

# TRICKS JUDGES

## Introduction

The art of trick calling is just that, an art; and, to master any art requires time and training. Competitors are often on the water hours a day, five days a week, year round. In 1987, the trick record had not surpassed 3000 points. Less than 15 years later, the standard tripled. Are the judges keeping pace?

Calling at tournaments does not provide adequate experience any more. Videos are an excellent training device and should be used frequently. 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 unacceptable executed trick, one is actually penalizing those who execute correctly. Trick definitions, body/board position and distinguishing patterns is probably the most important elements in learning to call tricks.

## TRICK DEFINITIONS/SEQUENCE

Amazingly enough, skiers will often stick to the sequences outlined in this section. To do so has proven to be easier because it results in simpler, more fluid and faster runs with higher relative point totals.

### 1. Surface Tricks (Using Trick Handle and Rope)

A surface trick as the name implies, is done on the surface of the water either inside or outside the wake of the boat. The trick must be smooth and without hesitation.

Example: A surface 360 (0) would begin in the front kneeboarding position (facing the boat). A complete rotation of 360 degrees must be made, without hesitation, back to the start position.

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

B	or	B	or	S
F		F		RS
RB		RB		B
RF		RF		F
S		S		RB
RS		RS		RF
		O		B
		RO		OB
				ROB
				F

Why are these sequences confusing? Because they execute the tricks very rapidly, sometimes without pausing between the surface 180's, while doing so half way through the surface 360's. Be aware of this possibility and ready to recognize sequences.

### 2. Wake Trick

A wake trick is performed in mid-air, crossing the crest of the wake. To be a wake trick, the board must ramp up the wake, thus initiating clearance of the water.

Here are some possible sequences in which wake tricks are executed:

WB	or	WO	or	W5B
F		RWO		F
RWB		B		RW5B
RF		WOB		RF
B		F		WB
WF		RB		F
RB		RWOB	RWB	
RWF		RF		RF

3. Air Trick An air trick is done in mid-air but is not a wake trick. The air attained must be a direct and immediate result of bouncing or porpoising the kneeboard. Such air must not have been initiated off of, or lift directly caused by ramping up the wake.

Air tricks are done most frequently in a combination with wake tricks. For example the following sequences include air tricks in each run:

Here are some possible sequences in which air tricks are executed:

B	or	WB
WOB		A5F
AF		RWB
RB		RA5F
RWOB	B	
RAF		WOB
WB		AF
F		RB
RWB		RWOB
AOB		AOB
RAOB		F
F		

#### 4. Rolls and Somersaults

Wake rolls and somersaults must be distinctly executed board to board. The rotation of any roll (right or left) is determined by the kneeboarder's rotation (clockwise or counter clockwise) as viewed from behind.

A wake roll is performed using the wake trick criteria from the standpoint of attaining lift. A surface roll is performed on the surface of the water (no air). An air roll is performed using the air trick criteria from the standpoint of attaining lift.

A somersault, front or back, must be executed vertically, end over end. The board landing must be flat and pointing in the same direction as the take off. A somersault, air or wake, is performed using the appropriate air or wake trick criteria to determine lift.

Duplicate tricks are not allowed. However, repeats of the air back rolls, air front rolls and air front somersaults will be allowed, when done consecutively. After a string of repeats the trick (ABRR, ABRL, AFRR, AFRL, AFSR, AFSL) cannot be performed again in the trick run.

BRR	or	FS	or	AFS
ABRR		BRL		FRR
BRL		BRR		AFRR
ABRL		FRR		BRR
ABRL		FRR		BRR
FRL		FRL		ABRR
FRR		SRL		FRL
SRR				AFRL
				SRL

#### EXERCISES FOR TRICK JUDGES

1. Write the accepted shorthand for each of the following tricks:

##### A. Surface Turns

180	Back-Front	_____
180	Front -Back	_____
360	Front-Front	_____
360	Back -Back	_____
540	Front-Back	_____
540	Back-Front	_____
720	Front-Front	_____
720	Back-Back	_____

##### B. Wake Turns

180	Front-Back	_____
180	Front -Back	_____
360	Front-Front	_____
360	Back -Back	_____
540	Front-Back	_____
540	Back-Front	_____
720	Front-Front	_____
720	Back-Back	_____

**C. Wake and Surface Rolls**

Surface Roll Right \_\_\_\_\_  
 Surface Roll Left \_\_\_\_\_  
 Back Roll Right \_\_\_\_\_  
 Back Roll Left \_\_\_\_\_  
 Front Roll Left \_\_\_\_\_  
 Front Roll Right \_\_\_\_\_  
 Front Somersault Left \_\_\_\_\_  
 Back Somersault \_\_\_\_\_  
 Backwards Back Somersault \_\_\_\_\_

**D. Air Tricks**

Air Back \_\_\_\_\_  
 Air Front \_\_\_\_\_  
 Air 360 Back \_\_\_\_\_  
 Air 540 Front \_\_\_\_\_  
 Air Front Roll Right \_\_\_\_\_  
 Air Front Roll Left \_\_\_\_\_  
 Air Back Roll Right \_\_\_\_\_  
 Air Back Roll Left \_\_\_\_\_  
 Air Front Somersault Right \_\_\_\_\_

2. List the tricks that, in your opinion, are the hardest to judge and explain why.

3. To effectively judge the trick event, we must be familiar with components of a trick run in terms of what is possible.

Using the following tricks in each pass, design a functional trick run. Keep in mind body position (back to front) and how the sequences are correlated.

Pass #1	Solution	Pass #2	Solution
WO		AF	
WOB		WB	
B		AOB	
F		RAF	
WF		RWB	
RWF		WB	
RWO		B	
RB		W5F	
RF		F	
B			
F			
B			

4. Many times a trick judge is able to correctly identify a trick or sequence of tricks but will have problems verbalizing or writing the code. An exercise that has proven very valuable to many people is to call actual trick runs as rapid as possible while retaining clear, precise enunciation.

Practice calling the following two runs until you can call each pass in less than 15 seconds.

Pass #1	Pass #2	Pass #1	Pass #2
BRR	B	W7F	WO
ABRR	W5F	FS	RWO
FRR	RB	AFS	B
AFRR	RW5F	BRR	WF
AFRR	RW5F	BRR	WF
FRL	B	FRL	RB
AFRL	WOB	AFRL	RWF
BRL	F	SRL	WB
ABRL	RB	WB	AF
	RWOB	AOB	RWB
	AOB	RAOB	RAF
	RAOB		RS

5. Defining Sequences and Visualization:

In order to judge the increasing complex trick runs, a judge must be capable of defining sequences and visualizing what the kneeboarder has done and can do next.

Study this next trick run carefully and then consider the following:

1. What can you expect to see as the kneeboarder approaches the course for pass number one?
2. Take your time and study each trick individually. Define what you must pay specific attention to in terms of "credit" for each trick and how "no credit" might affect the next trick.

Pass #1	Pass #2	Answers
WO	B	1. _____
RWO	WOB	2. _____
B	F	3. _____
WF	RB	4. _____
RB	RWOB	5. _____
RWF	AF	6. _____
BRL	SRL	7. _____
BRR	BRR	8. _____
S	ABRR	9. _____
RS		10. _____
O		11. _____
RO		12. _____

### TRICK EVENT QUIZ

The following questions reference specific rules and officials' responsibilities that apply during the trick event. Both of the areas were discussed/reviewed during the trick event section. This is an open book test, so you can refer to the rule book if necessary. However, try to answer as many questions as you can without the rule book.

#### Trick Pass

1. T F Timing for a trick pass will begin if the competitor fails to make any move as he passes the second or "must start" buoy.
2. T F Duplicate tricks in the same and/or both passes will be credited.
3. T F A trick pass will end if there is an inadvertent or deliberate release of the competitor by the release or the release person that was provided by the competitor.

#### Fall:

4. T F A competitor is allowed one practice fall without penalty.
5. T F If a first fall occurs before the start buoy and a second fall occurs before the start of the second pass the competitor shall not be permitted the second pass.

#### Rerides:

6. T F A ride shall be granted if the boat judge or boat driver observes the boat speed to vary by less than +/- 1/2 mph.
7. List two additional reasons, other than boat speed, that a ride may be granted.
  - 1.
  - 2.

#### Damaged Equipment:

8. T F A competitor has five minutes to repair or change damaged equipment after a handle throw or fall during a trick pass.

**Communication Between Passes:**

9. T F Competitors in the trick event or other persons shall not communicate with the judge between passes for the purpose of determining whether a trick or tricks attempted in the first pass were scored.

**Trick Release:**

10. T F The use of a trick release and third person in the towboat is allowed.

**Ties:**

11. Describe how a tie is broken in the trick event.

**Officials:**

12. T F The boat judges' responsibility is to ride in the boat and check speed, observe boat path, and stop the boat in the event of a dangerous condition.
13. How many event judges are used for the trick event? \_\_\_\_\_
14. T F The appointed trick judge can also be an event judge for the trick event in a class C tournament.

**Trick Definitions:**

15. T F There is no limit to the number of wake rolls and somersaults allowed in both trick passes, as long as they are not duplicated.
16. T F A wake turn not executed in mid air, but across the crest of the wake will be scored as a surface turn.
17. T F The rotation of any roll (right or left) is determined by the kneeboarder's rotation (clockwise or counter-clockwise) as viewed from the boat.

**Judging and Scoring for Flip Out Event**

The Flip Out Events is an exhibition ONLY event and does not receive NOPS credit. It is optional at a Class Q, C or T event and mandatory at the National Kneeboard Championships.

The Flip Out event officials panel consists of 1 driver, 1 timer, and 1 scorer/judge in the towboat. The object of the Flip Out is to complete 10 "flips" in the quickest period of time with a 25 second maximum. The timer will record the actual time of the run and the scorer/judge will "count aloud" the number of flips successfully completed. If no one single competitor completes 10 flips in 25 seconds or less, the competitor with the greatest number of flips in the fastest period of time shall be declared the winner.

**Judging and Scoring for Freestyle**

The Freestyle Event is an exhibition ONLY event and does not receive NOPS credit. It is optional at a Class Q, C or T event and mandatory at the National Kneeboard Championships.

The Freestyle event officials consist of 1 driver, 3 judges located in the towboat, 1 scorer. A competitor is allowed two passes and a double up. Judges radio scores to the scorer. Refer to the most recent AKA published Freestyle Rules.