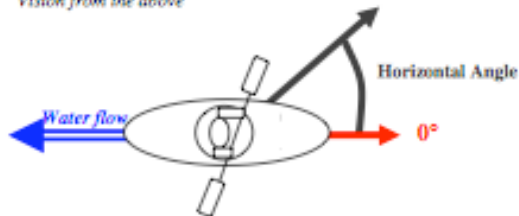


Preliminary definitions

- Angle

The 0° for the angle calculation is the long axis of the boat in a front or back surfing position.

Vision from the above



Vision from sideways



- Moves completion

All the moves must be retaining the feature meaning the move is completed before crossing the line break of the feature, line break determined by the ICJFRE at the COMPETITION briefing meeting

- End

180° rotation around the body.

- Bonus awarding limits

If a bonus is part of the definition of a basic move, it can not be awarded for that move. Bonuses can not be awarded for entry moves.

Bonuses definitions

Clean	Any move completed where 180° of rotation is completed without the use of a paddle and/or hand. The paddle and/or hand must not touch any water throughout the clean portion of the trick.
Super Clean	Any move completed where 360° of rotation is completed without the use of a paddle and/or hand. The paddle and/or hand must not touch any water throughout the superclean portion of the trick.
Air	Move performed with the boat not touching the water at one time of the execution of the move.
Huge	Air with a distance defined by the ICJFRE at the first briefing of the COMPETITION.
Linked	Two moves performed consecutively in one fluid motion. The bonus is awarded to the 2 moves, the value of each bonus depending on the value of each single move. Links are allowed for ALL moves on the score sheet.
Trophy Bonus	Bonus not listed in the list of basic bonuses and based of expert level skills. Examples: paddle twirl loop, head tap, paddle toss, style points.....

Moves definitions

Shuvit	Left or Right	10	2 consecutive 180° horizontal angle rotations of the boat at a vertical angle between 0° and 45°, beginning in front surf position to back surf position then returning to front surf position without a pause. The 2nd rotation must be in the opposite direction of the 1st one and the entire trick is completed with 1 blade remaining in the water during the whole action phase.
Spin	Left or Right	10	360° horizontal angle rotation of the boat at a 0°-45° vertical angle retaining the feature.
Cartwheel	Left or Right	30	Two consecutive ends in the same rotational direction, and both ends at a vertical angle between 45° and 100° retaining the feature.
Splitwheel	Left or Right	60	Two consecutive ends, with a change of direction in between each, and both ends at an angle between 45°-100°, with 180° rotation, retaining the feature.
Tricky Woo	Left or Right	150	3 consecutive 180° horizontal angle rotations. It begins with a splitwheel which is followed by a rotation on the stern at a vertical angle over 60° in the same direction as the first rotation of the splitwheel. The entire sequence is performed using one paddle blade only.
Pirouette	Left or Right	30	360° rotation that reaches an elevation greater than 45° at one time during rotation, move is completed on the bow.
Loop	Front	80	Front flip initiated and finished within 45° of a front surf, landing in the hole or in the wave.
Back Loop	Back	90	Back flip initiated and finished within 45° of a back surf, landing in the hole or in the wave.
Space Gozilla	Left or Right	90	An aerial loop with at least a 90° rotation (twist) at one point between ends. The boat must land in a front surf within 45° horizontal angle range.
Lunar Orbit / Back McNasty	Left or Right	130	Stern pirouette elevated to within 45° at one point, initiated from a front surf. Move may finish as a 360° pirouette ending in a front surf, a 270° pirouette ending in a bow cartwheel end, or a 180° pirouette ending in a back loop.
McNasty / Pistol Flip	Left or Right	150	At least 150° elevated horizontal angle rotation or half a barrel roll flowing into a front loop or space godzilla.
Phonics Monkey	Left or Right	160	Pirouette initiated by a cross bow stroke in a front surf position and followed by a front loop in one fluid motion.
RoundHouse	Left or Right	20	180° horizontal angle rotation on green water at a vertical angle between 0° and 45°, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a backwards position. Point of rotation is not the foam pile.
Back RoundHouse	Left or Right	20	180° horizontal angle rotation on green water at a vertical angle between 0° and 45°, clear of the foam pile, where the competitor rotates around the stern of the boat landing in frontwards position. Point of rotation is not the foam pile.

Blunt	Left or Right	50	180° horizontal angle rotation on green water at a vertical angle greater than 45° and up to 90°, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a backwards position.
Back Blunt	Left or Right	60	180° horizontal angle rotation on green water at a vertical angle greater than 45° and up to 90°, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a frontwards position.
Pan Am	Left or Right	120	Elevated aerial rotation on green water at a vertical angle greater than 90°, clear of the foam pile, where the competitor rotates around the bow of the boat. Finish upright landing in a back surf or side surf.
Back Pan Am	Left or Right	160	Elevated aerial rotation on green water at a vertical angle greater than 90°, clear of the foam pile, where the competitor rotates around the stern of the boat. Finish upright landing in a front surf or side surf.
Donkey Flip	Left or Right	120	Barrel roll performed above the surface, front surf to front surf. Boat must be aerial for at least 180°-270° of the barrel roll. The boat must land in a front surf within 45° horizontal angle range.
Air Screw	Left or Right	160	Barrel roll performed above the surface, front surf to front surf. Boat must be aerial for at least 270° of the barrel roll. The boat must land in a front surf within 45° horizontal angle range.
Flip Turn	Left or Right	100	Rotation of over 90° at a horizontal angle followed by a rotation with a vertical angle over 45° on the stern in one fluid motion. This is a green water, aerial maneuver. The boat must land in a front surf within 45° horizontal angle range.
Felix	Left or Right	80	A 360° spin with at least 180° of which the boat must be inverted.
Helix	Left or Right	160	A 360° spin with at least 180° of which the boat must be inverted. The boat must also be aerial at some point of the inverted part of the move.
Trophy Move 1	Left or Right / Back or Front	50	A move not listed in the list of basic moves. Examples: back pirouette...
Trophy Move 2	Left or Right / Back or Front	150	A move not listed in the list of basic moves and based of high level skills. Examples:
Trophy Move 3	Left or Right / Back or Front	200	A move not listed in the list of basic moves and based of expert level skills. Examples: Back Air Screw...