



# **RULEBOOK 2025**

ALL CHANGES FROM PREVIOUS VERSIONS CAN BE REQUESTED FROM GKA.

**LAST UPDATE: 30<sup>th</sup> July 2025**

<b>1. INTRODUCTION.....</b>	<b>8</b>
<b>2. 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 .....	9
3.5. Keep Clear .....	10
3.6. Leeward and Windward .....	10
3.7. Looping.....	10
3.8. Mark.....	10
3.9. Overtaking .....	10
3.10. Postponement .....	10
3.11. Representative .....	10
3.12. Riders Representative .....	10
3.13. Room .....	11
3.14. Rule.....	11
3.15. Sports Commission .....	11
3.16. Tack, Starboard or Port.....	11
3.17. Tangle.....	11
3.18. Transition.....	11
3.19. Twin-tip board .....	12
3.20. Freestyle discipline.....	12
3.21. Big Air discipline.....	12
3.22. Wave discipline .....	12
3.23. Surfboard freestyle .....	12
3.24. Hydrofoil board .....	12

3.25.	Hydrofoil-Freestyle discipline .....	12
4.	EVENT DISCIPLINES AND DEVISIONS .....	12
4.1.	Event disciplines .....	12
4.2.	Divisions .....	13
5.	SUITABLE CONDITIONS .....	13
	The competition must take place in suitable conditions. This decision shall be made by the Race Director, WWT Representative and / or the Head Judge.....	13
5.1.	Weather Conditions.....	13
5.2.	Air temperature .....	13
5.3.	Water temperature .....	13
5.4.	Protests.....	13
6.	ORGANIZERS AND NATIONAL AUTHORITIES .....	14
6.1.	Event Organizers, National Authorities and Race Committee .....	14
6.2.	Event Officers .....	14
7.	ELIGIBILIY, REGISTRATION AND MEMBERSHIP KWT .....	14
7.1.	Eligibility .....	14
7.2.	Entry procedure and Registration .....	15
7.3.	Membership.....	16
7.4.	Entry restrictions .....	16
8.	EQUIPMENT .....	16
9.	ADVERTISING.....	17
9.1.	Requirement to carry advertising.....	17
10.	GENERAL ATTITUDE AND RESPONSIBILITY AT EVENTS .....	18
10.1.	Attitude.....	18
10.2.	Social media .....	18
10.3.	Exhibition events .....	18
10.4.	Official attendance.....	18
10.5.	Official event podiums / closing ceremony .....	19
11.	DISCIPLINARY CODE OF CONDUCT AND FINES .....	20
11.1.	General codes and fines .....	20
11.2.	Fines and disqualifications.....	21
11.3.	General rules for protests, conducts and consequences .....	24
12.	ANNUAL RANKING LIST .....	27
12.1.	Ranking Points .....	27
12.2.	Incomplete elimination series .....	27

12.3.	Discards .....	28
12.4.	World Champion .....	28
12.5.	Ties in annual ranking lists.....	28
<b>13.</b>	<b>PRIZE MONEY.....</b>	<b>29</b>
13.1.	General .....	29
13.2.	Prize money distribution .....	29
13.3.	Incomplete Events .....	30
13.4.	Shared positions .....	30
<b>14.</b>	<b>RACE NOTICE.....</b>	<b>30</b>
14.1.	Publication and Content of the Race Notice .....	30
<b>15.</b>	<b>SAILING INSTRUCTIONS AND OFFICIAL NOTICE BOARD .....</b>	<b>31</b>
15.1.	Publication and Content of the Sailing instructions .....	31
15.2.	Official Notice Board (ONB) and Official Flag Pole (OFP) .....	31
15.3.	Oral instructions .....	32
<b>16.</b>	<b>PENALTIES AND REDRESS.....</b>	<b>32</b>
16.1.	Penalties.....	32
16.2.	Redress .....	32
<b>17.</b>	<b>ENTRY ALLOCATION, SEEDING, INJURY AND PREGNANCY SEEDING.....</b>	<b>33</b>
17.1.	Entry allocation .....	33
17.2.	Waiting List.....	33
17.3.	Seeding .....	34
17.4.	Injury Seeding .....	36
17.5.	Pregnancy Seeding.....	37
<b>18.</b>	<b>COMPETITION FORMAT AND PROCEDURE .....</b>	<b>37</b>
18.1.	General Competition Format .....	37
18.2.	General Competition Procedure .....	39
18.3.	Postponing and abandoning a heat.....	40
<b>19.</b>	<b>GENERAL RIGHT OF WAY RULES .....</b>	<b>40</b>
19.1.	Right of Way Rules .....	40
<b>20.</b>	<b>GENERAL INTERFERENCE RULES .....</b>	<b>42</b>
20.1.	Interference Rules.....	42
20.2.	General Interference penalty procedure .....	43
<b>21.</b>	<b>GENERAL JUDGING RULES.....</b>	<b>43</b>
21.1.	Selection of Judges .....	43

21.2.	Judging procedure .....	43
21.3.	Other judging rules .....	44
<b>CHAPTER 2: KITE-SURF DISCIPLINE .....</b>		<b>46</b>
22.	KITE-SURF CATEGORIES .....	46
23.	KITE-SURF EQUIPMENT .....	46
24.	ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY .....	46
24.1.	Elimination procedure .....	46
24.2.	Heat Schedule .....	49
24.3.	Heat Procedure .....	49
24.4.	Discipline Scoring .....	49
24.5.	Kite-Surf Prize Money .....	51
25.	RIGHT OF WAY RULES IN KITE-SURF CATEGORY .....	53
25.1.	Wave Priority with Side-shore conditions .....	53
25.2.	Wave Priority with On-shore conditions .....	53
25.3.	Special Priority .....	53
26.	INTERFERENCE IN KITE-SURF DISCIPLINE .....	54
26.1.	Rules for Wave Category .....	54
26.2.	Interference penalty procedure .....	55
27.	JUDGING KITE-SURF DISCIPLINE .....	55
27.1.	Ties in Kite-Surf Discipline heats .....	55
27.2.	Strapless Freestyle Trick categories .....	56
27.3.	Judging Criteria .....	56
<b>CHAPTER 3: FREESTYLE DISCIPLINE .....</b>		<b>58</b>
28.	FREESTYLE CATEGORIES .....	58
29.	FREESTYLE EQUIPMENT .....	58
30.	ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY .....	58
30.1.	Elimination procedure .....	58
30.2.	Heat Schedule .....	61
30.3.	Heat Procedure .....	61
30.4.	Discipline Scoring .....	61
30.5.	Freestyle prize money distribution .....	63
31.	RIGHT OF WAY RULES IN FREESTYLE CATEGORY .....	65
31.1.	Priority with turns situation .....	65
32.	INTERFERENCE IN FREESTYLE DISCIPLINE .....	65

32.1.	Interference penalty procedure.....	65
33.	<b>JUDGING FREESTYLE DISCIPLINE .....</b>	<b>66</b>
33.1.	Ties in Freestyle Discipline heats .....	66
33.2.	Freestyle Trick categories .....	66
33.3.	Judging Criteria.....	66
33.4.	Trick's groups and families .....	67
33.5.	Tricks counting for the MEN competition:.....	67
33.6.	Tricks counting for the WOMEN competition: .....	67
33.7.	Judge Criteria for Combos .....	68
	<b>CHAPTER 4: HYDROFOIL BIG AIR DISCIPLINE .....</b>	<b>69</b>
34.	<b>HYDROFOIL BIG AIR DISCIPLINES .....</b>	<b>69</b>
35.	<b>HYDROFOIL BIG AIR EQUIPMENT .....</b>	<b>69</b>
36.	<b>ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY .....</b>	<b>69</b>
36.1.	Elimination procedure.....	69
36.2.	Heat schedule.....	71
36.3.	Heat Procedure.....	71
36.4.	Big Air Discards .....	71
36.5.	Discipline Scoring.....	72
36.6.	Hydrofoil Big Air prize money distribution .....	74
37.	<b>INTERFERENCE IN HYDROFOIL BIG AIR DISCIPLINE.....</b>	<b>75</b>
37.1.	Interference penalty procedure.....	75
38.	<b>JUDGING HYDROFOIL BIG AIR.....</b>	<b>76</b>
38.1.	Ties in Hydrofoil Big Air Discipline heats .....	76
38.2.	Hydrofoil Big Air Trick Categories.....	76
38.3.	Judging Criteria.....	76
	<b>CHAPTER 5: BIG AIR DISCIPLINE .....</b>	<b>78</b>
39.	<b>BIG AIR DISCIPLINE.....</b>	<b>78</b>
40.	<b>BIG AIR EQUIPMENT .....</b>	<b>78</b>
41.	<b>ENTRY ALLOCATION AND SEEDING .....</b>	<b>78</b>
41.1.	Entry allocation .....	78
41.2.	Seeding .....	79
42.	<b>ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY .....</b>	<b>79</b>
42.1.	Elimination procedure.....	79
42.2.	Heat Schedule .....	81

42.3.	Heat Procedure.....	81
42.4.	Heat Procedure.....	81
42.5.	Discipline Scoring.....	82
42.6.	Big Air Discipline prize money distribution.....	83
43.	<b>INTERFERENCE IN BIG AIR DISCIPLINE .....</b>	<b>83</b>
43.1.	Interference penalty procedure.....	83
44.	<b>JUDGING BIG AIR DISCIPLINE .....</b>	<b>84</b>
44.1.	Judging procedure .....	84
44.2.	Ties in Big Air Discipline heats .....	84
44.3.	Big Air Trick categories .....	84
44.4.	Judging Criteria.....	85
	<b>CHAPTER 6: Park Discipline.....</b>	<b>87</b>
45.	<b>Park Discipline.....</b>	<b>87</b>
46.	<b>PARK EQUIPMENT .....</b>	<b>87</b>
47.	<b>ENTRY ALLOCATION .....</b>	<b>87</b>
48.	<b>ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY .....</b>	<b>87</b>
48.1.	Elimination procedure.....	87
48.2.	Heat Schedule .....	89
48.3.	Heat Procedure.....	89
48.4.	Discipline Scoring.....	90
48.5.	Ties .....	90
48.6.	Park Set up .....	90
48.7.	Park Discipline prize money distribution.....	90
48.8.	Tour Scoring.....	91
	<b>APPENDIX A2 WOMEN DISCIPLINE TRICKLIST .....</b>	<b>94</b>
	<b>APPENDIX A3 FREESTYLE YOUTH TRICKLIST .....</b>	<b>96</b>
	<b>APPENDIX B1 SURFBOARD FREESTYLE TRICKLIST .....</b>	<b>97</b>
	<b>APPENDIX B2 YOUTH SURFBOARD FREESTYLE TRICKLIST .....</b>	<b>98</b>
	<b>APPENDIX C1 HYDROFOIL BIG AIR TRICKLIST .....</b>	<b>99</b>
	<b>APPENDIX C2 BIG AIR TWIN-TIP TRICKLIST .....</b>	<b>100</b>
	<b>APPENDIX C3 BIG AIR SURFBOARD TRICKLIST .....</b>	<b>101</b>

# CHAPTER 1: GENERAL RULES

## 1. INTRODUCTION

The GKA Kite World Tour Rulebook is published by the GKA Sport Committee in February 2024. This Rulebook will be revised and published every year by the GKA Sport Committee.

GKA Kite World Tour competitions are sanctioned and approved by the GKA Event GmbH.

All GKA Kite World Tour competitions shall be managed under the GKA Kite World Tour Event Organizers Manual and the GKA Kite World Tour Rulebook.

## 2. FUNDAMENTAL RULES

### 2.1. Language

English is the official language of the GKA Kite World Tour, which will henceforth be referred to as KWT.

### 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 to decide 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.

Sailing in a manner that can be considered to 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 kite remains secured to the harness once the quick release safety system has been deployed are compulsory for all competitors. Each competitor must use a reliable quick release safety system. Competitors will be disqualified from the event if they ride without a safety leash.

In the event of a dangerous occurrence, chicken loops that safely release all power from the kite must be installed on all competitors' kite bars.

Unless included in the Race Notice or the specific event instructions, helmets and 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).

Kite launching and landing 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 re-sailed at its discretion.

### **3.2. Capsize**

A competitor is capsized if:

- their kite is in the water,
- their lines are tangled with another competitor's lines, or
- the competitor has, clearly by accident and for a significant period of time,
  - fallen into the water or
  - become disconnected from the board.

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

A board is clear astern of another when its board and rig 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 board is competing from its starting signal until the finishing signal or until the heat has been postponed or ended or until the competitor has finished their jump.

### **3.5. Keep Clear**

A competitor keeps clear of a right-of-way competitor, if the right-of-way competitor can sail her course with no need to take avoiding action and 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 kite 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 sailing by the lee or directly downwind, their leeward side is the side on which their kite lies. 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. Looping**

A kite is looping when it is being flown in a single loop or in a pattern of repeated loops, clockwise, counter clockwise or alternating between the two.

### **3.8. Mark**

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

### **3.9. 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.

### **3.10. Postponement**

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

### **3.11. Representative**

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

### **3.12. Riders Representative**

A nominated individual by the competitors. This representative is to be nominated amicably between the competitors present or available at the event. 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.

### **3.13. 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.

### **3.14. 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 GKA Website;
- the Rulebook;
- the Race Notice;
- the Sailing Instructions; and
- any other documents that govern the event.

### **3.15. Sports Commission**

An appointed commission by the GKA Board members formed by the Sports Director and two GKA Management members who decide on the most relevant KWT competition aspects.

### **3.16. 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 bar 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.

### **3.17. Tangle**

Two or more competitors shall be considered as tangled when the lines of one kite are wrapped around the lines of another kite.

It is not considered a tangle when kites bump into each other nor when the kite tip catches the lines of another kite without wrapping around. Even if both kites capsize (kites in the water) as a result of the contact, this is not a tangle (unless tangled as a result of above action).

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

### **3.18. 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 sailing on the new tack.

### **3.19. Twin-tip board**

The bi-directional board used by a freestyle competitor.

### **3.20. Freestyle discipline**

The discipline where competitors perform powered tricks with a Twin Tip board attached to their feet.

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

The discipline where competitors perform tricks where height, travel and amplitude are key components.

### **3.22. Wave discipline**

The kite-surf discipline where competitors ride waves with a surf board.

### **3.23. Surfboard freestyle**

The aspect of the kite-surf discipline where competitors perform tricks with an unstrapped unidirectional surfboard.

### **3.24. Hydrofoil board**

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

### **3.25. Hydrofoil-Freestyle discipline**

The freestyle discipline where competitors perform tricks with a hydrofoil board.

## **4. EVENT DISCIPLINES AND DEVISIONS**

### **4.1. Event disciplines**

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

#### Freestyle

- Freestyle
- Big Air

#### Kite-Surf

- Wave
- Surfboard Freestyle

#### Hydrofoil Big Air

- Hydrofoil Big Air

### Big Air

- Big Air Twin-tip
- Big Air Surfboard

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 KWT 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).

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. Weather 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**

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

#### **6.1.1 National Authorities**

The KWT may recognise all legally constituted National Kitesurfing Bodies.

#### **6.1.2 Race Committee**

Subject to such direction as the GKA and KWT 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 KWT events shall have the following:

- A Race Director
- A Head Judge
- At least 5 Judges
- A KWT Representative.

If the Race Director and Head Judge is the same person, then one of the other Judges could also act as the Head Judge if the need arises.

Under special circumstances KWT can also be run by 3 judges and one Head Judge.

## **7. ELIGIBILITY, REGISTRATION AND MEMBERSHIP KWT**

### **7.1. Eligibility**

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

1. The competitor is a member of KWT.
2. The competitor is a member of his Official National Kitesurfing Federation or Association. A valid membership card or certificate, or other satisfactory evidence of identity and membership may be requested.

3. 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.
4. The competitor cannot hold responsible the WWT, the GKA or the event-organizer responsible for any claims for damages as a consequence of the competitor not having sufficient personal medical insurance.
5. The competitor cannot hold responsible the KWT, the GKA or the event-organizer for any legal liabilities and/or any claims for damages by third parties caused by the competitor.
6. The competitor complies with World Sailing Federation Regulation, Eligibility Code.
7. The KWT Representative will look after all entries. Although allocated wildcard positions can be awarded by the Event Organizer or the National Association.
8. The Rulebook specifies the maximum number of 28 competitors registered for a KWT event per discipline, including the wildcards, though these may be modified in the Race Notice.
9. The Race Notice will give the specifications and information regarding registration.
10. In order to enter the event, Parental consent / authorization must be received for all competitors who are under the age of 18 years old at the registration date.
11. 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 KWT.

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

1. All competitors planning to enter a KWT event shall pre-register online on the GKA website or by other means to be specified by the KWT Sports Commission, no later than the published closing date for entries for that specific event.  
  
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.
2. 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.
3. Entry forms for event registration must be signed and complete by the time stated in the Race Notice. Exceptions can only be granted by the KWT Representative.
4. 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 KWT 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 were out of the competitor's 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.

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 GKA membership. The duration of GKA membership is from the first to the last event of the current year.

Membership fees shall be determined by the GKA 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 GKA 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 GKA 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 GKA 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 GKA Kite World Tour, the GKA Event GmbH, the Global Kitesports Association e.V. 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.

## **8. EQUIPMENT**



There are no restrictions on equipment except those specified in the relevant section of this rulebook.

To be eligible for competition, boards must work and be powered independently to the kite system.

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

If the Race Director deems that certain equipment could cause injury to any riders / competitors / public, then it must be prohibited.

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.

In the interests of safety and maintaining high standards of fair play, the KWT 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**

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 KWT 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, kite or lines.

Instructions from the Race Notice, Sailing Instructions, the Race Director or KWT Representative must be followed by Competitors in regard to the proper placement of advertising.

Advertising that is provided must all be in good taste and well represented as judged by the KWT Representative or Race Director. Any branding not deemed to be in good taste by the Race Director or KWT Representative must be replaced with immediate effect.

Each competitor must take sole responsibility to correctly wear their competition vest at all times during the event.

Competitors shall make every effort to guarantee that event and sponsor branding is appropriately respected and neatly arranged on their kite, board, or even their lines. If advertising / branding stickers are lost during competition because of adhesion problems, then a rider will not be held responsible for that.

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 application may also be canceled as a result.

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

### **10.1. Attitude**

All members must, by their actions and general attitude, during all events and at all times while within the boundaries of the recognized KWT site or sanctioned events, promote the image of the sport, the sponsors of the event, the KWT and themselves in a professional manner.

Any failure to do so immediately prior to, during and immediately after a KWT event may result in appropriate fines being levied by the KWT. More severe cases of bringing the sport into disrepute may result in the suspension or expulsion of a competitor from the KWT after due consideration by the KWT Sports Commission.

### **10.2. Social media**

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 KWT and the sport in general, or that could be considered to bring the KWT or the sport into disrepute shall be considered as an unsportsmanlike conduct and may be penalized under rule 11.2 fine schedules.

Any post from a competitor on social media about a sanction imposed under this Rulebook shall be done with the consent of the KWT Representative.

### **10.3. Exhibition events**

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 KWT Representative's permission to hold exhibitions in which the competitors are required to participate.

Failure by a competitor to participate without the KWT Representative's prior permission may lead to a penalty under rule 11.2 fine schedules. Future event entry applications may also be cancelled.

### **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 immediately after the end of the heat or at any reasonably possible time, taking into kindness 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 KWT 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 KWT 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, KWT 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 KWT or KWT staff.
2. Fines that are applied for breaking this code are payable to the KWT. Any applied fines must be paid before any competitor will be allowed to compete in any further event or heat recognized or sanctioned by the KWT.
3. The KWT 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 KWT 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 KWT 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 KWT. This appeal will be considered by a committee consisting of the Head Judge, a KWT Representative and a 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 KWT 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. Kiting 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 KWT 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.

A competitor who sealed the World Champion title before the end of the season and then fails to attend all remaining events of the current season will incur a fine of no more than \$5,000 per missed event.

### **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 kiting 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 KWT, the event or the kitesurfing 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 KWT 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 KWT 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 GKA 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 Accomodation**

The good name of KWT 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 KWT 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, conducts and consequences**

#### **11.3.1. How is a protest submitted to the GKA 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 misfunction 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 GKA produced videos (official livestream or any other official GWA video produced by GKA 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 GKA 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

For any valid event result - and when the elimination series is incomplete - points will be awarded as follows:

- The losers of any round within an elimination series that has been completed shall have the points awarded as per their finishing position according to each discipline scoring subsection of this rulebook, even if competitors are tied.
- For any incomplete round within an elimination series, the points for the occupied position and the following unoccupied positions (equal in number to the competitor's standing on the single position) shall be added together, then divided by the number of the competitors in the group.

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 KWT 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

The last event of the year cannot be counted as a discarded event by competitors not attending the event, except if a competitor is not able to attend due to extenuating circumstances including injury, pregnancy or parental leave or death of relatives. The KWT Sports Commission will consider each case and has the right to follow up and investigate all of the cases.

In case of injury an official medical certificate must be delivered to the KWT Sports Commission no later than the last day of competition of the last event of the year to be able to discard the last event.

### 12.4. World Champion

The competitor with the highest total score at the end of the year is the Champion and will be called GKA Kite-Surf World Champion (Kite-Surf discipline), GKA Freestyle Kite World Champion (Freestyle discipline), GKA Hydrofoil-Freestyle Kite World Champion (Hydrofoil-Freestyle discipline), GKA Big Air Surfboard Kite World Champion (Big Air Surfboard discipline), GKA Big Air Twin-tip Kite World Champion (Big Air twintip discipline), GKA Big Air Hydrofoil-Freestyle Kite World Champion (Big Air Hydrofoil-Freestyle discipline).

### 12.5. Ties in annual ranking lists

When there is a tie in total points of a KWT 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 KWT contracts will take precedence when it comes to prize money levels as set by the KWT sports commission and the GKA.
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 KWT 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 KWT, the GKA, the event-organizer and any third party free from the riders' personal tax liabilities. The KWT, the GKA 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 KWT contracts will take precedence when it comes to prize money levels as set by the KWT 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 KWT, the GKA 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 KWT, the GKA 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 KWT, the GKA 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 KWT 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. 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.
3. 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.

### 13.4. 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 the Race Notice

1. The Race Notice is a document that must be published by the KWT thirty (30) days before the first day of the event. Exceptions to this rule may only be made with the approval of the KWT Sports Commission and/or the GKA.

2. The document shall include this information:
  - Name of the Event Organizer, the title, place and dates;
  - That the competition is sanctioned by the KWT and governed by the KWT 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 KWT Rulebook;
  - Prize money to be awarded and any additional prizes;
  - Names of the members of the technical committee (Race Director, Head Judge and Judges).

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

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

1. The KWT 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 KWT 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 KWT 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 KWT Representative.
3. Any changes of Sailing Instruction must be approved by the KWT 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)**

1. 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.
2. The information posted on the Official Notice Board must be checked periodically by all competitors.
3. 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.
4. All signals shall be made from the place indicated in the Sailing Instructions or in the way indicated in the Sailing Instructions.
5. 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 KWT 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 18.1.6.
  - 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 KWT 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 AND PREGNANCY SEEDING

### 17.1. Entry allocation

1. Anyone wishing to compete in KWT sanctioned events, recognized events or trials of sanctioned events must be KWT members and may only compete with the approval of the KWT.
2. The maximum number of 24 competitors per gender entering a Kite-Surf, Freestyle, Big Air and Big Air Hydrofoil Events.
3. If the number of registered competitors exceeds the maximum number of competitors, the KWT 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.
4. Two weeks before an event, Local Organizer Wildcards shall be approved by the KWT Sports Commission.
5. The GKA will publish the wildcard allocation and participants list 14 days before an event.
6. The number of Injury Seedings to be granted according to rule 17.3 is unknown until two weeks before the event.
7. If any ranked competitor doesn't show up or cannot compete in one KWT 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 KWT Representative may grant exceptionally the available entry to another competitor prior approval from the KWT Sports Commission.

### 17.2. 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;

1. 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.

2. Video Applications: A waiting list can also include riders who have submitted videos. Videos are scored by the GKA sports committee and ordered from highest to lowest score.
3. Wildcards: The GKA along with the local organizer 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 GKA, then the GKA 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 GKA 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.

### 17.3. Seeding

Competitors will be seeded in the elimination ladder based on the following:

1. For the first World Cup, The previous year KWT annual ranking results as 100% of their score.

In the case of Youth Cups with different age group categories, the previous year KWT annual ranking results as 100% of their score. When a competitor passes into the next age group, their previous year KWT annual ranking results will also be used but following the ranked competitors that were already competing in the age group in previous years.

2. After one (1) valid World Cup, seeding for the second event will be based as follows:
  - The first current year World Cup results as 50% of their score.
  - The previous year KWT annual ranking results as 50% of their score.
3. After two (2) valid World Cups, seeding for the third event will be based as follows:
  - The first current year World Cup result as 33,3% of their score.
  - The second current year World Cup result as 33,3% of their score.
  - The previous year KWT annual ranking results as 33,3% of their score.
4. After three (3) valid World Cups, seeding for the next events will be based on the current year KWT ranking.
5. Seeding points shall be awarded according to the table below.

Position	Points	Position	Points	Position	Points	Position	Points	Position	Points
1	1000	21	500	41	302	61	145	81	48

2	960	22	490	42	294	62	140	82	46
3	920	23	480	43	286	63	135	83	44
4	890	24	470	44	278	64	130	84	42
5	860	25	460	45	270	65	125	85	40
6	830	26	450	46	262	66	120	86	38
7	800	27	440	47	254	67	115	87	36
8	770	28	430	48	246	68	110	88	34
9	740	29	420	49	238	69	105	89	32
10	710	30	410	50	230	70	100	90	30
11	690	31	400	51	222	71	95	91	28
12	670	32	390	52	214	72	90	92	26
13	650	33	380	53	206	73	85	93	24
14	630	34	370	54	198	74	80	94	22
15	610	35	360	55	190	75	75	95	20
16	590	36	350	56	182	76	70	96	18
17	570	37	340	57	174	77	65	97	16
18	550	38	330	58	166	78	60	98	14
19	530	39	320	59	158	79	55	99	12
20	510	40	310	60	150	80	50	100	10

6. Seeding points shall be awarded according to the table below (short version).

Position	Points
1	1000
2	960
3	920
4	890
5	845
7	785
9	703
13	620
17	540
21	485

7. If there is a tie in total points for the seeding, 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 results.
- 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.
  - If a tie still remains between two or more competitors, 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.
8. If some participants do not have any seeding points from previous years ranking, they will be distributed in the KWT 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.
  9. Competitors with seeding from up to 3 years will be positioned in front of competitors with no seeding.
  10. Competitors with overall top 10 ranking older than 3 years will be positioned in front of competitors with no seeding.
  11. Competitors with seeding from more recent years have priority over competitors with seeding from former years.
  12. Under special circumstances, due to having an incomplete fleet, having 16 or less for the men discipline and 8 or less for the women discipline, meaning that Round 3 is not complete with three competitors on each heat, consequently the Round 4 (losing round) won't be run, competitors could be advanced by seeding to the next round.

#### **17.4. Injury Seeding**

1. To be entitled to an injury seeding, a competitor must be ranked top 16 in the KWT current ranking at the time of injury.
2. In order to apply for an injury seeding, an official medical certificate must be delivered to the KWT Sports Commission and there must be evidence that the competitor missed at least 33% of the current year's consecutive events or combined two years of consecutive events if the injury lasts from one season to another. This medical certificate must be sent to the KWT Sports commission by the end of registration for that specific event. If submitted later, it will be invalid.
3. The maximum period to be granted an injury seeding will be 365 days from the date of their injury or until the start of next scheduled event after the 365 days.
4. A rider who has received an injury seeding will be seeded in accordance with the following when returning from injury, for the duration of 3 events or until previous year's ranking is not used in the seeding, except if they improve their ranking:

- If ranked in the top 4 on the KWT Rankings before injury, the rider will be seeded 5;
- If ranked in the top 8 on the KWT Rankings before injury, the rider will be seeded 9;
- If ranked in the top 16 on the KWT Rankings before injury, the rider will be seeded 19.

When a rider comes back from injury, they will place ahead of the current rider within the seeding list whose position they are taking.

5. Competitor's non attending KWT events under Injury seeding application, should notify the non-attendance in writing to the KWT Sports Commission at least fourteen (14) days prior to the relevant event start date. A competitor failing to notify in writing and before the mentioned terms the non-attendance, will automatically lose all the Injury seeding rights.
6. The KWT Sports Commission may grant other exemptions where extreme circumstances have resulted in the time limit being exceeded.

### **17.5. Pregnancy Seeding**

1. To be entitled to a pregnancy seeding, a competitor must be ranked top 16 in the KWT current ranking at the time of pregnancy.
2. The maximum period to be granted a pregnancy seeding will be 2 years from the date of their pregnancy or until the start of the next scheduled event after the 2 years.
3. A competitor who has received a pregnancy seeding will be seeded in accordance with the following when returning from pregnancy, for the duration of 3 events or until previous year's ranking is not used in the seeding, except if they improve their ranking:
  - If ranked in the top 4 on the KWT Rankings before the pregnancy, the rider will be seeded 5;
  - If ranked in the top 8 on the KWT Rankings before the pregnancy, the rider will be seeded 9;
  - If ranked in the top 16 on the KWT Rankings before the pregnancy, the rider will be seeded 19.
4. Competitor's not attending KWT events under pregnancy seeding application, should notify the non-attendance in writing to the KWT Sports Commission at least fourteen (14) days prior to the relevant event start date. A competitor failing to notify in writing and before the mentioned terms the non-attendance, will automatically lose all the pregnancy seeding rights.
5. The KWT Sports Commission may grant other exemptions where extreme circumstances have resulted in the time limit being exceeded.

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

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

1. Identification of competitors

Colored lycra vest will be given by the Beach Marshall located at the official Flagpole two (2) heats prior to competing.

Each competitor shall wear the colored lycra vest as stated in rule 9.1.4. Competitors not wearing the colored lycra vest or not wearing it correctly during their heat will not be scored and may be penalized as specified under rule 11.2 fine schedules.

After the competitor has completed her heat, the colored lycra vest shall be returned to the Beach Marshall when returning to the beach. Competitors failing to return their colored 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. Competition period

The Competition Period shall be confirmed and announced by the KWT at least thirty (30) days before the first day of the event.

- Fixed days: An event shall run anytime from the first to the last day of competition. Competitors must register on site on the first day of competition and must be present for the whole period. The event shall only run during those specific dates and if the elimination serie has not been completed, competitors will be awarded points according to rule 12.1.2
- Event extension: In extreme cases, the KWT and organizer may decide to extend the event days if competition hasn't been completed. In such case the KWT, the organizer and 75% of the competitors must agree to extend the competition period. The costs of such extension must be taken by the organizer.
- Open window: for specific events, a longer waiting period could be used and competition could be announced on a much shorter notice based on the forecast. The announcements would be the following:
  - Orange Light: Competition may take place within 72 hours.
  - Green Light: Competition is confirmed to take place within 48 hours.

Orange and green lights announcements are merely tools used by the KWT, and while competitors are not obliged to be on the event site for the whole period it is their responsibility to make it to the event site on time once competition has been confirmed.

## **6. 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 kite or board during the heat from equipment failure, he will be allowed to replace his kite 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 kite.
- 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.
- Preparatory: Red flag removed, yellow flap up
- Starting: Yellow flag removed, green flag displayed.

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.

### **Signal in Turn-by-Turn format**

We will use two different flags/signs when going on the turn-by-turn system.

A red or pink flag is displayed when the trick has been put under review. "Waiting for scores". The time the red or pink flag will be displayed will be up to the Race Director.

A black or white flag is displayed when all judges reset the turn for any reason: interference, security, missed a trick, etc. The same-colored flag of the competitor should be also

displayed together with the black flag. The competitor will know he has got another chance to perform their trick. The time will then be reset from the beginning. The goal of this black is to give you the right mindset and momentum to repeat your trick.

We don't score while the black flag has been displayed.

The black or white flag will be displayed for 1 minute of time. When the flag is down the time for your trick will be reset.

## **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.

In turn by turn competition format there is no specified heat duration.

### **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 singled 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 from the moment it was abandoned, from the beginning, or from the trick round where it was abandoned.

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

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

The choice of right-of-way criteria for each of the following possible situations is the responsibility of the KWT Head Judge, race director or the senior available touring KWT Judge in that order.



1. 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.

2. A jumping competitor shall keep clear of a competitor that is riding a wave / surfing.

3. On opposite tacks

When competitors are on opposite tacks, a port-tack competitor shall keep clear of a starboard-tack competitor.

- When two competitors on opposite tacks cross each other, the windward competitor shall keep their kite high while a leeward competitor shall keep their kite down to avoid a tangle.
- When two competitors are on opposite tacks and equally upwind, the starboard-tack competitor shall cross-upwind keeping the kite high while the port-tack competitor shall cross-downwind, keeping the kite low.

4. On the same tack, overlapped

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

5. 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.

6. 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.

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

8. If two competitors converge while sailing 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.

9. When sailing downwind, if one competitor is looping their kite and another is not, the competitor that is looping their kite shall keep clear of the one that is not.

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 or kite position**

When a competitor with right-of-way changes course or the position of their kite, 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 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. A competitor must enter into the competition area during the transition time and cannot interfere with a competitor performing his wave or trick at the end of the heat.

**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 whose kite is in the water, 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. GENERAL JUDGING RULES**

### **21.1. Selection of Judges**

1. Only the KWT 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.

### **21.2. Judging procedure**

1. The rules in this chapter are applicable to all KWT disciplines unless specifically stated otherwise in another Chapter.
2. 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 trick will be withdrawn and the average scores of the other three (3) judges will be counted as the final wave or trick score.

3. If a judge misses a wave or 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.
4. The judges shall award each competitor's trick points on a scale from 0.1 to 10.0, broken into one-hundreds increments (e.g 6.44).
5. Each individual trick's score is rounded to the nearest hundreds place. The rounded scores are added to calculate the final score.
6. The scores of the respective competitors shall be tabulated together to determine the winner: highest points wins.
7. The maximum number of wave and / or trick attempts 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.
8. The weight given to each category (waves vs tricks, big air vs freestyle) will be announced by the Head Judge and in the Official Notice Board at least thirty (30) minutes before the start of the heat.
9. If a competitor "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 they will give to the trick.
10. The credit given to butt checked 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 butt-checked landing.
11. 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
12. A crash will be considered when:
  - a competitor finishes a handle pass by pulling the leash to get the bar.
  - when landing a trick, a competitor is capsized, losing control of the board or bar.
  - a competitor lands an unhooked jump but loses the bar.
  - a competitor lands a jump but crashes the kite into water and completely stops.
  - a competitor is completely stopped when landing a jump.
  - a competitor lands on their back and lose the control of the board.
13. Judges may give credit to a landed trick that is not a crash when:
  - a competitor grabs the "chicken loop" to regain control of the bar when performing a handle pass.
  - a competitor lands a jump and crashes the kite into the water, but manages to relaunch it and keep riding without completely stopping.

It's at the discretion of each judge to consider how much credit they will give to the trick.

### **21.3. 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. 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.
3. The judging scores of each individual judge shall be shown only to competitors in that heat, on their request.
4. Competitors are not allowed to stay in the judge's tower. If a competitor wants to check his judging scores, he shall ask for consent from the Head Judge to enter the judge's tower.
5. The scores and the decisions of the judges shall not be appealed.
6. The Head Judge must be sure that the judges do not discuss scores.
7. Judges may not change their scores. If there are any mistake the judge should have the Head Judge make the correction for them.
8. 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.
9. If it is possible, the decision to re-run shall be made before announcing a winner of the heat in question.

## CHAPTER 2: KITE-SURF DISCIPLINE

### 22. KITE-SURF CATEGORIES

1. The Kite-Surf discipline can be run under two different categories, both interchangeable and combinable based on the conditions and counting towards the same ranking.
2. The Kite-Surf categories are:
  - Wave
  - Surfboard Freestyle
3. Depending on the given conditions, weight given to each category shall be modified. The following formats will be used:
  - Poor waves: strong focus on Surfboard freestyle.
  - Average waves: Mix of strapless freestyle and waves.
  - Good waves: strong focus on wave riding.
4. The weight given to each category will be announced by the Head Judge and in the Official Notice Board at least thirty (30) minutes before the start of the heat.
5. If conditions remain the same, once a round is started the format shall stay the same until that round is completed. If there is a major change in conditions, the race director may decide to change the format at any time.
6. When assessing if the conditions are suitable for a format, the race director will take into account the wave quality and size, wind speed, wind direction, temperature, incoming and current weather, ocean currents.

### 23. KITE-SURF EQUIPMENT

1. Only Surf-boards are eligible for use in competition.
2. In the Wave category, footstraps, pads and wax are allowed.
3. In the Surfboard Freestyle category, only boards with pads are allowed. Footstraps and wax are not allowed.

### 24. ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY

#### 24.1. Elimination procedure

1. 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.
  - "Byes," if any, shall be positioned so that they are allocated to the most highly ranked competitors.
  - If a majority of the heats of the first round have Byes, the Race Director and Head Judge may position competitors in the next rounds based on their seeding.

- Competitors shall ride one against one, or in groups of up to 4. The declared winners shall advance on the elimination ladder.

## 2. Heat distribution

<b>24 Competitors Dingle</b>		<b>12 Competitors Dingle</b>	
Heat	Competitor	Heat	Competitor
1	19 vs 11 vs 6	1	10 vs 6 vs 3
2	22 vs 14 vs 3	2	11 vs 7 vs 2
3	18 vs 10 vs 7	3	9 vs 5 vs 4
4	23 vs 15 vs 2	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		

## 3. Elimination ladders

The elimination ladder used for the KWT Kite-Surf event shall be Dingle.

### KWT 24 Riders Dingle Elimination

ROUND # 1				ROUND # 2				ROUND # 3				ROUND # 4				SEMI FINALS				FINALS			
HEAT #1				HEAT #9				HEAT #17															
NAME				NAME				NAME															
Color				Color				Color															
Rk.				Rk.				Rk.															
19				2ND#5				15TH#1															
11				3RD#2				15TH#9															
6																							
HEAT #2				HEAT #10				HEAT #18															
NAME				NAME				NAME															
Color				Color				Color															
Rk.				Rk.				Rk.															
22				2ND#6				15TH#2															
14				3RD#1				15TH#10															
9																							
HEAT #3				HEAT #11				HEAT #19				HEAT #25											
NAME				NAME				NAME				NAME											
Color				Color				Color				Color											
Rk.				Rk.				Rk.				Rk.											
18				2ND#7				15TH#3				15TH#17											
10				3RD#4				15TH#11				15TH#18											
7																							
HEAT #4				HEAT #12				HEAT #20				HEAT #26				HEAT #29				WINNERS FINAL			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
23				2ND#8				15TH#4				15TH#19				15TH#25				15TH#29			
15				3RD#3				15TH#12				15TH#20				15TH#26				15TH#30			
2																							
HEAT #5				HEAT #13				HEAT #21				HEAT #27				HEAT #30				HEAT #32			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
20				2ND#9				15TH#5				15TH#21				15TH#27				2ND#32			
12				3RD#5				15TH#13				15TH#22				15TH#28				2ND#39			
9																							
HEAT #6				HEAT #14				HEAT #22				HEAT #28											
NAME				NAME				NAME				NAME											
Color				Color				Color				Color											
Rk.				Rk.				Rk.				Rk.											
21				2ND#2				15TH#6				15TH#23											
13				3RD#5				15TH#14				15TH#24											
4																							
HEAT #7				HEAT #15				HEAT #23															
NAME				NAME				NAME															
Color				Color				Color															
Rk.				Rk.				Rk.															
17				2ND#3				15TH#7															
9				3RD#8				15TH#15															
8																							
HEAT #8				HEAT #16				HEAT #24															
NAME				NAME				NAME															
Color				Color				Color															
Rk.				Rk.				Rk.															
24				2ND#4				15TH#8															
16				3RD#7				15TH#16															
1																							

Rk.	NAME
1	
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17	
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17	
17	

## KWT 12 Riders Dingle Elimination

ROUND # 1				ROUND # 2				ROUND # 3				SEMI FINALS				FINALS			
HEAT #1				HEAT #5				HEAT #9											
NAME				NAME				NAME											
Color				Color				Color											
Rk.				Rk.				Rk.											
10				2ND#3				15TH#5											
6				3RD#2				15TH#1											
3																			
HEAT #2				HEAT #6				HEAT #10				HEAT #13				HEAT #15			
NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.			
11				2ND#4				15TH#6				15TH#9				15TH#13			
7				3RD#1				15TH#2				15TH#10				15TH#14			
2																			
HEAT #3				HEAT #7				HEAT #11				HEAT #14				HEAT #16			
NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.			
9				2ND#1				15TH#7				15TH#11				2ND#13			
5				3RD#4				15TH#3				15TH#12				2ND#14			
4																			
HEAT #4				HEAT #8				HEAT #12											
NAME				NAME				NAME											
Color				Color				Color											
Rk.				Rk.				Rk.											
12				2ND#2				15TH#8											
8				3RD#3				15TH#4											
1																			

Rk.	NAME
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5	
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5	
9	
9	
9	
9	

## KWT 6 Riders Dingle Elimination



ROUND # 1				ROUND # 2				SEMI FINALS				FINALS																					
<b>WINNERS FINAL</b>																																	
HEAT #1				HEAT #3				HEAT #5				HEAT #7				<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th>Rk.</th> <th>NAME</th> </tr> </thead> <tbody> <tr><td>1</td><td></td></tr> <tr><td>2</td><td></td></tr> <tr><td>3</td><td></td></tr> <tr><td>4</td><td></td></tr> <tr><td>5</td><td></td></tr> <tr><td>5</td><td></td></tr> </tbody> </table>				Rk.	NAME	1		2		3		4		5		5	
Rk.	NAME																																
1																																	
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4																																	
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5																																	
NAME				NAME				NAME				NAME																					
Color				Color				Color				Color																					
Rk.				Rk.				Rk.				Rk.																					
6				2ND#2				1ST#3				1ST#5																					
3				3RD#1				1ST#1				1ST#6																					
2																																	
HEAT #2				HEAT #4				HEAT #6				HEAT #8																					
NAME				NAME				NAME				NAME																					
Color				Color				Color				Color																					
Rk.				Rk.				Rk.				Rk.																					
5				2ND#1				1ST#4				2ND#5																					
4				3RD#2				1ST#2				2ND#6																					
1																																	

#### 4. Heat Progression:

- In this single elimination the winner of the first round heats advance to the third round, whilst the second and third placed riders advance to the second round.
- The winners of the second round heats advance to the third round, whilst the second placed riders are out of competition.
- The winners of the third round heats advance immediately to the fifth round, whilst the second and third placed riders are re-seeded into the fourth round.
- From the fourth round on, the winner of the heats advance to the next round, whilst the second placed riders are out of competition, until the final.

## 24.2. Heat Schedule

The schedule of heats shall be posted at the Official Notice Board. It shall be sole responsibility of each competitor to know in which heat they will be taking part.

### 24.3. Heat Procedure

1. The heat time varies depending on the conditions and competition format (waves, mixed or strapless freestyle). In the mixed format, the heats may be split in two, with a time dedicated to the wave discipline and a time dedicated to the strapless freestyle discipline. The amount of time per heat will be announced by the Head Judge and posted on the Official Notice Board at least thirty (30) minutes before the start of the heat.
2. In the mixed and strapless freestyle disciplines, only the first trick per tack will be scored. Competitors may also have to go out of the competition area once a trick is performed in order to be scored for their next trick attempt.
3. Competitors may have a limit of trick and wave attempts.
4. Once the heat time has elapsed the competitor won't be scored.

## 24.4. Discipline Scoring

1. There shall be no more than 1 dingle elimination at each KWT event.
2. The minimum number of elimination series to constitute a valid score at an event and in order to distribute prize money is one (1) KWT elimination ladder - where the fleet has been eliminated to the top eight riders with a 24 riders Dingle or four riders with a 12 riders Dingle or four riders with a 6 riders Dingle.

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

24 Riders:

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

12 Riders:

Finishing Position	Position	Points
Heat 15 - 1 <sup>st</sup> , 2 <sup>nd</sup>	1, 2	1000, 870
Heat 16 - 1 <sup>st</sup> , 2 <sup>nd</sup>	3, 4	770, 700
Heats 9 - 12	5	580
Heats 5 - 8	9	420

6 Riders:

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

4. Scoring of incomplete elimination series

When the minimum number of heats for a valid KWT 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:

24 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 31	1.5	935
Heat 32	3.5	735
Heat 29 - 30	2.5	835
Heats 25 - 28	4.5	708

12 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 15	1.5	935
Heat 16	3.5	735
Heat 13 - 14	2.5	835

6 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 7	1.5	935
Heat 8	3.5	735
Heat 5 - 6	2.5	835

## **24.5. Kite-Surf Prize Money**

The prize money distribution for a valid and completed KWT Kite-Surf event will be done according to the following:

### **24.5.1. 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>		

#### **24.5.2. 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

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	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>

#### **24.5.3. 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>

## 25. RIGHT OF WAY RULES IN KITE-SURF CATEGORY

### 25.1. Wave Priority with Side-shore conditions

With side-shore winds and only one available direction on any given wave, the heat priority works in the following manner:

1. the competitor who has first turned on a swell shall have unconditional priority over the other competitors for the entire duration of that wave.
2. 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. If a competitor uses priority and prevents the other competitor from taking that wave, they instantly lose priority on the following wave.
3. Video evidence shall be used to prove that one rider has turned on a swell before the other.

### 25.2. 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.

### 25.3. Special Priority

The special priority call rule is only applied with two competitors on the water. The judges will call for the priority rising a coloured flag or sign for each competitor from the beach.

There will be an upwind mark to set the priority. On the beginning of the heat there are the general priority rules, (Rule 25) who ever it is on the swell first. If both riders are on the same swell at the same time, whoever is upwind will get the priority.

After the first competitor rides the wave the other competitor automatically wins priority.

The first competitor to reach the priority mark is going to be the competitor to win the priority again, and the mark has to be reached either tacking or jibing as close as possible that the priority judge can see it clear.

You can only apply the priority at the point. The rider with priority cannot take the wave from the other competitor if the guy with priority is far from the point break

When there are three competitors, the general priority rules apply (Rule 25) whoever is on the swell first. If all riders are on the same swell at the same time, whoever is upwind will get the priority.

## **26. INTERFERENCE IN KITE-SURF DISCIPLINE**

### **26.1. Rules for Wave Category**

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 kite 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 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 being capsized 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 re-run 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.

## 26.2. Interference penalty procedure

1. If an interference penalty is called on a competitor, the final score of the competitor will be penalized based on the following table:

Final Score	1st Interference	2nd Interference
2 scores	Loss of 50% of second best score	Loss of 100% of second best score
3 scores	Loss of 50% of second best score	Loss of 100% of second best score
4 scores or more	Loss of 50% of first best score	Loss of 100% of first best score

2. 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.
3. 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 re-run from the beginning, from the moment of the interference, or with additional time.

## 27. JUDGING KITE-SURF DISCIPLINE

### 27.1. Ties in Kite-Surf Discipline heats

1. In case of tie in the wave format, 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. In case of tie in the mixed 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 wave 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 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.

3. In case of tie in the strapless freestyle formats, 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 counting towards the final score 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.

## **27.2. Strapless Freestyle Trick categories**

1. The tricks repertoire has been broken down in a number of categories. The list of tricks included by category is not extensive, and not limited to the described tricks in Appendix B1 and Appendix B2 but gives an indication about how different tricks are being categorized by the judges. The Head Judge has the final say when categorizing a new trick.
2. In order to bring the variety criteria into effect, only the highest score per strapless freestyle trick category will count towards the final heat score from each competitor. Except for some trick categories where the two highest scores per category may count towards the final heat score from each competitor. Coloured fields are sub-categories and only the highest score per sub-category will count towards the final heat score from each competitor.

## **27.3. Judging Criteria**

### **27.3.1. Wave Discipline**

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

- 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.



### **27.3.2. Surfboard Freestyle Discipline**

Judging Criterias are applied to score the quality of the execution of each individual tricks. Each judge analyze the following major elements when scoring a trick:

- 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.

## CHAPTER 3: FREESTYLE DISCIPLINE

### 28. FREESTYLE CATEGORIES

1. The Freestyle discipline can be run under two different categories, both interchangeable and combinable based on the conditions and counting towards the same ranking.
2. The Freestyle categories are:
  - Freestyle
  - Big Air
3. Depending on the given conditions, the format can be either Pure freestyle or Pure Big Air. The following formats will be used:
  - Light, medium and strong winds: focus on pure freestyle.
  - Very strong winds: If conditions are not suitable to perform freestyle tricks, the format will be changed to pure big air.
4. When assessing if the conditions are suitable for a format, the race director and head judge will take into account the wind speed, wind direction, temperature, incoming and current weather, waves and ocean currents.
5. If conditions remain the same, once a round is started the format shall stay the same until that round is completed. If there is a major change in conditions, the race director and head judge may decide to change the format at any time.

### 29. FREESTYLE EQUIPMENT

There are no restrictions on equipment.

### 30. ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY

#### 30.1. Elimination procedure

1. 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.
  - "Byes", if any, shall be positioned so that they are allocated to the most highly ranked competitors.
  - If a majority of the heats of the first round have Byes, the Race Director and Head Judge may position competitors in the next rounds based on their seeding.
  - Competitors shall ride one against one, or in groups of up to 4. The declared winners shall advance on the elimination ladder.
2. Heat distribution



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

Rk.	NAME
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12	

### KWT 8 Riders Dingle Elimination

Round 1			Round 2			FINAL		
Heat 1			Heat 3			Heat 5		
7		Rk	4TH#2		Rk	1ST#3		
6			3RD#1			1ST#4		
3			2ND#2			1ST#1		
2						1ST#2		
Heat 2			Heat 4					
8		Rk	4TH#1		Rk			
5			3RD#2					
4			2ND#1					
1								

### KWT 6 Riders Dingle Elimination

ROUND # 1				ROUND # 2				SEMI FINALS				FINALS			
HEAT #1				HEAT #3				HEAT #5				HEAT #7			
6	NAME	Color	Rk.	2ND#2	NAME	Color	Rk.	1ST#3	NAME	Color	Rk.	1ST#5	NAME	Color	Rk.
3				3RD#1				1ST#1				1ST#6			
2															
HEAT #2				HEAT #4				HEAT #6				HEAT #8			
5	NAME	Color	Rk.	2ND#1	NAME	Color	Rk.	1ST#4	NAME	Color	Rk.	2ND#5	NAME	Color	Rk.
4				3RD#2				1ST#2				2ND#6			
1															
WINNERS FINAL															
MINI FINAL															

#### 4. Heat Progression:

- In those dingle eliminations the winner of the first round advances to the third round, whilst the second and third advance to the second round.
- The winners and second placed rider of the second round advance to the third round, whilst the third and fourth placed riders are out of competition.

- The winner of the third round advances to the fifth round, whilst the second and third placed riders are re-seeded into the fourth round.
- From the fourth round on, the winner and second placed rider of the heats advance to the next round, whilst the third and fourth placed riders are out of competition, until the final.

### **30.2. Heat Schedule**

The schedule of heats shall be posted at the Official Notice Board. It shall be sole responsibility of each competitor to know in which heat they will be taking part.

### **30.3. Heat Procedure**

#### **1. Trick by trick:**

Every competitor will perform a single trick one at a time respecting the heat order. If available, a display system will guide the competition as follows:

- Displaying the color corresponding to the competitor's lycra who is deemed to jump, or whenever possible the name, the trick countdown time, the current position of the competitor, and the scores needed to be first and second.
- Once a trick score is validated by judges, whenever possible it will appear on the display system for 5 to 10 seconds before displaying the next competitor's information.

#### **2. Trick countdown and order:**

- Every rider will have a time limit to perform their trick attempt.
- The trick countdown shall be no more than 1 minute 30 seconds. The amount of time per trick attempts and tricks counting towards the final score will be announced by the Head Judge and posted on the Official Notice Board at least thirty (30) minutes before the start of the heat.
- Once the time has elapsed the competitor will lose the ability to perform that trick and will need to wait for the next attempt. The Head Judge may re-start the time if there is strong evidence that the competitor could not perform within the time limit due to an abrupt wind change or because of an external obstruction. i.e. interference from another competitor.
- If a competitor performs a trick at the wrong time it will not be scored and they may be penalized by a warning, having to repeat their trick attempt.
- If a competitor arrives late to their heat, the competitor will wait their turn or until their lycra color or name appear on the display systems. The competitor will not be able to perform the trick attempts they have lost.

### **30.4. Discipline Scoring**

1. There shall be no more than 1 dingle elimination at each KWT event.

2. The minimum number of elimination series to constitute a valid score at an event and in order to distribute prize money is one (1) KWT elimination ladder - where the fleet has been eliminated to the top eight riders with a 24 riders Dingle or four riders with a 12 riders Dingle.
3. Finishing positions in Dingle Elimination shall be scored as follows:

24 Riders:

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, 280
Heats 9 – 12 3 <sup>rd</sup> , 4 <sup>th</sup>	17, 21	140, 90

12 Riders:

Finishing Position	Position	Points
Heat 9 - 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 7 - 8 - 3 <sup>rd</sup> , 4 <sup>th</sup>	5, 7	580, 500
Heats 5 – 6 3 <sup>rd</sup> , 4 <sup>th</sup>	9, 11	420, 320

8 Riders:

Finishing Position	Position	Points
Heat 5 - 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 3 - 4 - 5 <sup>th</sup> , 7 <sup>th</sup>	5, 7	580, 500

6 Riders:

Finishing Position	Position	Points
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Heat 5 - 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 4 - 8 - 3 <sup>rd</sup> , 4 <sup>th</sup>	5, 6	580, 500

#### 1. Scoring of incomplete elimination series

When the minimum number of heats for a valid KWT 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:

##### 24 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 19	2.5	835
Heat 17 - 18	4.5	708

##### 12 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 9	2.5	835

##### 6 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 5	2.5	835

### 30.5. Freestyle prize money distribution

The prize money distribution for a valid and completed KWT Kite-Surf event will be done according to the following:

#### 30.5.1. 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>		

### 30.5.2. 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

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	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>

### 30.5.3. 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>

## 31. RIGHT OF WAY RULES IN FREESTYLE CATEGORY

### 31.1. Priority with turns situation

1. For heats where competitors take turns to perform their tricks, the competitor who's turn is on shall have unconditional priority over the other competitors at all time, no matter where they are in the competition area.  
If display system is available, the competitor who's color of lycra or name is displayed shall have unconditional priority over the other competitors at all time while their lycra's color or name is displayed
2. After each trick has been landed, the next competitor can prepare for their trick attempt and when their color of lycra or name is displayed they get automatic priority, and so on, until the last trick attempt of the last competitor in the heat.
3. With a turn by turn format, once a heat has started, it is the competitor's responsibility to know their priority turn at all times.

## 32. INTERFERENCE IN FREESTYLE DISCIPLINE

### 32.1. Interference penalty procedure

1. If an interference penalty is called on a competitor, the final score of the competitor will be penalized based on the following table:

Final Score	1st Interference	2nd Interference
2 scores	Loss of 50% of second best score	Loss of 100% of second best score
3 scores	Loss of 50% of second best score	Loss of 100% of second best score
4 scores or more	Loss of 50% of first best score	Loss of 100% of first best score

2. 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.

### 33. JUDGING FREESTYLE DISCIPLINE

#### 33.1. Ties in Freestyle Discipline heats

In case of tie in the freestyle format, 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 counting towards the final score 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.

#### 33.2. Freestyle Trick categories

1. The tricks repertoire has been broken down in a number of categories. The list of tricks included by category is not extensive, and not limited to the described tricks in appendix A but gives an indication about how different tricks are being categorized by the judges. The Head Judge has the final say when categorizing a new trick.
2. In order to bring the variety criteria into effect, only the highest score per freestyle trick category will count towards the final heat score from each competitor.
3. In the big air trick category, up to three highest scores per category may count towards the final heat score from each competitor. However, if a trick is repeated or if it is an evolution of the same trick, only the highest score from those will count towards the final heat score from each competitor.

#### 33.3. Judging Criteria

1. Judging Criteria are applied to score the quality of the execution of each individual trick. Each judge analyze the following major elements when scoring a trick:
  - 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, kite position, 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 – Performing completely new tricks from the trick list. To be called an 'innovation,' a trick must represent a distinct evolution from all the tricks listed.

Tricks appearing in red are those that haven't been landed before in a competition. If any of these tricks are successfully landed, the judges will reward accordingly, taking all judging criteria and landing into consideration for the final score.

### 33.4. Trick's groups and families

1. To check the Variety groups and families in the APPENDIX A1 and A2 of this rulebook.

There are two groups of tricks:

- Heelside group
  - Variety group
2. Inside the “**Heel side**” group there are the following trick families:
    - Raley or flat Based
    - Slim & KGB
    - Hintenbergers and Heart Attacks
    - Mobes
  3. Inside the “**Variety**” group there are the following trick families:
    - Rewinds
    - Toesides or blind sides
    - Combos
    - Double inverted rotations
    - Kiteloops or Downloop handle passes.
  4. The Youth tricklist is located in Appendix A3 of this rulebook.

### 33.5. Tricks counting for the MEN competition:

1. When 4 (four) tricks are counting for the final score:
  - A maximum of 2 (two) tricks counting from the heel side group from different families.
  - A maximum of 3 (three) tricks counting from the variety group from different families.

All these combinations are possible as long as each trick counted is from a different family:

- 1x Heel side and 3x Variety.
- 2x Heel side and 2x Variety.

2. When 3 (three) tricks are counting for the final score:

- A maximum of 2 (two) tricks counting from the heel side group from different families.
- A maximum of 2 (two) tricks counting from the variety group from different families.

All these combinations are possible as long as each trick counted is from a different family:

- 1x Heel side and 2x Variety.
- 2x Heel side and 1x Variety.

### 33.6. Tricks counting for the WOMEN competition:

1. When 4 (four) tricks are counting for the final score:

- A maximum of 3 (three) tricks counting from the heel side group from different families.
- A maximum of 3 (three) tricks counting from the variety group from different families.

All these combinations are possible as long as each trick counted is from a different family:

- 1x Heel side and 3x Variety.
- 2x Heel side and 2x Variety.
- 3x Heel side and 1x Variety.

**2. When 3 (three) tricks are counting for the final score:**

- A maximum of 2 (two) tricks counting from the heel side group from different families.
- A maximum of 2 (two) tricks counting from the variety group from different families.

All these combinations are possible as long as each trick counted is from a different family:

- 1x Heel side and 2x Variety.
- 2x Heel side and 1x Variety.

### **33.7. Judge Criteria for Combos**

The entire combination of the tricks will be counted as a unique score; judge criteria will be similar as freestyle tricks (Rule 33.3).

The combo trick will be scored on a scale from 0.1 to 10 points. Additionally, the following will be rewarded; the linking, the variety, and the creativity connecting the tricks such as toe or blindside and switch tricks. Combining switch man oeuvres will increase the score potential.

## CHAPTER 4: HYDROFOIL BIG AIR DISCIPLINE

### 34. HYDROFOIL BIG AIR DISCIPLINES

1. The Hydrofoil Big Air discipline can be run under one category:
  - Hydrofoil Big Air
2. When assessing if the conditions are suitable for a discipline and competition format, the race director will take into account the wind speed, wind direction, temperature, incoming and current weather, waves and ocean currents.
3. The competition format and amount of tricks counting towards the final score will be announced by the Head Judge and in the Official Notice Board at least thirty (30) minutes before the start of the heat.
4. If conditions remain the same, once a round is started the format shall stay the same until that round is completed. If there is a major change in conditions, the race director may decide to change the format at any time.

### 35. HYDROFOIL BIG AIR EQUIPMENT

1. Only hydrofoils are eligible for use in competition.
2. The use of a helmet is mandatory.
3. Straps are not allowed in the Hydrofoil Strapless Freestyle category.

### 36. ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY

#### 36.1. Elimination procedure

1. 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.
  - "Byes", if any, shall be positioned so that they are allocated to the most highly ranked competitors.
  - If a majority of the heats of the first round have Byes, the Race Director and Head Judge may position competitors in the next rounds based on their seeding.
  - Competitors shall ride one against one, or in groups of up to 3. The declared winners shall advance on the elimination ladder.

2. Heat distribution



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

### KWT 6 Riders Dingle Elimination

ROUND # 1			ROUND # 2			FINAL		
Heat	Seed	Name	Heat	Seed	Name	Heat	Seed	Name
#1	2		#3	2ND#1		#4	1ST #1	
	3			3RD#1			1ST#2	
	6			2ND#2			1ST#3	
#2	5		#3	3RD#2		#4	2ND#3	
	4							
	1							

RESULTS	
1 <sup>st</sup>	
2 <sup>nd</sup>	
3 <sup>rd</sup>	
4 <sup>th</sup>	
5 <sup>th</sup>	
6 <sup>th</sup>	

#### 4. Heat Progression:

- In those dingle eliminations the winner of the first round advances to the third round, whilst the second and third advance to the second round.
- From the second round on, the winner of the heats advance to the next round whilst the second placed riders are out of competition, until the final.

### 36.2. Heat schedule

The schedule of heats shall be posted at the Official Notice Board. It shall be sole responsibility of each competitor to know in which heat they will be taking part.

### 36.3. Heat Procedure

1. The heat time varies depending on the conditions. The amount of time per heat will be announced by the Head Judge and posted on the Official Notice Board at least thirty (30) minutes before the start of the heat.
2. Only the first trick per tack will be scored. Competitors may also have to go out of the competition area once a trick is performed in order to be scored for their next trick attempt.
3. Competitors may have a limit of trick attempts.
4. Once the heat time has elapsed the competitor won't be scored.

### 36.4. Big Air Discards

Number of events completed	Number of events discarded
1 - 2	0
3 - 6	1

The last event of the year cannot be counted as a discarded event by competitors not attending the event, except if a competitor is not able to attend due to extenuating circumstances including injury, pregnancy or parental leave or death of relatives. The KWT Sports Commission will consider each case and has the right to follow up and investigate all of the cases.

In case of injury an official medical certificate must be delivered to the KWT Sports Commission no later than the last day of competition of the last event of the year to be able to discard the last event.

### 36.5. Discipline Scoring

1. There shall be no more than 1 dingle elimination at each KWT event.
2. The minimum number of elimination series to constitute a valid score at an event and in order to distribute prize money is one (1) KWT elimination ladder - where the fleet has been eliminated to the top eight riders with a 24 riders Dingle or four riders with a 12 riders Dingle.
3. Finishing positions in Dingle Elimination shall be scored as follows:

#### 24 Riders:

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

#### 12 Riders:

Finishing Position	Position	Points
Heat 15 - 1 <sup>st</sup> , 2 <sup>nd</sup>	1, 2	1000, 870
Heat 16 - 1 <sup>st</sup> , 2 <sup>nd</sup>	3, 4	770, 700



Heats 9 - 12	5	580
Heats 5 - 8	9	420

6 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 7 - 1 <sup>st</sup> , 2 <sup>nd</sup>	1, 2	1000, 870
Heat 8 - 1 <sup>st</sup> , 2 <sup>nd</sup>	3, 4	770, 700
Heats 3 - 4	5	580

**5. Scoring of incomplete elimination series**

When the minimum number of heats for a valid KWT 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:

24 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 31	1.5	935
Heat 32	3.5	735
Heat 29 - 30	2.5	835
Heats 25 - 28	4.5	708

12 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 15	1.5	935
Heat 16	3.5	735
Heat 13 - 14	2.5	835

6 Riders:

<b>Finishing Position</b>	<b>Position</b>	<b>Points</b>
Heat 7	1.5	935
Heat 8	3.5	735
Heat 5 - 6	2.5	835

### **36.6. Hydrofoil Big Air prize money distribution**

The prize money distribution for a valid and completed KWT Hydrofoil Big Air event will be done according to the following:

#### **36.6.1. 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 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>		

#### **36.6.2. 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	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>

### 36.6.3. 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>

## 37. INTERFERENCE IN HYDROFOIL BIG AIR DISCIPLINE

### 37.1. Interference penalty procedure

1. If an interference is called on a competitor, the final score of the competitor will be penalized based on the following table:

Final Score	1st Interference	2nd Interference
2 scores	Loss of 50% of second best score	Loss of 100% of second best score

3 scores	Loss of 50% of second best score	Loss of 100% of second best score
4 scores or more	Loss of 50% of first best score	Loss of 100% of first best score

2. 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.

## 38. JUDGING HYDROFOIL BIG AIR

### 38.1. Ties in Hydrofoil Big Air Discipline heats

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 counting towards the final score 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.

### 38.2. Hydrofoil Big Air Trick Categories

1. The tricks repertoire has been broken down in a number of categories. The list of tricks included by category is not extensive, and not limited to the described tricks in appendix C but gives an indication about how different tricks are being categorized by the judges. The Head Judge has the final say when categorizing a new trick.
2. In order to bring the variety criteria into effect, only the highest score per trick category may count towards the final heat score from each competitor.

### 38.3. Judging Criteria

Judging Criteria are applied to score the quality of the execution of each individual trick. Each judge analyzes the following major elements when scoring a trick:

#### 1. Trick and Manoeuvre Scoring Levels

- Excellent Range (8 to 10 points): Awarded for very high tricks, very high extremity and exceptionally technical maneuvers.
- Very Good Range (6 to 7.9 points): Awarded for high tricks, with high extremity and highly technical maneuvers.
- Average Range (4 to 5.9 points): Awarded for medium-high tricks, medium extremity and moderately technical maneuvers.
- Low/Very Low Range (0 to 3.9 Points): Awarded for low tricks, no extremity and basic technical maneuvers.

## 2. Judging Criteria

- Height and Amplitude  
Maximum height achieved, hangtime, and travel distance are key factors.
- Extremity  
Judged on the risk factor and commitment taken during maneuvers, including:
  - The yank or force exerted
  - Kite angle
  - Explosivity in the execution of the trick
  - Speed in and speed out of the landings.
- Technical Difficulty  
Assessed on a technical scale from 0.1 to 10 points, based on maneuver complexity.  
Execution: The degree of spins you complete while performing a maneuver.  
Sub-Criteria:
  - Inverted maneuvers are considered more challenging than flat spins.
  - Double or triple rotations/loops/flips/board spins are scored higher than singles as long as judging criteria A & B are met with the same commitment.
  - Board-offs performed from the foil or board edge will score higher than those executed from the strap.
  - Innovation: Any trick (something new or different to what we have seen in competition before) and that has not been landed in competition before will be rewarded if executed well.
- Landings  
All tricks must be landed and ridden away in control. Judges will take in consideration when landing a trick if the board touch the water or you are able to do a clean landing (back up on foil or sliding the foil), wish will increase score.
- Surface tricks will count, but as the wind speed increase, the High, Amplitude and Extremity are key to score, the surface tricks will be scored on the Low range.
- Smoothness  
Showcasing fluid body control for the whole duration of the maneuver.

## CHAPTER 5: BIG AIR DISCIPLINE

### 39. BIG AIR DISCIPLINE

1. The Big Air Discipline can be run under two different disciplines:
  - Big Air Twin-tip
  - Big Air Surfboard
2. When assessing if the conditions are suitable for a discipline, the race director will take into account the wind speed, wind direction, temperature, incoming and current weather, waves and ocean currents.
3. If conditions remain the same, once a round is started the format shall stay the same until that round is completed. If there is a major change in conditions, the race director may decide to change the format at any time.
4. The competition format and amount of tricks counting towards the final score will be announced by the Head Judge and in the Official Notice Board at least thirty (30) minutes before the start of the heat.

### 40. BIG AIR EQUIPMENT

1. The use of a helmet is mandatory for the hydrofoil discipline.
2. Only twin-tips are eligible in the Big Air Twin-tip discipline.
3. Only surf boards without straps nor wax are eligible for use in the Big Air Surfboard discipline.

### 41. ENTRY ALLOCATION AND SEEDING

#### 41.1. Entry allocation

1. There is a maximum number of competitors per discipline:
  - 24 competitors men entering a Big Air Twintip event.
  - 12 competitors women entering a Big Air Twintip event.
  - 12 per gender entering a Big Air Surfboard event.
2. Entries into Big Air events shall be allocated according to the following table:

CATEGORY	24 Riders	12 Riders
GKA ranking	1 - 10	1 - 5
Video Wildcards	11 - 20	6 - 10

GKA Wildcards	21 - 22	11
Organizer Wildcards	23 - 24	12

3. The GKA will publish the wildcards allocation and participants list 30 days before the event.
4. The video wildcards will be judged by the events judge team based on the judging criteria of the discipline set by the Head Judge. Videos can be uploaded via the rider app and riders can upload videos by following the text outlined within the rider app. The best overall level will be scored against the other video applications and a list will be calculated.

#### 41.2. Seeding

All participants will be seeded based on their KWT ranking whenever available. If this is not possible, they will be distributed in the KWT 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.

## 42. ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY

### 42.1. Elimination procedure

1. 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.
  - "Byes", if any, shall be positioned so that they are allocated to the most highly ranked competitors.
  - If a majority of the heats of the first round have Byes, the Race Director and Head Judge may position competitors in the next rounds based on their seeding.
  - Competitors shall ride one against one, or in groups of up to 4. The declared winners shall advance on the elimination ladder.

#### 2. Heat distribution

24 Competitors Dingle		12 Competitors Dingle	
Heat	Competitor	Heat	Competitor
1	6 vs 11 vs 19	1	3 vs 6 vs 20
2	3 vs 14 vs 22	2	2 vs 7 vs 10
3	7 vs 10 vs 18	3	4 vs 5 vs 9

4	2 vs 15 vs 23	4	1 vs 8 vs 12
5	5 vs 12 vs 20		
6	4 vs 13 vs 21		
7	8 vs 9 vs 17		
8	1 vs 16 vs 24		

### 3. Elimination ladders

The elimination ladder used for the KWT Big Air event shall be Dingle.

#### KWT 24 Riders Dingle Elimination

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			28			23			29		
11			14			10			15			12		
6			3			7			7			5		
Seed	HEAT # 6	Pos. Lvc	Seed	HEAT # 7	Pos. Lvc	Seed	HEAT # 8	Pos. Lvc	Seed	HEAT # 9	Pos. Lvc	Seed	HEAT # 10	Pos. Lvc
20			17			24			9			13		
13			8			4			16			11		
5			1			3			2			6		
Seed	HEAT # 11	Pos. Lvc	Seed	HEAT # 12	Pos. Lvc	Seed	HEAT # 13	Pos. Lvc	Seed	HEAT # 14	Pos. Lvc	Seed	HEAT # 15	Pos. Lvc
20			17			24			9			13		
13			8			4			16			11		
5			1			3			2			6		
Seed	HEAT # 16	Pos. Lvc	Seed	HEAT # 17	Pos. Lvc	Seed	HEAT # 18	Pos. Lvc	Seed	HEAT # 19	Pos. Lvc	Seed	HEAT # 20	Pos. Lvc
20			17			24			9			13		
13			8			4			16			11		
5			1			3			2			6		
Seed	HEAT # 21	Pos. Lvc	Seed	HEAT # 22	Pos. Lvc	Seed	HEAT # 23	Pos. Lvc	Seed	HEAT # 24	Pos. Lvc	Seed	HEAT # 25	Pos. Lvc
20			17			24			9			13		
13			8			4			16			11		
5			1			3			2			6		

Rk.	NAME
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	
21	
22	
23	
24	

#### KWT 12 Riders Dingle Elimination

ROUND # 1			ROUND # 2			SEMI - FINALS			FINALS		
Seed	HEAT # 1	Pos. Lvc	Seed	HEAT # 2	Pos. Lvc	Seed	HEAT # 3	Pos. Lvc	Seed	HEAT # 4	Pos. Lvc
10			11			9			12		
6			7			5			8		
3			2			4			1		
Seed	HEAT # 5	Pos. Lvc	Seed	HEAT # 6	Pos. Lvc	Seed	HEAT # 7	Pos. Lvc	Seed	HEAT # 8	Pos. Lvc
11			5			9			12		
7			4			5			8		
2			1			4			1		
Seed	HEAT # 9	Pos. Lvc	Seed	HEAT # 10	Pos. Lvc	Seed	HEAT # 11	Pos. Lvc	Seed	HEAT # 12	Pos. Lvc
11			5			9			12		
7			4			5			8		
2			1			4			1		

Rk.	NAME
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	

#### KWT 6 Riders Dingle Elimination



ROUND # 1			ROUND # 2			FINAL		
Heat	Seed	Name						
#1	2		Heat	2ND#1		Heat	1ST #1	
	3			3RD#1			1ST#2	
	6			2ND#2			1ST#3	
				3RD#2			2ND#3	
#2	5		#3			#4		
	4							
	1							
						RESULTS		
						1 <sup>st</sup>		
						2 <sup>nd</sup>		
						3 <sup>rd</sup>		
						4 <sup>th</sup>		
						5 <sup>th</sup>		
						5 <sup>th</sup>		

#### 4. Heat Progression:

- In those dingle eliminations the winner of the first round advances to the third round, whilst the second and third advance to the second round.
- From the second round on, the winner of the heats advance to the next round whilst the second placed riders are out of competition, until the final.

### 42.2. Heat Schedule

The schedule of heats shall be posted at the Official Notice Board. It shall be the sole responsibility of each competitor to know in which heat they will be taking part.

### 42.3. Heat Procedure

1. The heat time varies depending on the conditions. The amount of time per heat will be announced by the Head Judge and posted on the Official Notice Board at least thirty (30) minutes before the start of the heat.
2. Only the first trick per tack will be scored. Competitors may also have to go out of the competition area once a trick is performed in order to be scored for their next trick attempt.
3. Competitors may have a limit of trick attempts.
4. Once the heat time has elapsed the competitor won't be scored.

### 42.4. Heat Procedure

Number of events completed	Number of events discarded
1 - 2	0
3 - 6	1

The last event of the year cannot be counted as a discarded event by competitors not attending the event, except if a competitor is not able to attend due to extenuating circumstances including injury, pregnancy or parental leave or death of relatives. The KWT Sports Commission will consider each case and has the right to follow up and investigate all of the cases.

In case of injury an official medical certificate must be delivered to the KWT Sports Commission no later than the last day of competition of the last event of the year to be able to discard the last event.

## 42.5. Discipline Scoring

2. There shall be no more than 1 dingle elimination at each KWT event.
3. The minimum number of elimination series to constitute a valid score at an event and in order to distribute prize money is one (1) KWT elimination ladder - where the fleet has been eliminated to the top eight riders with a 24 riders Dingle or four riders with a 12 riders Dingle.
4. Finishing positions in Dingle Elimination shall be scored as follows:

### 24 Riders:

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

### 12 Riders:

Finishing Position	Position	Points
Heat 15 - 1 <sup>st</sup> , 2 <sup>nd</sup>	1, 2	1000, 870
Heat 16 - 1 <sup>st</sup> , 2 <sup>nd</sup>	3, 4	770, 700
Heats 9 - 12	5	580
Heats 5 - 8	9	420

## 5. Scoring of incomplete elimination series

When the minimum number of heats for a valid KWT 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:

### 24 Riders:

Finishing Position	Position	Points
Heat 31	1.5	935
Heat 32	3.5	735
Heat 29 - 30	2.5	835
Heats 25 - 28	4.5	708

12 Riders:

Finishing Position	Position	Points
Heat 15	1.5	935
Heat 16	3.5	735
Heat 13 - 14	2.5	835

#### 42.6. Big Air Discipline prize money distribution

The prize money distribution for a valid and completed KWT Big Air World Championships event will be done according to the following table:

Position	Percentage
1	40%
2	30%
3	20%
4	10%
<b>Total</b>	<b>100%</b>

### 43. INTERFERENCE IN BIG AIR DISCIPLINE

#### 43.1. Interference penalty procedure

1. If an interference is called on a competitor, the final score of the competitor will be penalized based on the following table:

Final Score	1st Interference	2nd Interference
-------------	------------------	------------------

2 scores	Loss of 50% of second best score	Loss of 100% of second best score
3 scores	Loss of 50% of second best score	Loss of 100% of second best score
4 scores or more	Loss of 50% of first best score	Loss of 100% of first best score

2. 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.

## 44. JUDGING BIG AIR DISCIPLINE

### 44.1. Judging procedure

1. The general judging rules are located in Chapter 21.
2. Judges shall award each competitor's trick scores on a scale from 0.1 to 10.0, broken into one-hundreds increments (e.g 6.44).
3. 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.
4. The scores of the respective competitors shall be tabulated together to determine the winner: highest points wins.
5. The maximum number of trick attempts and the trick scores 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.

### 44.2. Ties in Big Air Discipline heats

In case of tie in the Big Air format, it will be broken in favor of the competitor with the highest total trick score, excluding the Overall Impression score if there is any. If a tie remains between two or more competitors, 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 counting towards the final score 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.

### 44.3. Big Air Trick categories

1. The tricks repertoire has been broken down in a number of categories. The list of tricks included by category is not extensive, and not limited to the described tricks in appendix

C1,2 and 3 but gives an indication about how different tricks are being categorized by the judges. The Head Judge has the final say when categorizing a new trick.

2. In order to bring the variety criteria into effect, if a trick is repeated or if it is an evolution of the same trick (i.e. added rotation), only the highest score from those will count towards the final heat score from each competitor.

#### **44.4. Judging Criteria**

Judging Criteria are applied to score the quality of the execution of each individual trick. Each judge analyzes the following major elements when scoring a trick:

##### **1. Trick and Manoeuvr Scoring Levels**

- Excellent Range (8 to 10 points): Awarded for very high tricks, very high extremity and exceptionally technical maneuvers.
- Very Good Range (6 to 7.9 points): Awarded for high tricks, with high extremity and highly technical maneuvers.
- Average Range (4 to 5.9 points): Awarded for medium-high tricks, medium extremity and moderately technical maneuvers.
- Low/Very Low Range (0 to 3.9 Points): Awarded for low tricks, no extremity and basic technical maneuvers.

##### **2. Judging Criteria**

- Height and Amplitude  
Maximum height achieved, hangtime, and travel distance are key factors.
- Extremity  
Judged on the risk factor and commitment taken during maneuvers, including:
  - The yank or force exerted
  - Kite angle
  - Explosivity in the execution of the trick
  - Speed in and speed out of the landings.
- Technical Difficulty  
Assessed on a technical scale from 0.1 to 10 points, based on maneuver complexity.  
Execution: The degree of spins you complete while performing a maneuver.  
Sub-Criteria:
  - Inverted maneuvers are considered more challenging than flat spins.
  - Double or triple rotations/loops/flips/board spins are scored higher than singles as long as judging criteria A & B are met with the same commitment.
  - On Surfboard Big Air the more time you travel without grabbing the board more technical will be. If you grab the board right after the pop it will be less technical than if you fly until the top without touching the board.

- Innovation: Any trick (something new or different to what we have seen in competition before) and that has not been landed in competition before will be rewarded if executed well.
- Landings  
All tricks must be landed and ridden away in control.
- Smoothness  
Showcasing fluid body control for the whole duration of the maneuver.

## CHAPTER 6: Park Discipline

### 45. Park Discipline

1. In the Park discipline riders perform tricks on different features whilst following a course. Features can be obstacles such as sliders, kickers, rails or any other structure able to be within the event area.
2. Depending on the given set up of features within the competition area the competitors are performing runs along a single feature or a line of multiple features within their drop in. A drop-in is also known as a rider's 'turn' or 'attempt' in sequence with the heat order.
3. When assessing if the conditions are suitable for a format, the race director and head judge will consider the wind speed, wind direction, temperature, incoming and current weather, waves and ocean currents.
4. If conditions remain the same, once a round is started the format shall stay the same until that round is completed. If there is a major change in conditions, the race director and head judge may decide to change the format at any time.

### 46. PARK EQUIPMENT

There are no restrictions on Park equipment.

### 47. ENTRY ALLOCATION

There is a maximum of 24 Male and 16 Female competitors entering any Kite Park League event.

### 48. ELIMINATION PROCEDURE, SCORING AND PRIZE MONEY

#### 48.1. Elimination procedure

1. 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 shall ride one against one, or in groups of up to 8. The declared winners shall advance on the elimination ladder.
  - The fleet is divided into 3 heats in Round 1 with up to 8 competitors in each heat.
  - The riders finishing in positions 1 & 2 in each heat qualify into the final heat and the riders finishing in 3rd, 4th & 5th position qualify for the semi-final heat.

- In the Semi-Final, the top 3 competitors also qualify for the final.

## 2. Heats

- Each heat consists of 4 drop-ins by each Competitor on each feature.
- Competitors must use 1 drop in as an abort.
- Competitors must stay in seeding order.
- If a competitor drops in out of order, the hit doesn't count but they still lose a drop in.

## 3. Elimination Ladders

### Men

Heat M1	Heat M2	Heat M3
seed 22	seed 23	seed 24
seed 21	seed 20	seed 19
seed 16	seed 17	seed 18
seed 15	seed 14	seed 13
seed 10	seed 11	seed 12
seed 9	seed 8	seed 7
seed 4	seed 5	seed 6
seed 3	seed 2	seed 1

  

Heat M4	Heat M5
5th heat M1	3rd heat M4
5th heat M2	2nd heat M4
5th heat M3	1st heat M4
4th heat M3	2nd heat M3
4th heat M2	2nd heat M2
4th heat M1	2nd heat M1
3rd heat M1	1st heat M1
3rd heat M2	1st heat M2
3rd heat M3	1st heat M3

### Women



Heat W1
seed 15
seed 14
seed 11
seed 10
seed 7
seed 6
seed 3
seed 2

Heat W2
seed 16
seed 13
seed 12
seed 9
seed 8
seed 5
seed 4
seed 1

Heat W3
6th heat W2
6th heat W1
5th heat W1
5th heat W2
4th heat W2
4th heat W1
3rd heat W1
3rd heat W2

Heat W4
3rd heat W3
2nd heat W3
1st heat W3
2nd heat W2
2nd heat W1
1st heat W1
1st heat W2

## 48.2. Heat Schedule

The schedule of heats shall be posted at the Official Notice Board. It shall be sole responsibility of each competitor to know in which heat they will be taking part.

## 48.3. Heat Procedure

Every competitor will perform on a single feature or a line of multiple features one at a time respecting the heat order. If available, a display system will guide the competition as follows:

*Trick by Trick*

### 48.3.1. Flag Sequence

- Black - Open Park
- Red Flag - Stand by, warm up for pending heat only.
- Standby must last at least 10 minutes so riders can change kites if desired
- Yellow Flag - Clear the feature, line up
- Green - Heat is on
- White - Drop signal, judges are ready.

### 48.3.2. Trick countdown and order

- Every rider will have a time limit to perform their trick attempt.
- The trick countdown shall be no more than 1 minute 30 seconds. The amount of time per trick attempts and tricks counting towards the final score will be announced by the Head Judge and posted on the Official Notice Board at least thirty (30) minutes before the start of the heat.
- Once the time has elapsed the competitor will lose the ability to perform that trick and will need to wait for the next attempt. The Head Judge may re-start the time if there is strong evidence that the competitor could not perform within the time limit due to an abrupt wind change or because of an external obstruction. i.e. interference from another competitor.

- If a competitor performs a trick at the wrong time, it will not be scored and they may be penalized by a warning, having to repeat their trick attempt.
- If a competitor arrives late to their heat, the competitor will wait their turn or until their Lycra color or name appears on the display systems. The competitor will not be able to perform the trick attempts they have lost.

#### **48.4. Discipline Scoring**

1. All judges scores for a trick are averaged for a trick score.
2. A competitor's highest trick score on a feature is used as their feature score.
3. All feature scores are combined for a competitor's heat score.

#### **48.5. Ties**

1. In the event of a tie, the competitor with the highest feature score wins.
2. If still tied, then the competitor with the 2nd highest feature score wins and so on.

#### **48.6. Park Set up**

1. The Park must have at least one kicker, medium size (400X200X105 cm) or larger.
2. The Park must have at least one slider that has been approved by the KPL.
3. If there are an odd number of sliders, then one must be hit on both tacks so that there are an equal number of hits on each tack.

The slider to be hit twice will be chosen by the Head Judge.

4. If there are more than 2 sliders then kicker hits will be added so that riders receive the same number of kicker scores as slider scores in a heat.
5. The features are divided into Rounds A and B by the Head Judge.

Competitors in a heat will get their hits on all features in Feature Round A before the next heat comes on.

Once all heats have finished Feature Round A, the features are flipped, and the heats repeat for Feature Round B.

#### **48.7. Park Discipline prize money distribution**

1. The total purse is divided between genders by ratio of competitors.
2. Each ranking will earn the following percentages of the prize purse:

<b>MEN</b>		<b>WOMEN</b>	
1 <sup>ST</sup>	30%	1 <sup>ST</sup>	30%

2 <sup>ND</sup>	22%	2 <sup>ND</sup>	23%
3 <sup>RD</sup>	16%	3 <sup>RD</sup>	17%
4 <sup>TH</sup>	12%	4 <sup>TH</sup>	12%
5 <sup>TH</sup>	7%	5 <sup>TH</sup>	8%
6 <sup>TH</sup>	5%	6 <sup>TH</sup>	5%
7 <sup>TH</sup>	4%	7 <sup>TH</sup>	3%
8 <sup>TH</sup>	3%	8 <sup>TH</sup>	2%
9 <sup>TH</sup>	1%	9 <sup>TH</sup>	1%

#### 48.8. Tour Scoring

1. If absent from an event competitors receive the same amount of season points as their final ranking in the event. Lowest score wins.
2. In the event of a tie, only counting each of the rider's non discarded events, the rider that beat the other more wins.

If still tied, then the rider with the highest event placement wins.

3. The number of event discards is as follows:

Number of events completed	Number of events discarded
1 - 3	0
4	1
5 - 6	2
7 - 8	3

## APPENDIX A1

### MEN DISCIPLINE TRICKLIST

#### FREESTYLE HEELSIDE GROUP

Free-style Men Tricklist

Group	GROUP 1 "HEEL SIDE" (MAX 2 TRICKS COUNT FOR MEN)							
Family	1. RALEY OR FLAT BASED	2. KGB's & SLIM CHANCES	3. HINTERBERGERS & HEART ATTACKS	4. BACK MOBES & FBM's				
Pop	P	Back to Blind	B2B	Hinterberger to wrapped	H2W	Back Roll to wrapped	BR2W	
Raley	R	Back backside 1	B2B	Hinterberger Frontside 3	HFS3	Back Mobe	BM	
Krypt	K	KGB	KGB	Hinterberger Frontside 5	HFS5	Back Mobe 5	BM5	
Vulcan	V	KGB 5	KGB5	Hinterberger Frontside 7	HFS7	Back Mobe 7	BM7	
Back Roll	BR	KGB 7	KGB7	Hinterberger Frontside 9	HFS9	Back Mobe 9	BM9	
Front Roll	FR	KGB 9	KGB9	Double Hinterberger Frontside 3	2xHF3	Front Blind	FB	
S-bend	SB	Front roll to wrapped	FR2W	Double Hinterberger Frontside 5	2xHF5	Front Blind Mobe	FBM	
Frontside 3	FS3	Slim	SLIM	Double Hinterberger Frontside 7	2xHF7	Front Blind Mobe 5	FBM5	
Frontside 5	FS5	Slim 5	SLIM5	S-Bend to Blind	SB2B	Front Blind Mobe 7	FBM7	
Frontside 7	FS7	Slim 7	SLIM7	Double S-Bend to Blind	SB2B	Double Front Blind Mobe	2xFBM	
Frontside 9	FS9	Slim 9	SLIM9	S-Bend backside 1	SBBS1	Double Back Mobe	2xBM	
Frontside 10	FS10	Slim 10	SLIM10	Heart Attack	HA	Double Back Mobe 5	2xBM5	
Backside 1	BS1	S-Mobe 10	SM10	Heart Attack 5	HA5			
Backside 3	BS3	S-Mobe	SM	Heart Attack 7	HA7			
Backside 5	BS5	S-Mobe 5	SM5	Heart Attack 9	HA9			
Backside 7	BS7	S-Mobe 7	SM7	Double Heart Attack 5	HA5			
Backside 9	BS9	S-Mobe 9	SM9	Double Heart Attack 7	HA7			
Backside 10	BS10			Double Hinterberger Frontside 9	2XHF9			
Frontside 313	FS313							
Frontside 315	FS315							
Frontside 317	FS317							
Frontside 319	FS319							
Frontside 3110	FS3110							
Backside 313	BS313							
Backside 315	BS315							
Backside 317	BS317							
Backside 319	BS319							
Back side 3110	BS 3110							

#### FREESTYLE VARIETY GROUP

**Free-style Men Tricklist**

Group		GROUP 2 "VARIETY" (MAX 3 TRICKS COUNT)						
Family	1. RE-WINDS	2. TOE SIDE/BLIND FAMILY (MAX 2)		3. COMBOS	4. INVERTED DOUBLE ROTATIONS		5. KITELOOP OR DOWNLOOPS	
	313 to blind	3132B			Double Half Cab	2xHC	Kite loops	KL
	BS 313 to wrapped	BS3132W	90210	90210	Double Half Cab Mobe	2XHCM	Down Loop	DL
	KGB to wrapped	KGB2W	Oh Really	OR	Double Back to Blind	2xB2B	Kite Loop Handle Pass	KLHP
	Slim to blind	S2B	Oh Really 7	OR7	Double Tantrum to Blind	2xT2B	Down Loop Handle Pass	DLHP
	Back mobe to blind	BM2B	Toeside Railey to Blind	TSR2B	Double Half Cab to Blind	2XHC2B		
	Heart Attack to wrapped	HA2W	Toeside Backside 180	TSBS180	Double Front to Wrapped	2XF2W		
	Front Blind Mobe to Wrapped	FBM2W	Toeside Backside 313	TSBS313	Double Front Blind	2xF2B		
	Hinterberger to Blind	HB2B	Toeside Backside 315	TSBS315				
	S-Mobe to Blind	SM2B	Pete Rose	PR				
	Backside 315 to wrapped	BS315W	Pete Rose 5	PR5				
	Frontside 317 to blind	FS317B	Pete Rose 7	PR7				
	Backside 313 to FS315	BS313FS315	G-Spot	GS				
	Frontside 313 to BS 313	FS313BS313	Blind Pete	BP				
			Blind Pete 5	BP5				
			Crow Mobe	CM				
			Crow Mobe 5	CM5				
			Crow Mobe 7	CM7				
			Tootsie Roll	TR				
			Dum Dum	DD				
			Dum Dum 5	DD5				
			Dum Dum 7	DD7				
			Toeside Backside 1	TSBS1				
			Toeside Backside 3	TSBS3				
			Toeside Backside 5	TSBS5				
			Toeside Backside 7	TSBS7				
			Toeside Backside 9	TSBS9				
			Toeside Backside 10	TSBS10				
			Toeside Frontside 3	TSFS3				
			Toeside Frontside 5	TSFS5				
			Toeside Frontside 7	TSFS7				
			Toeside Frontside 9	TSFS9				
			Toeside FrontSide 313 to Blind	TFS32B				
			Toeside Slim To Blind	TS2B				
			Toeside Hinterberger To Blind	TH2B				
			Toeside Backside 313 to wrapped	TB32W				
			Toeside KGB to wrapped	TKGB2W				
			Toeside Heart Attack to Wrapped	THA2W				
			Toeside Double Half Cab	T2xHC				
			Toeside Double Half Cab Mobe	T2xHCM				
			Toeside 2x Hintermberger	T2xHB				
			Toeside 2x Hintermberger 5	T2xHM5				
			Toeside 2x Heart Attack	T2xHA				
			2.2 BLIND SIDES (MAX 1)					
			Blind Front blind	BDFB				
			Blind Front blind Mobe	BDFBM				
			Blind Slim	BDS				
			Blind Slim 5	BDS5				
			Blind Slim to Blind	BS2B				
			Blind KGB	BKGB				
			Blind KGB 5	BKGB5				
			Blind KGB to Wrapped	BKGB2W				
			Blind Double Half Cap Mobe	B2xHCM				
			Blind BS 313 to Wrapped	BBS32W				
			Blind BS 315	BDBS315				

## APPENDIX A2

### WOMEN DISCIPLINE TRICKLIST

#### FREESTYLE HEELSIDE GROUP

Free-style Women Tricklist

GROUP 1 "HEEL SIDE" (MAX 3 TRICKS COUNT)								
Group								
Family	1. RALEY OR FLAT BASED (MAX 1)		2. KGB's & SLIM CHANCES (MAX 2)		3. HINTERBERGERS & HEART ATTACKS (MAX 2)		4.0 MOBES (MAX 2)	
Sub-Family	2.1 KGB's (MAX 1)		3.1 HINTERBERGERS (MAX 1)		4.1 BACK MOBES (MAX 1)			
Pop	P							
Raley	R	Back to Blind	B2B	Hinterberger to wrapped	H2W	Back Roll to wrapped	BR2W	
Krypt	K	Back backside 1	B2B	Hinterberger Frontside 3	HFS3	Back Mobe	BM	
Vulcan	V	KGB	KGB	Hinterberger Frontside 5	HFS5	Back Mobe 5	BM5	
Back Roll	BR	KGB 5	KGB5	Hinterberger Frontside 7	HFS7	Back Mobe 7	BM7	
Front Roll	FR	KGB 7	KGB7	Hinterberger Frontside 9	HFS9	Back Mobe 9	BM9	
S-bend	SB	KGB 9	KGB9	Double Hinterberger Frontside 3	2xHF3	4.2 FRONT BLIND MOBES (MAX 1)		
Frontside 3	FS3	2.2 SLIM CHANCES (MAX 1)		Double Hinterberger Frontside 5	2xHF5	Front Blind	FB	
Frontside 5	FS5	Front roll to wrapped	FR2W	Double Hinterberger Frontside 7	2xHF7	Front Blind Mobe	FBM	
Frontside 7	FS7	Slim	SLIM	3.2 HEART ATTACKS (MAX 1)		Front Blind Mobe 5	FBM5	
Frontside 9	FS9	Slim 5	SLIM5	S-Bend to Blind	SB2B	Front Blind Mobe 7	FBM7	
Frontside 10	FS10	Slim 7	SLIM7	Double S-Bend to Blind	2xSB2B			
Backside 1	BS1	Slim 9	SLIM9	S-Bend backside 1	SBBS1			
Backside 3	BS3	S-Mobe	SM	Heart Attack	HA			
Backside 5	BS5	S-Mobe 5	SM5	Heart Attack 5	HA5			
Backside 7	BS7	S-Mobe 7	SM7	Heart Attack 7	HA7			
Backside 9	BS9	S-Mobe 9	SM9	Heart Attack 9	HA9			
Backside 10	BS10			Double Heart Attack 5	2xHA5			
Frontside 313	FS313			Double Heart Attack 7	2xHA7			
Frontside 315	FS315							
Frontside 317	FS317							
Frontside 319	FS319							
Frontside 3110	FS3110							
Blind Judge	BJ							
Backside 313	BS313							
Backside 315	BS315							
Backside 317	BS317							
Backside 319	BS319							

## FREESTYLE VARIETY GROUP Women

Free-style Women Tricklist

Group		GROUP 2 "VARIETY" (MAX 3 TRICKS COUNT)					
Family	1. RE-WINDS (MAX 1)		2. TOE SIDE/BLIND FAMILY (MAX 2)		COMBOS (MAX 1)	INVERTED DOUBLE ROTATIONS (MAX 1)	5. KITeloop OR DOWNLOOPS (MAX 1)
Sub-Family	313 to blind		2.1 TOE SIDES (MAX 1)		Combo tricks	2xHC	Kite loops
	BS 313 to wrapped	BS3132W	90210	90210			
	KGB to wrapped	KGB2W	Oh Really	OR		2XHCM	Down loops
	Slim to blind	S2B	Oh Really 7	OR7		2xB2B	Kite loops handle passes
	Back mobe to blinds	BM2B	Toeside Railey to Blind	TSR2B		2xT2B	Down loops handle passes
	FS 3 to blind	FS32B	Toeside Backside 180	TSBS180			F16
	BS 3 to wrapped	BS32W	Toeside Backside 313	TSBS313			
			Toeside Backside 315	TSBS315			
			Pete Rose	PR			
			Pete Rose 5	PR5			
			Pete Rose 7	PR7			
			G-Spot	GS			
			Blind Pete	BP			
			Blind Pete 5	BP5			
			Crow Mobe	CM			
			Crow Mobe 5	CM5			
			Crow Mobe 7	CM7			
			Tootsie Roll	TR			
			Dum Dum	DD			
			Dum Dum 5	DD5			
			Dum Dum 7	DD7			
			Toeside Backside 1	TSBS1			
			Toeside Backside 3	TSBS3			
			Toeside Backside 5	TSBS5			
			Toeside Backside 7	TSBS7			
			Toeside Backside 9	TSBS9			
			Toeside Backside 10	TSBS10			
			Toeside Frontside 3	TSFS3			
			Toeside Frontside 5	TSFS5			
			Toeside Frontside 7	TSFS7			
			Toeside Frontside 9	TSFS9			
			2.2 BLIND SIDES (MAX 1)				
			Blind Front blind	BDFB			
			Blind Front blind Mobe	BDFBM			
			Blind Slim	BDS			
			Blind Slim 5	BDS5			
			Blind BS 315	BDBS315			

## ***FREESTYLE YOUTH TRICKLIST***



## APPENDIX B1

### SURFBOARD FREESTYLE TRICKLIST

Strapless Freestyle Tricklist organized by category. Trick count and attempts will be decided by Head Judge on the first skippers meeting.

Only one trick within each category can count towards the final score. Repeated tricks, only will count the best. \* (1,2,3...) is for extra rotations/flips/tictacs

AIR TRICKS (NO GRAB)		BOARD OFFS / RODEOS		KITELOOPS NO ROTATION	
AIR	AIR	ONE FOOT	OF	KITELOOP BOARD OFF	KLBO
AIR TO BLIND	A2B	BOARD OFF	BO	KITELOOP RODEO (1,2,3...)	KLR
BODY 360	B360	RODEO (1,2,3...)	R	KITELOOP TIC TAC (1,2,3...)	KLTT
AIR REVERSE	AR	FRONT ROLL ONE FOOT	FROF	KITELOOP FLIP (1,2,3...)	KLFL
AIR 3	A3	BACK ROLL ONE FOOT	BR OF	KITELOOP SHOVI BOARD OFF (1,2,3...)	KLSHBO
TOESIDE AIR	TSA	HAND STAND (1,2,3...)	HS	KITELOOPS BACK ROTATION	
TOESIDE AIR REVERSE	TSAR	JESUS WALK	JW	KITELOOP BACKROLL BOARD OFF (1,2,3...)	KLBRBO
TOESIDE AIR 3	TS3	BARE FOOT	BF	KITELOOP BACKROLL RODEO (1,2,3...)	KLBR
TOESIDE AIR 5	TS5	HAND VARIAL	HV	KITELOOP BACKROLL FLIP (1,2,3...)	KLBRFL
TOESIDE AIR 7	TS7	FRONT ROLL HAND VARIAL	FRHV	KITELOOP BACKROLL TIC TAC (1,2,3...)	KLBR TT
AIR TRICKS INNOVATION	ATI	BACK ROLL SUPERMAN	BR S	KITELOOP BACKROLL SHOVI (1,2,3...)	KLBRSH
BACK ROLLS (NO GRAB)		TIC TAC (1,2,3...)	TT	KITELOOPS FRONT ROTATION	
BACK ROLL	BR	FLIP (1,2,3...)	FL	KITELOOP FRONT BOARD OFF (1,2,3...)	KLFRBO
BACK ROLL 5	BR5	SHOVI BOARD OFF (1,2,3...)	SHBO	KITELOOP FRONT RODEO (1,2,3...)	KLFR
DOUBLE BACK ROLL	2BR	FRONT BOARD OFFS / RODEOS		KITELOOP FRONT ROLL FLIP (1,2,3...)	KLFRFL
TRIPLE BACK ROLL	3BR	FRONT ROLL BOARD OFF (1,2,3...)	FRBO	KITELOOP FRONT ROLL TIC TAC (1,2,3...)	KLFR TT
UNHOOKED BACK ROLL (1,2,3...)	UHBR	DOUBLE FRONT BOARD OFF (1,2,3...)	2FRBO	KITELOOP FRONT ROLL SHOVI (1,2,3...)	KLFRSH
BACK ROLL INNOVATION	BRI	TRIPLE FRONT BOARD OFF (1,2,3...)	3FRBO	CONTRALOOPS BACK ROTATION	
FRONT ROLLS (NO GRAB)		FRONT ROLL RODEO (1,2,3...)	FRR	CONTRA BACKROLL BOARD OFF (1,2,3...)	CLBRBO
FRONT ROLL	FR	DOUBLE FRONT RODEO (1,2,3...)	2FRR	CONTRA BACKROLL RODEO (1,2,3...)	CLBR
FRONT ROLL TO BLIND	FR2B	TRIPLE FRONT RODEO (1,2,3...)	3FRR	CONTRA BACKROLL FLIP (1,2,3...)	CLBRFL
DOUBLE FRONT ROLL	2FR	FRONT ROLL TIC TAC (1,2,3...)	FR TT	CONTRA BACKROLL TIC TAC (1,2,3...)	CLBR TT
DOUBLE FRONT ROLL TO BLIND	2FR2B	DOUBLE FRONT TIC TAC (1,2,3...)	2FR TT	CONTRA BACKROLL SHOVI (1,2,3...)	CLBRSH
TRIPLE FRONT ROLL	3FR	FRONT ROLL FLIP (1,2,3...)	FRFL	CONTRALOOPS FRONT ROTATION	
4 X FRONT ROLL	4FR	DOUBLE FRONT ROLL FLIP (1,2,3...)	2FRFL	CONTRA FRONT ROLL BOARD OFF (1,2,3...)	CLFRBO
UNHOOKED FRONT ROLL (1,2,3...)	UHFR	FRONT SHOVI BOARD OFF (1,2,3...)	FRSHBO	CONTRA FRONT ROLL RODEO (1,2,3...)	CLFR
FRONT ROLL INNOVATION	FRI	BACK BOARD OFFS / RODEOS		CONTRA FRONT ROLL FLIP (1,2,3...)	CLFRFL
BACKSIDE HANDLEPASS		BACK ROLL BOARD OFF (1,2,3...)	BRBO	CONTRA FRONT ROLL TIC TAC (1,2,3...)	CLFR TT
BACKSIDE 3	BS3	DOUBLE BACK BOARD OFF (1,2,3...)	2BRBO	CONTRA FRONT ROLL SHOVI (1,2,3...)	CLFRSH
BACKSIDE 5	BS5	TRIPLE BACK BOARD OFF (1,2,3...)	3BRBO	DOUBLE KITELOOPS	
BACKSIDE 7	BS7	BACK ROLL RODEO (1,2,3...)	BRR	DOUBLE KITELOOP BOARD OFF (1,2,3...)	2KLBO
FRONTSIDE HANDLEPASS		DOUBLE BACK RODEO (1,2,3...)	2BRR	DOUBLE KITELOOP BACKROLL (1,2,3...)	2KLBR
AIR FRONT SIDE 180 S.PASS	AFS180SP	TRIPLE BACK RODEO (1,2,3...)	3BRR	DOUBLE KITELOOP FRONTROLL (1,2,3...)	2KLFR
FRONTSIDE 3	FS3	BACK ROLL TIC TAC (1,2,3...)	BR TT	S LOOP	
FRONTSIDE 5	FS5	DOUBLE BACK TIC TAC (1,2,3...)	2BR TT	S LOOP (1,2,3...)	SL
FRONTSIDE 7	FS7	BACK ROLL FLIP (1,2,3...)	BRFL	KITELOOP INNOVATION	KLI
313	313	BACK SHOVI BOARD OFF (1,2,3...)	BRSHBO	* (1,2,3...) is for extra rotations/flips/tictacs	
315	315	BOARD OFF INNOVATION	BOI		
TOESIDE FRONT SIDE 180 S.PASS	TSFS180SP	KICK TRICKS (SHOVE-IT) NO GRABS			
TOESIDE FRONTSIDE 360	TSFS3	SHOVE-IT (1,2,3...)	SH		
TOESIDE FRONTSIDE 540	TSFS5	VARIAL FLIP (1,2,3...)	VFL		
		FLIP 3 (1,2,3...)	FL3		
		FRONTSIDE BIG SPIN	FSBS		
		BACKSIDE BIG SPIN	BSBS		
		BACK ROLL SHOVE IT (1,2,3...)	BRSH		
		FRONT ROLL SHOVE IT (1,2,3...)	FRSH		
		DOUBLE FRONT ROLL SHOVE IT (1,2,3...)	2FRSH		
		TRIPLE FRONT ROLL SHOVE IT (1,2,3...)	3FRSH		
		TOESIDE AIR 360 SHOVE IT (1,2,3...)	TS3SH		
		TOESIDE AIR 7 SHOVE IT (1,2,3...)	TS7SH		
		KICK TRICKS INNOVATION	KTI		

GKA KITE SURF WORLD TOUR TRICK LIST OCT 24

## APPENDIX B2

### YOUTH SURFBOARD FREESTYLE TRICKLIST

Strapless Freestyle Tricklist organized by category. Trick count and attempts will be decided by Head Judge on the first skippers meeting.

Only one trick within each category can count towards the final score. Repeated tricks, only will count the best. \* (1,2,3...) is for extra rotations/flips/tictacs

AIR TRICKS (NO GRAB)		BOARD OFFS / RODEOS		KITELOOPS NO ROTATION	
AIR	AIR	ONE FOOT	OF	KITELOOP BOARD OFF	KLBO
AIR TO BLIND	A2B	BOARD OFF	BO	KITELOOP RODEO (1,2,3...)	KLR
BODY 360	B360	RODEO (1,2,3...)	R	KITELOOP TIC TAC (1,2,3...)	KLTT
AIR REVERSE	AR	FRONT ROLL ONE FOOT	FROF	KITELOOP FLIP (1,2,3...)	KLFL
AIR 3	A3	BACK ROLL ONE FOOT	BROF	KITELOOP SHOVI BOARD OFF (1,2,3...)	KLSHBO
TOESIDE AIR	TSA	HAND STAND (1,2,3...)	HS	KITELOOPS BACK ROTATION	
TOESIDE AIR REVERSE	TSAR	JESUS WALK	JW	KITELOOP BACKROLL BOARD OFF (1,2,3...)	KLBRBO
TOESIDE AIR 3	TSA3	BARE FOOT	BF	KITELOOP BACKROLL RODEO (1,2,3...)	KLBR
TOESIDE AIR 5	TSA5	HAND VARIAL	HV	KITELOOP BACKROLL FLIP (1,2,3...)	KLBRFL
TOESIDE AIR 7	TSA7	FRONT ROLL HAND VARIAL	FRHV	KITELOOP BACKROLL TIC TAC (1,2,3...)	KLBRTT
AIR TRICKS INNOVATION	ATI	BACK ROLL SUPERMAN	BR	KITELOOP BACKROLL SHOVI (1,2,3...)	KLBRSH
BACK ROLLS (NO GRAB)		TIC TAC (1,2,3...)	TT	KITELOOPS FRONT ROTATION	
BACK ROLL	BR	FLIP (1,2,3...)	FL	KITELOOP FRONT BOARD OFF (1,2,3...)	KLFRBO
BACK ROLL 5	BR5	SHOVI BOARD OFF (1,2,3...)	SHBO	KITELOOP FRONT RODEO (1,2,3...)	KLFR
DOUBLE BACK ROLL	2BR	FRONT BOARD OFFS / RODEOS		KITELOOP FRONT ROLL FLIP (1,2,3...)	KLFRFL
TRIPLE BACK ROLL	3BR	FRONT ROLL BOARD OFF (1,2,3...)	FRBO	KITELOOP FRONT ROLL TIC TAC (1,2,3...)	KLFRTT
UNHOOKED BACK ROLL (1,2,3...)	UHBR	DOUBLE FRONT BOARD OFF (1,2,3...)	2FRBO	KITELOOP FRONT ROLL SHOVI (1,2,3...)	KLFRSH
BACK ROLL INNOVATION	BRI	TRIPLE FRONT BOARD OFF (1,2,3...)	3FRBO	CONTRALOOPS BACK ROTATION	
FRONT ROLLS (NO GRAB)		FRONT ROLL RODEO (1,2,3...)	FRR	CONTRA BACKROLL BOARD OFF (1,2,3...)	CLBRBO
FRONT ROLL	FR	DOUBLE FRONT RODEO (1,2,3...)	2FRR	CONTRA BACKROLL RODEO (1,2,3...)	CLBR
FRONT ROLL TO BLIND	FR2B	TRIPLE FRONT RODEO (1,2,3...)	3FRR	CONTRA BACKROLL FLIP (1,2,3...)	CLBRFL
DOUBLE FRONT ROLL	2FR	FRONT ROLL TIC TAC (1,2,3...)	FRTT	CONTRA BACKROLL TIC TAC (1,2,3...)	CLBRTT
DOUBLE FRONT ROLL TO BLIND	2FR2B	DOUBLE FRONT TIC TAC (1,2,3...)	2FRTT	CONTRA BACKROLL SHOVI (1,2,3...)	CLBRSH
TRIPLE FRONT ROLL	3FR	FRONT ROLL FLIP (1,2,3...)	FRFL	CONTRALOOPS FRONT ROTATION	
4 X FRONT ROLL	4FR	DOUBLE FRONT ROLL FLIP (1,2,3...)	2FRFL	CONTRA FRONT ROLL BOARD OFF (1,2,3...)	CLFRBO
UNHOOKED FRONT ROLL (1,2,3...)	UHFR	FRONT SHOVI BOARD OFF (1,2,3...)	FRSHBO	CONTRA FRONT ROLL RODEO (1,2,3...)	CLFR
FRONT ROLL INNOVATION	FRI	BACK BOARD OFFS / RODEOS		CONTRA FRONT ROLL FLIP (1,2,3...)	CLFRFL
BACKSIDE HANDLEPASS		BACK ROLL BOARD OFF (1,2,3...)	BRBO	CONTRA FRONT ROLL TIC TAC (1,2,3...)	CLFRTT
BACKSIDE 3	BS3	DOUBLE BACK BOARD OFF (1,2,3...)	2BRBO	CONTRA FRONT ROLL SHOVI (1,2,3...)	CLFRSH
BACKSIDE 5	BS5	TRIPLE BACK BOARD OFF (1,2,3...)	3BRBO	DOUBLE KITELOOPS	
BACKSIDE 7	BS7	BACK ROLL RODEO (1,2,3...)	BRR	DOUBLE KITELOOP BOARD OFF (1,2,3...)	2KLBO
FRONTSIDE HANDLEPASS		DOUBLE BACK RODEO (1,2,3...)	2BRR	DOUBLE KITELOOP BACKROLL (1,2,3...)	2KLBR
AIR FRONT SIDE 180 S.PASS	AFS180SP	TRIPLE BACK RODEO (1,2,3...)	3BRR	DOUBLE KITELOOP FRONTROLL (1,2,3...)	2KLFR
FRONTSIDE 3	FS3	BACK ROLL TIC TAC (1,2,3...)	BRTT	S LOOP	
FRONTSIDE 5	FS5	DOUBLE BACK TIC TAC (1,2,3...)	2BRTT	S LOOP (1,2,3...)	SL
FRONTSIDE 7	FS7	BACK ROLL FLIP (1,2,3...)	BRFL	KITELOOP INNOVATION	KLI
313	313	BACK SHOVI BOARD OFF (1,2,3...)	BRSHBO	* (1,2,3...) is for extra rotations/flips/tictacs	
315	315	BOARD OFF INNOVATION	BOI	GKA KITE SURF WORLD TOUR TRICK LIST OCT 24	
TOESIDE FRONT SIDE 180 S.PASS	TSFS180SP	KICK TRICKS (SHOVE-IT) NO GRABS			
TOESIDE FRONTSIDE 360	TSFS3	SHOVE-IT (1,2,3...)	SH		
TOESIDE FRONTSIDE 540	TSFS5	VARIAL FLIP (1,2,3...)	VFL		
RODEO HANDLEPASS		FLIP 3 (1,2,3...)	FL3		
HANDLE PASS RODEO	HPR	FRONTSIDE BIG SPIN	FSBS		
UNHOOKED INNOVATION	UI	BACKSIDE BIG SPIN	BSBS		
		BACK ROLL SHOVE IT (1,2,3...)	BRSH		
		FRONT ROLL SHOVE IT (1,2,3...)	FRSH		
		DOUBLE FRONT ROLL SHOVE IT (1,2,3...)	2FRSH		
		TRIPLE FRONT ROLL SHOVE IT (1,2,3...)	3FRSH		
		TOESIDE AIR 360 SHOVE IT (1,2,3...)	TSA3SH		
		TOESIDE AIR 7 SHOVE IT (1,2,3...)	TSA7SH		
		KICK TRICKS INNOVATION	KTI		

## APPENDIX C1

### HYDROFOIL BIG AIR TRICKLIST

#### GKA HYDROFOIL TRICKLIST 2024

TRICK NAME	ABBREVIATION
<b>AIR STYLE</b>	
Sent Jump	SJ
Kung Fu	KF
Deadman	DM
Deadman Front Roll	DMFR
Deadman Back Roll	DMBR
One Foot	OF
Back Rolls (1,2,3,4...)	BR
Front Rolls (1,2,3,4...)	FR
Back Rolls One Foot (1,2,3,4...)	BROF
Front Rolls One Foot (1,2,3,4...)	FROF

TRICK NAME	ABBREVIATION
<b>KITE LOOPS</b>	
Kite Loop (1,2,3)	KL
Kite Loop Back Roll (1,2,3...)	KLBR
Kite Loop Front Roll (1,2,3...)	KLFR
Kite Loop One Foot (1,2)	KLOF
Kite Loop Back Roll One Foot (1,2,3...)	KLBROF
Kite Loop Front Roll One Foot (1,2,3...)	KLFROF
Kite Loop Board Off (1,2)	KLBO
Kite Loop Back Roll Board Off (1,2,3...)	KLBRBO
Kite Loop Front Roll Board Off (1,2,3...)	KLFRBO

<b>BOARD OFFS</b>	
Board Off	BO
Back Roll Board Off (1,2,3,4...)	BRBO
Front Roll Board Off (1,2,3...)	FRBO
Board Pass (1,2,3...)	BP
Brodel Flip	BFL
Back Roll Board Pass	BRBP
Front Roll Board Pass	FRBP
Tic Tacs (1,2,3...)	TT
Back Roll Tic Tac (1,2,3...)	BRTT
Front Roll Tic Tac (1,2,3...)	FRTT
Rodeo	ROD
Back roll rodeo (1,2,3,4...)	BRROD

<b>CONTRA LOOPS FAMILY</b>	
Contra Loop (1,2)	CL
Contra Loop Back Roll (1,2,3...)	CLBR
Contra Loop Front Roll (1,2,3...)	CLFR
Contra Loop One Foot (1,2)	CLOF
Contra Loop Back Roll One Foot	CLBROF
Contra Loop Front Roll One Foot	CLFROF
Contra Loop Board Off (1,2)	CLBO
Contra Loop Back Roll Board Off	CLBRBO
Contra Loop Front Roll Board Off	CLFRBO

<b>HANDLE PASS</b>	
Sent pass (1,2)	SP
Back Roll sent pass (1,2)	BRSP
Front Roll sent pass (Kung fu)	FRSP
Kgb	KGB
Back Mobe	BM
Slim	SLIM
Front Mobe	FMB
FLAT 3	F3

<b>S LOOPS</b>	
S Loop	SL
S Loop Front Roll (1,2,3...)	SLFR
S Loop Back Roll (1,2,3...)	SLBR
S Loop Board Off (1,2, 3...)	SLBOF
S Loop Innovation	SLI

Innovation 1	INNO1
Innovation 2	INNO2
Innovation 3	INNO3

<b>SURFACE TRICKS</b>	
AROUND THE WORLD	ATW
FOIL SLIDE	FSL
TACK TORNADO (1,2,3...)	TT
JIBE TORNADO (1,2,3...)	JT

\*(1,2,3...) is for loops and/or rotations

## APPENDIX C2

### BIG AIR TWIN-TIP TRICKLIST

#### BIG AIR TWIN TIP TRICKLIST

TRICK NAME	ABBREVIATION	TRICK NAME	ABBREVIATION
Sent Jump	SJ	Kite Loop (1,2,3)	KL
Kung Fu	KF	Kite Loop Back Roll (1,2,3...)	KLBR
Deadman	DM	Kite Loop Front Roll (1,2,3...)	KLFR
Deadman Front Roll	DMFR	Kite Loop One Foot (1,2)	KLOF
Deadman Back Roll	DMBR	Kite Loop Back Roll One Foot (1,2,3...)	KLBROF
One Foot	OF	Kite Loop Front Roll One Foot (1,2,3...)	KLFRF
Back Rolls (1,2,3,4...)	BR	Kite Loop Board Off (1,2)	KLBO
Front Rolls (1,2,3,4...)	FR	Kite Loop Back Roll Board Off (1,2,3...)	KLBRBO
Back Rolls One Foot (1,2,3,4...)	BROF	Kite Loop Front Roll Board Off (1,2,3...)	KLFRBO
Front Rolls One Foot (1,2,3,4...)	FROF	Kite Loop Tic Tac (1,2,3...)	KLTT
Board Off	BO	Kite Loop Back Roll Tic Tac (1,2,3...)	KLBRTT
Back Roll Board Off (1,2,3,4...)	BRBO	Kite Loop Front Roll Tic Tac (1,2,3...)	KLFRTT
Front Roll Board Off (1,2,3...)	FRBO	Kite Loop Flip (1,2,3...)	KLFL
Board Pass (1,2,3...)	BP	Kite Loop Back Roll Flip (1,2,3...)	KLBRFL
Back Roll Board Pass	BRBP	Kite Loop Front Roll Flip (1,2,3...)	KLFRFL
Front Roll Board Pass	FRBP	Kite Loop Innovation	KLI
Tic Tacs (1,2,3...)	TT	Contra Loop (1,2)	CL
Tic Tac Flip (1,2,3...)	TTFL	Contra Loop Back Roll (1,2,3...)	CLBR
Back Roll Tic Tac (1,2,3...)	BRTT	Contra Loop Front Roll (1,2,3...)	CLFR
Back Roll Tic Tac Flip (1,2,3...)	BRTTFL	Contra Loop One Foot (1,2)	CLOF
Front Roll Tic Tac (1,2,3...)	FRTT	Contra Loop Back Roll One Foot (1,2,3...)	CLBROF
Front Roll Tic Tac Flip (1,2,3...)	FRTTFL	Contra Loop Front Roll One Foot (1,2,3...)	CLFRF
Flips (1,2,3...)	FL	Contra Loop Board Off (1,2)	CLBO
Back Roll Flip (1,2,3...)	BRFL	Contra Loop Back Roll Board Off (1,2,3...)	CLBRBO
Front Roll Flip (1,2,3...)	FRFL	Contra Loop Front Roll Board Off (1,2,3...)	CLFRBO
Kite Loop Double Half Cab	KL2HC	Contra Loop Tic Tac (1,2,3...)	CLTT
Kite Loop Frontside Pass (3,5,7...)	KLFS	Contra Loop Backroll Tic Tac (1,2,3...)	CLBRTT
Kite Loop Backside Pass (3,5,7...)	KLBS	Contra Loop Front Roll Tic Tac (1,2,3...)	CLFRTT
Kite Loop Back Roll Frontside Pass (3,5,7...)	KLBRFS	Contra Loop Flip (1,2,3...)	CLFL
Kite Loop Kgb	KLKGB	Contra Loop Backroll Flip (1,2,3...)	CLBRFL
Kite Loop Slim Chance	KLSC	Contra Loop Front Roll Flip (1,2,3...)	CLFRFL
Kite Loop Front Blind Mobe	KLFBM	Contra Loop Innovation	CLI
Kite Loop Double Half Cab Mobe (1,2...)	KL2HCM	S Loop	SL
Sent Pass (1,2,3...)	SP	S Loop Front Roll (1,2,3...)	SLFR
Back Roll Sent Pass (1,2,3...)	BRSP	S Loop Back Roll (1,2,3...)	SLBR
Front Roll Sent Pass (1,2,3...) a.k.a. Kung fu	FRSP	S Loop Board Off	SLBO
		S Loop Tic Tac	SLTT
		S Loop Flip	SLFL
		S Loop Back Roll Board Off (1,2,3...)	SLBRBO
		S Loop Front Roll Board Off (1,2,3...)	SLFRBO
		S Loop Back Roll Flip (1,2,3...)	SLBRFL
		S Loop Front Roll Flip (1,2,3...)	SLFRFL
		S Loop Back Roll Tic Tac (1,2,3...)	SLBRTT
		S Loop Front Roll Tic Tac (1,2,3...)	SLFRTT
		S Loop Innovation	SLI
		Snake Loop	SNL
		Innovation 1	INNO1
		Innovation 2	INNO2
		Innovation 3	INNO3

\* (1,2,3...) is for loops and/or rotations



## APPENDIX C3

### BIG AIR SURFBOARD TRICKLIST

Strapless Freestyle Tricklist organized by category. Trick count and attempts will be decided by Head Judge on the first skippers meeting.  
Only one trick within each category can count towards the final score. Repeated tricks, only will count the best. \* (1,2,3...) is for extra rotations/flips/tictacs

AIR TRICKS (NO GRAB)		BOARD OFFS / RODEOS		KITELOOPS NO ROTATION	
AIR	AIR	ONE FOOT	OF	KITELOOP BOARD OFF	KLBO
AIR TO BLIND	A2B	BOARD OFF	BO	KITELOOP RODEO (1,2,3...)	KLR
BODY 360	B360	RODEO (1,2,3...)	R	KITELOOP TIC TAC (1,2,3...)	KLTT
AIR REVERSE	AR	FRONT ROLL ONE FOOT	FROF	KITELOOP FLIP (1,2,3...)	KLFL
AIR 3	A3	BACK ROLL ONE FOOT	BROF	KITELOOP SHOVI BOARD OFF (1,2,3...)	KLHBO
TOESIDE AIR	TSA	HAND STAND (1,2,3...)	HS	KITELOOPS BACK ROTATION	
TOESIDE AIR REVERSE	TSAR	JESUS WALK	JW	KITELOOP BACKROLL BOARD OFF (1,2,3...)	KLBRBO
TOESIDE AIR 3	TSA3	BARE FOOT	BF	KITELOOP BACKROLL RODEO (1,2,3...)	KLBR
TOESIDE AIR 5	TSA5	HAND VARIAL	HV	KITELOOP BACKROLL FLIP (1,2,3...)	KLBRFL
TOESIDE AIR 7	TSA7	FRONT ROLL HAND VARIAL	FRHV	KITELOOP BACKROLL TIC TAC (1,2,3...)	KLBRTT
AIR TRICKS INNOVATION	ATI	BACK ROLL SUPERMAN	BR	KITELOOP BACKROLL SHOVI (1,2,3...)	KLBRSH
TIC TAC (1,2,3...)		TT		KITELOOPS FRONT ROTATION	
FLIP (1,2,3...)		FL		KITELOOP FRONT BOARD OFF (1,2,3...)	KLFRBO
SHOVI BOARD OFF (1,2,3...)		SHBO		KITELOOP FRONT RODEO (1,2,3...)	KLFR
BACK ROLLS (NO GRAB)		FRONT BOARD OFFS / RODEOS		KITELOOP FRONT ROLL FLIP (1,2,3...)	KLFRFL
BACK ROLL	BR	FRONT ROLL BOARD OFF (1,2,3...)	FRBO	KITELOOP FRONT ROLL TIC TAC (1,2,3...)	KLFRTT
BACK ROLL 5	BR5	DOUBLE FRONT BOARD OFF (1,2,3...)	2FRBO	KITELOOP FRONT ROLL SHOVI (1,2,3...)	KLFRSH
DOUBLE BACK ROLL	2BR	TRIPLE FRONT BOARD OFF (1,2,3...)	3FRBO	CONTRALOOPS BACK ROTATION	
TRIPLE BACK ROLL	3BR	FRONT ROLL RODEO (1,2,3...)	FRR	CONTRA BACKROLL BOARD OFF (1,2,3...)	CLBRBO
UNHOOKED BACK ROLL (1,2,3...)	UHBR	DOUBLE FRONT RODEO (1,2,3...)	2FRR	CONTRA BACKROLL RODEO (1,2,3...)	CLBR
BACK ROLL INNOVATION	BRI	TRIPLE FRONT RODEO (1,2,3...)	3FRR	CONTRA BACKROLL FLIP (1,2,3...)	CLBRFL
FRONT ROLLS (NO GRAB)		FRONT ROLL TIC TAC (1,2,3...)	FRTT	CONTRA BACKROLL TIC TAC (1,2,3...)	CLBRTT
FRONT ROLL	FR	DOUBLE FRONT TIC TAC (1,2,3...)	2FRTT	CONTRA BACKROLL SHOVI (1,2,3...)	CLBRSH
FRONT ROLL TO BLIND	FR2B	FRONT ROLL FLIP (1,2,3...)	FRFL	CONTRALOOPS FRONT ROTATION	
DOUBLE FRONT ROLL	2FR	DOUBLE FRONT ROLL FLIP (1,2,3...)	2FRFL	CONTRA FRONT ROLL BOARD OFF (1,2,3...)	CLFRBO
DOUBLE FRONT ROLL TO BLIND	2FR2B	FRONT SHOVI BOARD OFF (1,2,3...)	FRSHBO	CONTRA FRONT ROLL RODEO (1,2,3...)	CLFR
TRIPLE FRONT ROLL	3FR	BACK BOARD OFFS / RODEOS		CONTRA FRONT ROLL FLIP (1,2,3...)	CLFRFL
4 X FRONT ROLL	4FR	BACK ROLL BOARD OFF (1,2,3...)	BRBO	CONTRA FRONT ROLL TIC TAC (1,2,3...)	CLFRTT
UNHOOKED FRONT ROLL (1,2,3...)	UHFR	DOUBLE BACK BOARD OFF (1,2,3...)	2BRBO	CONTRA FRONT ROLL SHOVI (1,2,3...)	CLFRSH
FRONT ROLL INNOVATION	FRI	TRIPLE BACK BOARD OFF (1,2,3...)	3BRBO	DOUBLE KITELOOPS	
BACKSIDE HANDLEPASS		BACK ROLL RODEO (1,2,3...)	BRR	DOUBLE KITELOOP BOARD OFF (1,2,3...)	2KLBO
BACKSIDE 3	BS3	DOUBLE BACK RODEO (1,2,3...)	2BRR	DOUBLE KITELOOP BACKROLL (1,2,3...)	2KLBR
BACKSIDE 5	BS5	TRIPLE BACK RODEO (1,2,3...)	3BRR	DOUBLE KITELOOP FRONTROLL (1,2,3...)	2KLFR
BACKSIDE 7	BS7	BACK ROLL TIC TAC (1,2,3...)	BRTT	S LOOP	
FRONTSIDE HANDLEPASS		DOUBLE BACK TIC TAC (1,2,3...)	2BRTT	S LOOP (1,2,3...)	SL
AIR FRONT SIDE 180 S.PASS	AFS180SP	BACK ROLL FLIP (1,2,3...)	BRFL	KITELOOP INNOVATION	KLI
FRONTSIDE 3	FS3	BACK SHOVI BOARD OFF (1,2,3...)	BRSHBO	* (1,2,3...) is for extra rotations/flips/tictacs	
FRONTSIDE 5	FS5	BOARD OFF INNOVATION	BOI		
FRONTSIDE 7	FS7	KICK TRICKS (SHOVE-IT) NO GRABS			
313	313	SHOVE-IT (1,2,3...)	SH		
315	315	VARIAL FLIP (1,2,3...)	VFL		
TOESIDE FRONT SIDE 180 S.PASS	TSFS180SP	FLIP 3 (1,2,3...)	FL3		
TOESIDE FRONTSIDE 360	TSFS3	FRONTSIDE BIG SPIN	FSBS		
TOESIDE FRONTSIDE 540	TSFS5	BACKSIDE BIG SPIN	BSBS		
RODEO HANDLEPASS		BACK ROLL SHOVE IT (1,2,3...)	BRSH		
HANDLE PASS RODEO	HPR	FRONT ROLL SHOVE IT (1,2,3...)	FRSH		
UNHOOKED INNOVATION	UI	DOUBLE FRONT ROLL SHOVE IT (1,2,3...)	2FRSH		
		TRIPLE FRONT ROLL SHOVE IT (1,2,3...)	3FRSH		
		TOESIDE AIR 360 SHOVE IT (1,2,3...)	TSA3SH		
		TOESIDE AIR 7 SHOVE IT (1,2,3...)	TSA7SH		
		KICK TRICKS INNOVATION	KTI		

GKA KITE SURF WORLD TOUR TRICK LIST OCT 24

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ALL CHANGES FROM PREVIOUS VERSIONS CAN BE REQUESTED FROM GKA.

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GKA Event GmbH  
Alter Teichweg 11-13  
D-22081 Hamburg  
Germany

[Info@gkakiteworldtour.com](mailto:Info@gkakiteworldtour.com)

[www.global-kitesports.org](http://www.global-kitesports.org)  
[www.gkakiteworldtour.com](http://www.gkakiteworldtour.com)

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