

What to expect at Provincial Championships

Upon arriving at the event you will be asked to complete your registration. This means you will fill out any necessary forms and sign the insurance waiver. Any unpaid registration fees will be due at that time. All riders must hold a Water Ski and Wakeboard Saskatchewan Competitive Membership. The registration desk will have record of your membership status. You may also be asked to complete a biography which contains information that will be used by the announcer at the event. Not all events have announcers present.

You will bring your own tow rope and life vest/PFD. Helmets are mandatory for hitting the slider if it is offered in the contest.

Provincial Championships are age determined so you will be riding against those in your age division. On the morning of the championships the running order will be posted so you can see when you ride. Typically the youngest division begins the event. It is difficult to determine what time you will ride so we suggest planning to stay at the event site for much of the day. Immediately prior to the event starting there will be a riders meeting at which time any details particular to that event will be announced and it is a time to ask questions and make sure you are familiar with how the event will be run.

Overview:

1. Riders will perform a subjectively judged two-pass run, where the boat will travel each pass in a straight path along the course in each direction.
2. Contestants may perform any number of tricks they choose in any order they wish within the course. Riders will be judged on the difficulty and proficiency of the moves executed how big they take tricks, variety of tricks performed, technical difficulty, and the creativity and fluidity of the run. (more on judging below).
3. Your run should be pre-determined before you arrive at the contest. If you need assistance in putting together your run leading up to the event contact another experienced rider or a coach, or contact the WSWS office and we will put you in touch with someone to help you.
4. Heats. If there are a larger number of riders in one age division they will be divided into heats. Riders will then advance from those heats to ride again in the final heat. You will not know if you will ride in a heat situation until all riders have registered.

The Course:

The course should be between approximately 1200' to 1500' (360m to 460m) long, marked at either end of the lake by boat course buoys. (Similar to 24 mph (40 kph) for 28-30 seconds) There will also be a fall buoy positioned three-quarters of the way along the course on the second pass. It is the contestant's responsibility to be aware of where these buoys are located at each event.

The Run:

Riders are expected to be ready in advance. When the rider two ahead of you is on the water you should be ready to ride. The rider immediately before you will be on the dock while the previous person

is in the water. An announcer may call out the running order, however it is your responsibility to be ready.

When your turn comes the boat will drop the previous rider and come to pick you up for a seated dock start, standing dock start or in water start. When the driver idles to the dock you will tell them the type of start you would like and throw your rope, with the loop end, to the attendant who rides in the back of the boat, keeping the handle with you. You tell the rope attendant what length of rope you like. You also tell the driver what speed you would like to ride at. There are no pre-determined speeds or rope lengths. Your rope should be free of knots and tangles so the rope attendant doesn't have to pull out a knot.

1. The rider will leave the starting dock and enter the course for the first pass. The first pass begins when the boat reaches the first course buoy and ends when the boat reaches the last buoy. At the end of the first pass, the boat will turn immediately after passing the end course buoy to turn around and re-enter the course. Riders will be judged on tricks initiated within the course. Riders will not be penalized for starting before the boat reaches the first buoy. Riders must be ready for the boat to turn immediately after the second course buoy. No re-rides will be awarded for the boat turning during a trick at the ends of the course.

2. The rider will continue their run after one fall from the place they fell, unless the first fall occurs after the three-quarters fall buoy. A second fall finishes the run immediately.

3. Some contests allow two falls. Immediately prior to the competition beginning there will be a riders meeting at which time the rules will be explained.

Falls:

1. A rider may have one out of course fall only before the start of the first pass. A fall between the first and second pass, although "out of course" will be deemed a regular fall if the rider is trying to advance their run, the judges will determine this.

2. Each rider may have one handle throw (choosing to interrupt your own ride) before the start of his/her first pass. This will count as their one out of course fall. This handle throw may only be used prior to the riders first pass.

3. A rider can have a maximum of two falls during the run. Should a first fall occur, the driver will pick up the rider as quickly as possible. The rider will not be picked up after his second fall, or after a fall that occurs beyond the three-quarters fall buoy of the second pass, unless a double up is still to come. Upon a second or three-quarters buoy fall, the run is over and the boat will return to the dock.

In most contests there is a jet ski or pick-up boat to come and pick you up and return you to shore.

Judging:

1. Each contestant shall be judged on one complete, individual run. That run will be compared against other runs from the same heat and ranked only against those runs. There are no predetermined points for any tricks. The judging of this routine begins when the rider initiates their first trick and ends when the rider:

- a) Exits the course after the second pass

- b) Falls for the second time
- c) Falls after the three-quarters buoy

- Contestant can decide which tricks and in what order
- There is no minimum or maximum amount of tricks required but riders are encouraged to make the most of the time and course allotted.
- Riders are not judged on the number of tricks performed but rather the quality of tricks. Each trick is scored on its own merits, regardless of technical difficulty and only as part of an entire run.
- Each contestant is judged on one individual run. That run will be compared against other runs from the same heat and ranked only against those runs.
- Riders are not judged against themselves or their reputation, past performances, expectations or abilities.
- Riders should emphasize quality over quantity while demonstrating the range and limits of their abilities. For example, it is better to perform 10 big moves than 14 small moves. These abilities should include, but are not limited to, performing a variety of tricks, taking each one to its limit and showing creativity and fluidity in the run. Every move the rider performs will be evaluated in the scoring of the run.
- Each contestant will be judged on the criteria of the Standard three-category judging format: Riders will be judged on the difficulty and the proficiency of the moves executed, how big they are going, variety of moves performed, and on the creativity and fluidity of the routine. A maximum of 100 points can be earned for the routine.
- The judges will score the contestants in each of the following three categories:
 - a) Execution - This reflects the level of technical difficulty and perfection of each manoeuvre performed, as well as the successful completion of the entire run with a minimum of falls.
 - b) Intensity - This reflects the degree of performance to which each manoeuvre was performed in terms of how big the moves were, as well as the overall performance of the run.
 - c) Composition - This reflects the overall composition of the run in terms of rider's ability to perform a variety of manoeuvres in a flowing, creative sequence. This also includes the difficulty of moves performed in an overall run.

Posting results. Periodically throughout the day results from earlier events will be posted. It will not be immediately after your run, you will have to wait a bit to see your results. You can ask a tournament organizer when your results may be posted.

Each championship presents its awards in a different way. Some will present awards throughout the day, others will make their presentations all together at the end of the competition day.