



SINGAPORE
WAKE/PARK

Categories <i>*riders are only permitted to enter one category</i>	Features	Air Tricks	Inverts & Spins
Mixed Juniors Boys & Girls (12 Years old & under as of 1st January 2019)	No Restrictions	No Air Tricks	No Inverted Tricks Can perform any number of spins in any direction on all features. Spins will be limited only up to 180 degrees rotation. Blind landings are NOT permitted. Surface & Ollie tricks are permitted throughout the run and limited to only frontside 180's
Novice Women			
Novice Men			
Intermediate Men	No Restrictions	No Air Tricks	Can only perform maximum one (1) inverted trick off any feature. No handle pass inverts, no wrapped or blind landings permitted. Can perform any number of spins in any direction on all features. Spins will be limited only up to 360 degrees rotation. Blind landings are NOT permitted. Surface & Ollie tricks are permitted throughout the run and limited to only frontside 180's & 360's
Advanced Men	No Restrictions	Maximum one (1) Air Trick - no handle pass inverts, wrapped or blind landings permitted	Can only perform maximum one (1) inverted trick off any feature. No handle pass inverts, no wrapped or blind landings permitted. Can perform any number of spins in any direction on all features. Spins will be limited only up to 360 degrees rotation. Blind landings are permitted. Surface & Ollie tricks are permitted throughout the run and limited to only frontside or backside 180's & 360's
Masters Men (40 years & over as of 1st January 2019)			



Categories	Features	Air Tricks	Inverts & Spins
Open Women	No Restrictions	No Restrictions	No Restrictions
Open Men			
Mixed Wakeskate Men & Women			

Note: categories with less than three (3) entries will be merged with a higher category, example. Intermediate men will merge with advance men if less than three (3) entries

Competition Format

The course will have a defined Start and End point for riders to note.

Riders will be given two (2) passes to perform their runs. Each pass will take place after the entire roster of riders in that heat, have finished their passes.

There will be no pick-ups allowed if a rider falls during his pass. If a rider falls, that indicates the end of the pass. The rider then has to swim out of the course with his/her equipment and walk back to the dock (if there is one more pass to go) or the competition area (if that was the end of the heat).

Riders can perform their tricks in any order they wish to within the guidelines and restrictions of each category. Tricks performed outside of the stipulated guidelines will not be scored. Riders may be disqualified if they do not heed the judges warning to perform tricks within the stipulated restrictions.

Scoring Criteria

Technical performance = 50 %

(What did the rider perform?)

Judges look for the variety and diversity of tricks. Did the rider make the effort to make the trick as technically impressive as possible? Is he too safe? Is the rider taking risks? Does the rider exhibit technical mastery such as adding grabs and rotations or tweaks that take the base trick performed to then next level? Does the rider clearly display technical mastery above the rest of the competition?

Overall Impression = 50 %

(How did the rider perform?)

How impressive was the overall routine, how big did was the rider going? How aggressive was the run? How impressive was the run?

Was the run displayed in a flowing creative sequence that attracts the attention of the audience and the judges? Was the sequence exhibiting full and creative use of the course with a balance of Regular and Goofy stance tricks?



For Sliders and Kickers: How technical, controlled and balanced is the rider? The judges look for the degree of effort (or effortless) in each manoeuvre performed and of the overall run. Does the rider show his personal style in the trick performed?

Course Layout

Start and Finish of course

Riders will start from the dock and enter the course. The judges will start scoring from the moment the rider passes the Green pin indicated (Start of Course). Riders will ride around the course and perform their run. The final trick performed will be at the kickers. For all categories, the Red pin (End of Course) indicates where the judges will stop judging.

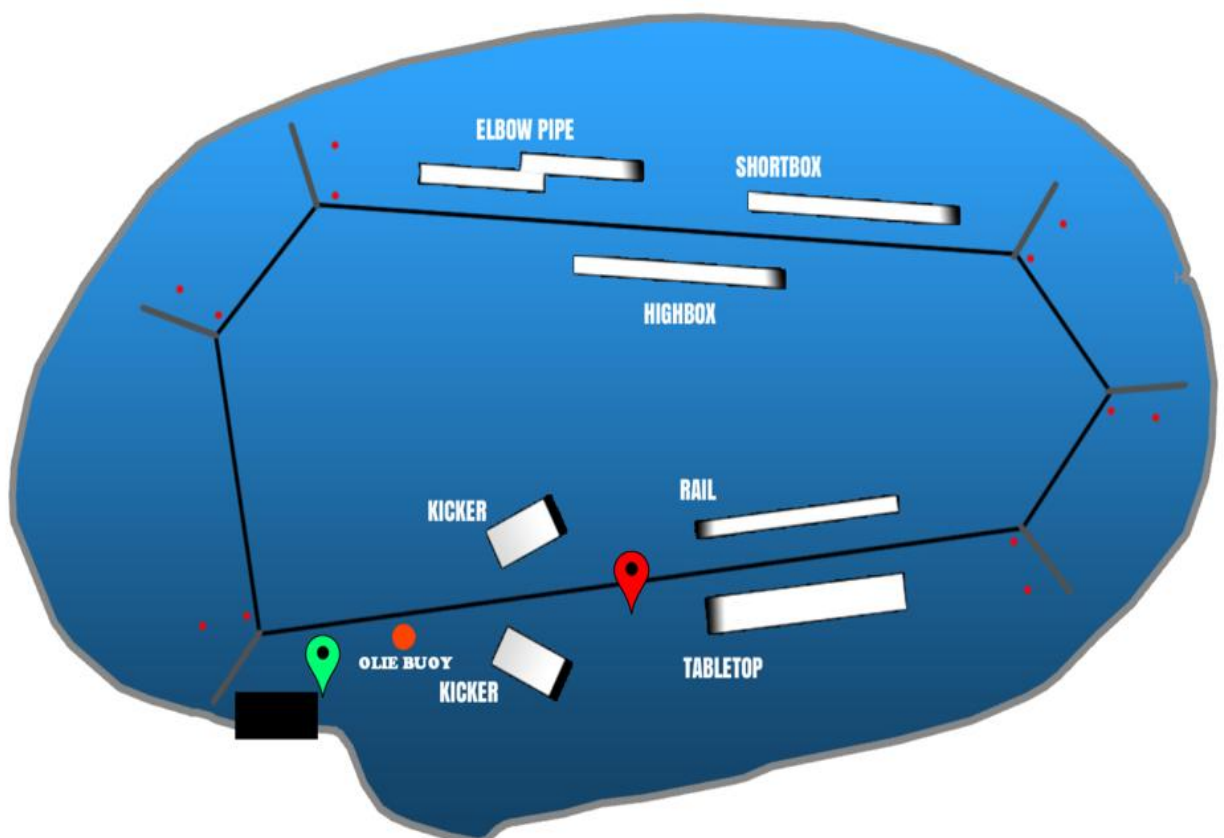
If the final trick performed is on one of the kickers, riders are to execute the trick, land it and make every effort to not swing the main tow cable in consideration of the next rider.

Exiting the course

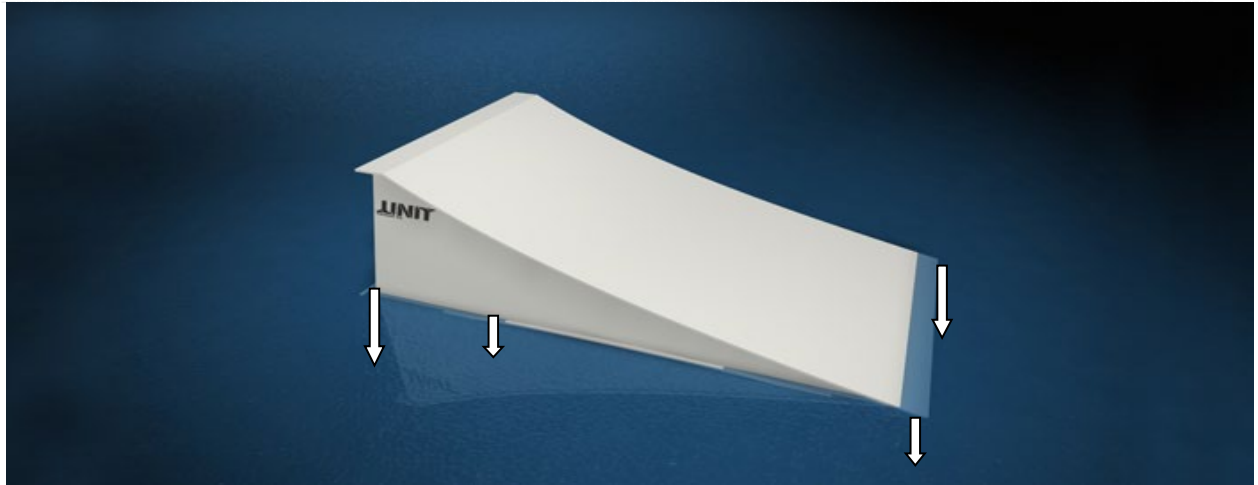
After passing the Red pin, riders will continue around the course and spray the obstacles as a sportsman gesture for the next rider. Exit will be at the motor tower, before the Control Station. Gently exit the course and do not shake the main tow cable purposely.

The next rider will be released to enter the course when the existing rider is approaching the motor tower.

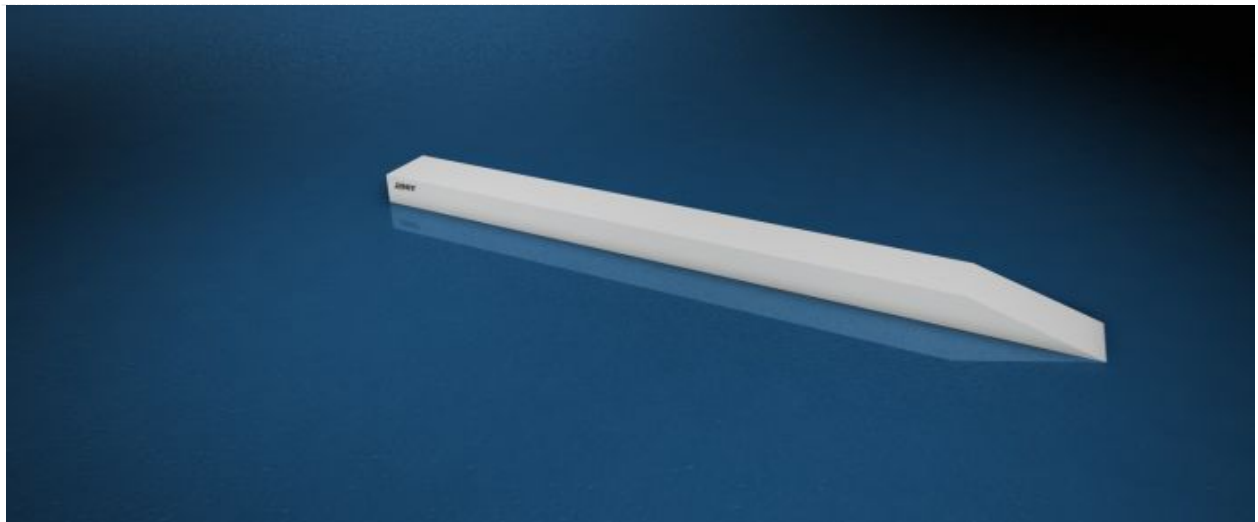
Features



KICKER (left & right)
SIZE: 420 X 200 X 105 CM



TABLETOP
SIZE: 1000 X 100 X 50 CM

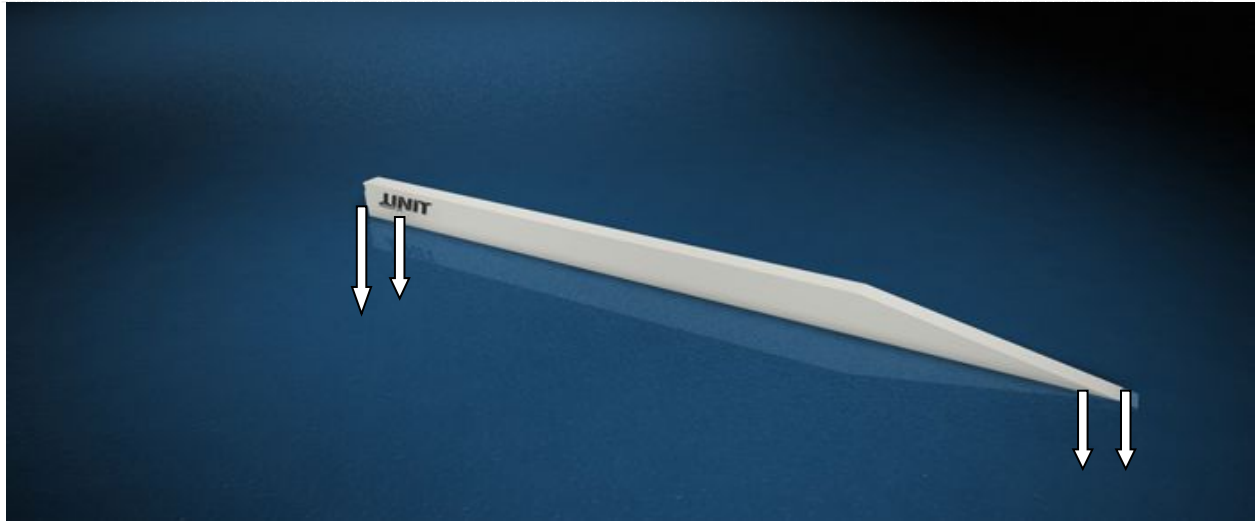


RAIL
SIZE: 1300 X 40 X 80 CM



SHORT BOX

SIZE: 1300 X 40 X 80 CM



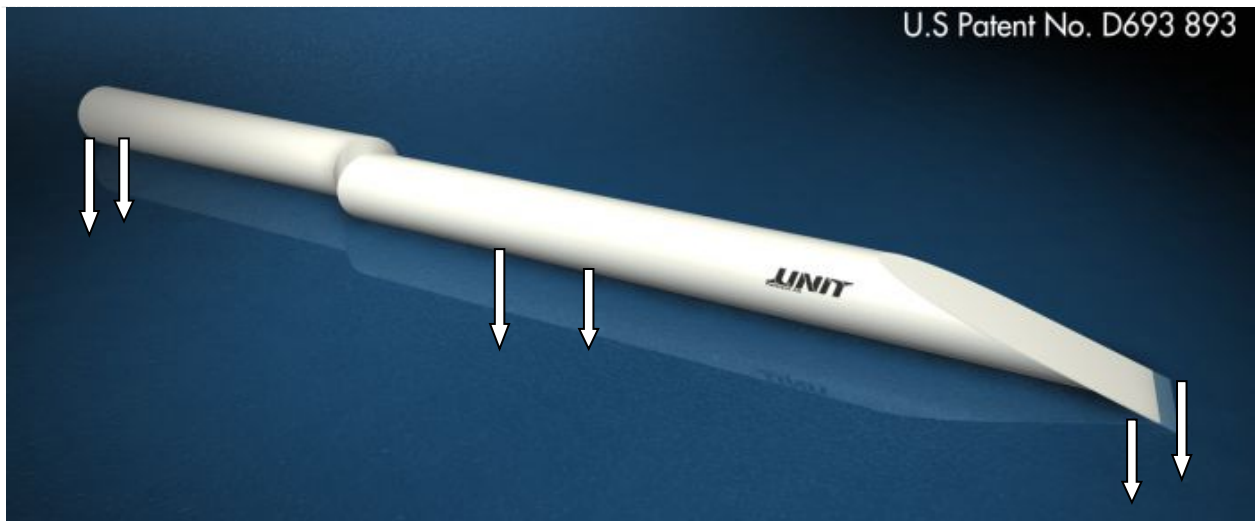
HIGHBOX

SIZE: 1200 X 40 X 100 CM



DOUBLE ELBOW PIPE

SIZE: 2100 X 90 CM



Important Links

On-Line Entry Form – [click here](#)
Event Information Page – [click here](#)
Singapore Wake Park Web Site – [click here](#)

On-Line Starting Orders & Results

All riders are required to register an online profile

Guide on How to Register – [click here](#)

Open Wakeboard Category Results – [click here](#)

All Other Categories Results – [click here](#)

Mixed Open Wakeskate Category Results – [click here](#)

Updated 23rd May 2019

