



Championship Rules 2012 – Freestyle

1. Number of Eliminations

a. Number of Eliminations

- i. No more than 1 single elimination shall be run on an event
- ii. No more than 1 double elimination shall be run on an event
- iii. Single and Double Elimination may be replaced by one Dingle Elimination or similar elimination format.

2. Basic Rules

All Rules of this section replace the corresponding rules of the Racing Rules of Sailing, where applicable.

- a. All infringements of the rules of RRS part 2 will result in a discretionary penalty or disqualification from the heat at the discretion of the Contest Director or Head Judge.
- b. In the case that the affected competitors are not in the same heat and the action penalizes the competitor's performance limiting his chances of winning the heat, the affected competitor's heat will be rerun.
- c. During the transition period, a kiteboard entering the competition area to compete has right of way over a kiteboard returning to the shore. Therefore the standard right-of-way rules do not apply.
- d. Assistance
 - i. Competitors that during their heat end up downwind of the competition area, are allowed to make their way back to the competition area by walking upwind on the beach by themselves. If a competitor gets assistance of another competitor while walking upwind on the beach or bringing the board, the competitor competing in the heat will not be scored from this point in the heat.
 - ii. While competing, a competitor may get assistance to re-launch his kite inside the competition area only from a competitor competing in his/her heat. A competitor may get assistance to re-launch his kite only when the downed kite is out of the competition area.
 - iii. Competitors who during their heat get assistance inside the competition area from the rescue boat, press boat, Jet ski, or any other craft, will not be scored from this point in the heat. The Contest Director may make changes to this rule at certain events.
 - iv. In the event if a competitor loses his kite from equipment failure, the competitor will be allowed to replace his kite during the heat only outside from the competition area. The competitor has to get out from the competition area by his/her own means. If the competitor is not wearing a leash, he will not be scored from the point he loses his kite.



- e. RRS Part 5 (Protests and Appeals), except Section C, does not apply.
- f. The Head Judge may re-run heats in case of discrepancies in the judging sheets. Whenever possible, the decision to re-run heats shall be made before announcing a winner of the heat in question.
- g. The decision of the judges is no appealable

3. Scoring

- a. A rider shall be scored while being in the designated competition area. Whether a rider is in or out of the competition area, will be at the discretion of the Judge
- b. The scoring system to be used shall be stated in the contest instructions.
- c. Computer based Scoring (recommended for world level competitions)
 - i. Judges will assign numerical scores to tricks performed by the competitors inside the designated competition area during the heat. The individual trick scoring will be done from 0.1 to 10.0, broken into one-tenth increments.
 - ii. The scores of the respective competitors will be tabulated together to get their results from the heat: highest points wins.
 - iii. In a 5 judges Judging Panel, the highest and the lowest scores will be withdrawn and the average score of the other 3 judges will be counted as the final score for each trick by the Computer Scoring System.
 - iv. In a 3 judges Judging Panel, the average score of all 3 judges will be counted as the final score for each trick by the Computer Scoring System.
 - v. The maximum number of trick attempts per competitor during a heat and the number of best tricks with the highest individual scores to be counted towards the final score shall be posted at least 30 minutes before the heat in question on the official notice board. The recommended maximum number of trick attempts is 12, and the number of tricks counted is 7.
 - vi. Once a competitor have reached the maximum number of trick attempts per heat including crashes, the competitor will no longer be scored during the heat.
 - vii. Crashes will be scored by the Computer Score System as a 0.1 and will be counted as an attempt.
 - viii. If a competitor has attempted less tricks than the maximum number of tricks that count towards the final heat score, the remaining tricks will be counted as a 0.0 score by the Computer Score System.
 - ix. If a judge misses a trick, or part of the trick, he should place an "M" in the Computer Scoring System and that score will be tabulated as the average of the other judges' scores for that trick.
 - x. Tied competitors' heat scores shall be listed in order of best to worst individual trick 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 trick score.
- d. Manual Scoring System A (recommended for all other competitions)



- ii. Flats.
Front Side 180°, Back Side 180°, Front side 360°, Back Side 360°, Front Side 540°, Back Side 540°, Front Side 720°, Back Side 720°...
 - iii. Raley based Tricks.
Raley, Switch Raley, Kript, Kript to Surface Pass, Blind Judge, Blind Judge 3, Blind judge 5, Blind Judge 7, Switch Blind Judge, 313, Switch 313, 313 5...
 - iv. Sblend based Tricks.
Sblend, Sblend 180°, Sblend 360°, Sblend 540°, Double Sblend 180°, Switch Sblend 180°...
 - v. Loop and Underloop based Tricks.
Regular Kiteloop, Kiteloop 180°, Kiteloop 540°, Kiteloop 720°, Kiteloop Slim, Kitloop KGB, Underloop Front Mobe, Switch Kiteloop 360°, Underloop Sblend...
 - vi. Back Mobe.
Back Mobe, Low Back Mobe, Late Back Mobe, Back Mobe 540°, Back Mobe to Wrapped, Switch Back Mobe, Back Mobe 720°...
 - vii. Front Mobe.
Front Mobe, Low front to Blind, Low Front Mobe, Hasslehoff, Front Mobe to Blind, Switch Front Mobe, Front Mobe 540°, Front Mobe 720°...
 - viii. Slim Chance.
Non Inverted Slim, Slim Chance, S-Mobe, Fat Chance, Slim 540°, Slim 720°...
 - ix. KGB.
KGB, Air Back to Blind, Switch KGB, KGB 540°...
 - x. Toeside Mobes.
Pete Rose, Crow Mobe, Dum Dum...
- b. None of the above category trick is mandatory, but in order to bring the variety criteria into place, only the best two tricks from different tricks per trick category will count towards the final heat result from each competitor.
 - c. In case a competitor repeats the same trick on the same tack during a heat, only the best score from the repeated trick will be counted.
 - d. If only a limited number of tricks is allowed from each category when using Manual Scoring System A, this shall be stated in the Contest Instructions.

5. Judging Criteria

- a. Judging will be based on the quality of the execution of each individual trick.
- b. Judges analyze the following key criteria when scoring each trick.
 - i. Technical Difficulty – The technical difficulty of tricks completed during the heat. In “combos” the second or third trick out of the combo will be rewarded with a higher score than a single trick on the Technical Difficulty criteria. However, the final score of each trick is directly related to the quality of the execution.



Technical difficulty of low tricks is directly related to the speed in and out of the trick and the amount and quality (lines direction) of the air during the trick execution. Landing low tricks with a high degree of technical difficulty on the execution will increase the chances of winning the heat.

A grabbed trick will be rewarded with a higher score than a non-grabbed trick on the Technical Difficulty criteria. However, the final score of each trick is directly related to the quality of the execution.

- ii. Power – The power during the execution of the tricks. Power will be considered as a combination of:
 - Speed into and out of the tricks.
 - Kite at 45° or lower during the execution of the trick.
 - Height and amplitude of the trick.
 - iii. Risk factor – is directly linked to the Power (already involves speed in and out, lines direction and amplitude - height) involved in the execution of the tricks, but also to the commitment of the rider, technical and physical challenge during the execution, duration of the critical moment, amount and quality (lines direction) of the air in the trick, and energy on the execution.
 - iv. Variety – Variety of tricks completed during the heat on both tacks. Repetition of tricks on the same tack will decrease the chances of winning the heat. Repetition of tricks on both tacks (switch tricks) will increase the chances of winning the heat.

If using computer supported scoring, the variety of tricks completed during the heat is considered in the maximum number of different tricks to be counted for the final score per trick category.

A switch trick from any Trick Category will be rewarded with a higher score on the Technical Difficulty criteria, only if the Regular Trick from the same Trick category is displayed during the heat. However, the final score of each trick is directly related to the quality of the execution.
 - v. Height – Height of the tricks completed during the heat. This aspect will exponentially come into consideration as the wind conditions increase, but only when the height is achieved along risk factor and technical difficulty.
 - vi. Smoothness – Smoothness and fluidity during the execution of tricks completed during the heat, between different tricks in a routine and on landings.
 - vii. Style – The personal flamboyance and attitude of the rider when performing in the heat
 - viii. Innovation – Tricks that have never been landed in competition before.
- c. Pushing the limits under control will increase the chances of winning the heat.
 - d. Crashes are ignored by the judges and will never penalize the rider in his overall impression, although, if a rider continually crashes it will be difficult to judge.



- e. Tricks are judged from take-off to the landing. Combinations and risk factor are taken into account when judging.

6. Other Judging Aspects

- a. Any handle pass that is finished by pulling the leash to get the bar, will be considered a crash and therefore will not be scored.
- b. The chicken loop is considered as part of the bar. Grabbing the chicken loop when passing the bar still gives credit to the trick, although, won't be considered as a clear pass.
- c. If a rider "butt checks" when landing the trick 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 butt check and to consider how much credit will give to the trick.
- d. If a competitor lands a trick but did not control the kite throughout the execution of the trick resulting in the release of the handle bar and/or the crashing of the kite into water after landing the trick, the trick will be considered as a crash.

7. Start and Finish

- a. Heats shall be started with the following system:

red flag up	Warning	Begin of Transition
red flag removed, yellow flag up	Preparatory	1 minute to the start
yellow flag removed, green flag up	Starting	start
- b. Heats shall be finished with the following system:

green flag removed	Warning	1 minutes to the finish
red flag up	Finish	Begin of next Transition

8. Heat and Transition Duration

Heat and Transition Duration shall be posted at least 30 minutes before the heat in question on the Official Noticeboard

9. Landing inside/outside the competition area

All tricks must be started inside the designated competition area. If tricks may be landed outside or must be landed inside the competition area shall be posted at least 30 minutes before the heat in question on the official notice board. If no notice is given, tricks may be landed outside the competition area.

10. Judging Sheets availability for Competitors

Competitors may check their own judging sheets only with the judges.



11. Appeals against Judges

If competitors feel to be disadvantaged by certain judges they shall report this in writing to the Organizing Authority or their representatives at the end of the competition day.

12. Age Division

- a. Junior: under 14 years of age in the year of the competition
- b. Youth: under 18 years of age in the year of the competition
- c. Senior: open to competitors of all ages
- d. Master: 35+ years of age in the year of the competition