

2022 Pro Wakesurf Online Event Rules & Information (5-6-2022)

ALL CONTESTANTS: Pro Wakesurf

Pro Wakesurf - The 2022 Pro Wakesurf Tour will be a combination of two live, athlete/media only events, and one video submission event. In order to compete in the series you will need to qualify through PWT #1. This will be held at the first event of the year. The series championship will be awarded to the rider with the highest points from the (3) three event series. Below are the rules and information regarding the events

Entries - Entry form must be submitted on the Tour Standard Entry Form. To enter you must use the website prowakeboardtour.com per the discipline. The Tour takes no responsibility for entries lost in transmittal.

Entry Fee: The entry fee per event is \$120 for Wakesurf as indicated on the Official Tour Entry Form.

This contest is based on creating video line submissions while wakesurfing behind a boat. The tricks should be performed off of the wake of the boat only. Every pass submitted needs to be a competitive pass in order for it to be judged.

Entry Deadline is for both registration/payment and video submissions

- Entry deadlines are listed below:

Pro Tour #3 due date Thursday, July 21st at 5:00pm EST
(There be a refund if you aren't qualified for the event)

Safety Equipment - All contestants shall wear a U.S. Coast Guard – Approved life jacket or a life jacket that will absolutely float a contestant who is unconscious. A “Wet Suit” life jacket shall have a locking device in addition to the zipper closure. A “Pull Over” or “Side Entry” life jacket shall have a locking device, zipper, or a drawstring.

Disqualified for Safety - Any athlete not wearing an approved life jacket will be disqualified.

Rounds - Rounds can be altered at the Tour's discretion due to number of entries or any other applicable situation as designated by the tour.

Cancellation refund - If an entrant desires to cancel his/her entry for whatever reason(s), he/she is required to notify the Director of Registration by phone or email on or before 5:00 pm EST on the posted due date of the tournament. The entry fee cannot be rolled over to another event.

EVENT FORMAT: Wakesurf

1. Pro Tour #3

Video Submissions:

Submit Wakesurf PWT #3 Files - [Pro Wakesurf Tour #3 Submissions](#)

- Riders must be both registered and have their video submitted by Thursday, July 21st at 5:00pmEST. **You must have your videos uploaded by 5pm EST or you will not be eligible for the event. Due to the possibility of technical issues we ask that you not wait until the last minute.**
- The show release and all results will be August 1st on Fuel.TV & Pro Wakeboard Tour YouTube Channel.
- For PWT #3 The 6-competitor field will be filled by the following criteria:
 - Top 5 from the current 2022 Pro Tour Standings prior to each event
 - 1 Wild Card
- Semifinals: Two 6 trick videos
- Finals: Two 6 trick videos
- Riders are only allowed to repeat 6 maneuvers in their finals video. There must be 6 new maneuvers in the finals video.
- Riders must to indicate which run is for semifinals and which run is for finals when submitted
 - RiderfirstnameRiderlastname.line1.2022PWT3.Semis
 - RiderfirstnameRiderlastname.line2.2022PWT3.Semis
 - RiderfirstnameRiderlastname.line1.2022PWT3.Finals
 - RiderfirstnameRiderlastname.line2.2022PWT3.Finals
- One video can be surf and one can be skim or both can be on the same board.
- Each run must consist of 6 tricks. Athletes are allowed to do basic 180's, 180 shuv's and 180 body variables as a transitional trick to set up for their next maneuver. The judges will not count the transitional maneuvers as part of the 6 tricks. Execution of each trick will be extremely important in order for the judges to know when one trick ends and the next trick begins. Execution of the tricks will be analyzed and factored into the overall impression score.
- Both videos will be scored as one run.
- When the video starts the rider must be holding the handle and must be prepared to toss the handle and start their run ASAP.
- If the judges conclude the rider does not start their run in a timely manner they will start the clock when they deem acceptable.
- If the judges feel the rider has initiated a trick before the time has elapsed they will count the trick.
- Each video must be approximately 40 seconds. Both videos together can be no longer than 80 seconds.
- There will be a 6 surfer semifinal. 1 heats of 6. Top 3 advance. 3 surfer final. The tour has the right to adjust as needed based on the amount of athletes signed up for the event.
- Video must be time stamped, we will check metadata to confirm filming dates

- Video must have been filmed between April 15, 2022- July 21, 2022

Video Capture

We are looking for continuity from our video submissions as this is a judged event. You must adhere to the following guidelines.

- Angle/Location: Your filmer must shoot from the middle of the boat at a medium camera height. Medium camera height should be below the tow eye on the tower and at least one foot above the engine compartment.
- Format: You must shoot horizontally in 4k 60P (Ideal) or 1920x1080 60P (Minimum)
- Framing: Please frame the rider in the middle of your screen with enough perspective to judge height and distance traveled. Do not pull in tight on your rider as that will hamper our ability to judge his/her run effectively.
- Quality: Please shoot with the best quality camera and most experienced videographer possible.
- No Editing: No editing of the rider's line outside of length of clip will be allowed. If we find that there was any editing in your submission, you will be disqualified from that PWT event and all subsequent 2022 PWT events.

Video Delivery

- You must deliver a single clip in the following format: Apple ProRes 422 HQ - 4k 60fps (ideal) or 1920x1080 60fps (Minimum)
 - Wakesurfers must deliver 2 clips, see below in Wakesurf Rules
- File Naming Convention: RiderfirstnameRiderlastname.2022PWT3
 - If you made a mistake and wish to upload a new run/file before the entry deadline, that file must be named in the following format
 - RiderfirstnameRiderlastnameV2.2022PWT3
- Videos will be run at full speed when judged and when placed online

Scoring Criteria

Each athlete will receive 3 scores. The judges will give each athlete a score from 1 to 10. The three judges scores will be averaged together to come up with an overall score out of 100. There will be no predetermined values for placing. Each judge will evaluate/analyze the athletes runs based off of Overall Impression and score them appropriately. Judges will be able to reward as well as penalize athletes according to the performance of their runs. Judges will be looking for the most versatile athlete by breaking it down into difficulty, risk, intensity, variety and execution.

Difficulty:

- Trick difficulty (Technical Difficulty) - This is simply defined as how difficult each trick is based on a number of variables. Spins, rolls or flips including spins,

grabbing your board, handle passes and the way an athlete lands all subjectively define how difficult certain tricks are in comparison to others.

- Number of rotations
- Combos (combining tricks, adding spins, grabs etc)
- The direction an athlete spins in relation to the trick. Frontside or backside
- Switch vs. regular stance
- Frontside vs Backside stance
- Handle pass vs. landing wrapped
- Grabbed or not

Risk:

- Linking difficult tricks
- Trick difficulty in relation to the course.
- Risk - An athlete opening their run with a technically difficult trick would be considered high risk. Risk is also demonstrated by how an athlete performs their tricks and whether or not they display a sense of “putting it all on the line” in order to better their opponents.

Intensity:

- Judges look for how big or high the athlete is taking each of their tricks.
- How hard of tricks are put in the run

Variety:

- A variety of tricks performed in a pass is what judges are looking for in order to determine the most versatile athlete. A good pass should have tricks from all categories and be well rounded. This shows an athlete is skilled at all types of maneuvers and therefore showing variety in their performance.
- Were the tricks all based on the same trick?
- Were the grabs different?
- Did the rider spin multiple directions?

Execution:

- Completion of the Trick – This is essentially how the trick was performed and that the athlete was in control. Control and poise during a trick shows the athlete is confident in that trick and thus it is well executed. Control and completion of a trick also means that the athlete is performing a trick they intended to complete.
- The Landing – This is simply how clean the landing was of the trick. If the athlete butt checks, drags a hand, switches 180 to avoid falling, or looks out of control after they have landed this can negatively affect the execution category.
- Perfection - Judges are looking for how “clean” or how perfect EACH trick was performed in the passes. Judges look at the approach, the body position, rotation of the trick, the axis of the body, head position, handle position, clean grabs not slaps, speed to which the trick was performed. A athlete completing their routine without falling also demonstrates perfection.

- Flow- Flow is when an athlete can execute their tricks together to make them look like they connect smoothly from one to another.
- Interpretation - Did the athlete customize or adapt the move to make it original to their riding

General:

Creativity of course management and time is crucial in achieving a smooth, fluid, flowing run. Judges will only score tricks successfully completed.

Placement Ties:

Ties will be broken by placements. The first tie breaker will go to the rider with most first places. Second tie breaker will go to the rider with most second places and so on until the tie is broken.

Reviewing Scores:

1. There will be no protesting of scores.
2. If the rider has a question about the scores they may ask the Chief Judge.
3. The Chief Judge will then review the rider run sheet and score sheets to ensure there are no discrepancies between the judges. If the Chief Judge is satisfied with his review he will let the rider know his decision. If the chief judge finds a discrepancy on the judges score sheet he will meet with the judge immediately. The judge will make sure that the discrepancy is addressed on his sheet and he will re-evaluate his scores to make sure his scores and placements are correct. If the judge makes a change the chief judge will have the scorekeeper record the change and post new results. There may or may not be a change in placements after a judge changes a score.
4. If the chief judge evaluates the judge's sheets and is unsure of a judges decision he will meet with the judge immediately and ask them to double check their decision. If they are certain on their decision the issue is considered resolved. The results are final. If the judge makes a change the chief judge will have the scorekeeper record the change and post new results. There may or may not be a change in placements after a judge changes a score.
5. The Chief Judge will make his best efforts to deliver a final decision in a timely manner. The Chief Judge has the final say in all decisions. No rider is allowed to approach the individual judges. Any rider found harassing judges or using profanity during the protest will be subject to the code of conduct and applicable fines.

Running orders-

Pro Division – Seeding for PWT #3 will be determined by; 1st the 2022 PWT Rankings, 2nd the 2021 PWT Rankings and 3rd will be random order.

Example of pattern of heats:

- Heat #1: Seeds 6, 7, 18, 24, 25 (running order; you reverse seeds so higher seed go last)
 - Heat #2: Seeds 5, 8, 17, 23, 26 (running order; you reverse seeds so higher seed go last)
 - Heat #3: Seeds 4, 9, 16, 22, 27 (running order; you reverse seeds so higher seed go last)
 - Heat #4: Seeds 3, 10, 15, 21, 28 (running order; you reverse seeds so higher seed go last)
 - Heat #5: Seeds 2, 11, 14, 20, 29 (running order; you reverse seeds so higher seed go last)
 - Heat #6: Seeds 1, 12, 13, 19, 30 (running order; you reverse seeds so higher seed go last)
- Other numbers of competitors are determined with the same format.

RANKING LIST – WAKEBOARD & WAKESURF

General - A Ranking List point system which awards points for placements will be used in each Tour contest. Contest seedings will be based on Current Pro Wakeboard and Wakesurf Tour Ranking List, unless otherwise noted by Tour Management.

Ranking List Placement Points - Ranking List points will be awarded based on the Athlete's final event placement according to the following chart:

Placement	Points	Placement	Points
1 st	100	19 th	18
2 nd	90	20 th	17
3 rd	80	21 st	16
4 th	75	22 nd	15
5 th	70	23 rd	14
6 th	65	24 th	13
7 th	60	25 th	12
8 th	55	26 th	11
9 th	51	27 th	10
10 th	47	28 th	9
11 th	43	29 th	8
12 th	39	30 th	7
13 th	35	31 st	6
14 th	31	32 nd	5
15 th	27	33 rd	4
16 th	23	34 th	3
17 th	20	35 th	2
18 th	19	36 th	1

Ties in the PWT Rankings - Due to the use of heats, there will most likely be placement ties, the following tie breaker system will be used:

Tie Breaker for PWT Rankings:

1st 2022 PWT Rankings- The rider with the highest placement in the most recent event receives the higher placement.

2nd The final 2021 PWT Rankings.

If the tie cannot be broken the tie will stay.

Series Championship - The season series championship for the Pro Tour will be determined by combining all points from all of the events in the individual series. In case of a tie for the top spot, here are the criteria to break the tie: The first tiebreaker is the rider who took home the most 1st place finishes. The second tiebreaker is the rider who has the most 2nd place finishes. The third tie breaker is the rider that finishes highest at the final tour stop.

Prize Money Breakdown - Prize Money breakdown is determined by Tour Management based on the event.

Dispersing of Prize Money - Prize money will be paid directly to the appropriate rider only, except when a rider files a request with the Tour for his/her prize money to be paid into a trust fund, to a parent or guardian, or to a national federation, etc.

Unsportsmanlike Conduct - Any Athlete or official whose conduct is deemed unsportsmanlike, or who may cause discredit to the Tour, WWA, sponsors, or that person's home country federation, during the period of time of the contest may be fined and/or disqualified, as determined by the Tour Chief Judge, and/or Tour Management. Unsportsmanlike conduct includes but is not limited to: refusing interviews, use of vulgar language in public, disrespecting an official, public tantrums, not riding to fullest potential, competing under false pretenses, such as not having signed the Tour contract, concealing significant injuries or health problems. A rider disqualified in this manner would forfeit prize money and all points for that contest. This paragraph shall not be construed to deny or limit any individual's legal rights. All fines shall be paid to PWT. Failure to do so would result in exclusion from any future contests until fine is paid. Unsportsmanlike conduct \$100.00 - \$500.00 fine and/or disqualification