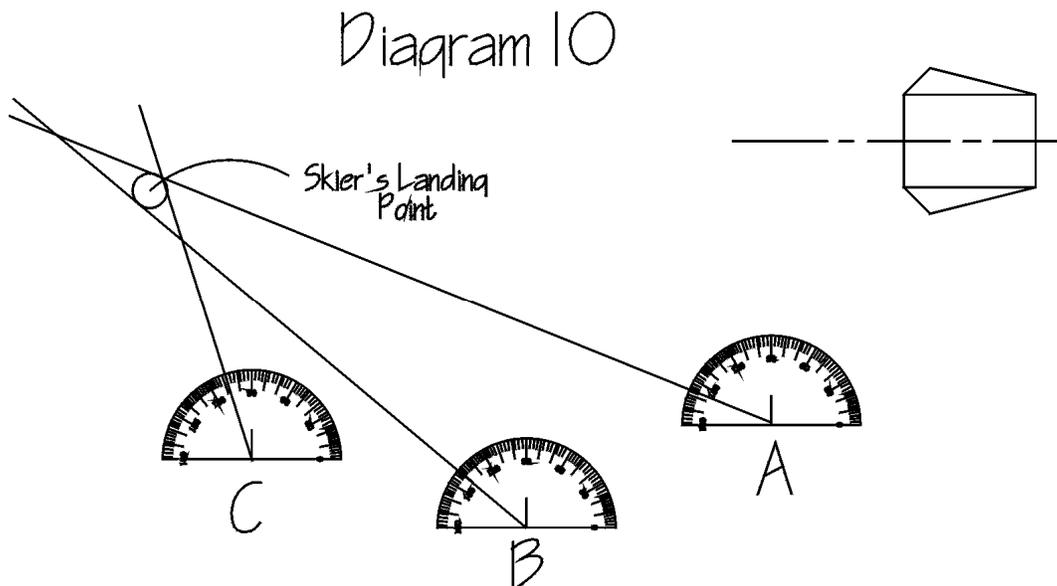
Computer jump measurement programs have been developed to simulate the masterboard. The only thing different is that you don't usually actually see the masterboard because all the calculations are done in the computer. In the case of automatic metering devices, you may not even have to input the angles from the meter tables. However, you must ensure that the manual readings are written down by the meter operators for reference.

The systems vary but the end result must pass the Benchmark test as per Appendix IV of the rule book.

The key to a good computer masterboard setup is to make sure that your initial readings from the meter stations are accurate. If possible, use a transit to key in the angles between the jump and various meter stations. If this is not possible, try several independent readings and make the minor adjustments necessary to narrow errors in the initial readings.

The computer masterboard system has been developed to simulate a somewhat different method of finding the landing point of the skier. In essence, instead of finding the centroid of the triangle, it inscribes a circle tangent to the sides of the triangle and finds the centre of the circle. The skier's jump distance is then the distance from the leading edge of the jump to the centre of this circle. If the inscribed circle is larger than 0.6 meters in diameter, this represents the same condition as a *wide triangle* with rerun options as discussed previously.

This method has been developed to reduce the number of *wide triangle* reruns at sites where the meters are located far away from the landing point of which has been depicted below.



In this case, small errors in reading from Meter A can cause large errors in the triangle size. The intersect of meter C with B and A is most likely the area where the skier landed as this meter is closest to the landing point. Meter A is probably reading between the skier's legs where it is difficult to see the center of the bubbles or splash point. In this case, the inscribed circle method gives a more accurate reading of the actual landing point of the skier.

SCANNING

Trick scanning can be a demanding position. The official responsible for this duty is usually the calculators, however, all judges should know and understand the basic principles and rule requirements for trick scanning. The major rules that come in to play are: 16.9: Declared Trick Runs; 16.12: Credit for Tricks; 16.15: Scoring Tricks and in some cases; 16.14: Video Tape.

The purpose of scanning is to take the scores from five event officials and find a simple majority on the tricks performed by the skier. This means you must find either 3 of 5 decisions on a trick, or where you can't find 5 decisions - use 2 of 3. Under no circumstances shall a skier receive credit for a trick with less than two judges giving credit.

1. PHILOSOPHY

Give the skier as much as possible - maximize score within limits of the rules.

When more than one sequence can be scored - use one with the highest value.

i.e. TB, TF, TWB, TWF (DECLARED)
 TWB, TWF, TB, TF (ACTUALLY PERFORMED)

Score should be TWB, TWF as sequence is worth 300 vs. 200 for TB, TF

2. ANSWER THREE QUESTIONS FOR EACH TRICK:

- .1 **WHAT WAS THE TRICK ?**
- .2 **WAS IT DONE CORRECTLY ?**
- .3 **WAS IT DONE IN COURSE ?**

Answer each separately for each trick scored by the judges

3. METHOD

Start with the declared run and work through judge's sheets. Try to recreate where necessary.

Declared Run: T7, T5B, TBB, R, T5F, TO, R, TWO, TWB, TF, TB

i.e. Judge #1: T7, T5B, TBB
 Judge #2: TO, TO, TB, TBB, TF, TB

Reviewing the above sequence, and as described in the Trick Calling segment of this manual, Judge #1 saw 3 tricks while Judge #2 also saw the three tricks combinations but called it the way they were done in his/her opinion .

Judge #1 and Judge #2 wrote it down exactly the way *they* saw what the skier had done. Had the skier fallen after completing the TBB (as per Judge #1's score sheet), how would you score the run. Is Judge #1 correct? Is Judge #2 correct? Does the skier get the TBB ?

The answer to this question is to count the rotations of the skier as called by the judges. Using this analogy, you will see that the TBB called by Judge #1 is not the same TBB called by Judge #2. The TBB called by Judge #2 is probably part of the T5B trick. However, you will need a third judge's score sheet to resolve this trick run as you do not have a majority decision on any trick.

Declared Run: T7, T5B, TBB, R, T5F, TO, R, TWO, TWB, TF, TB
 i.e. Judge #1: TO, TO(rep), T5B(nc), TF, TB, FALL
 Judge #2: TO, TO, TB, TBB, TF, TB
 Judge #3: TO, TO(rep), T5B(nc), TF, TB, FALL

In the above example, Judge #1 and Judge #3 called the same sequence. How would you score the run? Does the skier receive credit for the TO ? How about the TF, TB ?

The answer is YES to both questions as they were performed in the sequence as written in the declared trick run and 3 of 5 judges gave credit.

Other key items that need be addressed include OOC (out of course) and NC (no credit) notations on score sheets. OOC does not mean NC; it means the judge saw that the trick was completed outside the beginning or end of the course.

Resolve the following as scored by 5 judges answering each of the three questions in point 2 above.

i.e. JUDGE 1 JUDGE 2 JUDGE 3 JUDGE 4 JUDGE 5

B nc B B ooc B ooc B nc

Resolve:	What was trick?	B	
	Was it done correctly?		Yes, (only 2 say nc)
	Was it done in course?		Yes, (only 2 say ooc)

Therefore, the trick was a **B**, good and in course

4. RESOLVING PROBLEMS

- if scanner can't resolve - take to Chief
- typical problems include
 - different sequence from declared
 - reversed sequences
 - dealing with n/c and ooc
 - no majority

5. VIDEO

- if Chief can't resolve - use video (if available) - Rule 16.14
- video cannot be used to change judgement - **ONCE A JUDGE HAS IDENTIFIED A TRICK AND DECIDED WHETHER IT IS CREDIT OR NOT, IN COURSE OR NOT, VIDEO CANNOT BE USED**
- video can be used when it is not possible to obtain a majority as to what trick was done, whether it was done correctly and in time or at the request of an event judge in circumstances the Chief considers exceptional

6. SCANNING EXERCISES

Within the home study course outline, you will find numerous exercises for scanning. It is important to try them out to see how you fair in this aspect of the sport. Even though you may not have to do the chore, you will get an appreciation for how to properly fill out a trick judging sheet.

DUTIES OF THE DOCK STARTER

Although not officially an appointed judge, the dock starter is in a key spot and can play a major role in the tournament's function. Working closely with the Chief of Competition the dock starter is where the action starts, and a personable dock starter can play an important part in the attitude of the skier who needs every encouragement just before staging his/her all-out effort, but sometimes must be prodded a bit to keep the tournament on schedule.

It is here that a dock starter can make or break the efficiency of a tournament. Delays on the starting dock will set the tone for the entire meet and once a delay or series of delays occur, it is often impossible to play "catch up" and return to the schedule.

It is a good idea that the dock starter also be assistant safety director. In addition to checking each skier for proper flotation device, the dock starter may be responsible for having the proper towropes on hand and for determining that the skier's choice of ropes and handles comply to the official rules.

If assigned the duty by the Chief of Competition, a dock starter may require a stopwatch and know the rules governing the five-minute rest period after excessive reruns or possibly even the three-minute period allowing a skier to get back on his or her skis in certain circumstances and the one-minute provided in the case of emergencies developing or discovered just prior to the contestant's turn to ski.

The dock starter must be provided with an official starting list for each event and be in communication with the Chief of Competition.

PHILOSOPHY OF AN OFFICIAL

PHILOSOPHICAL CHARACTERISTICS OF OFFICIATING

An individual's philosophy can best be termed as an ambition to make the best possible approach in meeting situations and making the best of them.

This basic formula, while appearing simple, can best be served by an application of common beliefs and the exercise of sound judgement. The official who accepts his or her duties with a keen sense of responsibility will adjust his/her philosophy patterns into a mold of effective competency through a constant program of self-improvement and development.

Officiating must be accepted as a distinct responsibility. Officials must create and adopt standards which will ensure the respect of athletes and spectators alike.

The official's philosophy code is complemented with these attributes:

1. Attitudes

Generate a purpose to your role. Be dedicated and become devoted to the task. Be respected...in turn be respectful. A sincere approach will in turn create the desired components of loyalty and dedication to the sport.

2. Conduct

Develop self-confidence in your every action. Never seek to use the role in a domineering style. Be a student of the sport, aware of all rules and procedures. Conduct yourself on a high and impartial level. Learn to communicate with fellow officials, and retain a level of respectability in your rapport with sport personnel.

3. Manners

Control temperament to that of event conditions, always be in charge. Manners must include patience, tolerance, firmness. Use these sub-attributes wisely. Develop an acceptable on-site code of manners.

OTHER ATTRIBUTES

1. Patience

The role demands self-restraint. Learn to absorb verbal comments. Be patient while waiting for promotion to higher levels of your sport. Do not seek to advance too fast but rather absorb all experiences possible in creating a basic foundation of solid officiating.

2. Tolerance

Exercise wisely when working in different (higher or lower) categories of your sport. Avoid being overly-pompous and above all, never display or exercise a false show of superiority.

3. Control

The most important talent you can master. Be everlastingly in charge. Sport decorum and orderliness is the official's responsibility. An official may possess all qualifying traits, and master the basic philosophies, but if the official is unable to control the event, his/her efforts become voided and critically meaningless.

4. Subjectivity

There are those who may say that it is not important for officials who work on the minor levels to possess the knowledge and exercise their duties as competently as those who are assigned to the higher levels of the sport. This is far from the truth. All organized events, whatever category, deserve a high level of officiating. To do otherwise is tantamount to suggesting that primary schooling is unimportant.

PHILOSOPHICAL REASONING OF RULE APPLICATION

The official must approach the job with complete knowledge and understanding of the rules and procedures adopted by the sport which he/she is about to serve. Certainly no one is given a license to drive a car until tests are made and the individual proves himself capable of knowing what it's all about...by the same token, before anyone is hired for a specific task the employer must be convinced of that person's qualifications. An important basic philosophy to remember is that: "Every rules committee operates under a fundamental concept that its officials have a clear understanding of the intent and purpose of the regulations".

It is not enough that some officials master the rule book from memory and are able to recite the rules from cover to cover, or to quote passages at great length during the clinic lessons. The important and required philosophy is that the competent official will strive to analyze and detect the purpose and the meaning of the rule so that the application may be made in its proper perspective during competitive actions. Each and every rule as written has a purpose. Learn how and when to apply. Understand the circumstances that dictate the reasoning for actions...and finally, adopt a philosophical code of applying the rules in the interest of the sport and the athletes.

The application of rules must be tempered with sound judgement. There are very few rules written that are easily interpreted and literally applied! Understandably it is incumbent that the official has a thorough knowledge of the rules and their application. It also prescribes to the fact that he/she has been commissioned to officiate because they possess sports intelligence.

It is the responsibility of all officials to exercise mature judgement in evaluating situations in the light of basic philosophies. Regrettably too, there are many officials who do not agree with these basic requirements. They are the ones who lack in constructive philosophies and seek mechanical means for making decisions...these are the book-minded individuals...strict "zombie prototypes" ... literally orientated constructionists. They have no faith in their own judgement. They are unsure and insecure when given responsibility. These are the officials who want a rule to cover every little detail to replace judgement.

ACTION

1. Accept constructive criticism.
2. Learn to benefit from the experience of trial and error.
3. Study constantly...rule books, casebooks, officials' manuals, etc.
4. Attend clinic and instruction sessions at every opportunity.
5. Talk over areas of doubt and concern with fellow officials to reach common ground of understanding.
6. Establish an attitude of enjoying the role.
7. Foster a sense of pride in your ability to officiate.
8. Master the art of communication...learn to respect people.
9. Remember the basic responsibility..."Learn through learning".

Officials must be aware that advancing too quickly into high levels of competition may be as damaging a factor as the failure to cultivate a basic philosophy. Be prepared before accepting advanced assignments. Be qualified to graduate from the local to regional...thence on to higher (perhaps to national or international events) as one becomes effectively proficient in his chosen field.

**** GOOD LUCK AND HAPPY OFFICIATING ****

CODE OF ETHICS FOR SPORTS OFFICIALS	
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| 1. | I shall have complete knowledge of all rules and competition procedures for officiating applicable to Water Skiing; |
| 2. | I shall honor all event commitments of which I have made; |
| 3. | I shall strive to set a good example of conduct to all, whether competitor, official, or spectator and shall always act consistent with the principals of Fair Play; |
| 4. | I shall keep in mind my important charge is the safety and general welfare of all those under my supervision and shall not tolerate any action which may be hazardous to another; |
| 5. | I shall constantly review my work and seek to improve the standards of officiating for Water Skiing; |
| 6. | I will strive to render decisions firmly but without arrogance; fairly but without officiousness; and to render all decisions according to Rules, regardless of the score, the individual concerned, partisan spectators or the Teams represented; |