



# **RULEBOOK 2025**

## **GWA Wingfoil World Tour Rulebook 2025**

ALL CHANGES FROM PREVIOUS VERSIONS CAN BE REQUESTED FROM GWA.

**LAST UPDATE 05th August 2025**



## CONTENT

<b>INTRODUCTION .....</b>	<b>8</b>
<b>FUNDAMENTAL RULES .....</b>	<b>8</b>
2.1. Language.....	8
2.2. Rule Intentions.....	8
2.3. Amendments to the rulebook .....	8
2.4. Responsibility of Competitors .....	8
2.5. Safety.....	8
2.6. Safety Systems.....	9
<b>3. DEFINITIONS .....</b>	<b>9</b>
3.1. Abandonment .....	9
3.2. Capsize.....	9
3.3. Clear Astern / Clear Ahead / Overlap .....	9
3.4. Competing .....	10
3.5. Keep Clear.....	10
3.6. Leeward and Windward .....	10
3.7. Mark.....	10
3.8. Overtaking .....	10
3.9. Postponement .....	10
3.10. Representative.....	10
3.11. Rider's Representative .....	10
3.12. Room.....	11
3.13. Rule.....	11
3.14. Sport Commission.....	11
3.15. Tack, Starboard or Port .....	11
3.16. Tangle .....	11
3.17. Transition .....	11
3.18. Surf-Freestyle discipline .....	12
3.19. FreeFly-Slalom discipline.....	12
3.20. Wave discipline .....	12
3.21. Big Air discipline.....	12
3.22. Wingfoil Board.....	12
3.23. Wing.....	12
3.24. Hydrofoil.....	12
<b>4. EVENT DISCIPLINES AND DIVISIONS .....</b>	<b>12</b>



4.1. Event Disciplines .....	12
4.2. Divisions .....	13
<b>5. SUITABLE CONDITIONS .....</b>	<b>13</b>
The competition must take place in suitable conditions. This decision shall be made by the Race Director, WWT Representative and / or the Head Judge.....	
5.1. Wheeler Conditions.....	13
5.2. Air temperature.....	13
5.3. Water temperature .....	13
5.4. Protests.....	13
<b>6. ORGANIZERS AND NATIONAL AUTHORITIES .....</b>	<b>14</b>
6.1. Event Organizers, National Authorities and Race Committee .....	14
6.2. Event Officers .....	14
<b>7. ELIGIBILITY AND REGISTRATION OR MEMBERSHIP WWT .....</b>	<b>15</b>
7.1. Eligibility.....	15
7.2. Entry procedure and Registration .....	15
7.3. Nationality .....	16
7.4. Membership.....	16
7.5. Entry restrictions.....	16
7.6. Waiting List.....	17
<b>8. EQUIPMENT .....</b>	<b>17</b>
8.1. Wing.....	17
8.2. Board and Foil .....	17
8.3. Power of wind and water.....	17
8.4. Danger of injury .....	17
8.5. Equipment Check.....	18
8.6. Further restrictions .....	18
<b>9. ADVERTISING.....</b>	<b>18</b>
9.1. Requirement to carry advertising .....	18
<b>10. GENERAL ATTITUDE AND RESPONSIBILITY AT EVENTS.....</b>	<b>18</b>
10.1. Attitude .....	19
10.2. Social Media .....	19
10.3. Exhibition events.....	19
10.4. Official attendance .....	19
10.5. Official event podiums / closing ceremony.....	20
<b>11. DISCIPLINARY CODE OF CONDUCT AND FINES .....</b>	<b>21</b>
11.1. General codes and fines.....	21



11.2. Fines and disqualifications .....	22
11.3. General rules for protests and conducts .....	25
<b>12. ANNUAL RANKING LIST .....</b>	<b>28</b>
12.1. Ranking points .....	28
12.2. Incomplete elimination series .....	28
12.3. Discards .....	28
12.4. World Champion .....	28
12.5. Ties in annual ranking lists .....	28
<b>13. PRIZE MONEY .....</b>	<b>29</b>
13.1. General .....	29
13.2. Prize money distribution .....	29
13.3. Surf-Freestyle prize split .....	30
13.4. Big Air prize split .....	32
13.5. Wave prize split .....	33
13.6. FreeFly-Slalom prize split .....	35
13.7. Incomplete Events .....	37
13.8. Shared positions .....	38
<b>14. RACE NOTICE .....</b>	<b>38</b>
14.1. Publication and Content of Race Notice .....	38
<b>15. SAILING INSTRUCTIONS AND OFFICAL NOTICE BOARD .....</b>	<b>38</b>
15.1. Publication and Content of the Sailing instructions .....	38
15.2. Offical Notice Board (ONB) and Offical Flag Pole (OFF) .....	39
15.3. Oral instructions .....	39
<b>16. PENALTIES AND REDRESS .....</b>	<b>39</b>
16.1. Penalties .....	39
16.2. Redress .....	40
<b>17. ENTRY ALLOCATION, SEEDING, INJURY WILDCARD .....</b>	<b>40</b>
17.1. Entry Allocation .....	40
17.2. Entry Allocation .....	41
<b>18. COMPETITION FORMAT AND PROCEDURE .....</b>	<b>41</b>
18.1. General Competition Format .....	41
18.2. General Competition Procedure .....	42
18.3. Postponing and abandoning a heat .....	43
<b>19. GENERAL RIGHT OF WAY RULES .....</b>	<b>43</b>
19.1. Right of Way Rules .....	43



<b>20. GENERAL INTERFERENCE RULES .....</b>	<b>45</b>
20.1. Interference Rules .....	45
20.2. General Interference penalty procedure .....	45
<b>21. Continental Championship Events .....</b>	<b>46</b>
21.1. General Rules .....	46
21.2. World Cup entry priority .....	46
<b>CHAPTER 2: WINGFOIL SURF-FREESTYLE DISCIPLINE .....</b>	<b>47</b>
<b>22. WINGFOIL SURF-FREESTYLE EQUIPMENT .....</b>	<b>47</b>
<b>23. ELIMINATION PROCEDURE AND SCORING .....</b>	<b>47</b>
23.1. Elimination procedure .....	47
23.2. Mix Format in Surf-Freestyle .....	47
23.3. Elimination Ladders .....	47
23.4. Heat Schedule .....	50
23.5. Discipline Scoring .....	50
<b>24. ENTRY ALLOCATION, SEEDING, INJURY AND PREGNANCY SEEDING .....</b>	<b>53</b>
<b>25. SURF-FREESTYLE JUDGING RULES.....</b>	<b>54</b>
25.1. Selection of Judges .....	54
25.2. Individual Scoring Procedure.....	54
25.3. Overall Impression Scoring Procedure.....	55
25.4. Other Judging Rules .....	55
25.5. Redress in Trick by trick Format.....	56
25.6. Ties in the individual scoring format .....	57
25.7. Ties in the Overall Impression format.....	57
25.8. Judging criteria for Freestyle tricks.....	57
25.9. Judging criteria for combos .....	58
25.10. Extra coefficient for innovation.....	58
<b>CHAPTER 3: WINGFOIL WAVE DISCIPLINE .....</b>	<b>59</b>
<b>26. WINGFOIL WAVE EQUIPMENT .....</b>	<b>59</b>
<b>27. ELIMINATION PROCEDURE AND SCORING .....</b>	<b>59</b>
27.1. Seeding Round .....	59
27.2. Elimination procedure .....	59
<b>28. ENTRY ALLOCATION, SEEDING, INJURY AND PREGNANCY SEEDING .....</b>	<b>60</b>
<b>29. ELIMINATION LADDERS .....</b>	<b>61</b>
29.1. Single elimination ladders.....	61
29.2. Heat Distribution on the Seeding Round.....	62



<b>30. WAVE JUDGING RULES.....</b>	<b>63</b>
30.1. Selection of Judges .....	63
30.2. Individual Scoring Procedure.....	63
30.3. Other judging rules .....	64
30.4. Ties in the individual scoring format .....	65
30.5. Ties in the Overall Impression format.....	65
<b>31. RIGHT OF WAY RULES IN THE WAVES .....</b>	<b>65</b>
31.1. Wave Priority with Side-Shore conditions .....	65
31.2. Wave Priority with On-shore conditions .....	66
<b>32. INTERFERENCE IN THE WAVE .....</b>	<b>66</b>
32.1. Rules for waves .....	66
32.2. Interference penalty procedure for Overall impression scoring .....	67
32.3. Interference penalty procedure for individual scoring .....	67
<b>33. JUDGING CRITERIA FOR THE WAVES .....</b>	<b>67</b>
<b>CHAPTER 4: WINGFOIL BIG AIR DISCIPLINE .....</b>	<b>69</b>
<b>34. WINGFOIL BIG AIR EQUIPMENT.....</b>	<b>69</b>
<b>35. ENTRY ALLOCATION, SEEDING, INJURY AND PREGNANCY SEEDING .....</b>	<b>69</b>
<b>36. ELIMINATION PROCEDURE AND SCORING .....</b>	<b>70</b>
36.1. Elimination procedure .....	70
36.2. Heat Distribution .....	70
36.3. Elimination ladders – .....	71
36.4. Heat Schedule .....	72
36.5. Discipline Scoring .....	72
<b>37. BIG AIR JUDGING RULES.....</b>	<b>74</b>
37.1. Selection of Judges .....	74
37.2. Individual Scoring Procedure.....	74
37.3. Overall Impression Scoring Procedure.....	75
37.4. Other judging rules .....	75
37.5. Ties in the individual scoring format .....	76
37.6. Ties in the Overall Impression format.....	76
<b>38. JUDGING CRITERIA FOR BIG AIR TRICKS .....</b>	<b>76</b>
<b>39. INTERFERENCES.....</b>	<b>77</b>
39.1. Interference penalty procedure for Overall impression scoring .....	77
39.2. Interference penalty procedure for individual scoring .....	77
<b>CHAPTER 5: WINGFOIL FREEFLY-SLALOM DISCIPLINE.....</b>	<b>79</b>



<b>40. DEFINITIONS .....</b>	<b>79</b>
<b>41. FREEFLY-SLALOM EQUIPMENT .....</b>	<b>81</b>
<b>42. ELIMINATION PROCEDURE .....</b>	<b>81</b>
42.1. Qualifying Elimination procedure .....	82
42.2. Heat Distribution .....	82
42.3. Elimination ladders .....	82
42.4. Elimination and scoring.....	85
42.5. Scoring of Incomplete Heats .....	86
42.6. Number of Qualifying Eliminations .....	86
42.7. Discards .....	87
42.8. Qualification to the Final Elimination .....	87
42.9. Final Elimination Procedure.....	87
42.10. FreeFly-Slalom Event ranking points for the end result .....	92
42.11. Ties in an event ranking results .....	92
<b>43. EQUIPMENT RESTRICTION .....</b>	<b>93</b>
<b>44. THE FREEFLY-SLALOM FORMAT .....</b>	<b>93</b>
<b>45. GENERAL RULES .....</b>	<b>94</b>
45.1. Direct refereeing .....	94
45.2. Penalties and redress .....	94
45.3. Redress.....	95
45.4. Compensation.....	96
45.5. Elimination.....	96
45.6. Abandonment.....	96
45.7. Postponing and abandoning a heat.....	96
<b>46. THE EXPRESSION COURSE .....</b>	<b>97</b>
46.1. Courses.....	97
46.2. The FreeFly-Slalom Section .....	98
46.3. Sailing in the Course Area when not competing .....	98
46.4. Examples of Open Ocean Diagrams .....	98
46.5. Examples of Flat Water diagrams .....	103
46.6. Signal Procedure .....	106
<b>CHAPTER 6: YOUTH WORLD TOUR.....</b>	<b>108</b>
<b>47. GWA YOUTH WINGFOIL WORLD TOUR .....</b>	<b>108</b>
47.1. General Rules .....	108
47.2. Youth World Tour ages group .....	108



47.3. Membership .....	108
------------------------	-----

<b>APPENDIX A.....</b>	<b>109</b>
------------------------	------------

## CHAPTER 1: GENERAL RULES

### INTRODUCTION

The GWA Wingfoil World Tour Rulebook is published by the GWA Sport Committee in September 2020. This Rulebook will be revised and published every year by the GWA Sport Committee.

GWA Wingfoil World Tour competitions are sanctioned and approved by the Global Wing sports Association.

All GWA Wingfoil World Tour competitions shall be managed under the GWA Wingfoil World Tour Event Organisers Manual and the GWA Wingfoil World Tour Rulebook.

### FUNDAMENTAL RULES

#### 2.1. Language

English is the official language of the GWA Wingfoil World Tour, which will henceforth be referred to as WWT.

#### 2.2. Rule Intentions

The event rules are designed to allow the best competitor to win because of their high level of skill, good use of equipment and good fortune. The rules are not designed to allow a winner to prevail because of certain procedures or raising arguments over legalities. All disputes surrounding rules should be carried out with regard to this principle.

#### 2.3. Amendments to the rulebook

Any major amendment to this rulebook that directly affects the competition format should be discussed and approved by the riders' committee. These changes need to be made at least 30 days before the start of the next event. Minor amendments, such as updating the tricklist and other minor adjustments, could be made within that period of time."

#### 2.4. Responsibility of Competitors

Each competitor is responsible for deciding whether or not to start or to continue the competition and to provide for their safety.

#### 2.5. Safety

The most important aspects of competition are safety and fair play. Unsafe competitors will be warned, fined or disqualified.





Riding in a manner that can be dangerous or a threat to the safety of other competitors will not be tolerated. All disputes under the rules shall be conducted on this principle.

When in a position to do so, each competitor must render every possible assistance to a competitor in danger and assist organizers with any rescue information in the event of a rescue being needed.

## **2.6. Safety Systems**

Safety leashes that ensure the wing remains secured to the rider are compulsory for all competitors. Competitors will be disqualified from the event if they ride without a safety leash. The board leash will be mandatory or not depending on the conditions, this will be determined by the Race director before the competition starts.

The use of a helmet is mandatory.

Unless included in the Race Notice or the specific event instructions, personal flotation devices are optional. If a Race Notice of a specific event does require personal buoyancy, then every rider / competitor must wear a personal flotation device that conforms to the minimum ISO 12402-5 (Level 50) standard requirement. (A Race Notice may however allow for alternative or additional standards).

Starting areas for competitors' equipment will be defined by the event organizer and that zone must be respected. Spectator access will be restricted, and any media representatives will need to be authorized by the Race Director to access this area - and they will do so at their own risk.

## **3. DEFINITIONS**

### **3.1. Abandonment**

An abandoned heat is one which the Race Committee declares void at any time after the starting signal, and which may be rerun at its discretion.

### **3.2. Capsize**

A competitor is capsized if:

1. their wings are getting detached in the water.
2. There is catastrophic damage to the quiver unable to ride away.
3. their wings are tangled with another competitor's equipment, or the competitor has, clearly by accident and for a significant period:
  - a) fallen into the water or
  - b) become disconnected from the board.

### **3.3. Clear Astern / Clear Ahead / Overlap**

A board is clear astern of another when its board and wing are abaft an imaginary line projected abeam from the aftermost point of the other's board and rig. The other board is clear ahead. The boards overlap when neither is clear astern.



### **3.4. Competing**

A rider is competing from the starting signal of the heat until the finishing signal, or until crossing the finishing line or until the heat has been postponed or abandoned. If the competitor starts jumping or surfing before the finishing signal and finishes after the finishing signal, it will count towards his final score.

### **3.5. Keep Clear**

A competitor keeps clear of a right-of-way competitor:

1. if the right-of-way competitor can ride his/her course with no need to take avoiding action and,
2. when the competitors are overlapped, if the right-of-way competitor can also, without immediately making contact, change course in both directions or move their board in any direction.

### **3.6. Leeward and Windward**

A competitor's leeward side is the side that is or, when they are head to wind, was away from the wind. However, when riding by the lee or directly downwind, their leeward side is the side on which their wing flies in a normal riding position (not holding the wing backwind). The other side is their windward side. When two competitors on the same tack overlap, the one whose board is on the leeward side of the other's board is the leeward competitor. The other is the windward competitor.

### **3.7. Mark**

A mark is any object specified in the Sailing Instructions which delimits the competition area.

### **3.8. Overtaking**

A board is overtaking from the moment it gains an overlap from clear astern until the moment it achieves a position clear ahead of the overtaken board.

### **3.9. Postponement**

A postponed heat is one which is not started at its scheduled time, and which may be run at any time the Race Committee may decide.

### **3.10. Representative**

Any individual with a power authorized under this Rulebook and designated on the Race Notice or Sailing Instructions.

### **3.11. Rider's Representative**

A nominated individual by the competitors. This representative is to be nominated amicably between the competitors present or available for a certain time that can be a full season, part of a season or an event only. If this decision cannot be made, the



highest-ranking competitor per discipline will make a unilateral decision on the Representative provided the competitor accepts the decision.

### **3.12. Room**

The space a competitor needs in the existing conditions, including space to comply with her obligations under right-of-way rules, while maneuvering promptly in a seamanlike way.

### **3.13. Rule**

The rules in this Rulebook, including the Definitions, Race Signals, Introduction or announcements posted in the Official Notice Board together with any update as published in:

- the GWA Website;
- the Rulebook;
- the Race Notice;
- the Sailing Instructions; and
- any other documents that govern the event.

### **3.14. Sport Comission**

An appointed commission by the GWA Board members formed by the Sports Director and minimum two GWA Management and Sports Crew members (e.g. Tour Manager, Head judge, Race Director) who decide on the most relevant WWT competition aspects.

### **3.15. Tack, Starboard or Port**

A competitor is on a tack, starboard or port, corresponding to the competitor's hand that would be forward if the competitor were in normal riding position (riding heel side with both hands on the wing and arms not crossed). A competitor is on starboard tack when the competitor's right hand would be forward and is on the port tack when the competitor's left hand would be forward.

### **3.16. Tangle**

Two or more competitors shall be considered as tangled when the wing of at least one competitor is wrapped around the equipment of another competitor.

It is not considered a tangle when wings or boards bump into each other nor when the wing tip catches the equipment of another rider without wrapping around. Even if both riders capsize (wings in the water) as a result of the contact, this is not a tangle (unless tangled as a result of above action).

If both wings remain in the air and are quickly separated, this is not considered a tangle even if there is a slight wrap-around.

### **3.17. Transition**

A board in transition is one that is changing direction either tacking or gybing or



performing a maneuver specifically designed to change tacks. A transition starts when the competitor changes course and finishes when is riding on the new tack.

### **3.18. Surf-Freestyle discipline**

The Wingfoil Surf-Freestyle discipline combines freestyle tricks together with the surf/carving maneuvers. All tricks, jumps and maneuvers performed out of the wave will be counted as freestyle tricks. On the other hand, all the carvings, turns and maneuvers performed in the swell or waves will count in the wave score.

### **3.19. FreeFly-Slalom discipline**

The Wingfoil FreeFly-Slalom discipline covers all competitions with a start and a finish line, running around a defined course marked with buoys, that includes a downwind section where competitors should use the energy of the waves or pumping, without using the power of the wing.

### **3.20. Wave discipline**

The Wingfoil Wave discipline is based on the performance of riding in waves and swell. Waves selection, power, variety, flow are just some of the judge criteria considered in waves.

### **3.21. Big Air discipline**

The Wingfoil Big Air discipline has as a main focus to boost as high as possible and break the boundaries of the sport. The competition format may be more diverse than other disciplines and the wow and show factors are the main goal.

### **3.22. Wingfoil Board**

The unidirectional board used by a Wingfoil competitor. The board's hull is fitted underneath with shaped vanes (foils) which lift the hull clear of the water at speed.

### **3.23. Wing**

The wing is the rig that is used to be pulled by the wind. It has the same principle of an aviation wing. A wing has an inflatable leading edge. Along the chord can have an inflatable strut with handles or a boom to control the rig.

### **3.24. Hydrofoil**

A hydrofoil is a lifting surface, or foil, that operates in water. They are similar in appearance and purpose to aerofoils used by airplanes. As a hydrofoil craft gains speed, the hydrofoils lift the board's hull out of the water, decreasing drag and allowing greater speeds.

## **4. EVENT DISCIPLINES AND DIVISIONS**

### **4.1. Event Disciplines**

An event can include one or more of the following disciplines:



- Surf-Freestyle
- FreeFly-Slalom
- Wave
- Big Air

The rules of which can be found in the relevant discipline section of this Rulebook. Other Special or Show Disciplines may be scheduled in an event. All scheduled disciplines at the events shall be announced in the Race Notice.

## **4.2. Divisions**

A WWT event may include one or both from the following divisions:

- Pro Men: any age (minimum 14 years old within the year of competition).
- Pro Women: any age (minimum 14 years old within the year of competition).

In case of a competitor under the age limit, they will have no priority to enter a competition over another competitor who is within the age limit.

In case of a free spot in the competition that can not be taken by anybody else, the Sports Committee will evaluate if the level of the competitor is suitable to enter the World Cup Competition.

Divisions may be created or merged if there are less than six (6) competitors registered per division.

Competitors can only compete in one division per competition.

All scheduled divisions at the events shall be announced in the Race Notice.

## **5. SUITABLE CONDITIONS**

The competition must take place in suitable conditions. This decision shall be made by the Race Director, WWT Representative and / or the Head Judge.

### **5.1. Wheater Conditions**

When assessing if the conditions are suitable for competition in all disciplines, the event organizing team will take into account the wind speed, wind direction, temperature, incoming and current weather, wave size and ocean currents.

### **5.2. Air temperature**

Shelter on the beach and sensible provisions such as hot food and drinks must be provided by the event organizer if the air temperature drops below 10° Celsius during the competition.

### **5.3. Water temperature**

Competition will not run if the water temperature is not at least 8° Celsius or above.

### **5.4. Protests**

The ruling on conditions is final. Protests surrounding the suitability of the conditions



will not be heard / taken into account.

## **6. ORGANIZERS AND NATIONAL AUTHORITIES**

### **6.1. Event Organizers, National Authorities and Race Committee**

WWT recognised and sanctioned events will be run and organized by an individual or group that is recognised by the WWT. From here on they shall be recognised and referred to by the term 'Event Organizer'. The GWA Event Guidebook and GWA WWT rulebook will form the basis and protocol for judging and organization of all WWT competitions.

#### **6.1.1 National Authorities**

The WWT may recognise all legally constituted National Wing sports Bodies.

#### **6.1.2 Race Committee**

Subject to such direction as the GWA and WWT may exercise, all competitions shall be conducted and judged by the Race Committee in conformity with the terms and conditions published in the Race Notice. The term "Race Committee", whenever it is used, shall include any person or committee responsible for carrying out any of the designated duties or functions of the Race Committee. The head of the Race Committee should be the Race Director, Head Judge or any other person named in this document as the head of the Race Committee.

### **6.2. Event Officers**

The WWT events shall have the following:

- A Race Director
- A Head (Protest) Judge
- A Principle Race Officer for the FreeFly-Slalom discipline
- At least 3 Judges
- A WWT Representative.



## **7. ELIGIBILITY AND REGISTRATION OR MEMBERSHIP WWT**

### **7.1. Eligibility**

A competitor is eligible for any WWT event if he meets the following conditions:

1. The competitor holds a valid membership with the GWA WWT.
2. The competitor has personal medical insurance with worldwide coverage. A valid membership card or certificate, or other satisfactory evidence of worldwide medical coverage may be requested.
3. The competitor cannot hold the WWT, the GWA or the event-organizer responsible for any claims for damages as a consequence of the competitor not having sufficient personal medical insurance.
4. The WWT Representative will look after all entries. Although allocated wildcard positions can be awarded by the Event Organizer or the National Association.
5. The Rulebook specifies the maximum number of 28 competitors registered for a WWT Surf-Freestyle discipline, 40 competitors in the FreeFly-Slalom discipline, 24 for Big Air discipline and 24 for Waves discipline including the wildcards, though these may be modified in the Race Notice.
6. The Race Notice will give the specifications and information regarding registration.
7. In order to enter the event, parental consent / authorisation must be received for all competitors who are under the age of 18 years old at the registration date.
8. The right to refuse the registration of any individual whose participation is not in the best interest of the event or the sport is reserved by the WWT.

### **7.2. Entry procedure and Registration**

1. All competitors planning to enter a WWT event shall pre-register online through the registration page linked to the GWA website or by other means to be specified by the GWA Sports Commission, no later than the published closing date for entries for that specific event.
2. Ultimately it is the competitors' responsibility to pre-register or to apply for an entry for an event and to ensure that the application has been received timely and correctly.
3. A pre-registered and/or qualified competitor failing to show at the event without advance notice may be given a fine according to rule 11.2 fine schedules and may have his next events entry applications canceled.
4. Entry forms for event registration must be signed and completed by the time stated in the Race Notice. Exceptions can only be granted by the WWT Representative.
5. If a competitor is unable to complete registration at the published time and place in the Race Notice for reasons beyond their control, then the competitor should contact the WWT Representative with details of their delay, and must gain consent for their registration period to be extended. Evidence must be supplied to support reasons showing that the circumstances are out of the competitors control. Failure to comply with the above will prohibit a competitor from entering the event.



### **7.3. Nationality**

Any rider competing in a GWA tour event must compete under the nationality that their passport states. Under no exception can a rider change nationalities mid-season or during an event.

Riders who have a dual nationality need to choose only one to represent aqf the start of the season.

If a rider wishes to discuss nationality change, they must reach out to the Tour Manager before the season begins with valid proof and evidence as to why they will represent a new country.

### **7.4. Membership**

1. Every competitor needs to hold a valid GWA membership. The duration of GWA membership is from the first to the last event of the WWT season.

Membership fees shall be determined by the GWA at the start of the year and may be changed at any notice during the course of the year. At the end of the inscription-time, the rider must be able to prove a valid GWA membership. After confirmation of participation, he will receive a payment link. Payments must be made via credit card. For certain exceptions, late payments can be made in cash at the inscription at the respective event. Cash-payments will only be accepted in Euros or USD currency.

2. The cost of the GWA membership is 80 € for competing in one event and 160 € per year (to be paid 80 € at the first event entered and 80 € at the second event entered. The total amount of 160 € can also be paid in once at the first event for the complete year. Membership fees are excluding event fees.)
3. The GWA membership fee for Local / National Wildcard holders is reduced to 20 € for competing in one event and 100 € per year (to be paid 20 € at the first event entered when receiving a wildcard and 80 € at the second event entered).
4. The membership includes athletes' insurance for accident and third-party liability during the competition. Benefits are only provided in accordance with the current ERAG insurance policy. The GWA Wingfoil World Tour, the GKA Event GmbH, the Global Wingsports Association cannot held liable for any legal and/or financial liability, losses, damages, which might occur from the participation in the competition/event.

### **7.5. Entry restrictions**

1. Entry-fee payments must be made no later than the end of the inscription-time at the respective event.
2. After confirmation of participation, the rider will receive a payment link. Payments must be made via credit card. For certain exceptions, late payments can be made in cash at the inscription at the respective event. Cash-payments will only be accepted in Euros or USD currency. In this case an amount of 40,- Euro processing fee will be added to the regular entry-fee.
3. In the case that the full amount of the inscription fee is not paid by the end of the announced inscription-time, the rider will not be allowed to compete.





## 7.6. Waiting List

For each event, a waiting list is formed by the riders that pre-registered and were unable to gain immediate entry into the competition. The waiting list for a competition and order of where riders are placed can come down to the following arrangements:

- The seeding list: The seeding list determines the allocation of where riders are placed. Riders on the waiting list will be ordered in seeding list as priority.
- Video Applications: A waiting list can also include riders who have submitted videos. Videos are scored by the GWA sports committee and ordered from highest to lowest score.
- Wildcards: The GWA along with the local organiser will have Wildcard positions available for riders to gain entry into an event.

Once a start list is published, riders have until a set date to confirm their positions. If riders have not been confirmed by the date announced by the GWA, then the GWA has the right to offer positions to the next riders on the waiting list.

- If a rider from the seeding list pulls out, then the next rider by seeding list will go in and take this spot.
- If a rider from the video application list pulls out, then the next rider by ranked video will take that spot.
- If a wildcard position pulls out, then the GWA or local organizer (depending on what wildcard) has the choice to decide who the next wildcard position is offered too.

Depending on where the rider that pulls out of the event is positioned will determine what waiting list rider goes in whether that be by seeding, video, injury or wildcard positions.

## 8. EQUIPMENT

### 8.1. Wing

The leading edge from the wing must be inflatable.

### 8.2. Board and Foil

To be eligible for competition, boards and foils must work and be powered independently to the wing.

### 8.3. Power of wind and water

Only the power of wind in the wing or the power of water on the board and foil can propel the competitor. Other than that the competitor must remain unassisted. The board should not make significant progress by swimming, paddling or walking with it.

### 8.4. Danger of injury

If the Race Director deems that certain equipment could cause injury to any riders /



competitors / public, then it must be prohibited.

### **8.5. Equipment Check**

Every competitor must take responsibility with regard to having their equipment checked by the Race Director. Failure to obey instructions may lead to a penalty / fine under rule 11.2.

### **8.6. Further restrictions**

In the interest of safety and of maintaining high standards of fair play, the WWT reserves the right to impose further restrictions on equipment. Prohibition will not be made without being announced in the Race Notice.

## **9. ADVERTISING**

### **9.1. Requirement to carry advertising**

1. For the entire event, including registration day, whether competing, riding as part of an exhibition or other fun event, warming up in the designated area, being interviewed by event media or official press teams, or at any presentations or when on any podiums, all riders, if required by the Race Notice or Race Director, shall:
  - wear a standard WWT specification, Event or Tour advertising vest over all other clothing, including harness and life jacket and / or
  - carry Event / Tour advertising stickers in the correct position on the board and wing.
2. Instructions from the Race Notice, Sailing Instructions, the Race Director or WWT Representative must be followed by competitors in regard to the proper placement of advertising.
3. Advertising that is provided must all be in good taste and well represented as judged by the WWT Representative or Race Director. Any branding not deemed to be in good taste by the Race Director or WWT Representative must be replaced with immediate effect.
4. Each competitor must take sole responsibility to correctly wear their competition vest at all times during the event.
5. Competitors shall make every effort to guarantee that event and sponsor branding is appropriately respected and neatly arranged on their board, and wing. If advertising / branding stickers are lost during competition because of adhesion problems, then a rider will not be held responsible for that.
6. Competitors can be subject to a fine if they fail to comply with any of the above rules according to rule 11.2 fine schedules. Future event entry applications may also be canceled as a result.

## **10. GENERAL ATTITUDE AND RESPONSIBILITY AT EVENTS**



### **10.1. Attitude**

1. All members must, by their actions and general attitude, during all events and at all times while within the boundaries of the recognised WWT site or sanctioned events, promote the image of the sport, the sponsors of the event, the WWT and themselves in a professional manner.
2. Any failure to do so immediately prior to, during and immediately after a WWT event may result in appropriate fines being levied by the WWT. More severe cases of bringing the sport into disrepute may result in the suspension or expulsion of a competitor from the WWT after due consideration by the WWT Sports Commission.

### **10.2. Social Media**

1. Any post on social media channels made by any member, competitor or Event Official will be considered a public statement. A post considered abusive or detrimental to the best interests of the WWT and the sport in general, or that could be considered to bring the WWT or the sport into disrepute shall be considered as an unsportsmanlike conduct and may be penalized under rule 11.2 fine schedules.
2. Any post from a competitor on social media about a sanction imposed under this Rule Book shall be done with the consent of the WWT Representative.

### **10.3. Exhibition events**

1. An exhibition event does not count towards the official result. If instructed by the Race Director, all registered competitors must compete in exhibition events. The Race Director must first obtain the WWT Representative's permission to hold exhibitions in which the competitors are required to participate.
2. Failure by a competitor to participate without the WWT Representative's prior permission may lead to a penalty under rule 11.2 fine schedules. Future event entry applications may also be canceled.

### **10.4. Official attendance**

#### **10.4.1. Mandatory competitor's meeting**

A mandatory meeting for all competitors at least half-an-hour before the start of the first heat will take place on the first day of official competition. All competitors will receive an announcement as to the official time and location for the meeting at registration.

#### **10.4.2. Media conference and interviews**

All competitors may be required to attend a post heat media conference or interview immediately after the end of the heat or at any reasonably possible time, taking into account the commitments of competition, whether he / she is the winner or the loser. Competitors must wear the event sponsors' advertising vest or a suitable substitute supplied by the Event Organizer or WWT Representative during this conference as required.

#### **10.4.3. Official ceremonies and events**



It is mandatory for all competitors to ensure their punctual attendance at all scheduled official events or ceremonies announced in the Race Notice or Sailing Instructions.

#### **10.4.4. Presence on site**

All riders / competitors are required to stay within the event site boundaries for the entire duration of the event, as published in the Race Notice. Permission in writing must be obtained from the WWT Representative by any rider / competitor wishing to be made exempt from this rule for a particular event.

#### **10.4.5. Failure**

If any competitor fails to comply with any of the above rules they may be penalized under rule 11.2 fine schedules. Future events entry applications may also be canceled / dismissed.

### **10.5. Official event podiums / closing ceremony**

Each event should have an official podium ceremony to close the event either on the last day of the event period, the last day of competition or anytime in-between. This is up to the event organiser in approval with the GWA World Tour and needs to be communicated within the Race Notice. Changes in time may occur and need to be communicated within at least one day in advance during the event period.

#### **10.5.1. Attendance**

Attendance for all competitors of an event is mandatory. Podium athletes need to be on time for the scheduled podium ceremony. Athletes that place on the podium of an event and miss the official podium ceremony are being sanctioned with a fine equal to their prize money earning from the respective event.

#### **10.5.2. Podium Guidelines**

Athletes that place on the podium of an event need to follow the organiser and GWA guidelines for the podium ceremony:

- Being on time for the scheduled podium ceremony.
- Wearing competition lycra if requested by the organiser or the GWA.
- Carry their country flags if requested by the organiser or the GWA.
- Being permitted or not permitted to bring parts or pieces of their sports equipment onto the podium.
  - Only equipment parts and pieces of GWA member brands and GWA World Tour partner brands will be allowed to be shown on the podium.
  - Equipment parts and pieces taken onto the podium must be placed in a way that no logos of event partners and GWA on podium stage and backdrop are covered for the official podium photo.
- Branding and World Tour logo/event stickers:



- Equipment parts and pieces taken onto the podium must carry the GWA World Tour logo sticker on the visible side of the part taken on stage. A maximum of 2 event partner logo stickers may be requested by the organiser.
- Individual branding of athletes sponsors and partners are allowed be displayed on athletes clothing while on the podium. Logos of athlete's individual sponsors or partners must not cover any World Tour logo or event partner logo on the competition lycra.
- .
- Product placement of event partner:
  - Athletes cannot be forced to product placement of event partner companies. For example, holding cans or other products willingly while being on podium.

### **10.5.3. Fines**

- Mis compliance to any of the rules stated in the podium guidelines will lead to a fine not more than 500 Euro.
- Non-attendance to the event podium by an athlete that finishes the event in a podium position will lead to a fine not more than their prize money earned in the respective event and/or a disqualification for the next competition.

## **11. DISCIPLINARY CODE OF CONDUCT AND FINES**

### **11.1. General codes and fines**

1. The rules set forth under this section apply to the conduct of each competitor, caddies, coaches, Event officials, WWT staff or competitors' relatives while within the event site boundaries, except where the specific offenses described therein are considered to bring the sport into disrepute or are directed towards an Event Organizer, sponsor, the WWT or WWT staff.
2. Fines that are applied for breaking this code are payable to the WWT. Any applied fines must be paid before any competitor will be allowed to compete in any further event or heat recognised or sanctioned by the WWT.
3. The WWT Representative, Race Director or Head Judge may discipline and fine competitors. In all cases the Race Director and / or Head Judge shall consult with the WWT Representative before imposing any fines or penalties under the code of conduct.
4. The Event committee will consider the seriousness of the offense, the current ranking of the competitor and if the rule violation is a repetition when imposing a fine or penalty.
5. Fines may be imposed for each individual rule violation. If different rules have been broken / violated during a single incident, each individual violation of the rules may be penalized accordingly.
6. The WWT will notify any competitors in writing of fines levied against them. Any competitor wishing to appeal against a fine may submit a written appeal to the WWT. This appeal will be considered by a committee consisting of the Head Judge, a WWT Representative and a GWA Sports Commission representative. Where it is not possible for an appeal to be heard by this committee i.e. after an event has finished, then the appeal may be heard by the GWA Sports Commission.



## **11.2. Fines and disqualifications**

### **11.2.1. Failure to obey written or verbal instruction**

If a competitor or relative fails to follow clear written or verbal instructions at an event, they may be subject to a fine of not more than \$500 per violation and / or a warning or disqualification from the series or event.

### **11.2.2. Riding in the Competition Area when not competing**

Breaches of conduct under this rule will incur a fine of no more than \$300 per violation and / or a warning or disqualification from the series or event.

### **11.2.3. Failure to return the coloured advertising vest after the heat**

Any competitor failing to return their coloured lycra vest after their heat when returning to the beach will incur a fine of no more than \$50 per violation.

### **11.2.4. Failure to attend an event that a competitor has entered**

Any pre-registered and / or qualified competitor who fails to attend the event without personal advance notice and / or has an adequate excuse (as determined by the WWT Sports Commission) will incur a fine of no more than \$1,000 and / or may have their next event entry applications canceled / dismissed. If a competitor / rider fails to attend events on multiple occasions, the loss of seeding rights shall be increased by one event for each no-show.

### **11.2.5. Failure to compete**

Any competitor failing to show at their heat before the end of the heat without advance notice and with it being due to any extenuating circumstances, including injury, will incur a fine of no more than \$200 per violation.

### **11.2.6. Littering**

Members found to be littering or causing any other environmental damage within the boundaries of the event site will incur a fine of no more than \$200 per violation.

### **11.2.7. First day competitor's meeting**

Any competitor failing to attend the first day competitor's mandatory meeting as prescribed in Rule 10.4.1 will incur a fine of no more than \$200.

### **11.2.8. Media Conference**

Any competitor failing to attend a media conference as prescribed in Rule 10.4.2 will incur a fine of no more than \$500.

### **11.2.9. Official ceremonies or events**

Any competitor failing to attend an Official ceremony or event as prescribed in Rule 10.4.3 will incur a fine of no more than \$250.



Any competitor finishing in the top 3 positions who fails to attend the awards ceremony on time - without being justified by a force of major circumstance - will incur a fine equal to their earned prize money for the event.

**11.2.10. Presence on site**

Any competitor failing to remain present on site as prescribed in Rule 10.4.4 will incur a fine of no more than \$300 and / or a warning or disqualification from the series or event.

**11.2.11. Advertising**

All competitors are required to abide by the advertising rules as laid out in Rule 9.1. Breaching the rules of the various categories of this section will incur a fine of no more than \$300 for each violation and / or warning or disqualification from the series or event.

**11.2.12. Audible obscenities**

Any competitor using an audible obscenity in any language will incur a fine of no more than \$500 for each violation. For the verification of this rule, audible obscenities are defined as words commonly known and understood to be profane and uttered clearly and loudly enough to be heard by any officials in the proximity.

**11.2.13. Visible obscenities**

Any competitor making an obscene gesture of any kind will incur a fine of up to \$500 for each violation and / or warning or disqualification from the series or event. For the verification of this rule, a visible obscenity is defined as the making of signs or gestures by a competitor using his hands, body, or equipment that is commonly understood to have an obscene meaning or message.

**11.2.14. Verbal abuse**

Any competitor heard to be verbally abusive towards an official, opponent, spectator, member of the media or any other person will incur a fine of no more than \$500 for each violation and / or warning or disqualification from the series or event. For the verification of this rule, verbal abuse is defined as a statement directed at an official, opponent, spectator, member of the media or any other person that implies dishonesty, or is derogatory, insulting or otherwise abusive.

**11.2.15. Abuse of event equipment**

Any competitor abusing or damaging event equipment, violently or dangerously or with anger, will incur a fine of no more than \$300 plus the costs of repairing or replacing any damaged equipment and / or warning or disqualification from the series, event or elimination.

**11.2.16. Physical abuse**

Any competitor found to have been physically abusive to an official, opponent, spectator, member of the media or any other person will incur a fine of no more than



\$500 for each violation, and / or disqualification from the series or event. For the verification of this rule, physical abuse is the unauthorized touching of an official, opponent, spectator, member of the media or any other person.

#### **11.2.17. Unsportsmanlike conduct**

Any competitor failing to conduct themselves in a sportsmanlike manner at all times, and / or to give due regard to the authority of officials and the rights of opponents, spectators, members of the media or other persons will incur a fine of no more than \$5,000 for each violation and / or disqualification from the series or event and / or may have their next event entry applications canceled / dismissed.

For the verification of this rule, unsportsmanlike conduct is defined as any misconduct that is clearly abusive or detrimental to the sport, but does not fall within the prohibition of any specific on site offense contained in these rules. In addition, unsportsmanlike conduct shall include, but not be limited to, the use of illegal drugs, gambling, bribery, sexual harassment or abuse, giving, making issuing, authorising or endorsing any public statement, having, or designed to have, an effect that is prejudicial or detrimental to the best interests of the WWT, the event or the wingfoiling sport in general.

If the Head Judge believes that a competitor is abusing or misusing the protest system, then he / she may propose that a fine be levied in the category of unsportsmanlike conduct.

#### **11.2.18. Coaches, team managers and family relatives**

Competitors take responsibility for the presence of their coaches, managers, representatives, family relatives and any ancillary staff. The violation of any WWT Code of Conduct rules by any of these individuals will result in the appropriate penalty being applied to the competitor.

#### **11.2.19. Future disciplinary action**

When the WWT Representative, Race Director or Head Judge excludes a competitor from further participation in an event, or takes further disciplinary action against the competitor after a gross breach of good manners or unsportsmanlike conduct, their action shall be reported to the GWA Sports Commission, who may reconsider the matter after further investigation and impose further penalties, including the recovery of costs for any damage caused to property and equipment.

#### **11.2.20. Hotel Accommodation**

The good name of WWT and the competitive preparation of competitors should not be compromised by competitors causing damage, inconvenience to other guests or boorish, rowdy behavior in official hotels or other accommodation. Such behavior may result in the WWT disallowing a competitor from residing in official hotel accommodation and may result in further action under the Code of Conduct.

Competitors must officially check out of the hotel when involved in a Championship and must pay their room bill (if applicable) and their own hotel extras (e.g. phone, drinks, food). They will be liable for a fine up to \$500 failing to settle a room account and for a





fine up to \$250 if they should leave the hotel without paying all their hotel extras.

#### 11.2.21. Non-payment of membership fees

Non-payment of membership fees may result in the disqualification from the event. Membership fee must be paid before entering the event.

### 11.3. General rules for protests and conducts

#### 11.3.1. How is a protest submitted to the GWA team

- A competitor has the right to protest when they believe that a wrong decision has been made against the rules defined within the Rulebook and competition notice board.
- When a rider wishes to submit a protest must be brought forward to the Race Director only. Protest brought forward to any other person (head judge, judge, tour-manager, CEO) is null and void and will be considered as NO PROTEST. None of the crew members who is not the head judge must forward any protest to the head judge. It is the obligation of the rider to place his/her protest with the head judge only and directly.
- Protests must be in either submitted by a video submission filmed with the Race Director, or by a written format then handed to the Race Director.
- Riders 18 years old and older must place the protest ALONE to the head judge. Friends or parents are **not** allowed to speak up in favour of the protesting rider. If that is the case the protest will be dismissed automatically without any further consideration. Riders younger but 18 years old can be accompanied by **one adult** person to support the protesting rider.

#### 11.3.2. What can be protested

A competitor has the right to protest any of the following points that is directly affecting him/her:

- A rider can protest a break of rules of his opponent who is directly affecting them during the competition.
- The wrong flag signal and or timing during the heat in which the rider is competing can be protested if the rider has proof or the committee agrees an error was made.
- Obstacles/safety in the competition area may also hinder riders during competition. A protest can be submitted if this has occurred.
- Interference of another competitor, interference with water crew, interference with external people may be protested if a rider believes interference to their heat has affected their performance during competition.
- Trick calling or validation can be protested if the wrong trick has been correlated within the scoring system.
- Seeding and crossings within the ladders can be protested if a rider believes



positions are wrong, the wrong ladder is being used, seedings are incorrect or believes there is a further incorrecction displayed.

#### **11.3.3. What can't be protested**

A competitor cannot protest the following points that directly affect him or her;

- A rider cannot protest the score of a trick/wave that has already been confirmed within the judge team.
- A counted landing and takeoff cannot be protested. Once a trick/wave has been confirmed, the score will be confirmed and will not change.
- The malfunction of technical devices with live scoring cannot be protested.
- Weather conditions being suitable or not cannot be protested. The Race Director will always have the final call when a competition runs or goes on standby.
- Spot/location choice cannot be protested. The competition's location is defined by the Event Organiser in mutual agreement with the GKA. The heat area is defined by the Race Director given the conditions faced at the location. If the heat area needs to change for whatever reason, then the Race Director has the right to alter this with given notice to the competitors.
- The competition schedule cannot be protested. The running order of heats is decided by the Race Director and communicated via the official event notice board.
- A horn signal cannot be protested. The only relevant signal riders should follow is the visual signal displayed on the event site.
- Safety measures on the competition cannot be protested. The Race Director will always have the final decision on the running of the competition. Riders can share their thoughts and advice, however, the final decision on safety will always be calculated by the Race Director.
- Appointment of sports crew cannot be protested by the rider. The GWA carefully schedules their crew internally for each event with the thoughts and considerations for each discipline.

#### **11.3.4. Evidence (if required)**

- Only GWA produced videos (official livestream or any other official GWA video produced by GWA crew will be accepted for reconsidering of a judge's decision. Under no circumstances must private videos ever be allowed for changing the judging.
- Official GWA videos will only be allowed to reconsider scoring and judges if technically available within 15 minutes after the end of the respective heat and protest placed.
- False protesting/Bad behaviour by riders or their parents, bad sportsmanship according to the existing rulebooks (for instance offending other riders, parents, fans, tour, crew directly in person or by social media), will have the following consequences.



- First time offence committed (warning) = yellow card
- Second time offence committed = red card, which means the rider will get a fine with possible disqualification.
- Black card with direct disqualification. The black card can be used at any given moment and not in sequence with the yellow and red.
- Important: Riders will have to face the same consequences for their own behaviour as well as the behaviour of their parents. In other words: A rider can be disqualified because his/her parents are committing an offence according to the rules above. Parents and coaches can be banned from competition site.
- Yellow cards count for the running event plus the next event or, if the offence was committed after the event was finished, for the next 2 events the respective rider is attending, before it gets erased.
- Behaviour leading to yellow, red or black card can be reported to the Race Director. Only the Race Director has the authority to speak out yellow, red and black cards.

#### **11.3.5. Consequences for Protests**

- Unsportsmanlike behaviour during an event will result in following the card system: Yellow card (no fine), Red card (will be a fine with also a possibility of disqualification), Black Card (Direct Disqualification from the competition) as stated above.
- Wrong signal turn flag: Riders will receive an additional attempt if this is deemed an error.
- Flag signal not in time with real heat timer (tolerance 5 sec): If the flag signal is more than 5 sec too early, then a protest can be considered with the consequence of giving extra time. If the flag is too late, the trick/wave is still out of time and will therefore not be counted.
- Interference with obstacles in timed heat: If interference occurs then the heat is stopped and after clearance the heat will continue with or without time extension. If interference happened during performance of one or both athletes, then an additional trick/wave attempt will be granted.
- Interference with obstacles in heat with turns: The rider needs to claim interference by raising hand whilst on the water and clearly identifying interference. If the protest is then granted the rider has another attempt and interfered attempt (if it was not scored) is not counting.
- Wrong trick counting or validation: If successful in the protest, the result will be corrected as long as protest had been claimed before the next heat starts that is affected by the result or within 2 hours.
- Wrong information on noticeboard: At the moment wrong information is detected that causes an incorrect judging, the competition will be stopped, the notice board will be updated with the correct information and the competition will then continue based on correct information.



- Wrong timing on noticeboard: The timing on noticeboard is what counts and what stands.
- Score changes: You can never change the score, but you can invalidate a score if it is proved that a competitor infringes any of the rules outlined within the current rulebook. Proof can come from the sports crew's video evidence. If no video evidence is available or official recording/letter, then the final decision is made by the Race Director.

## 12. ANNUAL RANKING LIST

### 12.1. Ranking points

Competitors will be awarded points according to the table in each Discipline Scoring subsection of this rulebook.

### 12.2. Incomplete elimination series

Competitors will be awarded 30 points on events where there was not a valid result.

### 12.3. Discards

The number of scores counting towards the WWT Ranking of each discipline depends on how many times the respective disciplines have been completed. The Ranking begins when the first elimination of a series has been completed for that discipline. The number of discards shall be in accordance with the table below:

Number of events completed	Number of events discarded
1 - 3	0
4 - 6	1
7 - 9	2
10 or more	3

### 12.4. World Champion

The competitor with the highest total score at the end of the year is the Champion. In 2023 the Champion will be called GWA Wingfoil Surf-Freestyle World Champion (Surf-Freestyle discipline), GWA Wingfoil FreeFly-Slalom World Champion (FreeFly-Slalom discipline), GWA Wingfoil Wave World Champion (Wave discipline) and GWA Wingfoil Big Air Champion (Big Air discipline).

### 12.5. Ties in annual ranking lists

When there is a tie in total points of a WWT annual ranking list, the tie shall be broken as follows:



- In favor of the competitor who has beaten the other in more events in the relevant discipline including all discarded events.
- If a tie remains between two or more competitors, each competitor's event discipline results shall be listed in order of best to worst, and at the first point(s) where there is a difference the tie shall be broken in favor of the competitor(s) with the best result(s) including all discarded events results.
- If a tie still remains between two or more competitors, they shall be ranked in order of their results in the last event. Any remaining ties shall be broken by using the tied competitors' results in the next-to-last event results and so on until all ties are broken. These results shall be used even if some of them are excluded results.

## **13. PRIZE MONEY**

### **13.1. General**

1. Event Organizers and WWT contracts will take precedence when it comes to prize money levels as set by the WWT sports commission and the GWA.
2. The total prize money amount at the event for each discipline and division shall be announced in the Race Notice or entry form.
3. Any competitor who, in the opinion of the Race Director, causes any unnecessary delay in the smooth running of an event (e.g. not attending the prize giving ceremony on time), or violates any part of the WWT Code of Conduct, may be excluded from this prize split. The Race Director's decision may not be appealed, although they may be required to give their reasons for the decision in writing.
4. Any rider is responsible by himself or herself for paying the applicable taxes for the prize money received. The rider keeps the WWT, the GWA, the event-organizer and any third party free from the riders' personal tax liabilities. The WWT, the GWA and the event-organizer have the right to inform the tax-authorities about the name of the rider and the amount of prize money received by him or her, if required by the tax-authorities.
5. Event Organizers and WWT contracts will take precedence when it comes to prize money levels as set by the WWT spots commission.

### **13.2. Prize money distribution**

1. The full amount of the advertised prize money shall be payable when a valid result stands as specified in the relevant subsections of this Rulebook.
2. The WWT, the GWA and/or the event organizer have got the right to subtract the competitors' individual withhold-tax from the prize-money to be paid out. The WWT, the GWA and/or the event organizer have got the right to pay the individual withhold-tax on behalf of the competitor to the national tax-authorities of the country in which the event takes place. The WWT, the GWA and/or the event organizer shall give all necessary information and documents of the tax-payment made to the competitor for his personal disposal.
3. Ten per cent (10%) of the available prize money per event may be allocated to the



overall ranking.

4. The prize money distribution per event between genders will be done equally until 4th position. After that, the prize money will be distributed between genders based on the number of participants. The prize money distribution of each discipline for a valid and completed WWT event is specified in the relevant subsections of this Rulebook.
5. The price money distribution for the overall ranking will be evenly split between gender and distributed according to the following table.

MALE		FEMALE	
Position	Percentage	Position	Percentage
1	25%	1	25%
2	15%	2	15%
3	10%	3	10%
<b>Total</b>	<b>50%</b>	<b>Total</b>	<b>50%</b>

### 13.3. Surf-Freestyle prize split

The prize money distribution for a valid and completed WWT event will be done according to the following:

#### 13.3.1. Unequal number of riders between genders

If there is 16 or more competitors in one gender and less than 16 competitors in the other gender then the prize split will be as followed:

- 40% of total prize money are split between Top 4 women
- 40% of total prize money are split between Top 4 men
- 20% of total prize money are split between Positions 5-8 of the gender with more than 16 competitors (4 riders in equal 5th place)

Gender with 16 or more		Gender with less than 16	
Position	Percentage (%)	Position	Percentage (%)
1	15	1	15
2	10	2	10
3	8	3	8
4	7	4	7

<b>Total 1-4</b>	<b>40</b>	<b>Total 1-4</b>	<b>40</b>
5	5	0	
5	5		
5	5		
5	5		
<b>Total 5-8</b>	<b>20</b>		

### **13.3.2. 16 or more competitors in both genders**

If there is 16 or more competitors in both genders the prize split will be as followed:

- 50% of total prize money are split between Top 8 women
- 50% of total prize money are split between Top 8 men

<b>16 or more women</b>		<b>16 or more men</b>	
<b>position</b>	<b>percentage (%)</b>	<b>position</b>	<b>percentage (%)</b>
1	14	1	14
2	9	2	9
3	7	3	7
4	6	4	6
5	3.5	5	3.5
5	3.5	5	3.5
5	3.5	5	3.5
5	3.5	5	3.5
<b>Total</b>	<b>50</b>	<b>Total</b>	<b>50</b>

### **13.3.3. Less than 16 competitors in both genders**

If there is less than 16 competitors in both genders the prize split will be as followed:

- 50% of total prize money are split between Top 4 women
- 50% of total prize money are split between Top 4 men

Less than 16 women		Less than 16 men	
position	percentage (%)	position	percentage (%)
1	19	1	19
2	14	2	14
3	10	3	10
4	7	4	7
<b>Total</b>	<b>50</b>	<b>Total</b>	<b>50</b>

#### 13.4. Big Air prize split

The prize money distribution for a valid and completed WWT event will be done according to the following:

##### 13.4.1. Unequal number of riders between genders

If there is 12 or more competitors in one gender and less than 12 competitors in the other gender then the prize split will be as followed:

- 42% of total prize money are split between Top 3 women
- 42% of total prize money are split between Top 3 men
- 16% of total prize money are split between Positions 4-6 of the gender with more than 12 competitors.

Gender with 12 or more		Gender with less than 12	
Position	Percentage (%)	Position	Percentage (%)
1	17	1	17
2	14	2	14
3	11	3	11
<b>Total 1-3</b>	<b>42</b>	<b>Total 1-3</b>	<b>42</b>
4	7		
5	5		
6	4		





<b>Total 4-6</b>	<b>16</b>	
------------------	-----------	--

#### **13.4.2. 12 or more competitors in both genders**

If there is 12 or more competitors in both genders the prize split will be as followed:

- 50% of total prize money are split between Top 6 women
- 50% of total prize money are split between Top 6 men

<b>12 or more women</b>		<b>12 or more men</b>	
<b>position</b>	<b>percentage (%)</b>	<b>position</b>	<b>percentage (%)</b>
1	15	1	15
2	12	2	12
3	9	3	9
4	6	4	6
5	4.5	5	4.5
6	3.5	6	3.5
<b>Total</b>	<b>50</b>	<b>Total</b>	<b>50</b>

#### **13.4.3. Less than 12 competitors in both genders**

If there is less than 12 competitors in both genders the prize split will be as followed:

- 50% of total prize money are split between Top 3 women
- 50% of total prize money are split between Top 3 men

<b>Less than 12 women</b>		<b>Less than 12 men</b>	
<b>position</b>	<b>percentage (%)</b>	<b>position</b>	<b>percentage (%)</b>
1	20	1	20
2	17	2	17
3	13	3	13
<b>Total</b>	<b>50</b>	<b>Total</b>	<b>50</b>

### **13.5. Wave prize split**



The prize money distribution for a valid and completed WWT event will be done according to the following:

### **13.5.1. Unequal number of riders between genders**

If there is 16 or more competitors in one gender and less than 16 competitors in the other gender then the prize split will be as followed:

- 40% of total prize money are split between Top 4 women
- 40% of total prize money are split between Top 4 men
- 20% of total prize money are split between Positions 5-8 of the gender with more than 16 competitors (4 riders in equal 5th place)

Gender with 16 or more		Gender with less than 16	
Position	Percentage (%)	Position	Percentage (%)
1	15	1	15
2	10	2	10
3	8	3	8
4	7	4	7
<b>Total 1-4</b>	<b>40</b>	<b>Total 1-4</b>	<b>40</b>
5	5		
5	5		
5	5		
5	5		
<b>Total 5-8</b>	<b>20</b>		

### **13.5.2. 16 or more competitors in both genders**

If there is 16 or more competitors in both genders the prize split will be as followed:

- 50% of total prize money are split between Top 8 women
- 50% of total prize money are split between Top 8 men

<b>16 or more women</b>	<b>16 or more men</b>
-------------------------	-----------------------

position	percentage (%)	position	percentage (%)
1	14	1	14
2	9	2	9
3	7	3	7
4	6	4	6
5	3.5	5	3.5
5	3.5	5	3.5
5	3.5	5	3.5
5	3.5	5	3.5
<b>Total</b>	<b>50</b>	<b>Total</b>	<b>50</b>

### 13.5.3. Less than 16 competitors in both genders

If there is less than 16 competitors in both genders the prize split will be as followed:

- 50% of total prize money are split between Top 4 women
- 50% of total prize money are split between Top 4 men

Less than 16 women		Less than 16 men	
position	percentage (%)	position	percentage (%)
1	19	1	19
2	14	2	14
3	10	3	10
4	7	4	7
<b>Total</b>	<b>50</b>	<b>Total</b>	<b>50</b>

## 13.6. FreeFly-Slalom prize split

The prize money distribution for a valid and completed WWT event will be done according to the following:

### 13.6.1. Unequal number of riders between genders

If there is 16 or more competitors in one gender and less than 16 competitors in the



other gender then the prize split will be as followed:

- 40% of total prize money is split between Top 4 women
- 40 % of total prize money is split between Top 4 men
- 20% of total prize money is split between Positions 5-8 of the gender with more than 16 competitors.

Gender with 16 or more		Gender with less than 16	
position	percentage (%)	position	percentage (%)
1	15	1	15
2	10	2	10
3	8	3	8
4	7	4	7
<b>Total 1-4</b>	<b>40</b>	<b>Total 1-4</b>	<b>40</b>
5	6.5		
6	5.5		
7	4.5		
8	3.5		
<b>Total 5-8</b>	<b>20</b>		

### 13.6.2. 16 or more competitors in both genders

If there is 16 or more competitors in both genders the prize split will be as followed:

- 50% of total prize money are split between Top 8 women
- 50% of total prize money are split between Top 8 men

16 or more women		16 or more men	
position	percentage (%)	position	percentage (%)
1	14	1	14
2	9	2	9

3	7	3	7
4	6	4	6
5	5	5	5
6	4	6	4
7	3	7	3
8	2	8	2
<b>Total</b>	<b>50</b>	<b>Total</b>	<b>50</b>

### 13.6.3. Less than 16 competitors in both genders

If there is less than 16 competitors in both genders the prize split will be as followed:

- 50% of total prize money are split between Top 4 women
- 50% of total prize money are split between Top 4 men

Less than 16 women		Less than 16 men	
position	percentage (%)	position	percentage (%)
1	19	1	19
2	14	2	14
3	10	3	10
4	7	4	7
<b>Total</b>	<b>50</b>	<b>Total</b>	<b>50</b>

## 13.7. Incomplete Events

1. An event is considered incomplete when there is no official result and no points are awarded as specified in the relevant subsections of this Rulebook.
2. The prize money for any incomplete event is divided into two parts:
  - Up to twenty per cent (20%) will be returned to the Event Organizer and
  - Ten per cent (10%) of the available prize money per event may be allocated to the overall ranking
  - Seventy per cent (70%) will be evenly distributed to all officially registered competitors in the relevant event that are still in the competition.
  - Should it be decided to unofficially run competition for the incomplete discipline - up to 10% of the 50% allocated to the competitors at an event, may be offered as



unofficial prize money.

### **13.8. Shared positions**

When a number of competitors share a single position and their ranking order is not determined, the payment for those competitors shall be distributed as follows:

The prize money for the occupied position and the following unoccupied positions (equal in number to the competitors that end up in a single position) shall be added together, then divided by the number of the group of competitors being paid in this manner.

## **14. RACE NOTICE**

### **14.1. Publication and Content of Race Notice**

1. The Race Notice is a document that must be published by the WWT thirty (30) days before the first day of the event. Exceptions to this rule may only be made with the approval of the WWT Sports Commission and/or the GWA.
2. The document shall include this information:
  - Name of the Event Organizer, the title, place and dates;
  - That the competition is sanctioned by the GWA and governed by the WWT Rulebook;
  - The discipline(s) offered and the schedule;
  - Maximum number of elimination series;
  - Entry conditions and numbers of entries;
  - Time and place of registration and conditions for advance registration;
  - Registration fees;
  - Changes to any rules of the WWT Rulebook;
  - Prize money to be awarded and any additional prizes;
  - Names of the members of the technical committee (Race Director, Head Judge, Judges).

## **15. SAILING INSTRUCTIONS AND OFFICIAL NOTICE BOARD**

### **15.1. Publication and Content of the Sailing instructions**

1. The WWT Rulebook may be supplemented by written Sailing Instructions, which have the same status as rules.

The Sailing Instructions may alter a rule by specific reference to it, but they shall not alter any rule without prior publication in the Race Notice, after written authorisation from the WWT Sports Commission. The Sailing Instructions shall be posted on the Official Notice Board and any extraordinary instructions may be distributed to competitors.
2. The Sailing Instructions shall include this information:
  - that the WWT Rulebook, the Race Notice and the Sailing Instructions will be the



- documents that shall govern the event;
  - the schedule of the event;
  - the competition area;
  - the time limit for finishing;
  - the judging criteria and scoring system;
  - the maximum number of eliminations;
  - any changes to the rules;
  - prize money to be awarded and any additional prizes;
  - any special safety information;
  - the names of the Race Director, Head Judge, Judging panel and WWT Representative.
3. Any changes of Sailing Instruction must be approved by the WWT Sports Commission or its Representative and shall be posted as a notice on the Official Notice Board at least 30 minutes before the start of the heat in which they are to apply.

## **15.2. Official Notice Board (ONB) and Official Flag Pole (OFP)**

### **15.2.1. Official Notice Board (ONB)**

All official announcements shall be posted in writing on the Official Notice Board. All competitors' attention will be drawn to all important announcements, such as changes to Sailing Instructions.

The information posted on the Official Notice Board must be checked periodically by all competitors.

At least 15 minutes before the start of the heat, the schedule of event, competition area diagram, and heat duration shall be posted at the official Notice Board. Competitors shall check the Notice Board to know in which heat they will be taking part.

### **15.2.2. Official Flag Pole (OFP)**

All signals shall be made from the place indicated in the Sailing Instructions or in the way indicated in the Sailing Instructions.

The Race Director shall announce the weather forecast for the day, the schedule for the day and any other relevant information at the daily competitor's meeting.

## **15.3. Oral instructions**

Oral instructions may only be given if the procedure is stated in the Sailing Instructions.

## **16. PENALTIES AND REDRESS**

### **16.1. Penalties**

1. A competitor may be disqualified from the event by the Race Committee - even without a hearing if they hinder another competitor while competing.
2. The Race Committee may disqualify a competitor from the event for infringing the WWT Rulebook, Sailing Instructions or any governing document as described in the Sailing



Instructions.

## 16.2. Redress

1. A request for redress, or a Head Judge decision to consider redress, shall be based on a claim or possibility that a rider / competitor's score in an elimination series has been, or may be, through no fault of their own, made significantly worse by:
  - crashing, injury or physical damage caused as a result of the action of another rider / competitor that was breaking a right-of-way rule, or of a vessel not racing that was required to keep clear;
  - giving help (except to themselves) in compliance with rule 2.4.3; or
  - an action of a rider / competitor, or a member of their crew, that resulted in a penalty under rule 2.4, or a penalty or warning under WWT disciplinary code of conduct rules.
2. Requests for a redress shall be made in writing, identifying the reason for making the redress request. If the request is based on an incident in the contest area, it shall be delivered to the race office before the start of the next heat concerned by the redress within the protest time limit or two hours after the incident, whichever is later. Other requests shall be delivered as soon as reasonably possible after learning of the reasons for making the request. The head judge shall extend the time if there is good reason to do so.
3. If the Head Judge decides the score has been materially prejudiced in any of the circumstances set out above, they shall make as fair an arrangement as possible for all competitors concerned. The Head Judge may take action by themselves without a hearing.

This may be to let the results of the heat stand, to adjust the score of the prejudiced competitor, to abandon and re-run the heat, to have a sail-off between certain competitors in the heat, to cancel the heat, to add some more time to the original heat or to adopt some other means. The Head Judge may overrule the Judge's decision if there is evidence that a competitor lost their heat because of a Judges' mistake.

## 17. ENTRY ALLOCATION, SEEDING, INJURY WILDCARD

### 17.1. Entry Allocation

1. Anyone wishing to compete in WWT sanctioned events, recognised events or trials of sanctioned events must be WWT members and may only compete with the approval of the WWT.
2. There are 28 competitors per gender in a WWT event entering the Surf-Freestyle and 24 in Waves. A maximum of 40 per gender entering in the FreeFly-Slalom discipline and a maximum of 24 per gender entering in the Big Air discipline.
3. If the number of registered competitors exceeds the maximum number of competitors, the WWT Sports Commission will select competitors based on their seeding. Video footage may be requested and used for selection.





4. The competitors who are seeded and registered before the closing date will be entitled to an entry allocation.
5. Two weeks before an event, Local Organiser Wildcards shall be approved by the WWT Sports Commission.
6. The GWA will publish the wildcard allocation and participants list 14 days before an event.

## **17.2. Entry Allocation**

1. Competitors will be seeded in the elimination ladder based on their current WWT ranking or by draw if there is no ranking available.
2. Points shall be awarded according to rule 12.1.
3. If there is a tie in total points for an individual discipline, the tie shall be broken as follows:
  - In favor of the competitor who has beaten the other in more elimination scores in the relevant discipline including all discarded elimination results.
  - If a tie remains between two or more competitors, each competitor's elimination scores shall be listed in order of best to worst, and at the first point(s) where there is a difference the tie shall be broken in favor of the competitor(s) with the best scores including all discarded scores.
  - If a tie still remains between two or more competitors, they shall be ranked in order of their scores in the last elimination. Any remaining ties shall be broken by using the tied competitors' results in the next-to-last elimination scores and so on until all ties are broken. These results shall be used even if some of them are excluded results.
  - If a tie still remains between two or more competitors in the surf-freestyle discipline, the competitor(s) with the best elimination score in their last round in the last event will win. In case of tie, it will be broken in favor of the competitor with the highest single score. If a tie remains, each competitor's individual scores shall be listed in order of best to worst, even if some of them are excluded scores, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.

## **18.COMPETITION FORMAT AND PROCEDURE**

### **18.1. General Competition Format**

1. After the competitor has completed his/her heat, the coloured (BLACK) lycra vest shall be returned to the Beach Marshall when returning to the beach. Competitors failing to return their coloured lycra vest after their heat may be penalized as specified under rule 11.2 fine schedules.
2. Under rule 11.2 fine schedules, competitors failing to show at their heat to compete without prior notification to the Race Director may be penalized.



3. When a competitor does not show at a heat, the other competitor(s) must compete the heat alone(s) in case the opponent turns up late. Only if the Race Director is informed and confident that the competitor will not be competing in their scheduled heat, the daily schedule can be adjusted to reduce the event's running time.

4. Competition Area

- The competition area shall be defined in the Official Notice Board at least fifteen (15) minutes before the start of the heat.
- Each competitor shall perform their freestyle tricks inside the designated competition area. The Head Judge can announce if competitors can perform their waves outside of the competition area.
- A competitor shall not ride in the competition area while competition is going on, other than during her own heat. A competitor infringing this rule may be penalized as specified under rule 11.2 fine schedules.
- In some occasions offset marks may be used. These marks have to be rounded or passed by the competitors before attempting a trick inside the competition area.

5. Outside assistance

Each competitor's efforts on the water shall be individual with only the following means of outside assistance being allowed:

- Competitors that during their heat end up downwind of the competition area will be allowed to make their way back to the competition area by walking upwind on the beach by themselves or getting assistance from another competitor, coach or caddy.
- During the heat, a competitor could get assistance inside the competition area only from a competitor competing in the same heat. A competitor could get assistance from anybody only when out of the competition area.
- If a competitor gets assistance inside the competition area from the rescue boat, press boat, Jet ski, or any other craft, they will be disqualified from that heat. The Race Director can make changes to this rule at certain events.
- If a competitor loses his wing or board during the heat from equipment failure, he will be allowed to replace his wing or board only outside of the competition area. The competitor has to get out of the competition area by his own means. If he is not wearing a leash, he will not be scored from the point he loses his wing.
- Any non-permitted outside assistance in the heat shall be penalized by a warning or disqualification if in the opinion of the Head Judge or Race Director, such assistance materially prejudiced the result.

## **18.2. General Competition Procedure**

1. Signal

Starting Signals:

- Warning/preparatory: Red flag displayed.
- Starting: Red flag removed, green flag displayed.
- Finishing: Green flag removed for the last minute of the heat, at the end of the heat the red flag will be displayed starting a new cycle.

Each visual signal may be accompanied by a sound signal, but times shall be taken



from the visual signals and mistiming or failure of a sound signal shall be disregarded.

"N" and "AP" flag definitions are in rule 46.6

## **2. Heat duration**

The heat duration shall be from 5 up to 35 minutes. The transition intervals shall be posted on the Official Notice Board.

### **18.3. Postponing and abandoning a heat**

#### **1. The Race Director may**

- postpone or abandon a heat for any reason before the starting signal.
- abandon a heat after the starting signal because of insufficient wind, or foul weather, or an error in the starting procedure, or because a mark is missing, for other reasons directly affecting the fairness of competition.
- postpone or abandon a heat at any time for safety reasons.

#### **2. Postponement**

A postponement shall be signaled by the raising of the "Answering Pendant", accompanied by two (2) sound signals. After a postponement the ordinary starting signals shall be used according to rule 18.2.1. The postponement signal shall be lowered, accompanied by a sound signal, one minute before the first warning signal is made.

#### **3. Abandonment**

The raising of code flag "N", accompanied by three (3) sound signals, shall signal that the present heat is abandoned.

The Race Director may decide to restart the heat on the moment where it was abandoned or from the beginning.

## **19. GENERAL RIGHT OF WAY RULES**

### **19.1. Right of Way Rules**

1. The choice of right-of-way criteria for each of the following possible situations is the responsibility of the WWT Head Judge, race director or the senior available touring WWT Judge in that order.
2. A competitor has the right of way over another competitor when the other competitor is required to keep clear of them. However, some rules limit the actions of a right-of-way competitor.
3. A competitor riding out towards the wave shall keep clear of a competitor that is riding a wave / surfing.
4. On opposite tacks  
When competitors are on opposite tacks, a port-tack competitor shall keep clear of a starboard-tack competitor.



5. On the same tack, overlapped

When a competitor is on the same tack and overlapped, a windward competitor shall keep clear of a leeward competitor.

6. On the same tack, not overlapped

When competitors are on the same tack and not overlapped, a competitor clear astern shall keep clear of a competitor clear ahead.

7. When a competitor changes tack, gaining upwind position, they shall keep clear of other competitors until they are moving on an upwind course. During that time rules 19.1.3, 19.1.4 and 19.1.5 do not apply.

If two competitors are subject to this rule at the same time, the one on the other's port side or the one astern shall keep clear.

8. A competitor making a transition shall keep clear of a competitor on a tack.

9. If two competitors converge while riding downwind and it is not possible under rules 19.1.3, 19.1.4 and 19.1.5 to determine which one has right of way:

- if they are overlapped, the one on the other's starboard side shall keep clear;
- if they are not overlapped, the one clear astern shall keep clear.

10. Avoiding contact

A competitor shall avoid contact with another competitor if reasonably possible. However, a right-of-way competitor or one entitled to room or mark-room:

- need not act to avoid contact until it is clear that the other competitor is not keeping clear or giving room or mark-room,
- shall be exonerated if they break this rule and the contact does not cause damage or injury.

11. Acquiring right of way

When a competitor acquires right-of-way, they shall initially give the other competitor room to keep clear, unless they acquire right of way because of the other competitor's actions.

12. Changing course

When a competitor with right-of-way changes course, they shall give the other competitor room to keep clear.

13. A windward competitor shall not jump when a leeward competitor is in close proximity.

14. A jumping competitor shall keep clear of a competitor that is not.

15. Competitors shall not change course to obstruct another competitor (blocking).

16. Competitors shall stay clear of the competition area when not competing.

17. Competitors shall not land jumps on the beach, and shall stay clear of any natural obstructions near the competition area.

18. If possible, a competitor shall avoid a competitor who has crashed or who is trying to help a person or vessel in danger.

19. A competitor who has crashed or run aground shall not interfere with another



competitor. If a competitor against the capsized competitor is being affected, limiting their chances of winning the heat, the heat may be re-run. The Race Director will decide whether the heat will be re-run from the beginning or from the moment of interference.

20. During a tangle or collision, if an affected competitor is not competing against the competitor at fault and the action penalizes the competitor's performance, limiting their chances of winning the heat, the affected competitor's heat may be re-run. The Race Director will decide whether the heat will be re-run from the beginning or from the moment of the tangle or collision.
21. From the warning signal to the starting signal, a competitor returning to the shore after competing has to keep clear of a competitor who is entering the competition area to compete.
22. If reasonably possible, a competitor that is not competing shall not interfere with a competitor that is competing.
23. In the case of a deliberately unsportsmanlike action by the competitors in the heat, dangerous action, interference, tangle or collision, as a result of the infringement of any of the above rules, an interference, a warning and / or disqualification from the heat / competition could be awarded at the discretion of the Race Director or Head Judge.

## **20. GENERAL INTERFERENCE RULES**

### **20.1. Interference Rules**

A competitor shall not interfere with another competitor's right-of-way. Interference may be called if:

1. a competitor hinders the scoring potential of a competitor deemed to have right of way;
2. a competitor doesn't make all assumptions necessary about their jump length, duration and direction to avoid contact with other competitors;
3. there is deliberate unsportsmanlike conduct during a heat and an interference during an event was intentional, unsportsmanlike and of a serious nature, notwithstanding any penalty available under rule 11.2.17 (which may include disqualification from the events and / or have their next event entry applications canceled / dismissed).

### **20.2. General Interference penalty procedure**

1. Only if the majority of the judges called the interference the Head Judge shall call an interference penalty.
2. Video evidence may be used to prove the interference.
3. To call an interference penalty a black flag together with a coloured flag corresponding to the competitor's competition lycra vest color in the water will be used when possible. The flag color code used will be posted in the Official Notice Board.
4. The penalty procedure of each discipline is specified in the relevant subsections of this Rulebook.
5. With two heats on the water simultaneously, if judges call an interference between two riders of different heats, the heat will be stopped and may be re-started. The Race



Director will decide whether it will be a rerun from the beginning, from the moment of the interference, or with additional time.

## **21. Continental Championship Events**

There will be Continental championship events, which will only take place once a year per continent and crown the continental champions. The top ranked riders from the continental championships will qualify for the World Cup.

### **21.1. General Rules**

1. All the general rules and competition format will be applied from the current GWA Rulebook 2025.
2. The continental championship events are open to be entered by any competitor regardless of nationality who can also win the event, but the continental champion title will be rewarded to the best ranked competitor with a passport from the respective continent where the championship takes place.
3. Riders could freely choose to participate in any kind of Continental Championship event no matter the country.
4. Continental championships can run in different age categories if the organizer decides to do so, and there are enough participants in the given age category.

### **21.2. World Cup entry priority**

1. The result of the continental championship event will count as a qualifier to the world cup.
2. The top 8 for Surf-Freestyle, Waves and Big Air, and top 10 for FreeFly-Slalom are considered for a Wildcard for any given World Cup of their choice.
3. A higher place finish will have priority over lower placed finishes. If both riders have the same position in different continental championships and want to enter the same World Cup event then the competitor who participated in the event with more competitors will have priority over the other rider who finish in the same position in a different event.
4. The number of athletes that can enter a World Cup through a continental qualification is limited by the amount of wildcards that can be allocated for the respective World Cup event.



## CHAPTER 2: WINGFOIL SURF-FREESTYLE DISCIPLINE

This expression discipline format will be kept as open as possible for the beginning to allow the competitors to express themselves with their own style of riding. The Surf-Freestyle discipline will be scored either trick by trick and wave by wave or by the overall impression of the competitors performance including:

- Air-tricks
- Surfing waves/swell
- Carving and surface tricks

### 22.WINGFOIL SURF-FREESTYLE EQUIPMENT

1. Only Hydrofoil boards are eligible for use in competition. There are not any restrictions on the size, length and width of the quiver.
2. Foot-straps, pads and wax are allowed.
3. The use of a safety wing leash and helmet are mandatory.
4. The use of a board leash could be mandatory depending on conditions. It will be announced by the Race Director and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.

### 23.ELIMINATION PROCEDURE AND SCORING

#### 23.1. Elimination procedure

The Elimination procedure shall be:

- Competitors' names shall be entered on the appropriate elimination ladder according to the event seeding and the heat distribution table below.
- Competitors with no ranking will be distributed in the WWT ladder according to the name drawing that shall be done by the Race Director at the first day mandatory meeting for all competitors before the competition starts.
- "Byes," if any, shall be positioned so that they are allocated to the most highly ranked competitors.
- Competitors shall ride one against one. If there are enough judges on the panel, it will be possible to run two heats on the water simultaneously. (Split panel).
- The declared winners shall advance on the elimination ladder. Once a round is started, the format shall stay the same until that round is completed.

#### 23.2. Mix Format in Surf-Freestyle

When there are surfing elements involved, the weight given to freestyle tricks should never be less than 50% of the total amount of counted scores.

#### 23.3. Elimination Ladders



The elimination ladder used for the WWT Surf-Freestyle events shall be a dingle elimination.

Depending on the natural logistic conditions of each event the dingle eliminations could have groups of two (men to men) or groups of four competitors.

### 23.3.1. WWT Dingle 28 (4 competitors)

ROUND # 1	ROUND # 2	ROUND # 3	ROUND # 4	ROUND # 5	SEMI-FINALS	FINALS																																																																																												
		<table><tr><th>Seed</th><th>HEAT # 7</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>15TR1 / 19</td><td></td><td></td><td></td></tr><tr><td>11</td><td></td><td></td><td></td></tr><tr><td>6</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 7	Pos.	Lyc.	15TR1 / 19				11				6																																																																																			
Seed	HEAT # 7	Pos.	Lyc.																																																																																															
15TR1 / 19																																																																																																		
11																																																																																																		
6																																																																																																		
<table><tr><th>Seed</th><th>HEAT # 1</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>26</td><td></td><td></td><td></td></tr><tr><td>22</td><td></td><td></td><td></td></tr><tr><td>19</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 1	Pos.	Lyc.	26				22				19					<table><tr><th>Seed</th><th>HEAT # 8</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>15TR2 / 22</td><td></td><td></td><td></td></tr><tr><td>14</td><td></td><td></td><td></td></tr><tr><td>3</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 8	Pos.	Lyc.	15TR2 / 22				14				3				<table><tr><th>Seed</th><th>HEAT # 15</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>3RDW9</td><td></td><td></td><td></td></tr><tr><td>3RDW10</td><td></td><td></td><td></td></tr><tr><td>2NDW7</td><td></td><td></td><td></td></tr><tr><td>2NDW8</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 15	Pos.	Lyc.	3RDW9				3RDW10				2NDW7				2NDW8				<table><tr><th>Seed</th><th>HEAT # 19</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>2NDW16</td><td></td><td></td><td></td></tr><tr><td>15TR17</td><td></td><td></td><td></td></tr><tr><td>15TR7</td><td></td><td></td><td></td></tr><tr><td>15TR8</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 19	Pos.	Lyc.	2NDW16				15TR17				15TR7				15TR8																									
Seed	HEAT # 1	Pos.	Lyc.																																																																																															
26																																																																																																		
22																																																																																																		
19																																																																																																		
Seed	HEAT # 8	Pos.	Lyc.																																																																																															
15TR2 / 22																																																																																																		
14																																																																																																		
3																																																																																																		
Seed	HEAT # 15	Pos.	Lyc.																																																																																															
3RDW9																																																																																																		
3RDW10																																																																																																		
2NDW7																																																																																																		
2NDW8																																																																																																		
Seed	HEAT # 19	Pos.	Lyc.																																																																																															
2NDW16																																																																																																		
15TR17																																																																																																		
15TR7																																																																																																		
15TR8																																																																																																		
		<table><tr><th>Seed</th><th>HEAT # 9</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>15TR2 / 18</td><td></td><td></td><td></td></tr><tr><td>10</td><td></td><td></td><td></td></tr><tr><td>7</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 9	Pos.	Lyc.	15TR2 / 18				10				7				<table><tr><th>Seed</th><th>HEAT # 16</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>3RDW7</td><td></td><td></td><td></td></tr><tr><td>3RDW8</td><td></td><td></td><td></td></tr><tr><td>2NDW9</td><td></td><td></td><td></td></tr><tr><td>2NDW10</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 16	Pos.	Lyc.	3RDW7				3RDW8				2NDW9				2NDW10				<table><tr><th>Seed</th><th>HEAT # 20</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>2NDW15</td><td></td><td></td><td></td></tr><tr><td>15TR18</td><td></td><td></td><td></td></tr><tr><td>15TR9</td><td></td><td></td><td></td></tr><tr><td>15TR10</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 20	Pos.	Lyc.	2NDW15				15TR18				15TR9				15TR10				<table><tr><th>Seed</th><th>HEAT # 23</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>2NDW21</td><td></td><td></td><td></td></tr><tr><td>2NDW22</td><td></td><td></td><td></td></tr><tr><td>15TR19</td><td></td><td></td><td></td></tr><tr><td>15TR20</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 23	Pos.	Lyc.	2NDW21				2NDW22				15TR19				15TR20																				
Seed	HEAT # 9	Pos.	Lyc.																																																																																															
15TR2 / 18																																																																																																		
10																																																																																																		
7																																																																																																		
Seed	HEAT # 16	Pos.	Lyc.																																																																																															
3RDW7																																																																																																		
3RDW8																																																																																																		
2NDW9																																																																																																		
2NDW10																																																																																																		
Seed	HEAT # 20	Pos.	Lyc.																																																																																															
2NDW15																																																																																																		
15TR18																																																																																																		
15TR9																																																																																																		
15TR10																																																																																																		
Seed	HEAT # 23	Pos.	Lyc.																																																																																															
2NDW21																																																																																																		
2NDW22																																																																																																		
15TR19																																																																																																		
15TR20																																																																																																		
<table><tr><th>Seed</th><th>HEAT # 2</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>27</td><td></td><td></td><td></td></tr><tr><td>23</td><td></td><td></td><td></td></tr><tr><td>18</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 2	Pos.	Lyc.	27				23				18				<table><tr><th>Seed</th><th>HEAT # 5</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>3rdR4</td><td></td><td></td><td></td></tr><tr><td>3rdR3</td><td></td><td></td><td></td></tr><tr><td>2ndR2</td><td></td><td></td><td></td></tr><tr><td>2ndR1</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 5	Pos.	Lyc.	3rdR4				3rdR3				2ndR2				2ndR1					<table><tr><th>Seed</th><th>HEAT # 10</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>2NDW5 / 23</td><td></td><td></td><td></td></tr><tr><td>15</td><td></td><td></td><td></td></tr><tr><td>2</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 10	Pos.	Lyc.	2NDW5 / 23				15				2																																														
Seed	HEAT # 2	Pos.	Lyc.																																																																																															
27																																																																																																		
23																																																																																																		
18																																																																																																		
Seed	HEAT # 5	Pos.	Lyc.																																																																																															
3rdR4																																																																																																		
3rdR3																																																																																																		
2ndR2																																																																																																		
2ndR1																																																																																																		
Seed	HEAT # 10	Pos.	Lyc.																																																																																															
2NDW5 / 23																																																																																																		
15																																																																																																		
2																																																																																																		
		<table><tr><th>Seed</th><th>HEAT # 11</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>15TR3 / 20</td><td></td><td></td><td></td></tr><tr><td>12</td><td></td><td></td><td></td></tr><tr><td>5</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 11	Pos.	Lyc.	15TR3 / 20				12				5				<table><tr><th>Seed</th><th>HEAT # 17</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>3RDW13</td><td></td><td></td><td></td></tr><tr><td>3RDW14</td><td></td><td></td><td></td></tr><tr><td>2NDW11</td><td></td><td></td><td></td></tr><tr><td>2NDW12</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 17	Pos.	Lyc.	3RDW13				3RDW14				2NDW11				2NDW12				<table><tr><th>Seed</th><th>HEAT # 21</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>2NDW18</td><td></td><td></td><td></td></tr><tr><td>15TR15</td><td></td><td></td><td></td></tr><tr><td>15TR11</td><td></td><td></td><td></td></tr><tr><td>15TR12</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 21	Pos.	Lyc.	2NDW18				15TR15				15TR11				15TR12				<table><tr><th>Seed</th><th>HEAT # 24</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>2NDW19</td><td></td><td></td><td></td></tr><tr><td>2NDW20</td><td></td><td></td><td></td></tr><tr><td>15TR21</td><td></td><td></td><td></td></tr><tr><td>15TR22</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 24	Pos.	Lyc.	2NDW19				2NDW20				15TR21				15TR22																				
Seed	HEAT # 11	Pos.	Lyc.																																																																																															
15TR3 / 20																																																																																																		
12																																																																																																		
5																																																																																																		
Seed	HEAT # 17	Pos.	Lyc.																																																																																															
3RDW13																																																																																																		
3RDW14																																																																																																		
2NDW11																																																																																																		
2NDW12																																																																																																		
Seed	HEAT # 21	Pos.	Lyc.																																																																																															
2NDW18																																																																																																		
15TR15																																																																																																		
15TR11																																																																																																		
15TR12																																																																																																		
Seed	HEAT # 24	Pos.	Lyc.																																																																																															
2NDW19																																																																																																		
2NDW20																																																																																																		
15TR21																																																																																																		
15TR22																																																																																																		
<table><tr><th>Seed</th><th>HEAT # 3</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>25</td><td></td><td></td><td></td></tr><tr><td>21</td><td></td><td></td><td></td></tr><tr><td>20</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 3	Pos.	Lyc.	25				21				20				<table><tr><th>Seed</th><th>HEAT # 6</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>3rdR2</td><td></td><td></td><td></td></tr><tr><td>3rdR1</td><td></td><td></td><td></td></tr><tr><td>2ndR4</td><td></td><td></td><td></td></tr><tr><td>2ndR3</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 6	Pos.	Lyc.	3rdR2				3rdR1				2ndR4				2ndR3					<table><tr><th>Seed</th><th>HEAT # 12</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>15TR6 / 21</td><td></td><td></td><td></td></tr><tr><td>13</td><td></td><td></td><td></td></tr><tr><td>4</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 12	Pos.	Lyc.	15TR6 / 21				13				4				<table><tr><th>Seed</th><th>HEAT # 18</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>3RDW11</td><td></td><td></td><td></td></tr><tr><td>3RDW12</td><td></td><td></td><td></td></tr><tr><td>2NDW13</td><td></td><td></td><td></td></tr><tr><td>2NDW14</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 18	Pos.	Lyc.	3RDW11				3RDW12				2NDW13				2NDW14				<table><tr><th>Seed</th><th>HEAT # 22</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>2NDW17</td><td></td><td></td><td></td></tr><tr><td>15TR16</td><td></td><td></td><td></td></tr><tr><td>15TR13</td><td></td><td></td><td></td></tr><tr><td>15TR14</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 22	Pos.	Lyc.	2NDW17				15TR16				15TR13				15TR14				
Seed	HEAT # 3	Pos.	Lyc.																																																																																															
25																																																																																																		
21																																																																																																		
20																																																																																																		
Seed	HEAT # 6	Pos.	Lyc.																																																																																															
3rdR2																																																																																																		
3rdR1																																																																																																		
2ndR4																																																																																																		
2ndR3																																																																																																		
Seed	HEAT # 12	Pos.	Lyc.																																																																																															
15TR6 / 21																																																																																																		
13																																																																																																		
4																																																																																																		
Seed	HEAT # 18	Pos.	Lyc.																																																																																															
3RDW11																																																																																																		
3RDW12																																																																																																		
2NDW13																																																																																																		
2NDW14																																																																																																		
Seed	HEAT # 22	Pos.	Lyc.																																																																																															
2NDW17																																																																																																		
15TR16																																																																																																		
15TR13																																																																																																		
15TR14																																																																																																		
<table><tr><th>Seed</th><th>HEAT # 4</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>28</td><td></td><td></td><td></td></tr><tr><td>24</td><td></td><td></td><td></td></tr><tr><td>17</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 4	Pos.	Lyc.	28				24				17					<table><tr><th>Seed</th><th>HEAT # 13</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>15TR4 / 17</td><td></td><td></td><td></td></tr><tr><td>9</td><td></td><td></td><td></td></tr><tr><td>8</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 13	Pos.	Lyc.	15TR4 / 17				9				8																																																																			
Seed	HEAT # 4	Pos.	Lyc.																																																																																															
28																																																																																																		
24																																																																																																		
17																																																																																																		
Seed	HEAT # 13	Pos.	Lyc.																																																																																															
15TR4 / 17																																																																																																		
9																																																																																																		
8																																																																																																		
		<table><tr><th>Seed</th><th>HEAT # 14</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>2NDW6 / 24</td><td></td><td></td><td></td></tr><tr><td>16</td><td></td><td></td><td></td></tr><tr><td>1</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 14	Pos.	Lyc.	2NDW6 / 24				16				1																																																																																			
Seed	HEAT # 14	Pos.	Lyc.																																																																																															
2NDW6 / 24																																																																																																		
16																																																																																																		
1																																																																																																		
		<table><tr><th>Seed</th><th>HEAT # 25</th><th>Pos.</th><th>Lyc.</th></tr><tr><td>2NDW23</td><td></td><td></td><td></td></tr><tr><td>2NDW24</td><td></td><td></td><td></td></tr><tr><td>15TR23</td><td></td><td></td><td></td></tr><tr><td>15TR24</td><td></td><td></td><td></td></tr></table>	Seed	HEAT # 25	Pos.	Lyc.	2NDW23				2NDW24				15TR23				15TR24																																																																															
Seed	HEAT # 25	Pos.	Lyc.																																																																																															
2NDW23																																																																																																		
2NDW24																																																																																																		
15TR23																																																																																																		
15TR24																																																																																																		

### 23.3.2. WWT Dingle 28 (2 competitors)

ROUND # 1	ROUND # 2	ROUND # 3	ROUND # 4	ROUND # 5	ROUND # 6	SEMI-FINALS	FINALS
		<div>SeedHEAT # 9</div> <div>15TR1 / 19116</div>			quarters		
<div>SeedHEAT # 1</div> <div>262219</div>		<div>SeedHEAT # 10</div> <div>15TR5 / 22143</div>	<div>HEAT # 17</div> <div>2NDW133RDW10</div>	<div>HEAT # 25</div> <div>15TR1715TR9</div>			
		<div>SeedHEAT # 11</div> <div>15TR2 / 18107</div>	<div>HEAT # 18</div> <div>2NDW143RDW9</div>	<div>HEAT # 26</div> <div>15TR1815TR10</div>			
<div>SeedHEAT # 2</div> <div>272318</div>	<div>HEAT # 5</div> <div>3RDW22NDW1</div>	<div>SeedHEAT # 12</div> <div>15TR6 / 23152</div>	<div>HEAT # 19</div> <div>2NDW153RDW12</div>	<div>HEAT # 27</div> <div>15TR1915TR11</div>	<div>HEAT # 33</div> <div>15TR2515TR26</div>		
	<div>HEAT # 6</div> <div>3RDW12NDW2</div>	<div>SeedHEAT # 13</div> <div>15TR3 / 20125</div>	<div>HEAT # 20</div> <div>2NDW163RDW11</div>	<div>HEAT # 28</div> <div>15TR2015TR12</div>	<div>HEAT # 34</div> <div>15TR2715TR28</div>	<div>HEAT # 37</div> <div>15TR3315TR34</div>	<div>MINI HEAT # 39</div> <div>2NDW372NDW38</div>
<div>SeedHEAT # 3</div> <div>252120</div>	<div>HEAT # 7</div> <div>3RDW42NDW3</div>	<div>SeedHEAT # 14</div> <div>15TR7 / 21134</div>	<div>HEAT # 21</div> <div>2NDW93RDW14</div>	<div>HEAT # 29</div> <div>15TR2115TR13</div>	<div>HEAT # 35</div> <div>15TR2915TR30</div>	<div>HEAT # 38</div> <div>15TR3515TR36</div>	<div>WINNER HEAT # 40</div> <div>15TR3715TR38</div>
	<div>HEAT # 8</div> <div>3RDW32NDW4</div>	<div>SeedHEAT # 15</div> <div>15TR4 / 1798</div>	<div>HEAT # 22</div> <div>2NDW103RDW13</div>	<div>HEAT # 30</div> <div>15TR2215TR14</div>	<div>HEAT # 36</div> <div>15TR3115TR32</div>		
<div>SeedHEAT # 4</div> <div>282417</div>		<div>SeedHEAT # 16</div> <div>15TR8 / 24161</div>	<div>HEAT # 23</div> <div>2NDW113RDW16</div>	<div>HEAT # 31</div> <div>15TR2315TR15</div>			
		<div>SeedHEAT # 17</div> <div>15TR9 / 24161</div>	<div>HEAT # 24</div> <div>2NDW123RDW15</div>	<div>HEAT # 32</div> <div>15TR2415TR16</div>			

### 23.3.3. WWT Dingle 24 (4 competitors)





ROUND # 1				ROUND # 2				ROUND # 3				SEMI-FINALS				FINALS			
Seed	HEAT # 1		Pos Lvc	Seed	HEAT # 2		Pos Lvc	Seed	HEAT # 3		Pos Lvc	Seed	HEAT # 4		Pos Lvc	Seed	HEAT # 5		Pos Lvc
19				22				18				23				20			
11				14				10				15				12			
6				3				7				2				5			
Seed	HEAT # 1		Pos Lvc	Seed	HEAT # 2		Pos Lvc	Seed	HEAT # 3		Pos Lvc	Seed	HEAT # 4		Pos Lvc	Seed	HEAT # 5		Pos Lvc
22				14				10				23				20			
14				3				7				15				12			
3												2				5			
Seed	HEAT # 1		Pos Lvc	Seed	HEAT # 2		Pos Lvc	Seed	HEAT # 3		Pos Lvc	Seed	HEAT # 4		Pos Lvc	Seed	HEAT # 5		Pos Lvc
18				22				18				23				20			
10				14				10				15				12			
7				3				7				2				5			
Seed	HEAT # 1		Pos Lvc	Seed	HEAT # 2		Pos Lvc	Seed	HEAT # 3		Pos Lvc	Seed	HEAT # 4		Pos Lvc	Seed	HEAT # 5		Pos Lvc
23				14				10				23				20			
15				3				7				15				12			
2												2				5			
Seed	HEAT # 1		Pos Lvc	Seed	HEAT # 2		Pos Lvc	Seed	HEAT # 3		Pos Lvc	Seed	HEAT # 4		Pos Lvc	Seed	HEAT # 5		Pos Lvc
20				22				18				23				20			
12				14				10				15				12			
5				3				7				2				5			
Seed	HEAT # 1		Pos Lvc	Seed	HEAT # 2		Pos Lvc	Seed	HEAT # 3		Pos Lvc	Seed	HEAT # 4		Pos Lvc	Seed	HEAT # 5		Pos Lvc
21				14				10				23				20			
13				3				7				15				12			
4												2				5			
Seed	HEAT # 1		Pos Lvc	Seed	HEAT # 2		Pos Lvc	Seed	HEAT # 3		Pos Lvc	Seed	HEAT # 4		Pos Lvc	Seed	HEAT # 5		Pos Lvc
17				22				18				23				20			
9				14				10				15				12			
8				3				7				2				5			
Seed	HEAT # 1		Pos Lvc	Seed	HEAT # 2		Pos Lvc	Seed	HEAT # 3		Pos Lvc	Seed	HEAT # 4		Pos Lvc	Seed	HEAT # 5		Pos Lvc
24				22				18				23				20			
16				14				10				15				12			
1				3				7				2				5			

### 23.3.4. WWT Dingle 24 (2 competitors)

ROUND # 1				ROUND # 2				ROUND # 3				ROUND # 4				SEMI-FINALS				FINALS			
HEAT #1	NAME	Color	Rk.	HEAT #9	NAME	Color	Rk.	HEAT #17	NAME	Color	Rk.	HEAT #25	NAME	Color	Rk.	HEAT #33	NAME	Color	Rk.	HEAT #41	NAME	Color	Rk.
19				3RD#9				15T#1				15T#1				15T#1				15T#1			
11				3RD#10				15T#2				15T#2				15T#2				15T#2			
6				3RD#11				15T#3				15T#3				15T#3				15T#3			
HEAT #2	NAME	Color	Rk.	HEAT #10	NAME	Color	Rk.	HEAT #18	NAME	Color	Rk.	HEAT #26	NAME	Color	Rk.	HEAT #34	NAME	Color	Rk.	HEAT #42	NAME	Color	Rk.
22				2ND#1				15T#4				15T#4				15T#4				15T#4			
14				2ND#2				15T#5				15T#5				15T#5				15T#5			
3				3RD#1				15T#6				15T#6				15T#6				15T#6			
HEAT #3	NAME	Color	Rk.	HEAT #11	NAME	Color	Rk.	HEAT #19	NAME	Color	Rk.	HEAT #27	NAME	Color	Rk.	HEAT #35	NAME	Color	Rk.	HEAT #43	NAME	Color	Rk.
18				3RD#2				15T#7				15T#7				15T#7				15T#7			
10				3RD#3				15T#8				15T#8				15T#8				15T#8			
7				2ND#3				15T#9				15T#9				15T#9				15T#9			
HEAT #4	NAME	Color	Rk.	HEAT #12	NAME	Color	Rk.	HEAT #20	NAME	Color	Rk.	HEAT #28	NAME	Color	Rk.	HEAT #36	NAME	Color	Rk.	HEAT #44	NAME	Color	Rk.
23				3RD#4				15T#10				15T#10				15T#10				15T#10			
15				2ND#4				15T#11				15T#11				15T#11				15T#11			
2				3RD#5				15T#12				15T#12				15T#12				15T#12			
HEAT #5	NAME	Color	Rk.	HEAT #13	NAME	Color	Rk.	HEAT #21	NAME	Color	Rk.	HEAT #29	NAME	Color	Rk.	HEAT #37	NAME	Color	Rk.	HEAT #45	NAME	Color	Rk.
20				2ND#5				15T#13				15T#13				15T#13				15T#13			
12				3RD#6				15T#14				15T#14				15T#14				15T#14			
5				2ND#6				15T#15				15T#15				15T#15				15T#15			
HEAT #6	NAME	Color	Rk.	HEAT #14	NAME	Color	Rk.	HEAT #22	NAME	Color	Rk.	HEAT #30	NAME	Color	Rk.	HEAT #38	NAME	Color	Rk.	HEAT #46	NAME	Color	Rk.
21				3RD#7				15T#16				15T#16				15T#16				15T#16			
13				2ND#7				15T#17				15T#17				15T#17				15T#17			
4				3RD#8				15T#18				15T#18				15T#18				15T#18			
HEAT #7	NAME	Color	Rk.	HEAT #15	NAME	Color	Rk.	HEAT #23	NAME	Color	Rk.	HEAT #31	NAME	Color	Rk.	HEAT #39	NAME	Color	Rk.	HEAT #47	NAME	Color	Rk.
17				2ND#8				15T#19				15T#19				15T#19				15T#19			
9				3RD#9				15T#20				15T#20				15T#20				15T#20			
8				2ND#9				15T#21				15T#21				15T#21				15T#21			
HEAT #8	NAME	Color	Rk.	HEAT #16	NAME	Color	Rk.	HEAT #24	NAME	Color	Rk.	HEAT #32	NAME	Color	Rk.	HEAT #40	NAME	Color	Rk.	HEAT #48	NAME	Color	Rk.
24				3RD#10				15T#22				15T#22				15T#22				15T#22			
16				2ND#10				15T#23				15T#23				15T#23				15T#23			
1				3RD#11				15T#24				15T#24				15T#24				15T#24			

### 23.3.5. WWT Dingle 14 (4 competitors)



ROUND # 1

ROUND # 2

ROUND # 3

ROUND # 4

SEMI - FINALS

FINALS

Seed	HEAT # 1	Pos	Lvs
13			
11			
10			

Seed	HEAT # 3	Pos	Lvs
3RD#2			
3RD#1			
2ND#2			
2ND#1			

Seed	HEAT # 2	Pos	Lvs
14			
12			
9			

Seed	HEAT # 4	Pos	Lvs
1ST#1 / 10			
8			
3			

Seed	HEAT # 5	Pos	Lvs
1ST#1 / 11			
7			
2			

Seed	HEAT # 6	Pos	Lvs
1ST#2 / 9			
5			
4			

Seed	HEAT # 7	Pos	Lvs
2ND#3 / 12			
8			
1			

HEAT # 8	Pos	Lvs
3RD#5		
3RD#4		
2ND#7		
2ND#6		

HEAT # 9	Pos	Lvs
3RD#7		
3RD#6		
2ND#5		
2ND#1		

HEAT # 10	Pos	Lvs
2ND#9		
1ST#8		
1ST#4		
1ST#5		

HEAT # 11	Pos	Lvs
2ND#8		
1ST#9		
1ST#6		
1ST#7		

HEAT # 12	Pos	Lvs
2ND#11		
2ND#10		
1ST#10		
1ST#11		

### 23.3.6. WWT Dingle 14 (2 competitors)

ROUND # 1				ROUND # 2				ROUND # 3				ROUND # 4				ROUND # 5				SEMI-FINALS			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#1				6				7				5				1ST#13			
10								3				2				4				1ST#14			
Seed HEAT # 2				Seed HEAT # 4				Seed HEAT # 9				Seed HEAT # 10				Seed HEAT # 11				Seed HEAT # 12			
14				3RD#1				2ND#7 / 12				2ND#8				2ND#5				1ST#11			
12				2ND#2				7				3RD#5				3RD#6				1ST#7			
9								4								2ND#8				1ST#12			
Seed HEAT # 1				Seed HEAT # 3				Seed HEAT # 5				Seed HEAT # 6				Seed HEAT # 7				Seed HEAT # 8			
13				3RD#2				1ST#1 / 10				1ST#3 / 11				1ST#2 / 9				1ST#10			
11				2ND#																			

### 23.3.7. WWT Dingle 6 (2 Competitors)

ROUND # 1

QUARTER FINALS

SEMI FINALS

FINAL

Heat	Seed	Name
1	2	
	3	
	6	
2	5	
	4	
	1	

HEAT # 3	
2ND#2	
3RD#1	
2ND#1	
3RD#2	

HEAT #4

HEAT # 5	
1ST #1	
1ST#3	
1ST#2	
1ST#4	

HEAT # 6

WINNERS FINAL	
HEAT # 7	
W5	
W6	

L5	
L6	

HEAT # 8

MINI FINAL

1º	
2º	
3º	
4º	
5º	
6º	



has been eliminated to the top fourteen riders with a 28 riders dingle elimination and seven riders with a 14 riders Dingle elimination.

3. Finishing positions in a Dingle Elimination shall be scored as follows:

28 Riders (4 competitors)

Finishing position	Position	Points
Heat 25 - 1st, 2nd	1,2	1000, 870
Heat 25 - 3rd, 4th	3,4	770, 700
Heats 23 - 24 - 3rd, 4th	5, 7	580, 500
Heats 19 - 22 - 3rd, 4th	9, 13	420, 280
Heats 15 - 18 - 3rd, 4th	17, 21	140 , 90
Heat 5 - 6 - 3rd, 4th	25, 27	60, 40

28 Riders (2 competitors)

Finishing position	Position	Points
Heat 40 - 1st, 2nd	1, 2	1000, 870
Heat 39 - 1st, 2nd	3, 4	770, 700
Heats 33 - 36	5	580
Heats 25 - 32	9	420
Heats 17 - 24	17	140
Heat 5 - 8	25	60

24 Riders (2 competitors)

Finishing Position	Position	Points
Heat 31 / 1 <sup>st</sup> , 2 <sup>nd</sup>	1, 2	1000, 870
Heat 32 / 1 <sup>st</sup> , 2 <sup>nd</sup>	3, 4	770, 700
Heats 25 - 28	5	580
Heats 17 - 24	9	420



Heats 9 - 16	17	140
--------------	----	-----

24 Riders (4 competitors)

Finishing Position	Position	Points
Heat 19 / 1 <sup>st</sup> 2 <sup>nd</sup> 3 <sup>rd</sup> 4 <sup>th</sup>	1, 2, 3, 4	1000, 870, 770, 700
Heat 17-18 / 3 <sup>rd</sup> 4 <sup>th</sup>	5, 7	580, 500
Heats 13 - 16 / 3 <sup>rd</sup> 4 <sup>th</sup>	9, 13	420, 140
Heats 9 – 12 / 3 <sup>rd</sup> 4 <sup>th</sup>	17, 21	140, 90

Dingle 14 Riders (4 competitors)

Finishing position	Position	Points
Heat 12 - 1st, 2nd, 3rd, 4th	1, 2, 3, 4	1000, 870, 770, 700
Heat 10 - 11 - 3rd, 4th	5, 7	580, 500
Heat 8 - 3rd, 4th	9, 11	420, 350
Heats 3 - 3rd, 4th	13, 14	280, 245

Dingle 14 Riders (2 competitors)

Finishing position	Position	Points
Heat 7 - 1st, 2nd	1, 2	1000, 870
Heat 8 - 1st, 2nd	3, 4	770, 700
Heat 13 - 16	5	580
Heats 9 -12	9	420
Heat 3 - 4	13	280

Dingle 6 Riders (2 competitors)

Finishing position	Position	Points
Heat 7 - 1st, 2nd	1, 2	1000, 870



Heat 8 - 1st, 2nd	3, 4	770, 700
Heat 3 - 4	5	580

## 24. ENTRY ALLOCATION, SEEDING, INJURY AND PREGNANCY SEEDING

1. Anyone wishing to compete in WWT sanctioned events, recognised events or trials of sanctioned events must be WWT members and may only compete with the approval of the WWT.
2. The maximum number of 28 competitors per gender entering at the Surf- Freestyle event and 24 in the Wave discipline. The maximum number of competitors for the Big Air World Championship is specified in the relevant subsections of this Rulebook.

CATEGORY	28 Riders
Event-seeded competitors	1-16
Video application wildcards	17-21
GWA Wildcards	22-26
Local/organizer Wildcard	27-28

CATEGORY	14 Riders
Event-seeded competitors	1-9
Video Application Wildcards	10-11
GWA wildcards	12-13
Local/organizer Wildcard	14

3. Entries into WWT events shall be allocated according to the following table:
4. If the number of registered competitors exceeds the maximum number of competitors, the WWT Sports Commission will select competitors based on their participation and ranking in previous years World Tour Events and / or kite merits. Video footage may be requested and used for selection.
5. Two weeks before an event, Local Organizer Wildcards shall be approved by the WWT Sports Commission.
6. The GWA will publish the wildcard allocation and participants list 14 days before an event.



7. The number of Injury Seedings will be assigned according to rule 17.3 and before closing registration.
8. If any ranked competitor doesn't show up or cannot compete in one WWT event due to an injury or other reasons, the empty spot will be given to the next highest ranked competitor. If this is not possible, the WWT Representative may grant exceptionally the available entry to another competitor prior approval from the WWT Sports Commission.

## **25. SURF-FREESTYLE JUDGING RULES**

### **25.1. Selection of Judges**

1. Only the WWT Sports Commission can make appointments and substitutions for an event.
2. An attempt shall be made to ensure that no judge has a vested interest. There should not be family tie with a competitor.

### **25.2. Individual Scoring Procedure**

1. Judging Criteria are applied to score individual waves or tricks performed.
2. To bring the variety criteria into effect, the judges won't count a repeated maneuver.
3. The maximum number of attempts per wave or trick will be up to the Head Judge. Notice must be made on the Official Notice Board 30 minutes before the heat starts.
4. One or two panels of judges, each panel comprising an odd number of judges, no less than three (3) in number, shall score each heat. When there are five (5) judges, the highest and the lowest scores per wave or scoring category will be withdrawn and the average scores of the other three (3) judges will be counted as the final wave or category score. Under extreme weather conditions, a split panel may consist of only two judges per panel in youth events.
5. If a judge misses a wave or a trick they should place an "M" and that score will be given points equal to the average to the nearest thousandth of a point (0.005 to be rounded upward) of the other judges' scores.
6. The judges shall award each competitor's wave or trick or judging category points on a scale from 0.1 to 10.0, broken into one-hundredths increments (e.g 6.444).
7. Each individual score is rounded to the nearest hundredths place. The rounded scores are added to calculate the final score.
8. The scores of the respective competitors shall be tabulated together to determine the winner: highest points wins.
9. The weight given to waves, tricks and judging categories will be announced by the Head Judge and in the Official Notice Board at least thirty (30) minutes before the start of the heat.
10. If a competitor lands the trick wet and doesn't lose the board, the judges will still give some credit to the trick. It's at the discretion of each judge to consider if it's a crash or



a wet landing and to consider how much credit they will give to the trick, based on the commitment, technical difficulty, height, and time spent going up to the board.

11. The credit given to wet trick landings is directly related to the risk factor involved in the execution of the trick. For tricks with a high degree of risk factor, judges won't deduct points for a wet landing.
12. A trick is a crash only if the majority of the judges consider it as a crash. If the minority of the judges consider a trick as a crash, those crashes will be withdrawn and the judges will reconsider the trick in the other scoring categories
13. A crash will be considered when:
  - a competitor finishes the trick by pulling the leash to get the wing back;
  - When landing a trick, a competitor is capsized, losing control of the board or wing;
  - a competitor lands a jump but loses the wing;
  - a competitor lands a jump but crashes the wing into water and completely stops.
14. Judges may give credit to a landed trick that is not a crash when:
  - a competitor lands a jump and crashes the wing into the water, but manages to relaunch it and keep riding without completely stopping;
  - the credit given to such a trick is directly related to the risk factor and technicality involved in the execution of the trick. It's at the discretion of each judge to consider how much credit they will give to the trick.

### **25.3. Overall Impression Scoring Procedure**

An overall impression score may be used in addition to the trick scores counting towards the final heat result. Criteria of variety, "wow" factor, smoothness, innovation, tricks landed vs crashes, and commitment impact the Overall Impression score. The points awarded to the Overall Impression score counting towards the final result per competitor during a heat will be announced by the Head Judge and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.

### **25.4. Other Judging Rules**

1. A flag out system may be used to eliminate the competitor with the lowest scores and continue the heat keeping the current heat scores from the remaining competitors on the heat. In case of tie, it will be broken in favor of the competitor with the highest single score. If a tie remains between two or more competitors, each competitor's individual scores shall be listed in order of best to worst, even if some of them are excluded scores, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.
2. The judging marks and scores of each individual judge shall be shown only to competitors in that heat, on their request.
3. Competitors are not allowed to stay in the judge's tower. If a competitor wants to check his judging marks and scores, he shall ask for consent from the Head Judge to enter the judge's tower.
4. The scores and the decisions of the judges shall not be appealed.



5. The Head Judge must be sure that the judges do not discuss scores.
6. Judges may not change their scores. If there are any mistakes the judge should have the Head Judge make the correction for them.
7. The Head Judge may re-run a heat if there is strong evidence that there is a major discrepancy in the judging scores from each individual judge, or that all judges missed a trick that had a scoring potential that may change the final result.
8. Scores cannot be changed under any circumstances when the heat is over.
9. If it is possible, the decision to re-run shall be made before announcing a winner of the heat in question.

### **25.5. Redress in Trick by trick Format**

The Race Director and/or Head Judge may grant redress to a competitor in the Trick-by-Trick format under the following circumstances, depending on the specific case:

Rerun situations in turn-by-turn format

#### **1. Missed Trick:**

An additional attempt may be granted to a competitor if the majority of judges failed to score a trick, provided that the missed trick could materially impact the competitor's final score—specifically, if it would enable the competitor to overtake the next-ranked athlete and thereby influence progression to the next round, determine the outcome of the heat, or alter the overall ranking.

#### **2. Third-Party Interference:**

In the event of interference by a third party—such as another competitor, practitioner, or vessel—the Race Director and/or Head Judge shall assess whether the interference occurred and whether it had a significant impact on the competitor's performance, concentration, or momentum. If both conditions are met, redress may be granted in the form of an additional attempt.

#### **3. Miss-called trick:**

If evidence emerges that a trick was incorrectly called by the judge panel—potentially altering the competitor's final ranking—the Race Director and/or Head Judge may grant redress or take corrective action. Such evidence must consist of official event video footage or direct testimony from the judging panel or Head Judge.

#### **4. Mistake in Flag Procedure**

Tricks shall only be considered valid when performed during the display of the athlete's designated color flag. Competitors must execute their tricks exclusively while their assigned flag color is shown.

In the event of an error in the flag color sequence, the heat timing shall be paused and reset with the display of a black flag, after which the correct sequence will resume.

In the situation where the flags are a big fuck up the race director.

#### **5. Several competitors are using the wrong lycra color**





If multiple competitors are wearing incorrect lycra colors and the judging panel is unable to accurately identify the athletes, the Race Director and/or Head Judge may decide to re-run the heat in order to ensure fair and reliable scoring.

Re-run solutions in turn-by-turn format:

1. Additional attempt using “black flag”

The black flag shall serve as the primary solution in any of the before mentioned situations requiring redress. Once such a situation is confirmed, the black flag is raised to indicate a pause or reset in the heat procedure. When the black flag is lowered, the competitor’s designated color flag is displayed, signaling the start of an additional attempt.

2. Additional attempt after heat:

In the situation where the redress is required is confirmed after the heat is finished. The race director or head judge can grant one or multiple competitors one or multiple attempts.

3. Re-running of entire or partial heat

In the event of multiple misjudged or missed tricks within a heat, the Race Director and/or Head Judge may grant additional trick attempts. If extra attempts are granted, the total number of counting attempts for each competitor shall be adjusted equally, ensuring all riders have the same number of valid attempts for scoring purposes. No competitor shall have more counting scores than others as a result of the additional attempts made.

## 25.6. Ties in the individual scoring format

In case of tie in the individual score format, it will be broken in favor of the competitor with the highest single wave or trick score. If a tie remains between two or more competitors, each competitor’s individual scores included in the total score only, shall be listed in order of best to worst, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score. If a tie remains between two or more competitors, each competitor’s individual trick scores shall be listed in order of best to worst, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.

## 25.7. Ties in the Overall Impression format

In case of tie, it will be broken in favor of the competitor with the highest Technical Difficulty score. If a tie remains between two or more competitors, each competitor’s individual scores shall be listed in order of best to worst, even if some of them are excluded scores, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.

## 25.8. Judging criteria for Freestyle tricks

- **Height and amplitude** – The combination of height and amplitude of the tricks completed during the heat. As the wind conditions increase, this aspect will exponentially become more and more into consideration, but only when the height and



amplitude are achieved along with risk factor and technical difficulty.

- **Technical Difficulty** – The technical difficulty of tricks completed during the heat.
- **Power** – The power during the execution of the tricks. Power will be considered as a combination of speed into the trick to pop and speed out during the landing, height and amplitude during the trick.
- **Risk factor** – The risk factor is directly linked to the power, height, amplitude and technical difficulty of the jump, but also to the commitment of the competitor and physical challenge during the execution, duration of the critical moment, and energy on the execution.
- **Smoothness** – Smoothness and fluidity during the execution and landing of tricks completed during the heat.
- **Innovation** – Tricks that have never been landed in competition before within their own discipline.

## 25.9. Judging criteria for combos

The entire combination of tricks will be counted as one single score; judging criteria will be similar to freestyle tricks, additionally rewarding the linking in between tricks. The combo trick will be scored on his own scale from **0.1 to 10 points**. Combos shall present and display the variety of tricks available.

## 25.10. Extra coefficient for innovation

The multiplying factor will be an indicative or reference for the judges, but never will a fixed value to be added to the scores. It is at the judge's own discretion to evaluate the degree of the difficulty of the maneuver and reward the INNOVATION accordingly.



## CHAPTER 3: WINGFOIL WAVE DISCIPLINE

In the Wave discipline the main focus is the performance riding waves and swell. The wave discipline will be scored wave by wave and the use of the wing power will be prohibited when doing air tricks:

- Carving
- Surfing waves/swell
- Air tricks

### 26. WINGFOIL WAVE EQUIPMENT

1. Only Hydrofoil boards are eligible for use in competition. There are not any restrictions on the size, length and width of the quiver.
2. Foot-straps, pads and wax are allowed.
3. The use of a safety wing leash and helmet is mandatory.
4. The use of a board leash could be mandatory depending on conditions. It will be announced by the Race Director and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.

### 27. ELIMINATION PROCEDURE AND SCORING

#### 27.1. Seeding Round

1. On the single 28, 24, 16 or 8 ladder, there will be a "Seeding Round" in "Round 1" to determine the seeding position for the Main Event. (Round 2 onwards).
2. In order to safeguard the spot of the ranked competitors, in singles 32, there will be two groups of pre-seeded competitors as follows: from 1st to 16th and from 17th to 32nd.

Every competitor from the designated group will be competing against each other, they will be seeded in Round 2 according to the score obtained during the Seeding Round (Round 1).

In singles 16 and 8 there will only be one single group for the whole round.

#### 27.2. Elimination procedure

The Elimination procedure shall be:

1. Competitors' names shall be entered on the appropriate elimination ladder according to the event seeding and the heat distribution table below.
2. Competitors with no ranking will be distributed in the WWT ladder according to the name drawing that shall be done by the Race Director at the first day mandatory meeting for all competitors before the competition starts.
3. "Byes," if any, shall be positioned so that they are allocated to the most highly ranked competitors.



4. Competitors shall ride one against one. If there are enough judges on the panel, it will be possible to run two heats on the water simultaneously. (Split panel).
5. The declared winners shall advance on the elimination ladder. Once a round is started, the format shall stay the same until that round is completed.

## 28. ENTRY ALLOCATION, SEEDING, INJURY AND PREGNANCY SEEDING

1. Anyone wishing to compete in WWT sanctioned events, recognised events or trials of sanctioned events must be WWT members and may only compete with the approval of the WWT.
2. The maximum number of 24 competitors per gender entering at Wave event.
3. Entries into WWT events shall be allocated according to the following table:

CATEGORY	28 Riders
Waves ranked (seeding List)	1-16
Video Applications Ranking	17-22
GWA Wildcard	23 - 26
Local/organizer Wildcard	27-28

CATEGORY	24 Riders
Waves ranked (seeding List)	1-12
Video Applications Ranking	13-17
GWA Wildcard	18-22
Local/organizer Wildcard	23-24

CATEGORY	12 Riders
Waves ranked (seeding List)	1-6
Video Applications Ranking	7-10
GWA Wildcard	11
Local Wildcards	12

4. If the number of registered competitors exceeds the maximum number of competitors,



the WWT Sports Commission will select competitors based on their participation and ranking in previous years World Tour Events and / or kite merits. Video footage may be requested and used for selection.

- Two weeks before an event, Local Organizer Wildcards shall be approved by the WWT Sports Commission.
- The GWA will publish the wildcard allocation and participants list 14 days before an event.
- The number of Injury Seedings will be assigned according to rule 17.3 has to be designated before closing registration.
- If any ranked competitor doesn't show up or cannot compete in one WWT event due to an injury or other reasons, the empty spot will be given to the next highest ranked competitor. If this is not possible, the WWT Representative may grant exceptionally the available entry to another competitor prior approval from the WWT Sports Commission.

## 29.ELIMINATION LADDERS

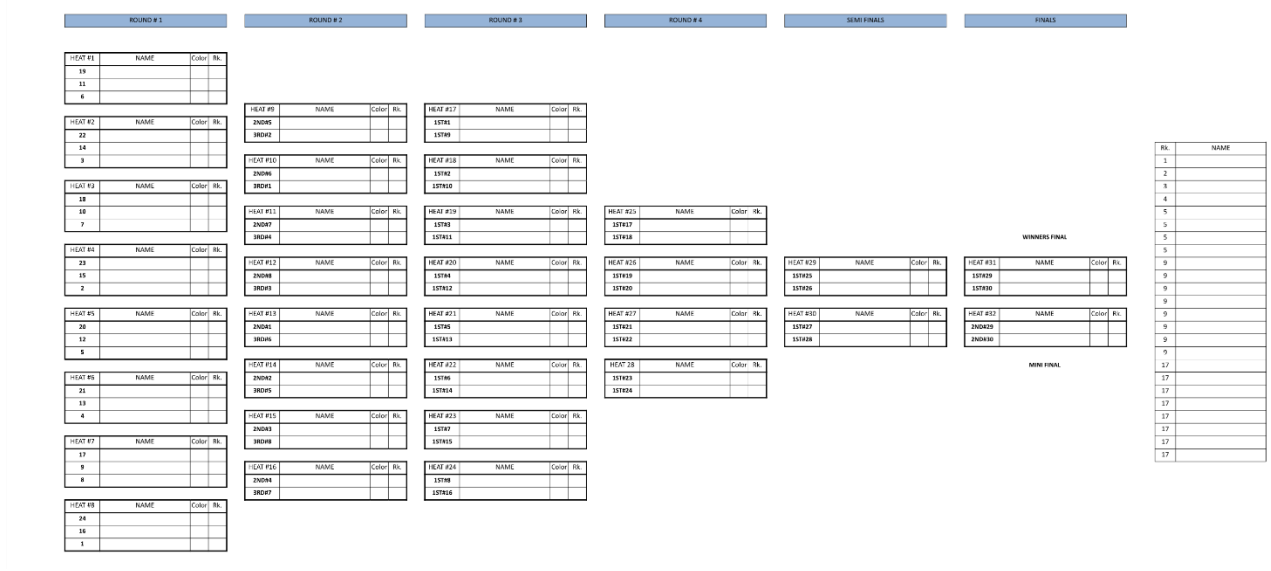
### 29.1. Single elimination ladders

The elimination ladder used for the WWT Wave events shall be a single elimination with a previous seeding round.

#### 29.1.1. WWT Dingle 28 (2 competitors)

ROUND # 1	ROUND # 2	ROUND # 3	ROUND # 4	ROUND # 5	ROUND # 6	SEMI-FINALS	FINALS
		Seed HEAT # 9			quarters		
Seed HEAT # 1		1ST/15 / 19 11 6	HEAT # 17	HEAT # 25			
26 22 19		Seed HEAT # 10	2ND/13 3RD/10	1ST/17 1ST/19			
		15TH/5 / 22 14 3	HEAT # 18	HEAT # 26			
		Seed HEAT # 11	2ND/14 3RD/9	1ST/18 1ST/10			
Seed HEAT # 2	3RD/1 2ND/1	15TH/2 / 18 10 7	HEAT # 19	HEAT # 27	HEAT # 33		
27 23 18		Seed HEAT # 12	2ND/15 3RD/12	1ST/19 1ST/11	1ST/25 1ST/26		
	3RD/1 2ND/2	15TH/3 / 23 15 2	HEAT # 20	HEAT # 28	HEAT # 34	HEAT # 37	MINI HEAT # 39
		Seed HEAT # 13	2ND/16 3RD/11	1ST/20 1ST/12	1ST/27 1ST/28	1ST/33 1ST/34	2ND/37 2ND/38
Seed HEAT # 3	3RD/1 2ND/3	15TH/4 / 20 15 5	HEAT # 21	HEAT # 29	HEAT # 35	HEAT # 38	WINNER HEAT # 40
25 21 20		Seed HEAT # 14	2ND/17 3RD/14	1ST/21 1ST/13	1ST/29 1ST/30	1ST/35 1ST/36	1ST/37 1ST/38
	3RD/1 2ND/4	15TH/7 / 21 15 4	HEAT # 22	HEAT # 30	HEAT # 36		
		Seed HEAT # 15	2ND/18 3RD/10	1ST/22 1ST/14	1ST/31 1ST/32		
Seed HEAT # 4		15TH/8 / 17 9 8	HEAT # 23	HEAT # 31			
28 24 17		Seed HEAT # 16	2ND/19 3RD/15	HEAT # 32			
		15TH/9 / 24 16 1					

#### 29.1.2. WWT 24 Dingle elimination

[illegible][illegible]

<b>28 Competitors</b> <b>Dingle</b>	<b>24 Competitors</b> <b>Dingle</b>	<b>12 Competitors</b> <b>Dingle</b>	<b>6 Competitors</b> <b>Dingle</b>
--	--	--	---------------------------------------



Heat No.	Competitor	Heat No.	Competitor	Heat No.	Competitor	Heat No.	Competitor
1	26 vs 22 vs 19	1	19 vs 11 vs 6	1	10 vs 6 vs 3	1	6 vs 3 vs 2
2	27 vs 23 vs 18	2	22 vs 14 vs 3	2	11 vs 7 vs 2	2	5 vs 4 vs 1
3	25 vs 21 vs 20	3	18 vs 10 vs 7	3	9 vs 5 vs 4		
4	28 vs 24 vs 17	4	23 vs 15 vs 7	4	12 vs 8 vs 1		
		5	20 vs 12 vs 5				
		6	21 vs 13 vs 4				
		7	17 vs 9 vs 8				
		8	24 vs 16 vs 1				

## 30. WAVE JUDGING RULES

### 30.1. Selection of Judges

1. Only the WWT Sports Commission can make appointments and substitutions for an event.
2. An attempt shall be made to ensure that no judge has a vested interest. There should not be family tie with a competitor.

### 30.2. Individual Scoring Procedure

1. Judging Criteria are applied to score individual waves.
2. The number of waves counted for the final score will be announced by the head judge. A notice must be made on the Official Notice Board 30 minutes before the heat starts.
3. The maximum of attempts per wave will be up to the Head Judge. A notice must be made on the Official Notice Board 30 minutes before the heat starts.
4. One or two panels of judges, each panel comprising an odd number of judges, no less than three (3) in number, shall score each heat. When there are five (5) judges, the highest and the lowest scores per wave or scoring category will be withdrawn and the average scores of the other three (3) judges will be counted as the final wave or



category score.

5. If a judge misses a wave they should place an "M" and that score will be given points equal to the average to the nearest thousandth of a point (0.005 to be rounded upward) of the other judges' scores.
6. The judges shall award each competitor's wave or judging category points on a scale from 0.1 to 10.0, broken into one- hundredths increments (e.g 6.444).
7. Each individual score is rounded to the nearest hundredths place. The rounded scores are added to calculate the final score.
8. The scores of the respective competitors shall be tabulated together to determine the winner: highest points wins.
9. If a competitor lands the trick on a wave wet and doesn't lose the board, the judges will still give some credit to the trick. It's at the discretion of each judge to consider if it's a crash or a wave attempt to land and to consider how much credit they will give to the wave, based on the judge criteria.
10. The competitor is allowed to use the power of the wing when performing on the waves and swell. That includes air tricks as integrated part of the wave-ride when landed in the same wave.  
Powered air tricks as part of the wave shall be rigorously judged on commitment, height, power, and, most importantly, execution in the critical section of the wave.

Only highly committed and powerful maneuvers which are performed as integral part of the wave ride will meaningfully contribute to the final wave score, while lower-intensity tricks will have minimal impact.

### **30.3. Other judging rules**

1. A flag out system may be used to eliminate the competitor with the lowest scores and continue the heat keeping the current heat scores from the remaining competitors on the heat. In case of tie, it will be broken in favor of the competitor with the highest single score. If a tie remains between two or more competitors, each competitor's individual scores shall be listed in order of best to worst, even if some of them are excluded scores, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.
2. The judging marks and scores of each individual judge shall be shown only to competitors in that heat, on their request.
3. Competitors are not allowed to stay in the judge's tower. If a competitor wants to check his judging marks and scores, he shall ask for consent from the Head Judge to enter the judge's tower.
4. The scores and the decisions of the judges shall not be appealed.
5. The Head Judge must be sure that the judges do not discuss scores.
6. Judges may not change their scores. If there are any mistakes the judge should have the Head Judge make the correction for them. The head judge has the last word.





7. The Head Judge may re-run a heat if there is strong evidence that there is a major discrepancy in the judging scores from each individual judge, or that all judges missed a wave or a maneuver in a wave that had a scoring potential that may change the final result. If it is possible, the decision to re-run shall be made before announcing a winner of the heat in question.
8. Scores cannot be changed under any circumstances when the heat is over.

#### **30.4. Ties in the individual scoring format**

In case of tie in the individual score format, it will be broken in favor of the competitor with the highest single wave score. If a tie remains between two or more competitors, each competitor's individual scores included in the total score only, shall be listed in order of best to worst, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score. If a tie remains between two or more competitors, each competitor's individual waves scores shall be listed in order of best to worst, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.

#### **30.5. Ties in the Overall Impression format**

In case of tie, it will be broken in favor of the competitor with the highest Technical Difficulty score. If a tie remains between two or more competitors, each competitor's individual scores shall be listed in order of best to worst, even if some of them are excluded scores, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.

### **31. RIGHT OF WAY RULES IN THE WAVES**

#### **31.1. Wave Priority with Side-Shore conditions**

1. With side-shore winds and only one available direction on any given wave, the heat priority works in the following manner:
2. The competitor who has first turned on a swell shall have unconditional priority over the other competitors for the entire duration of that wave.
3. If two or more competitors turn at the same time, with no clear interpretation of which competitor turned first, then the competitor windward has right of way for the entire duration of that wave.
4. Video evidence shall be used to prove that one rider has turned on a swell before the other.
5. Waves Priority with On-shore conditions <sup>SEP</sup> With on-shore winds and multiple random peaks wave possession may vary slightly according to the nature of an individual wave.
6. There will be cases where one swell will have two separate, defined peaks far apart that eventually meet at some point. The competitor who makes the first turn shall be deemed to have wave possession and the second competitor must give way by turning



or kicking out before hindering the right of way rider.

7. If two competitors turn at the same time on two separate peaks that eventually meet, then:
  - If they both give way by turning or kicking out, so that neither is hindered, there will be no penalty.
  - If they collide or hinder one another, a competitor will be penalized by the judges if either or both indicate aggression at the point of hindrance.
  - If neither competitor gives way by exiting the ride and both share responsibility for the confrontation, then a double interference will be called. Both competitors will score a zero for that wave, and each of their best scoring waves are halved.

### **31.2. Wave Priority with On-shore conditions**

With on-shore winds and multiple random peaks wave possession may vary slightly according to the nature of an individual wave.

1. There will be cases where one swell will have two separate, defined peaks far apart that eventually meet at some point. The competitor who makes the first turn shall be deemed to have wave possession and the second competitor must give way by turning or kicking out before hindering the right of way rider.
2. If two competitors turn at the same time on two separate peaks that eventually meet, then:
  - If they both give way by turning or kicking out, so that neither is hindered, there will be no penalty.
  - If they collide or hinder one another, a competitor will be penalized by the judges if either or both indicate aggression at the point of hindrance.
  - If neither competitor gives way by exiting the ride and both share responsibility for the confrontation, then a double interference will be called. Both competitors will score a zero for that wave, and each of their best scoring waves are halved.

## **32.INTERFERENCE IN THE WAVE**

### **32.1. Rules for waves**

1. A competitor deemed to have possession of a wave has unconditional right of way for the entire duration of that ride. This rule prevails in case of conflict with other(s) 19.1 right of way rule(s).
2. Anyone who stands up in front of a competitor with right of way has the chance to ride or kick out of the wave without being called interference, unless they hinder the scoring potential of the competitor with right of way by any means. These include excessive hassling, including with their wing from behind, or breaking down a section.
3. If a second competitor surfs another section of the same wave, upwind or downwind, but has not hindered the original competitor with right of way by taking the same wave then the judges may choose not to penalize them even though they don't have right of



way and will score both competitor's surfs. If in the opinion of the judges, the second competitor has interfered with the original competitor with right of way, by causing them to pull out or lose the wave, then interference may be called on the second competitor, even though they were on another section upwind or downwind of the first when the interference was called.

4. If a competitor with the right of way misses or falls off their wave, they shall keep clear of the following wave if another competitor has possession on that wave, if reasonably possible. If a competitor cannot complete their wave due to another competitor capsizing in the wave, causing possible loss of scoring potential, the affected competitor's heat may be re-run and an interference may be called. The Head Judge and Race Director will decide whether it is an interference and whether the heat will be rerun from the beginning, from the moment of the interference, or if extra time will be added if there is a re-run.
5. If a competitor who remains in the water after their maximum number of waves will be penalized for interference if they ride any extra wave that obviously deprives another competitor of a potential wave.

### **32.2. Interference penalty procedure for Overall impression scoring**

- If an interference penalty is called on a competitor, then the competitor's final score will be penalized with a loss of 50% of their "Technical Difficulty" scoring. If a competitor incurs a second interference penalty during the heat, they must immediately leave the competition area and won't be scored from that point, losing 100% of their "Technical Difficulty" scoring.
- With two heats on the water simultaneously, if there is an interference between two riders of different heats, the heat will be stopped and may be re-started. Interference penalty may be called, and the Race Director will decide whether it will be a rerun from the beginning, from the moment of the interference, or with additional time.

### **32.3. Interference penalty procedure for individual scoring**

1. If an interference penalty is called on a competitor, then the competitor's final score will be penalized with a loss of 50% of their second-best wave or trick score. If a competitor incurs a second interference penalty during the heat, he must immediately leave the competition area and won't be scored from that point, losing 100% of their second-best wave or trick score.
2. Same rule applies as under 25.2.

## **33. JUDGING CRITERIA FOR THE WAVES**

Judging Criteria are applied to score individual waves ridden. Each judge analyzes the following major elements when scoring a wave :

- Degree of difficulty of the maneuvers performed.
- Commitment in the maneuvers performed and the risk taken to perform them.
- Variety and combination of maneuvers within the same wave.



- Speed and power.
- Flow and linking of maneuvers.
- Size of the waves ridden, directly linked to the degree of difficulty of maneuvers performed in each wave.
- Innovative and progressive maneuvers. It's important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day.  
Competitors must combine the major key elements in order to be awarded scores in the excellent range.
- The following scale may be used to describe a wave ridden that is scored:
  - 0 – 1.9 = Poor;
  - 2.0 – 3.9 = Fair;
  - 4.0 – 5.9 = Average;
  - 6.0 – 7.9 = Good;
  - 8.0 – 10.0 = Excellent.



## CHAPTER 4: WINGFOIL BIG AIR DISCIPLINE

The Big Air discipline will be focused on the performance breaking the boundaries and limits of the sport, boosting as high as possible combining technical tricks.

- Air Tricks

### 34.WINGFOIL BIG AIR EQUIPMENT

1. Only Hydrofoil boards are eligible for use in competition. There are not any restrictions on the size, length and width of the quiver.
2. Foot-straps, pads and wax are allowed.
3. The use of a board leash could be mandatory depending on conditions. It will be announced by the Race Director and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.

### 35.ENTRY ALLOCATION, SEEDING, INJURY AND PREGNANCY SEEDING

1. Anyone wishing to compete in WWT sanctioned events, recognised events or trials of sanctioned events must be WWT members and may only compete with the approval of the WWT.
2. A maximum number of 24 competitors per gender enter the big air event.
3. Entries into WWT events shall be allocated according to the following tables:

CATEGORY	24 Riders
Big Air Ranked	1-12
Qualifyer Selection	13-20
GWA Wildcard	21-22
Local Wildcards	23-24

CATEGORY	12 Riders
Big Air Ranked	1-6
Qualifyer Selection	7-10
GWA Wildcard	11
Local Wildcard	12



4. If the number of registered competitors exceeds the maximum number of competitors, the WWT Sports Commission will select competitors based on their participation and ranking in previous years World Tour Events and / or wing merits. Video footage may be requested and used for selection.
5. Two weeks before an event, Local Organizer Wildcards shall be approved by the WWT Sports Commission.
6. The GWA will publish the wildcard allocation and participants list 14 days before an event.
7. The number of Injury Seedings will be assigned according to rule 17.3 and before closing registration.
8. If any ranked competitor doesn't show up or cannot compete in one WWT event due to an injury or other reasons, the empty spot will be given to the next highest ranked competitor. If this is not possible, the WWT Representative may grant exceptionally the available entry to another competitor prior approval from the WWT Sports Commission.

## 36. ELIMINATION PROCEDURE AND SCORING

### 36.1. Elimination procedure

The Elimination procedure shall be:

1. Competitors' names shall be entered on the appropriate elimination ladder according to the event seeding and the heat distribution table below.
2. Competitors with no ranking will be distributed in the WWT ladder according to the name drawing that shall be done by the Race Director at the first day mandatory meeting for all competitors before the competition starts.
3. "Byes," if any, shall be positioned so that they are allocated to the most highly ranked competitors.
4. Competitors shall ride one against one, or in groups of up to 4. The declared winners shall advance on the elimination ladder. Once a round is started, the format shall stay the same until that round is completed.

### 36.2. Heat Distribution

24 Competitors Single		12 Competitors Single		6 Competitors Single	
Heat No.	Competitor	Heat No.	Competitor	Heat No.	Competitor
1	19 vs 11 vs 6	1	10 vs 6 vs 3	1	6 vs 3 vs 2
2	22 vs 14 vs 3	2	11 vs 7 vs 2	2	5 vs 4 vs 1



3	18 vs 10 vs 7	3	9 vs 5 vs 4		
4	23 vs 15 vs 7	4	12 vs 8 vs 1		
5	20 vs 12 vs 5				
6	21 vs 13 vs 4				
7	17 vs 9 vs 8				
8	24 vs 16 vs 1				

### 36.3. Elimination ladders –

The elimination ladder used for the WWT Big air events shall be Dingle Elimination.

#### 36.3.1. WWT 24 Riders Dingle Elimination

ROUND # 1			ROUND # 2			ROUND # 3			ROUND # 4			FINAL		
Heat	Seed	Name	HEAT # 9			HEAT # 13			HEAT # 17			HEAT # 21		
#1	2		2nd#5			1st#1			1st#13			1st#17		
	16		3rd#2			1st#9			2nd#14			2nd#17		
	23		2nd#6			1st#2			1st#15			1st#18		
#2	8		3rd#1			2nd#10			2nd#16			2nd#19		
	10													
	17													
#3	3		HEAT # 10			HEAT # 14								
	13		2nd#7			1st#3								
	22		3rd#4			1st#11								
#4	6		2nd#8			1st#8								
	12		3rd#3			2nd#12								
	19													
#5	1		HEAT # 11			HEAT # 15								
	15		2nd#1			1st#5								
	24		3rd#6			1st#12								
#6	7		2nd#2			1st#6								
	18		3rd#5			2nd#11								
#7	4		HEAT # 12			HEAT # 16								
	14		2nd#3			1st#7								
	21		3rd#8			1st#10								
#8	5		2nd#4			1st#4								
	20		3rd#7			2nd#9								

#### 36.3.2. WWT 12 Riders Dingle Elimination

ROUND # 1			ROUND # 2			ROUND # 3			FINAL		
Heat	Seed	Name	HEAT # 5			HEAT # 7			HEAT # 9		
#1	2		2nd#3			1st#1			1st#7		
	8		3rd#2			1st#5			2nd#7		
	11		2nd#4			1st#2			1st#8		
#2	4		3rd#1			2nd#6			2nd#8		
	6										
	9										
#3	1		HEAT # 6			HEAT # 8					
	7		2nd#1			1st#3					
	12		3rd#4			1st#6					
#4	3		2nd#2			1st#4					
	5		3rd#3			2nd#5					
	10										

#### 36.3.3. WWT 6 Riders Dingle Elimination



ROUND #1			ROUND #2			SEMI FINALS			FINAL		
Heat	Seed	Name	HEAT #3			HEAT #5			WINNERS FINAL HEAT #7		
1	2		2ND#2			1ST #1			W13		
	3		3RD#1			1ST#3			W14		
	6		2ND#1			1ST#2					
2	5		3RD#2			1ST#4					
	4										
	1										
			HEAT #4			HEAT #6					





Finishing position	Position	Points
Heat 9 - 1st, 2nd, 3rd ,4th	1, 2 , 3 , 4	1000, 870, 770, 700
Heat 7 - 8, 1st, 2nd, 3rd ,4th	5 , 7	580, 500
Heats 5 – 6, 3rd, 4th	9, 13	420, 280

6 Riders:

Finishing position	Position	Points
Heat 7 - 1st, 2nd	1, 2	1000, 870
Heat 8 - 1st, 2nd	3, 4	770, 700
Heats 3 - 4	5	580

**4. Scoring of incomplete elimination series**

When the minimum number of heats for a valid WWT elimination series has been completed but not all places have been determined, competitors qualified for heats which have not been run shall be awarded as follows:

Dingle 24

Finishing position	Position
Heat 19	1.4
Heat 17-18	5.7
Heats 13 - 16	9.13
Heats 9-12	17.21

Dingle 12:

Finishing position	Position
Heat 9	1.4
Heat 7-8	5.7
Heats 5-6	9.11



#### Dingle 6:

Finishing position	Position
Heat 7	1.2
Heat 8	3.4
Heats 3 - 4	5

## 37. BIG AIR JUDGING RULES

### 37.1. Selection of Judges

1. Only the WWT Sports Commission can make appointments and substitutions for an event.
2. An attempt shall be made to ensure that no judge has a vested interest. There should not be a family link with a competitor.

### 37.2. Individual Scoring Procedure

1. Judging Criteria are applied to score individual tricks or jumps performed.
2. Repeating maneuvers are evaluated according to their own factor: **80% height** and **20% technical difficulty**.
3. The maximum of attempts per trick/jump and tricks counted towards the final score will be up to the Head Judge. Notice must be made on the Official Notice Board 30 minutes before the heat starts.
4. One or two panels of judges, each panel comprising an odd number of judges, no less than three (3) in number, shall score each heat. When there are five (5) judges, the highest and the lowest scores per trick or jump will be withdrawn and the average scores of the other three (3) judges will be counted as the final trick or jump score.
5. If a judge misses a trick or jump they should place an "M" and that score will be given points equal to the average to the nearest thousandth of a point (0.005 to be rounded up) of the other judges' scores.
6. The judges shall award each competitor's trick or jump points on a scale from 0.1 to 10.0, broken into one-hundredths increments (e.g 6.444).
7. Each individual score is rounded to the nearest hundredth. The rounded scores are added to calculate the final score.
8. The scores of the respective competitors shall be tabulated together to determine the winner: highest points win.
9. The weight given to Air and technical difficulty will be announced by the Head Judge and on the Official Notice Board at least thirty (30) minutes before the start of the heat.
10. If a competitor lands the trick wet and doesn't lose the board, the judges will still give



some credit to the trick. It's at the discretion of each judge to consider if it's a crash or a wet landing and to consider how much credit they will give to the trick, based on the commitment, technical difficulty, height, and time spent going up to the board.

11. The credit given to wet trick landings is directly related to the risk factor involved in the execution of the trick. For tricks with a high degree of risk factor, judges won't deduct points for a wet landing.
12. A trick is a crash only if the majority of the judges consider it as a crash. If the minority of the judges consider a trick as a crash, those crashes will be withdrawn and the judges will reconsider the trick in the other scoring categories.
13. A crash will be considered when:
  - a competitor finishes the trick or jump by pulling the leash to get the wing back.
  - When landing a trick or jump, a competitor is capsized, losing control of the board or wing.
  - A competitor lands a jump but loses the wing.
  - A competitor lands a jump but crashes the wing into water and completely stops.
14. Judges may give credit to a landed trick or jump that is not a crash when:
  - A competitor lands a jump and crashes the wing into the water but manages to relaunch it and keep riding without completely stopping.
  - The credit given to such a trick or jump is directly related to the risk, air factor and technicality involved in the execution of the trick.
  - It's at the discretion of each judge to consider how much credit they will give to the trick or jump.

### 37.3. Overall Impression Scoring Procedure

Judges shall not assign numerical values to each trick or jump. They will have a shorthand notation for taking brief notes of the moves performed on each tack during the heat, and points will be awarded to a number of scoring categories based on an overall impression of the heat:

**Technical Difficulty:** The technical difficulty in relation to the risk factor of tricks landed during the heat. Tricks landed with more control and without letting the board touch the water are rewarded in this category and the following.

**Execution:** A combination of smoothness, flow and fluidity during the tricks. The linking of tricks, quality vs quantity, innovation and "wow" factor fall in this category. Height and amplitude. Number of crashes.

**Variety:** Variety of tricks completed during the heat on both tacks.

### 37.4. Other judging rules

1. A flag out system may be used to eliminate the competitor with the lowest scores and continue the heat keeping the current heat scores from the remaining competitors on the heat. In case of tie, it will be broken in favor of the competitor with the highest single score. If a tie remains between two or more competitors, each competitor's individual scores shall be listed in order of best to worst, even if some of them are excluded



scores, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.

2. The judging marks and scores of each individual judge shall be shown only to competitors in that heat, on their request.
3. Competitors are not allowed to stay in the judge's tower. If a competitor wants to check his judging marks and scores, he shall ask for consent from the Head Judge to enter the judge's tower.
4. The scores and the decisions of the judges shall not be appealed.
5. The Head Judge must be sure that the judges do not discuss scores.
6. Judges may not change their scores. If there are any mistakes the judge should have the Head Judge make the correction for them.
7. The Head Judge may re-run a heat if there is strong evidence that there is a major discrepancy in the judging scores from each individual judge, or that all judges missed a trick that had a scoring potential that may change the final result.  
If it is possible, the decision to re-run shall be made before announcing a winner of the heat in question.
8. Scores cannot be changed under any circumstances when the heat is over.

### **37.5. Ties in the individual scoring format**

In case of tie in the individual score format, it will be broken in favor of the competitor with the highest single wave or trick score. If a tie remains between two or more competitors, each competitor's individual scores included in the total score only, shall be listed in order of best to worst, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score. If a tie remains between two or more competitors, each competitor's individual trick scores shall be listed in order of best to worst, and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.

### **37.6. Ties in the Overall Impression format**

In case of tie, it will be broken in favor of the competitor with the highest Technical Difficulty score. If a tie remains between two or more competitors, the Execution score and then Variety score will be used respectively and at the first point where there is a difference the tie shall be broken in favor of the competitor with the best individual score.

## **38. JUDGING CRITERIA FOR BIG AIR TRICKS**

1. There will be an Air factor but also a technical difficulty factor. The weight given to each factor will be announced at least 30 minutes before the heat starts. Priority is always in favor of the AIR factor. Example; 70 % Air, 30% Technical Difficulty.



2. The **Air factor** is based on the following aspects: Height, explosiveness, travel distance and hang time.
3. The technical difficulty it is based on the following factors:
  - **Height and amplitude** – The combination of height and amplitude of the tricks completed during the heat. As the wind conditions increase, this aspect will exponentially become more and more into consideration, but only when the height and amplitude are achieved along with risk factors and technical difficulty.<sup>[1][2][3][4][5][6][7][8][9][10]</sup>
  - **Technical Difficulty** – The technical difficulty of tricks completed during the heat
  - **Power** – The power during the execution of the tricks. Power will be considered as a combination of speed into the trick to pop and speed out during the landing, height and amplitude during the trick.
  - **Risk factor** – The risk factor is directly linked to the power, height, amplitude and technical difficulty of the jump, but also to the commitment of the competitor and physical challenge during the execution, duration of the critical moment, and energy on the execution.
  - **Smoothness** – Smoothness and fluidity during the execution and landing of tricks completed during the heat.
  - **Innovation** – Tricks that have never been landed in competition before.

## 39. INTERFERENCES

### 39.1. Interference penalty procedure for Overall impression scoring

1. If an interference penalty is called on a competitor, then the competitor's final score will be penalized with a loss of 50% of their "Technical Difficulty" scoring.
  - a. If a competitor incurs a second interference penalty during the heat, they must immediately leave the competition area and won't be scored from that point, losing 100% of their "Technical Difficulty" scoring.
2. With two heats on the water simultaneously, if there is an interference between two riders of different heats, the heat will be stopped and may be re-started. Interference penalty may be called and the Race Director will decide whether it will be a rerun from the beginning, from the moment of the interference, or with additional time.

### 39.2. Interference penalty procedure for individual scoring

1. If an interference penalty is called on a competitor, then the competitor's final score will be penalized with a loss of 50% of their second best trick or jump.
2. If a competitor incurs a second interference penalty during the heat, he must immediately leave the competition area and won't be scored from that point, losing 100% of their second best trick or jump.
3. Same rule applied as 25.2.2.





## CHAPTER 5: WINGFOIL FREEFLY-SLALOM DISCIPLINE

The FreeFly-Slalom format is an expression discipline where competitors are challenged to make one course in the shortest period of time. Every course must include a FreeFly-Slalom leg as a technical element, in which the athlete has to make it through only by using the energy of the swell, waves or pumping. The courses are adaptable depending on the conditions and are mainly designed so that the power of the swell, wind or pumping can be maximized.

### 40. DEFINITIONS

1. **Abandonment:** An abandoned race is one which the sport Committee declares void at any time after starting signal, and which may be re-sailed at its discretion.
2. **Beach Starting:** When the start line is on the beach, or so close to the beach that the competitor must stand in the water to start, it is a Beach Start.
3. **Capsize:** A sailboard shall rank as capsized when is not under way due to the wing being in the water and/or the competitor is water starting or up-hauling.
4. **Hearing:** A protest committee holds a hearing to decide whether a protest or to consider giving redress.
5. **Interested Party:** A person who may gain or lose as a result of a protest committee's decision, or who has a close personal interest in the decision.
6. **Mark:** A mark is any object specified in the Sailing instructions which a board must round or pass on a required side.
7. **On a tack:** A board is on a tack except when it is capsized, tacking or gybing. A board is on the tack (starboard or port) corresponding to its windward side.
8. **Outside/Inside/Overlap:**
  - Outside. The outside board is the board furthest from the mark.
  - Inside. The inside board is the board closest to the mark.
  - Overlap. Boards overlap when the nose of the board is in front of the stern of the other.
9. **Overtaking:** A board shall rank as overtaking from the moment it gains an overlap until it gains right of way. If an overlap between two sailboards exists when approaching the starting line to start. The windward sailboard shall be considered to be overtaking. In downwind courses you can overtake in windward and leeward.
10. **Postponement:** A postponed race is one not started at its scheduled time and which may be sailed at any time the Race Committee may decide.
11. **Pumping:** It consists in pumping upright on the board in order to get it out of the water and in fully engaging the foil, reaching the necessary speed in flight. When pumping, the wing should be generally luffed.
12. **Proper course:** A course a board would sail to finish as soon as possible in the absence of other boards referred to in the rule using the term.



- 13. Racing:** A board is racing from its preparatory signal until it has either finished and cleared the finishing line or retired, or until the race has been postponed, abandoned, or a general recall has been signaled.
- 14. Riding position:** Riding in a manner in which the competitor is being pulled by the wing at the same time as he is standing, kneeling or sitting. When riding in a pumping position, the wing should be generally luffed.
- 15. Right of way:** Unless Direct Referring is to be used.
- Outside board: A board on the outside gains right of way when its hull and rig are ahead of the right of way line of the inside board.
  - Inside Board: A board on the outside gains right of way when it's right of way line is ahead of the right of way line of the inside board.
  - If there is a reasonable doubt that a board has gained right of way, it shall be presumed that it did not.
- 16. Right of Way Line:** A right of way line is an imaginary line projected abeam from the nose of the board.
- 17. Room:** The space a board needs in the existing conditions while maneuvering promptly in a seamanlike way.
- 18. Room to Pass:** When boards are overlapped, a board required to keep clear shall give a board with right of way room to pass a mark.
- 19. Rules:**
- The rules in this book include definitions, competition signals, preambles, the rules of an appendix when it applies (but not titles).
  - The prescriptions of the national authority concerned, when they apply:
  - The Sailing Instructions and Notice of Race;
  - any other document governing the event.
- 20. Set:** A course is considered set when all marks and starting/finishing vessels are anchored in their correct position and the Race Committee is ready to start a race.
- 21. Starting:** A board starts when, after its starting signal, any part of its hull, rig or crew first crosses the starting line in the direction of the course to the first mark.
- 22. Finishing:** a board finishes when any part of its hull, rig or crew first crosses the finish line in a controlled sailing position.
- 23. Tacking:** Is a transitional maneuver of changing tack with the wind ahead. A Tack begins when the turn is started, and it ends when the board has borne away to a proper course.
- 24. Gybing:** Is a transitional maneuver of changing tack with the wind aster. A gybe begins when the turn starts, and it ends when the board is underway on a proper course.
- 25. Dangerous Sailing:** Sailing in a manner then can be considered as dangerous or a threat to the safety of the other competitors.
- 26. Conditions:** For all races the Minimum wind conditions is 7 knots or considered suitable conditions by the call of the Race Director.

The starting procedure until the end of the race should be abandoned if the wind drops





7 knots or the conditions are not suitable in any part of the course area.

In all cases the Race Director shall ensure that the wind is measured in all the course areas; close to the marks, starting line, finishing line.

It is recommended to have boats in all the parts of the course.

Protests regarding wind strength and suitability of wind direction or wind conditions shall be disallowed.

**27. DNF:** Did not Finish. The competitor did not make it to the finish line.

**28. PMS:** Premature start. The competitor crossed the starting line before the green flag was raised.

**29. DSQ:** Disqualified. The competitor has been disqualified directly by the referee. There are several reasons to disqualify a competitor.

**30. DNS:** Did not Start. The competitor did not cross the starting line.

**31. Event officers:**

GWA FreeFly-Slalom events shall use the following:

- A GWA approved Race Director,
- A GWA approved Principal Race Officer (PRO),
- A GWA approved Head Protest Judge,
- At least 3 GWA approved Judges,
- A GWA Representative,
- A GWA approved Scorer.

Exceptions may only be made in advance by the GWA management board.

## 41. FREEFLY-SLALOM EQUIPMENT

1. Only hydrofoils are eligible for use in competition.
2. The leading edge from the wing must be inflatable.
3. The use of a safety leash to secure the wing is mandatory.
4. The use of a helmet and protection vest is mandatory.
5. The use of a board leash could be mandatory depending on the conditions. It will be announced by the Race Director and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.

## 42. ELIMINATION PROCEDURE

A FreeFly Slalom competition consists of multiple qualifying eliminations where all riders that enter the event are competing against each other. In the final elimination only a limited number of competitors can enter.



## 42.1. Qualifying Elimination procedure

The procedure of one qualifying elimination procedure shall be:

1. Competitors' names shall be entered on the appropriate elimination ladder according to the event seeding and the heat distribution table below.
2. Competitors with no ranking will be distributed in the WWT ladder according to the name drawing that shall be done by the Head Protest Judge at the first day mandatory meeting for all competitors before the competition starts.
3. "Byes," if any, shall be positioned so that they are allocated to the most highly ranked competitors.
4. Competitors shall ride all versus all, in several FreeFly-Slalom/heats. The declared winners shall advance on the elimination ladder.
5. It is recommended to run heats with a bigger fleet of 15 competitors, except for long distance races that can be run in a full fleet format.

## 42.2. Heat Distribution

40 Competitors		32 Competitors	
Heat N.	Competitor	Heat N.	Competitor
1	3, 6, 11, 14, 19, 22, 27, 30, 35, 38	1	3, 6, 11, 14, 19, 22, 27, 30
2	2, 7, 10, 15, 18, 23, 26, 31, 34, 39	2	2, 7, 10, 15, 18, 23, 26, 31
3	4, 5, 12, 13, 20, 21, 28, 29, 36, 37	3	4, 5, 12, 13, 20, 21, 28, 29
4	1, 8, 9, 16, 17, 24, 25, 32, 33, 40	4	1, 8, 9, 16, 17, 24, 25, 32

24 Competitors		12 Competitors	
Heat N.	Competitor	Heat N.	Competitor
1	2,3,6,7,10,11,14,15, 18,19,21,22	1	1,2,3,4,5,6,7,8,9,10,11,12
2	1,4,5,8,9,12,13,16,17,20,23,24		

## 42.3. Elimination ladders



The elimination ladder used for the WWT FreeFly-Slalom events shall be Single Elimination. Depending on the size of the fleet, the number of heats and size of the heats can be adjusted.

#### 42.3.1. WWT 40 Riders Single Elimination (4x heat format)

ROUND 1			ROUND 2			WINNER FINAL		
#1	3							
	6							
	11							
	14							
	19							
	22							
	27							
	30							
#2	35							
	38							
#3	2							
	7							
	10							
	15							
	18							
	23							
	26							
	31							
#4	34							
	39							
#5	1ST #1							
	2ND #1							
	3RD #1							
	4TH #1							
	5TH #1							
	1ST #2							
	2ND #2							
	3RD #2							
#6	4TH #2							
	5TH #2							
#7	6TH #5							
	7TH #5							
	8TH #5							
	9TH #5							
	10TH #5							
	6TH #6							
	7TH #6							
	8TH #6							
#8	9TH #6							
	10TH #6							
#9	4							
	5							
	12							
	13							
	20							
	21							
	28							
	29							
#10	36							
	37							
#11	1ST #3							
	2ND #3							
	3RD #3							
	4TH #3							
	5TH #3							
	1ST #4							
	2ND #4							
	3RD #4							
#12	4TH #4							
	5TH #4							
#13	1ST #5							
	2ND #5							
	3RD #5							
	4TH #5							
	5TH #5							
	1ST #6							
	2ND #6							
	3RD #6							
#14	4TH #6							
	5TH #6							
#15	1							
	8							
	9							
	16							
	17							
	24							
	25							
	32							
#16	33							
	40							



### 42.3.2. WWT 32 Riders Single Elimination (4x heat format)

ROUND 1

ROUND 2

WINNER FINAL

#1

#2

#3

#4

#5

#6

#7

#8

HEAT # 7 MINI FINAL

HEAT # 8 WINNER FINAL

### 42.3.3. WWT 24 Riders Single Elimination (2x heat format)

# ROUND 1

# MINI FINAL

#1

2		
3		
6		
7		
10		
11		
14		
15		
18		
19		
22		
23		

#3

7th #1		
8th #1		
9th #1		
10th #1		
11th #1		
12th #1		
7th #2		
8th #2		
9th #2		
10th #2		
11th #2		
12th #2		

# WINNER FINAL

#2

1		
4		
5		
8		
9		
12		
13		
16		
17		
20		
21		
24		

#4

1st #1		
2nd #1		
3rd #1		
4th #1		
5th #1		
6th #1		
1st #2		
2nd #2		
3rd #2		
4th #2		
5th #2		
6th #2		



#### 42.3.4. WWT 12 Riders Single Elimination (full fleet format)

FINAL		
#1	1	
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
	11	
	12	

#### 42.4. Elimination and scoring

1. When FreeFly-Slalom is run using an elimination system, competitors will score points based on the following principle. Competitors in the final shall score their finishing position (0.7 for 1st place). Competitors in a small final shall score their finishing position plus the number of competitors in the final. Competitors in previous heats shall score the average of the positions covered by all sailors who finished in the same position in the other heats in that round of elimination.
2. When a rider is PMS, DNS, DNF or DSQ will get the total points of the **number of competitors of the heat plus one** except for the winner final.
3. If the number of sailors in a heat, for any reason, is equal to or less than the number of sailors advancing to the next round the heat may not be re-sailed and all sailors shall advance.
4. Example in a ten-competitor single 40 elimination:

Finishing Position	Points
<b>FINAL</b>	
1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th	0.7, 2, 3, 4, 5, 6, 7, 8, 9, 10
<b>SMALL FINAL</b>	
1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th	11, 12, 13, 14, 15, 16, 17, 18, 19, 20
<b>ROUND 1</b>	
6th, 7th, 8th, 9th, 10th	22,5, 26,5, 30,5, 34,5, 38,5

5. Example in an eight-competitor single 32 elimination:

Finishing Position	Points
<b>FINAL</b>	
1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th	0,7, 2, 3, 4, 5, 6, 7, 8
<b>SMALL FINAL</b>	
1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th	9, 10, 11, 12 ,13 ,14, 15 ,16
<b>ROUND 1</b>	
5th, 6th, 7th, 8th	18,5, 22,5, 26,5, 30,5

6. Example in an twelve-competitor single 24 elimination:

Finishing Position	Points
<b>FINAL</b>	
1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th	0,7, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12
<b>SMALL FINAL</b>	
1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, 10th, 11th, 12th	13 ,14, 15 ,16, 17, 18, 19 ,20, 21, 22, 23, 24

## 42.5. Scoring of Incomplete Heats

1. Where the minimum number of heats for a valid FreeFly-Slalom/elimination series has been completed but not all places determined, competitors qualified for heats which have not been run shall be awarded the total of the points for all the positions not decided, divided by the number of competitors in the remaining heats.
2. An elimination must be completed, including the finals scored for the event ranking.
3. If the first elimination is completed, including until the semi-finals, it will be valid for the event ranking.
4. All riders that qualified for the final which is incomplete will get rewarded with the average points from positions 1st to 10th, and all the riders that qualify to the small finals which are incomplete will get the average points from 11th till 20th. (Heat of 10 format).

## 42.6. Number of Qualifying Eliminations

1. The minimum number of qualifying eliminations will be one (1) whilst the maximum is



seven (7). There must be at least four (4) completed FULL Qualifying Eliminations before running the Final Elimination Round.

2. The exact number of qualifying eliminations that will be done in a competition will be decided by the GWA Race Director at the competition depending on factors such as weather conditions, timing, and other factors considered.
3. There must be at least four full Qualifying Eliminations before we can do the Final Elimination Round. If we don't get to four Qualifying Eliminations done, we will not be able to do the Final Elimination Round, and in that case, the result of the event will be the ranking until that moment of the competition.
4. After completing four full Qualifying Eliminations (with one discard), the Race Director can decide after any completed elimination from four, five, six or seven to continue straight into the final elimination.

#### **42.7. Discards**

1. Depending upon the number of discards permitted in the qualifying elimination, the highest then second highest scores are discarded. The lowest total score, with discards, if any, considered, wins. Scores may be discarded as set out in the following table.
2. Discards in the qualifying eliminations should be:

Number of eliminations completed	Number of events discarded
1 - 3	0
4 - 6	1
7	2

#### **42.8. Qualification to the Final Elimination**

The number of riders advancing to the Final Elimination will be determined by the total number of registered participants in the competition, according to the following rules:

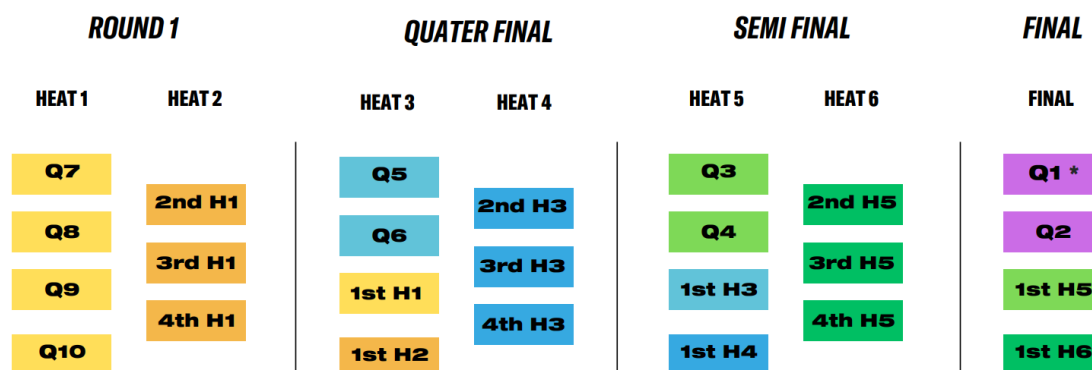
- If there are fewer than 20 riders competing:  
The top 6 riders from the Qualifying Eliminations (QE) will advance to the Final Elimination.  
The Final Elimination will begin with the semi-final round.
- If there are between 20 and 39 riders competing:  
The top 8 riders from the QE will advance to the Final Elimination.  
The Final Elimination will begin with the quarter-final round.
- If there are 40 or more riders competing:  
The top 10 riders from the QE will advance to the Final Elimination.  
The Final Elimination will begin with round 1.

#### **42.9. Final Elimination Procedure**

#### 42.9.1. Final Elimination Format

The final elimination sees the qualified competitors seeded into different rounds according to their final position within the previous qualifying eliminations.

### Final Elimination Freely Slalom



#### 42.9.2. Seeding in the Final Elimination

Competitors entering the final elimination are seeded in the elimination ladder according to the following tables:

##### Final Elimination with 6 competitors:

Result in Qualifying Elimination	Seeding in Final Elimination
1, 2	FINAL 1
3, 4, 5, 6	SEMI FINAL

##### Final Elimination with 8 competitors:

Result in Qualifying Elimination	Seeding in Final Elimination
1, 2	FINAL 1
3, 4	SEMI FINAL
5, 6, 7, 8	QUARTER FINAL

##### Final Elimination with 10 competitors:

Result in Qualifying Elimination	Seeding in Final Elimination
1, 2	FINAL 1
3, 4	SEMI FINAL
5, 6	QUARTER FINAL
7, 8, 9, 10	ROUND 1





### **42.9.3. Advancing Heat Procedure in the Final Elimination with 10 competitors**

#### **ROUND 1**

##### *Heat 1:*

- Participants: Competitors ranked 7th, 8th, 9th, and 10th in the Qualifying Eliminations ranking.
- The winner advances to the Quarter Final (Heat 3).

##### *Heat 2:*

- Participants: The three competitors who did not win Heat 1 (repechage).
- The winner advances to the Quarter Final (Heat 3).
- The rider finishing second in this heat will have a final ranking position of 9th.
- The rider finishing third in this heat will have a final ranking position of 10th.

#### **QUARTER FINAL:**

##### *Heat 3:*

- Participants: Competitors ranked 5th and 6th in the Qualifying Eliminations ranking, and the winners of Heat 1 and Heat 2.
- The winner advances to the Semi Final (Heat 5).

##### *Heat 4:*

- Participants: The three competitors who did not win Heat 3 (repechage).
- The winner advances to the Semi Final (Heat 5).
- The competitor finishing second in this heat will have a final ranking position of 7th.
- The competitor finishing third in this heat will have a final ranking position of 8th.

#### **SEMI FINAL:**

##### *Heat 5:*

- Participants: Competitors ranked 3rd and 4th in the Qualifying Eliminations ranking, and the winners of Heat 3 and Heat 4.
- The winner advances to the Final.

##### *Heat 6:*

- Participants: The three competitors who did not win Heat 5 (repechage).
- The winner advances to the Final.
- The rider finishing second in this heat will have a final ranking position of 5th.
- The rider finishing third in this heat will have a final ranking position of 6th.

#### **FINAL:**

- The competitors advancing to the final heat must secure two bullets to win the competition.
- A competitor earns one bullet by winning a single final heat.
- The competitor ranked number 1 in the Qualifying Eliminations starts with one bullet.

### FINAL 1:

- Participants: Competitors ranked 1st and 2nd in the Qualifying Eliminations, and the winners of Heat 5 and Heat 6.
- The winner of this heat will earn one bullet.

### FINAL 2 AND ONWARDS:

- Subsequent finals will continue until a competitor accumulates two bullets.
- The minimum number of final heats is one (1), and the maximum can be four (4), until any of the four competitors has accumulated two bullets and the final result is standing.

MEN FREEFLY SLALOM FINAL ELIMINATION																												
ROUND 1																												
HEAT 1								HEAT 2																				
Q7								2nd H1																				
Q8								3rd H1																				
Q9								4th H1																				
Q10																												
QUARTER FINAL																												
HEAT 3								HEAT 4																				
Q5								2nd H3																				
Q6								3rd H3																				
1st H1								4th H3																				
1st H2																												
SEMI FINAL																												
HEAT 5								HEAT 6																				
Q3								2nd H5																				
Q4								3rd H5																				
1st H3								4th H5																				
1st H4																												
FINAL																												
FINAL 1								FINAL 2								FINAL 3				FINAL 4								
Q1								Q1								Q1												
Q2								Q2								Q2												
1st H5								1st H5								1st H5												
1st H6								1st H6								1st H6												

In a final elimination with only 8 competitors, no Round 1 will be run and the competitors finishing 5, 6, 7, 8 in the qualifying eliminations ranking are seeded in the quarter final.

In a final elimination with only 6 competitors, no Round 1 and no Quarter Finals will be run and the competitors finishing 3, 4, 5, 6 in the qualifying eliminations ranking are seeded in the semifinal.

#### 42.9.4. Result of the completed Final Elimination

- The final event result will be determined as follows;
  - The competitor who accumulates two bullets is the event winner.
  - The competitor with the next highest number of bullets finishes 2<sup>nd</sup> place in the event. If more than one competitor has one bullet each, the tie will be broken



based on the finishing position of the last heat of the competition where the event winner had earned his second bullet.

- If the remaining three competitors in the final heat each have one bullet:  
2nd place goes to the competitor who finished second in the last heat.  
3rd place goes to the competitor who finished third in the last heat.  
4th place goes to the competitor who finished fourth in the last heat.
- 2. If among the three-remaining competitors in the final heat, two have one bullet and one has no bullet:
  - 2nd place goes to the competitor with one bullet who finished the last heat ahead of the other competitor with 1 bullet.
  - 3rd place goes to the competitor with one bullet who finished the last heat behind the other competitor with 1 bullet.
  - 4th place goes to the competitor with no bullets.
- 3. If among the three-remaining competitors in the final heat, one has one bullet and two have no bullets:
  - 2nd place goes to the competitor with one bullet.
  - 3rd place goes to the competitor without a bullet who finished the last heat ahead of the other competitor without a bullet.
  - 4th place goes to the competitor without a bullet who finished the last heat behind the other competitor without a bullet.
- 4. If none of the three-remaining competitor in the final heat has a bullet:
  - 2nd place goes to the competitor who finished second in the last heat.
  - 3rd place goes to the competitor who finished third in the last heat.
  - 4th place goes to the competitor who finished fourth in the last heat.
  - 5th place goes to the competitor who finished second in the repechage heat of the semifinal.
  - 6th place goes to the competitor who finished third in the repechage heat of the semifinal.
  - 7th place goes to the competitor who finished second in the repechage heat of the Quarter final.
  - 8th place goes to the competitor who finished third in the repechage heat of the Quarter final.
  - 9th place goes to the rider who finished second in the repechage heat of Round 1.
  - 10th place goes to the competitor who finished third in the repechage heat of Round 1.
  - All competitors that were not qualified for the final elimination finish the event according to their position in the qualifying eliminations ranking.

#### **42.9.5. Result of an incomplete Final Elimination**



If the final elimination has started but cannot be finished, the results will be validated to as far as the competition has progressed (always finishing the full rounds including the repechage heat). The competitors that did not start in any heat of the final elimination will finish the event according to their position in the qualifying eliminations ranking.

#### 42.10. FreeFly-Slalom Event ranking points for the end result

1	1000		25	430
2	970		26	410
3	940		27	390
4	910		28	370
5	880		29	350
6	850		30	330
7	820		31	310
8	790		32	300
9	760		33	290
10	730		34	280
11	710		35	270
12	690		36	260
13	670		37	250
14	650		38	240
15	630		39	230
16	610		40	220
17	590		41	210
18	570		42	200
19	550		43	190
20	530		44	180
21	510		45	170
22	490		46	160
23	470		47	150
24	450		48	140

#### 42.11. Ties in an event ranking results



When there is a tie in total points of a WWC event results, the tie shall be broken as follows:

- In favour of the competitor who has beaten the other in more heats of that competition including all discarded heats results.
- If a tie remains between two or more competitors, each competitor's heats results shall be listed in order of best to worst, and at the first point(s) where there is a difference the tie shall be broken in favour of the competitor(s) with the best result(s) including all discarded heats results.
- If a tie remains between two or more competitors, they shall be ranked in order of their results in the last heat of the competition. Any remaining ties shall be broken by using the tied competitors' results in the next-to-last heats results and so on until all ties are broken. These results shall be used even if some of them are excluded results.

## **43.EQUIPMENT RESTRICTION**

No equipment restrictions will be considered.

## **44.THE FREEFLY-SLALOM FORMAT**

1. An event can include different formats counting for the same event ranking, depending on conditions, as listed below:
  - Open Ocean
  - Flat Water
2. Every course must include a starting and a finishing line as well as a FreeFly-Slalom section. The FreeFly-Slalom section must be executed by using the energy of the swell, wind or pumping and no wing power is allowed.
3. The Open Ocean format must include a FreeFly-Slalom section covering at least 50% of the whole course and a minimum length of 500 meters.
4. The Flat-Water format must include a FreeFly-Slalom section covering at least 20% of the whole course and a minimum length of 200 meters.
5. The number of laps and marks available will be determined by the Race Director according to the conditions and the competition timing. The call must be made at least 20 minutes before the heat starts.
6. There will be a minimum of 4 minutes of period in between the start of the heat and the start of the sequence of the next heat, or when the top five competitors crossed the finishing line, (with the exception of the finals.
7. There will be a three-minute countdown, signal procedure in rule 18.2.1
8. There are a maximum of 15 eliminations per event.
9. Any part of the equipment must cross over the starting and finish line first in order to be valid in riding position.



A board starts when after the starting signal any parts of his equipment crosses the starting line in the direction of the course to the first mark.

A board finishes when any part of his equipment crosses the finish line in a control riding position.

10. For starting a heat, it must be at least a minimum of 7 knots, however it will be up to the Race Director to decide if the conditions are suitable to run the competition.

## 45. GENERAL RULES

### 45.1. Direct refereeing

1. Protests may be conducted using 'Direct Refereeing'. Competitors will be informed in the Sailing Instructions for the event that Direct Refereeing may be used. The principle of Direct Refereeing is that the protest committee, normal protest and redress process and normal right of way rules are replaced by an instant and non-appealable protest made by the protest committee on the offending sailor based on:
  - Dangerous sailing.
2. The priority of the right of way rule will be applied only on the upwind leg. Starboard tack will always have priority over Port Tack.
3. The decision of the Principal Race Officer can't be appealed. He can use devices to improve the quality of his work. The evidence registered could never be appealed in a protest.
4. A Black Flag will be raised at the finish line. If the Black Flag is raised, then all sailors must consult the Official Notice Board immediately after their heat. The ONB will display the competitors' name of disqualified sailors and any redress awarded. All protest decisions are final and may not be appealed. Any competitor who fails to check the Official Notice Board and competes when disqualified will be fined according to Rule 11.2.2
5. If all the riders that qualify for the next round finish the heat in suitable conditions, the heat should be valid.  
When **50% of the riders** registered in the final finish the heat in suitable conditions, the **heat shall be valid** and other competitors shall be scored up to the time limit.
6. A competitor must sail the course so as to round or pass each mark on the required side in correct sequence according to the course diagram, and so that a string representing his/her wake from the time he/she starts until he/she finishes would, when drawn taut, lie on the required side of each mark, touching each rounding mark. A competitor shall not correct a course error or re-enter the course area after crossing through the finishing line.

There is no penalty for touching a mark, but competitors shall not hold on to a starting mark.

### 45.2. Penalties and redress

1. In addition, a competitor will be disqualified when:



- Surpassing the starting line before the green flag is up (PMS or over the line). In this case there will be a general recall and the same heat will be restarted without the disqualified riders. Competitors will be disqualified (DSQ) from the elimination, scoring one point plus the number of competitors in the rounds. In case half of the fleet is disqualified, (not the final), the remaining riders automatically advance to the next round.
- Not leaving the triangle in the starting line clear in the last minute before the heat starts. Competitors will be disqualified (DSQ) from the elimination, scoring one point plus the number of competitors in the rounds.
- The triangle is an imaginary line in between the committee boat, the start buoy and the buoy/mark number one.
- Riding in a way that can be considered dangerous or a threat to safety for other competitors. The competitor will score one point plus the number of the competitors in the heat.
- A competitor competes in the wrong heat. The competitor will be disqualified and will be scored one point plus the number of the competitors in his heat.
- Using the power of the wing during the FreeFly-Slalom leg will be penalized with disqualification from the heat.

**2. A competitor will be warned when:**

- A competitor doesn't show up to the heat. (DNS) Competitors that did not come to the course area shall score one point plus the number of competitors in the heat.
- A competitor couldn't make it over the starting line. (DNS) Competitors that did not cross the start line shall score one point plus the number of competitors in the heat.
- A competitor did not cross the finishing line. (DNF) Competitors that did not cross the finish line shall score one point plus the number of competitors in the heat.

### **45.3. Redress**

1. A Competitor who alleges that his/her finishing position has been materially prejudiced through no fault of his/her own by:
  - An action or omission of the Sport Committee, or
  - being infringed by a competitor against whom a penalty has been imposed under Rule 11.2.17 (Unsportsmanlike Contact).
2. If the Judges decide that the finishing position was materially prejudiced in any of the circumstances set out above, they shall make as equitable an arrangement as possible for all competitors concerned. This may be to let the results of the heat stand, to adjust the point score of the prejudiced competitor, to abandon and eventually re-sail the heat or to have a sail-off between certain competitors in the heat or to adopt some other means.
3. Competitors may not request redress for incidents that have been judged using Direct Refereeing.



#### **45.4. Compensation**

There are several ways to compensate a competitor depending on the situation:

- Give the sailor the position he had during the moment he was prejudiced.
- Reward it with the average position of the numbers of competitors in the heat.
- Reward the competitor with the averages of their results from all the eliminations.

#### **45.5. Elimination**

For heats comprising 4 or more heats in the first round when at his/her starting signal, and one minute prior, any part of one or more competitor's board, rig or body is identified in a triangle between the two ends of the start line and the first mark, the sport committee shall as soon as possible give a general recall by displaying the code flag "First Substitute". The identified sailor (s) shall be disqualified for that heat. These disqualified competitors must be hailed or listed on a board and must leave the course area immediately. They are prohibited to join a re-start of the heat. If the heat is subsequently recalled, postponed or abandoned and is sailed later, these competitor(s) may not start and remain disqualified. Premature starts shall not be protested by the competitors.

#### **45.6. Abandonment**

If the Sport Committee is not able to identify, even with the help of a recording device, the premature starter/s, then the heat may also be abandoned and re-sailed. This abandonment may be announced at any time after the start, i.e. even after the end of the heat. The abandonment shall be signaled by the N-flag and/or by announcement ashore.

- An abandoned heat shall be re-sailed immediately or rescheduled.
- Any sailors in that heat shall have to accept these circumstances, even though some may have started correctly.
- Following a general recall and exactly one minute after the recall flag "First Substitute" has been lowered, accompanied by a sound signal, a new preparatory signal (Yellow Flag) shall be given.

#### **45.7. Postponing and abandoning a heat**

##### **45.7.1. General**

- before the starting signal, postpone the heat for any reason.
- After the starting signal, abandon a heat or heat because of insufficient wind, or because a mark is missing or has shifted, or because the course is incorrectly laid, or for other reasons directly affecting the fairness of the competition. The time limit for any such abandonment is 15 minutes after the first finisher.
- postpone or abandon heat at any time for safety reasons.

##### **45.7.2. Postponement**





A postponement must be signaled by the raising of the “Answering Pendant” over the committee boat or station, accompanied by two sound signals. After a postponement the ordinary starting signals in accordance with Rule 18.2.1 are used. The postponement signal shall be lowered, accompanied by a sound signal, one minute before the new preparatory signal or warning signal (Rule 18.2.1) is made.

#### **45.7.3. Abandonment**

- Raising of code flag “N,” accompanied by three sound signals, means: “Present heat(s) is/are abandoned.”
- Raising of code flags “N” over “X” with three sound signals, means: “Present heats(s) is/are abandoned and will shortly be re-sailed. The warning signal will be made one minute after this signal is lowered.”
- The raising of the code flag “N” over “F,” accompanied by three sound signals, shall mean: “Only the present women’s heat is abandoned.”
- The raising of the code flag “N” over “G,” accompanied by three sound signals, shall mean: “Only the present men’s heat is abandoned.”
- Raising of code flags “N” over “Answering Pendant,” with three sound signals, means: “Present heat(s) is/are abandoned, return to shore immediately to receive information regarding further activity.”
- Raising of code flags “N” over “Fun Flag,” with three sound signals, means “Present heat(s) is/are abandoned, and you shall continue racing and finish the heat(s) for fun, training and press/spectator purposes.”
- The Sport Committee must notify all competitors concerned by signal or otherwise when a postponed or abandoned heat will be sailed.

## **46. THE EXPRESSION COURSE**

### **46.1. Courses**

There are two types of courses depending on the conditions, the Open Ocean and the Flat Water.

Each kind of course will have its own specifications with the objective of maximizing the performance according to the conditions. Priority will always be given to making the most from the energy of the swell or wind waves.

1. The expression course diagram shall be shared on the official notice board at least 20 minutes before the start or before the Z flag is hoisted, or before sending all competitors to the committee boat.
2. The course will be adapted depending on the conditions and the spot.
3. All the FreeFly-Slalom courses must include or be like:
  - A FreeFly-Slalom leg with a minimum percentage established by category.



- The upwind legs must always be bounded by marks, it should never be a free upwind.
- Besides the FreeFly-Slalom section, the Course must have short distances between jibes and tack marks, the technical factor being the main element.

## **46.2. The FreeFly-Slalom Section**

1. A course must include a FreeFly-Slalom or pumping section suitable to the given conditions. The FreeFly-Slalom leg will start with a control gate, the power of the wing won't be allowed to be used after passing through the imaginary line in between the two marks until the next buoy of the course or the finish line (in case the downwind leg is at the final section of the course).

Competitors will have to make this section perform their glide on the swell or pumping while holding the wing from the leading edge.

2. In case a competitor can't make the whole downwind section without the power of the wing and comes down off the foil, he is only allowed to use the power of the wing again if the board stands still until he gets back up to the foil and then he has to grab it from the neutral handle again.

## **46.3. Sailing in the Course Area when not competing**

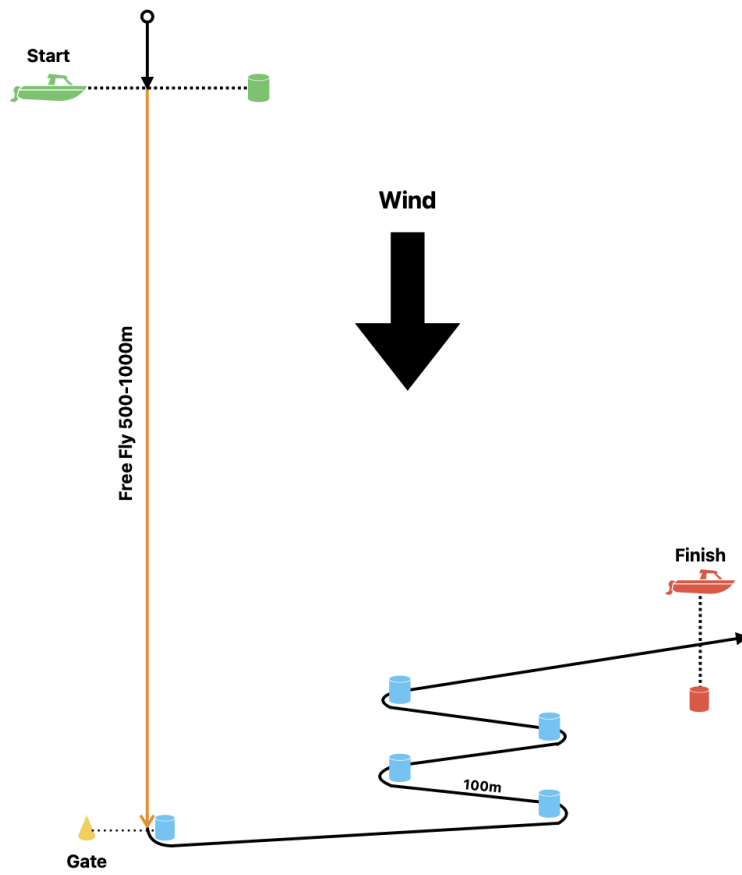
1. If reasonably possible, a board not racing shall avoid interfering with a board that is racing.
2. A competitor may not sail in the course area indicated on the course diagram/description while heats are taking place other than during his/her own heats. A competitor infringing this rule shall be penalized as specified under Rule 11.2.2.

## **46.4. Examples of Open Ocean Diagrams**

The Open Ocean format must include at least 50% of the FreeFly-Slalom section from the whole course as shown in the following examples:

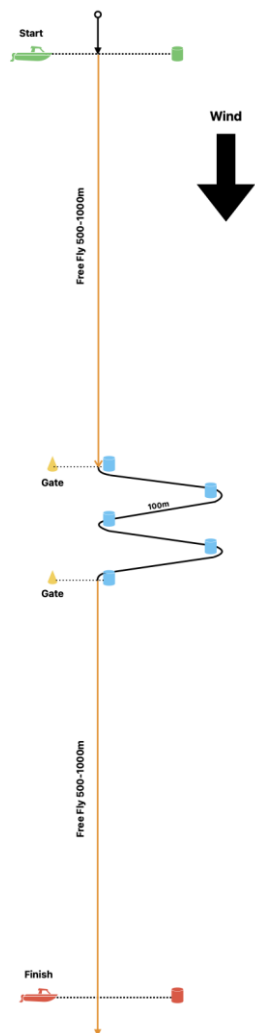
### **46.4.1. FreeFly-Slalom start and up wind tacks**

Start by taking advantage of the energy of swells or waves with a long FreeFly-Slalom section at the beginning of the course, followed by a cross tack to initiate a highly technical section of upwind buoys placed very close to each other, and then hit the finish line on port tack.



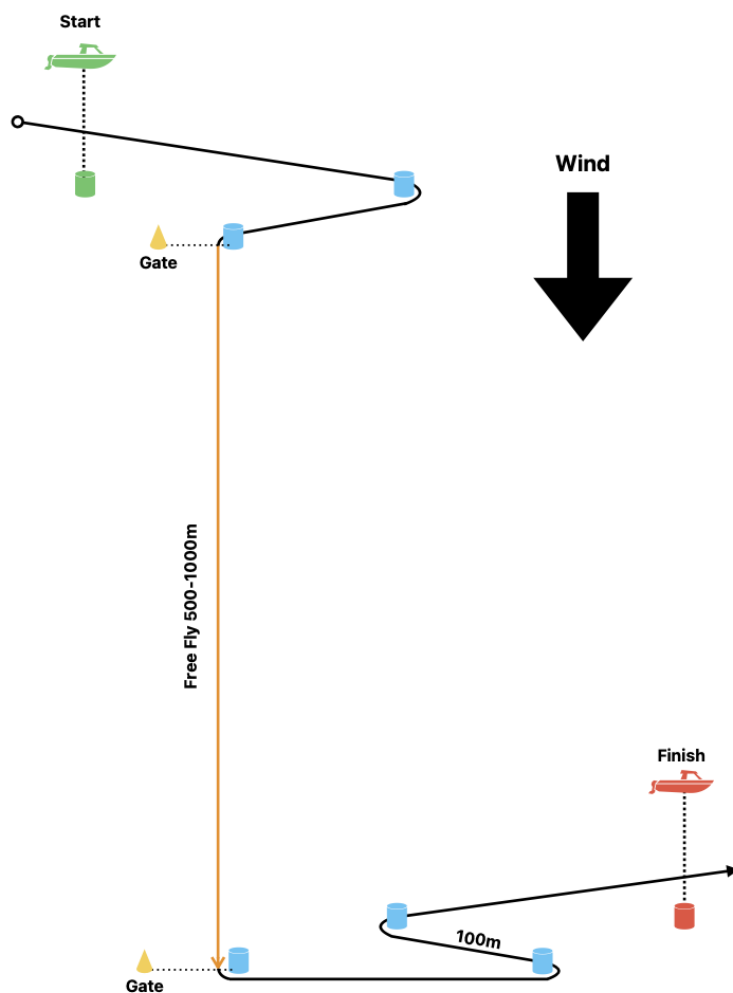
#### 46.4.2. Freefly-Slalom start and finish

Begin with a FreeFly-Slalom section, followed by a technical section of downwind buoys (jibes), and re-enter the FreeFly-Slalom section to end at the finish line."



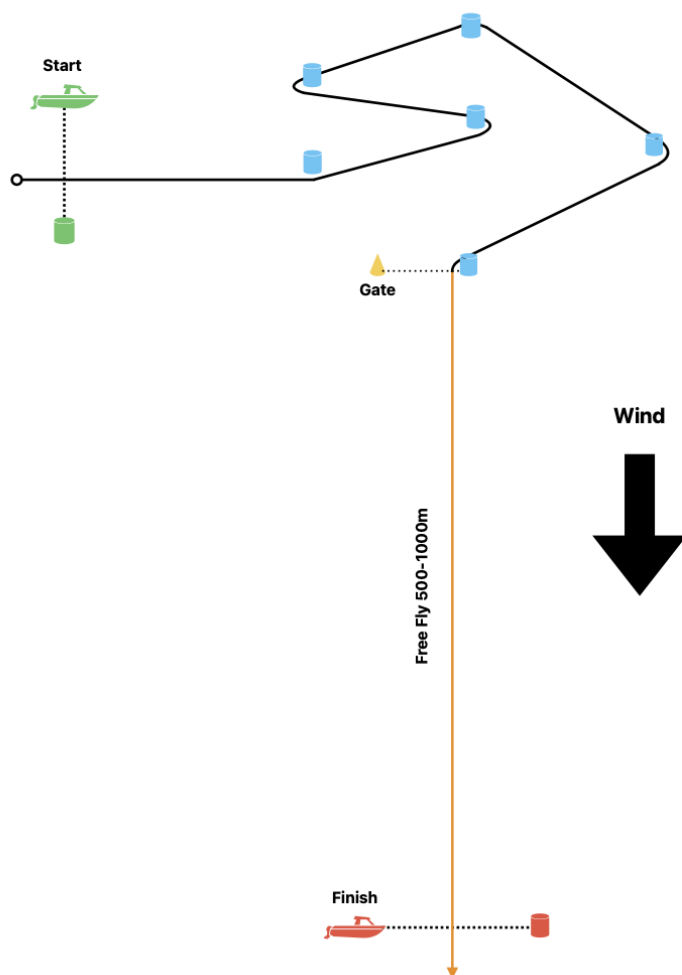
#### 46.4.3. Freefly-Slalom section in the middle of the course:

Initiating with a cross-port tack, rounding a mark, and entering into another cross-starboard tack to enter the FreeFly-Slalom section. At the end of the FreeFly-Slalom section, two cross-tacks follow to hit the finish line in port tack.



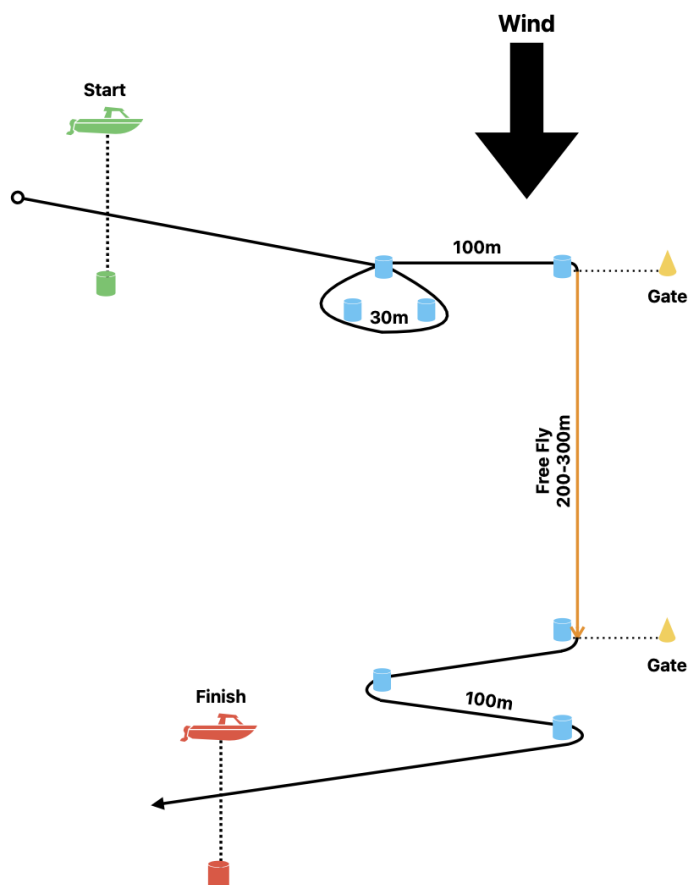
#### 46.4.4. Freefly-Slalom section with a technical section in upwind and downwind:

Starting with a cross in Port tack, followed by an upwind technical section (tacks) before going downwind again (jibes), and then gaining speed to hit the Freestyle section all the way to the finish line.

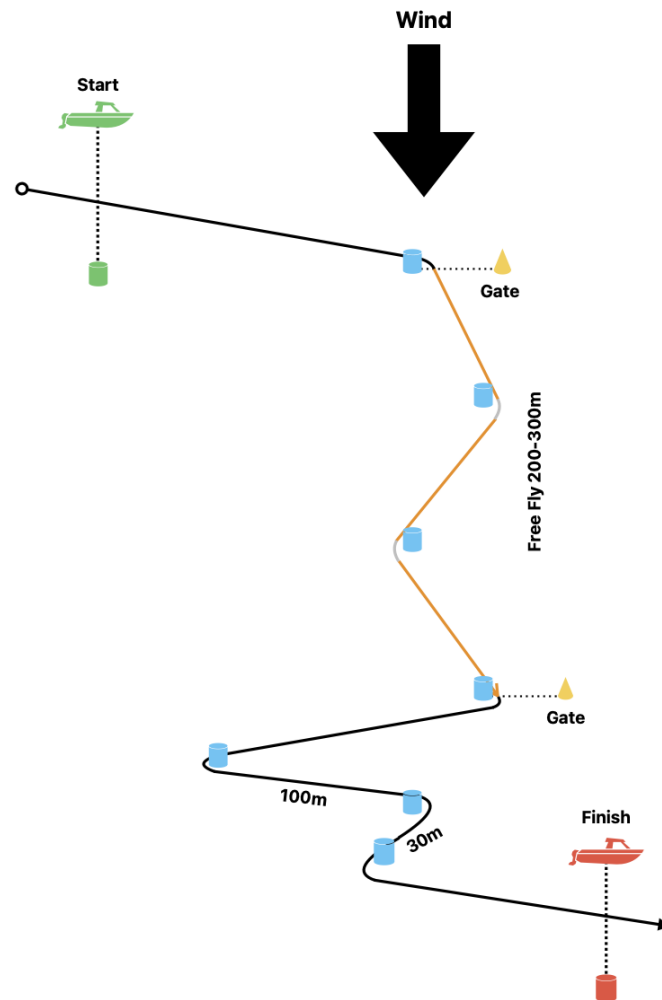


## 46.5. Examples of Flat Water diagrams

### 46.5.1. Starting with a technical section (Round 360°), FreeFly-Slalom section in the middle and finish with some jibes

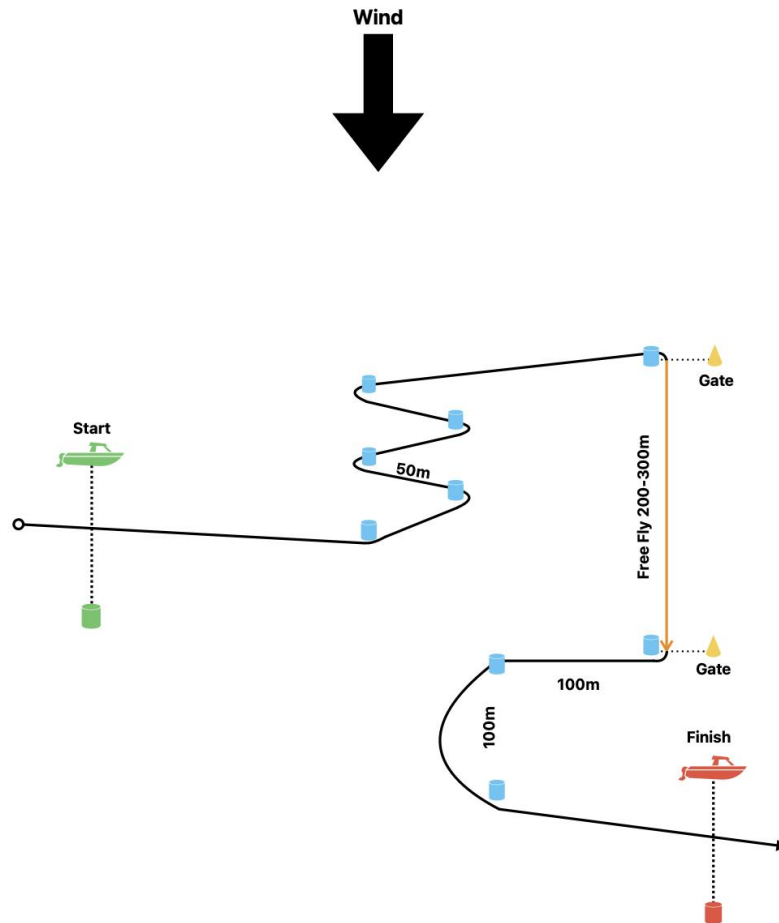


**46.5.2.** Starting with a cross in Port tack to gain speed to enter into a FreeFly-Slalom section bounded with several marks along the section. A few marks need to be jibed to hit the finishing line in Port tack.







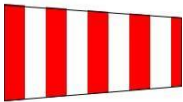







**46.5.3.** Starting with a cross in Port tack followed by a few marks set up wind (tacks) to reconnect the same tack in Port before heating the FreeFly-Slalom section, two jibes coming after before reaching the finish line in Port tack



## 46.6. Signal Procedure

MEANING	FLAG
<b>“WARNING SIGNAL” 3 MINUTES LEFT</b>	
<b>“PREPARATORY SIGNAL” 2 MINUTES LEFT</b>	
<b>1 MINUTE LEFT</b>	<b>NO FLAG</b>
<b>“STARTING SIGNAL”</b>	

MEANING	FLAG	SOUND SIGNAL	PROCEDURE
<b>“GENERAL RECALL” (PMS)</b>		2	ALL THE RIDERS MUST GO TO THE START LINE. WILL BE LOWERED WITH 1 SOUND SIGNAL 1' BEFORE THE YELLOW FLAG.
<b>“POSTPONEMENT” (AP)</b>		2	THE CURRENT HEAT IS POSTPONED. WILL BE LOWERED WITH 1 SOUND SIGNAL 1' BEFORE THE RED FLAG.

<b>“ABANDONMENT”</b> <b>(N)</b>		<b>3</b>	<b>THE CURRENT HEAT IS ABANDONED. WILL BE LOWERED WITH 1 SOUND SIGNAL 1' BEFORE THE RED FLAG.</b>
<b>“CHANGE OF SOME RULE”</b> <b>(L)</b>		<b>1</b>	<b>ALL THE RIDERS MUST GO TO THE OFFICIAL NOTICE BOARD (ONB) TO CHECK ANY CHANGE ON THE RULES.</b>
<b>“PROCEED BACK TO BEACH”</b> <b>(Z)</b>		<b>1</b>	<b>ALL THE RIDERS MUST GO TO BACK TO BEACH.</b>
<b>“FINISH LINE”</b>		<b>1</b>	
<b>DISQUALIFIED</b>			<b>ALL THE RIDERS MUST GO TO THE OFFICIAL NOTICE BOARD (ONB) TO CHECK THE NUMBER OF DISQUALIFIED.</b>



## CHAPTER 6: YOUTH WORLD TOUR

### 47. GWA YOUTH WINGFOIL WORLD TOUR

The GWA Youth Wing-foil World Tour will establish a progressive and supporting structure for young athletes to develop different aspects within the professional sport's environment. There will be exclusively one Youth World Cup event in the whole of 2025, in which the Youth World Cup winners will be crowned.

#### 47.1. General Rules

1. All the general rules and competition format will be applied from the current GWA Rulebook 2025, except the ones mentioned on this Youth World Tour section.

#### 47.2. Youth World Tour ages group

- U19
- U16
- U14

#### 47.3. Membership

GWA Youth Wingfoil World Tour Competitors Membership: 40 Euros per season. The total amount of 40 Euros can also be paid in once at the first event for the complete year. Membership fees are excluding event fees.



## APPENDIX A

### SURF-FREESTYLE TRICK FAMILY

#### MENS

(\*) Final scores can differ from base scores. Base scores are subjective and subject to change depending on different factors: conditions, trick execution, power landings, etc.

TRICK NAME	Abbr.	AVERAGE	TRICK NAME	Abbr.	AVERAGE
JUMP*	J	0.9	BACK FLIP*	BF	4.5
TOESIDE JUMP *	TSJ	1.0	DOUBLE BACKFLIP	DBF	9.7
ONE FOOT*	OF	1.9	BACKFLIP FRONTSIDE 360	BFFS3	7.5
FRONTSIDE 360*	FS3	3.0	BACKFLIP BACKSIDE 360	BBS3	8.5
BACK LOOP*	BL	3.7	TEP BACKFLIP*	TBF	5.3
FRONTSIDE 720	FS7	5.9	(TOESIDE) TACK BACKFLIP*	TSBF	5.0
FRONTSIDE 1080	FS10	8.4	(TOESIDE) TACK BACKFLIP 360/180	TSBFS	6.9
FRONTSIDE 1440	FS14	9.7	PAUAI*	P	4.5
TEF FRONTSIDE 360*	TEF3	3.3	PAUAI ONE FOOT	POF	5.8
TACK FRONTSIDE 360*	TKFS3	3.1	DOUBLE PAUAI	DP	8.8
FRONTSIDE 360 SPIN*	FS3SP	2.9	DOUBLE PAUAI FRONTSIDE 360	DPFS3	9.3
TACK FRONTSIDE 360 spin*	TKFS3SP	3.8	PAUAI FS?	PFSS	7.2
TACK FRONTSIDE 720 spin	TKFS7SP	6.9	PAUAI BACKLOOP	PBL	8.3
BLIND FRONTSIDE 360	BFS3	3.4	PAUAI FET	PFST	9.4
BACKSIDE 360*	BS3	3.3	PAUAI BACKSIDE 360	PBS3	7.4
BACKSIDE 540*	BS5	4.0	PAUAI FRONTFLIP*	PPF	9.6
BACKSIDE 360 SPIN*	BS3SP	3.3	TOESIDE BACKFLIP*	TBF	5.2
BACKSIDE 360 WING PASS*	BS3WP	3.9	TOESIDE BACKFLIP FRONTSIDE 360	TBSFFS	8.0
BACKSIDE 360 WING PASS FS 360	BS3WPFS3	8.3	TOESIDE PAUAI*	TSBP	5.3
TOESIDE FS 360*	TSFS3	3.0	FRONT FLIPFRONTLOOP*	FF	6.1
TOESIDE FS 540*	TSFS5	3.9	FRONTFLIP FRONTSIDE 360	FFF3	8.1
TOESIDE FS 720	TSFS7	7.7	CORK FRONTSIDE 360	CF3	5.3
TOESIDE FS 900	TSFS9	8.0	CORKED FRONTSIDE 720	CF7	7.2
TOESIDE FS 1080	TSFS10	9.0	TEP FRONTFLIP	TEFF	7.0
TEF TOESIDE FS 540*	TEFSFS5	4.7	TOESIDE FRONTFLIP	TSFF	8.7
TOESIDE FS 360 SPIN*	TSFS3SP	2.9	RADICULO 720	RAO7	7.2
TOESIDE FS 540 SPIN	TSFS5SP	3.3	RADICULO 1080	RAO10	9.2
TS FS 360 WING PASS*	TSFSWP	4.0	HEELSIDE RADICULO 7	HSRAO7	8.2
TOESIDE TACK BACKLOOP*	TSBTL	5.0	HEELSIDE BLINDO	HBSO	8.3
TOESIDE TACK FRONTSIDE 360	TSBFS3	3.3	TOESIDE BLINDO	TBSO	7.7
TOESIDE TACK FRONTSIDE 720	TSBFS7	6.8	TOESIDE BLINDO 7	TBSO7	8.8
TOESIDE BLIND AIR 360*	TBAJ	1.7	BACK MOBE*	BM	7.2
TOESIDE BLIND FRONTSIDE 360*	TBSFS3	3.3	BACK MOBE 360	BMS	8.7
TOESIDE BLIND FRONTSIDE 540	TBSFS5	4.0	TACK MOBE 360	TBM3	8.4
TOESIDE BACKWIND FRONTSIDE 360	TBSWFS3	3.4	TOESIDE BACK MOBE	TBSBM	8.4
TOESIDE BACKWIND FRONTSIDE 540	TBSWFS5	4.1	TACK RODEO	TR	8.0
TOESIDE BACKSIDE 360	TBS3	4.1	BURNER	B	8.7
TOESIDE BACKSIDE 720	TBS7	8.3	COMBOS	CB	
TOESIDE TACK BACKSIDE 360/180	TBSB3	3.4	INNOVATION	INNO1	
TOESIDE BACKSIDE 360 SPIN*	TBS3SP	3.0	INNOVATION2	INNO2	
TOESIDE BACKSIDE 720 SPIN	TBS7SP	6.5	INNOVATION3	INNO3	

#### WOMENS

(\*) Final scores can differ from base scores. Base scores are subjective and subject to change depending on different factors: conditions, trick execution, power landings, etc.

TRICK NAME	Abbr.	AVERAGE
JUMP*	J	0.7
TOESIDE JUMP *	TSJ	1.1
ONE FOOT*	OF	2.0
FRONTSIDE 360*	FS3	3.6
BACK LOOP*	BL	4.0
TEF FRONTSIDE 360*	TEF3	4.0
TACK FRONTSIDE 360*	TKFS3	3.0
FRONTSIDE 360 SPIN*	FS3SP	4.0
TACK FRONTSIDE 360 spin*	TKFS3SP	4.0
BLIND FRONTSIDE 360*	BFS3	4.0
BACKSIDE 360*	BS3	4.0
BACKSIDE 540*	BS5	4.8
BACKSIDE 360 SPIN*	BS3SP	3.8
BACKSIDE 360 WING PASS*	BS3WP	4.8
TOESIDE FS 360*	TSFS3	3.0
TOESIDE FS 540*	TSFS5	3.8
TEF TOESIDE FS 540*	TEFSFS5	4.7
TOESIDE FS 360 SPIN*	TSFS3SP	2.9
TS FS 360 WING PASS*	TSFSWP	4.2
TOESIDE BLIND AIR 360*	TBAJ	1.5
TOESIDE BLIND FRONTSIDE 360*	TBSFS3	4.0
TOESIDE BACKSIDE 360 SPIN*	TBS3SP	3.0
BACK FLIP*	BF	6.6
(TOESIDE) TACK BACKFLIP*	TSBF	6.4
PAUAI *	P	5.5
PAUAI FS?	PFSS	8.8
TOESIDE PAUAI*	TSBP	6.5
FRONT FLIPFRONTLOOP*	FF	7.8
BACK MOBE*	BM	9.0
COMBOS	CB	
INNOVATION	INNO1	
INNOVATION2	INNO2	
INNOVATION3	INNO3	



**Tricks landed by Women:** Whatever isn't on this list it will be called as INNOVATION.

(\*) There is only one existing Trick list for Men and Women. The families are working the same. There is no difference.

**Global Wingsports Association  
Alter Teichweg 11-13  
22081 Hamburg  
Germany**

[info@globalwingsportsassociation.org](mailto:info@globalwingsportsassociation.org)

[www.globalwingsportsassociation.org](http://www.globalwingsportsassociation.org)

All rights reserved. No part of this Rulebook may be reproduced in any form by any mechanical or electronic means including information storage or retrieval systems without permission in writing from the Global Wingsports Association.

Global Wingsports Association, GWA, GWA Wingfoil World Tour, GWA Wingfoil Surf-Freestyle World Champion, GWA Wingfoil FreeFly-Slalom World Champion, GWA Wingfoil Overall World Champion, GWA Wingfoil World Cup and all associated logos and event logos are trademarks or registered trademarks of the Global Wingsports Association or its subsidiaries throughout the world.

Modifications to this Rulebook can happen at any time with the approval and under the authority of the GWA Sport Committee. The Rulebook will be enforceable upon publication on [www.globalwingsportsassociation.org](http://www.globalwingsportsassociation.org) and [www.wingfoilworldtour.com](http://www.wingfoilworldtour.com)

This Rulebook and the contents herein are the copyright of GKA Event GmbH.

