

COMPETITION RULES AND REGULATIONS:

UNDERSTANDING ROUNDS OF COMPETITION

Qualifying round;

Typical of professional events where there is a large number of participants in the same division. Cuts are made to narrow the field for the following rounds.

Quarter finals;

Usually the first of 3 rounds for most events. There can be cuts made in this round, qualifying riders through to semi finals.

This round is usually the first of 3 rounds in Canadian Nationals for larger divisions, 9+ participants. All riders qualify through to the next round. Results are used for seeding for the Semi final round, where there will be cuts for the finals.

Semi finals;

The previous round to the finals. Made up of results of previous rounds and seeding. Can be the first of 2 rounds of competition for smaller divisions where riders advance to the finals.

This is primarily the first round of competition for 75% of participants for Canadian Nationals, where all riders advance to the finals.

Typical of 8 or less participants in a division.

LCQ;

Last chance qualifiers is a round where athletes who didn't qualify through to the finals from semi's, are seeded to compete against each other for a spot in the finals.

Not typical for worlds or nationals.

Finals;

The final round of competition where athletes have qualified through previous rounds, for a chance to place on the podium. Made up of 8 or less athletes.

2016 CANADIAN WAKE PARK CHAMPIONSHIPS COURSE GUIDELINES

Expression Session:

- Your run will begin as soon as you leave the dock
- Riders will complete a full lap of the cable AND a second Kicker hit
- If you complete your run stay on the cable and exit before the start tower by the dock, DO NOT HIT any features after you have completed your pass or you will be disqualified. Spray down the obstacles as you make your way around the cable
- Riders will have a total of two runs, 0 pick ups. Judges will take the best of the two runs for their final score.
- Riders must check in with the dock starter and have all equipment ready
- All safety gear must be worn, life vest and helmets and a bib
- Riders will have 5 minutes if there is an equipment failure
- If the athlete has an equipment failure, raise your hand, and do not execute any more tricks in your pass
- Riders will be judged on the **overall impression of their run**, which includes the following:
 - **Variety of Tricks** : Riders will have a good variety of Rail, kicker and air tricks based on the obstacles provided in the course. Variety also includes a variety of spins, flips, mobes for kickers and airtricks, as well as different variations of rail tricks
 - **Difficulty of Tricks**: The level of difficulty performed on rails, kickers, air tricks
 - **Execution of the Run** (Clean landings, grabbed tricks, make it to the end of the rails, no pre-spin, locked in on rails etc)
 - **Intensity**: High amplitude, grabbed, tricks are all performed with own components of style in unique ways.
 - **Risk/ Overall Use of the Course**: Riders make the most of the features available in the course, and judges will take into account difficult tricks performed in risky locations on the course

Features Only Format:

- There will be four or five riders on the cable at one time.
- Top seeded riders will have a carrier in between themselves and the rider in front of them
- Do not intentionally pull on the cable, if you fall, do not turtle!
- Each heat will have 7 minutes total. The time will start once the last rider has left the dock. A horn will sound when that rider leaves.
- Riders will be judged on their best Trick ONLY on each of the allocated features:

Feature #1: 26% Best Trick on left or right Kicker

Feature #2: 27% Best line on staircase or Box AND Flatbar or Dragon

Feature #3: 28%: Best line on Elbow AND Flatbar or up-rail

Feature #4: 18% Best Trick on Nico Rail

There will be one judge on each of the allocated features that will only be judging that feature. There is no overall impression for features only. Overall score will be based on your placing on each of the designated features.