



RULEBOOK 2024

ALL CHANGES FROM PREVIOUS VERSIONS CAN BE REQUESTED FROM GKA.

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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. 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.

2.4. 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.

2.5. 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-Freestyle

- Hydrofoil-Freestyle
- Hydrofoil Strapless Freestyle

Big Air

- Big Air Twin-tip
- Big Air Surfboard
- Big Air Hydrofoil

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. 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 be held liable for any legal and/or financial liability, losses, damages, which might occur from the participation in the competition/event.

7.4. 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.

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 and conducts

1. Only GKA produced videos (official livestream or any other official GKA video produced by GKA crew will be accepted for reconsidering the scorings or judge's decision. Under no circumstances must private videos ever be allowed for changing the judging.
2. 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.
3. Protest must be brought forward to the head judge only. Protest brought forward to any other person (race director, 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.

4. 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.
5. Riders younger but 18 years old can be accompanied by **one adult** person to support the protesting rider.
6. 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 = yellow card
 - Second time offence committed = red card, which means immediate disqualification for the running event, or if the event was finished for the next event.
 - 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.
 - 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 or red card can be reported by an official crew member to the head judge only. Only the head judge has the authority to speak out yellow or red cards.

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 prize 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%
Total	50%	Total	50%

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 Hydrofoil Events.
3. Entries into KWT events shall be allocated according to the following table:

CATEGORY	24 Riders	12 Riders
Pre-seeded competitors	1-16	1-8
Video Applications Ranking	17-20	9-10
GKA Wildcards	21-22	11
Organizer Wildcard	23-24	12

4. 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.

5. Two weeks before an event, Local Organizer Wildcards shall be approved by the KWT Sports Commission.
6. The GKA will publish the wildcard allocation and participants list 14 days before an event.
7. The number of Injury Seedings to be granted according to rule 17.3 is unknown until two weeks before the event.
8. 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. 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. 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.
7. 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.
8. Competitors with seeding from up to 3 years will be positioned in front of competitors with no seeding.

9. Competitors with overall top 10 ranking older than 3 years will be positioned in front of competitors with no seeding.
10. Competitors with seeding from more recent years have priority over competitors with seeding from former years.
11. 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.

17.3. 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 consecutive events or combined two years consecutive events if the injury lasts from one season to another.
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 the injury, the rider will be seeded 5;
 - If ranked in the top 8 on the KWT Rankings before the injury, the rider will be seeded 9;
 - If ranked in the top 16 on the KWT Rankings before the injury, the rider will be seeded 19.
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.

17.4. 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 Flag pole 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.

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

3. Abandonment

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

The Race Director may decide to restart the heat 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 loses 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

24 Competitors Dingle		12 Competitors Dingle	
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				HEAT #25				HEAT #29				HEAT #31			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
19				2ND05				15T01				15T017				15T025				15T029			
11				3RD02				15T09				15T018				15T026				15T030			
6																							
HEAT #2				HEAT #10				HEAT #18				HEAT #26				HEAT #30				HEAT #32			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
22				2ND06				15T02				15T021				15T027				2ND029			
14				3RD01				15T010				15T020				15T028				2ND030			
9																							
HEAT #3				HEAT #11				HEAT #19				HEAT #27				HEAT #33				HEAT #34			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
18				2ND07				15T03				15T022				15T029				15T031			
10				3RD04				15T011				15T023				15T030				15T032			
7																							
HEAT #4				HEAT #12				HEAT #20				HEAT #28				HEAT #35				HEAT #36			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
23				2ND08				15T04				15T024				15T031				15T033			
15				3RD03				15T012				15T025				15T032				15T034			
2																							
HEAT #5				HEAT #13				HEAT #21				HEAT #29				HEAT #37				HEAT #38			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
20				2ND01				15T05				15T026				15T033				15T035			
12				3RD06				15T013				15T027				15T034				15T036			
5																							
HEAT #6				HEAT #14				HEAT #22				HEAT #30				HEAT #39				HEAT #40			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
21				2ND02				15T06				15T028				15T035				15T037			
13				3RD05				15T014				15T029				15T036				15T038			
4																							
HEAT #7				HEAT #15				HEAT #23				HEAT #31				HEAT #41				HEAT #42			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
17				2ND03				15T07				15T030				15T037				15T039			
9				3RD08				15T015				15T031				15T038				15T040			
8																							
HEAT #8				HEAT #16				HEAT #24				HEAT #32				HEAT #43				HEAT #44			
NAME				NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.				Rk.			
24				2ND04				15T08				15T032				15T039				15T041			
16				3RD07				15T016				15T033				15T040				15T042			
1																							

Rk.	NAME
1	
2	
3	
4	
5	
6	
7	
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12	
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21	
22	
23	
24	

KWT 12 Riders Dingle Elimination

ROUND # 1				ROUND # 2				ROUND # 3				SEMI FINALS				FINALS			
HEAT #1				HEAT #5				HEAT #9				HEAT #13				HEAT #15			
NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.			
10				2ND03				15T05				15T09				15T013			
6				3RD02				15T01				15T010				15T014			
3																			
HEAT #2				HEAT #6				HEAT #10				HEAT #14				HEAT #16			
NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.			
11				2ND04				15T06				15T011				2ND013			
7				3RD01				15T02				15T012				2ND014			
2																			
HEAT #3				HEAT #7				HEAT #11				HEAT #17				HEAT #19			
NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.			
9				2ND01				15T07				15T013				15T015			
5				3RD04				15T03				15T014				15T016			
4																			
HEAT #4				HEAT #8				HEAT #12				HEAT #18				HEAT #20			
NAME				NAME				NAME				NAME				NAME			
Color				Color				Color				Color				Color			
Rk.				Rk.				Rk.				Rk.				Rk.			
12				2ND02				15T08				15T015				15T017			
8				3RD03				15T04				15T016				15T018			
1																			

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

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

Rk.	NAME
1	
2	
3	
4	
5	
5	

MINI FINAL

4. Heat Progression:

- In this dingle 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 st , 2 nd	1, 2	1000, 870
Heat 32 / 1 st , 2 nd	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 st , 2 nd	1, 2	1000, 870
Heat 16 - 1 st , 2 nd	3, 4	770, 700
Heats 9 - 12	5	580
Heats 5 - 8	9	420

6 Riders:

Finishing Position	Position	Points
Heat 7 - 1 st , 2 nd	1, 2	1000, 870
Heat 8 - 1 st , 2 nd	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:

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

6 Riders:

Finishing Position	Position	Points
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
Total 1- 4	40	Total 1- 4	40
5	5		
5	5		
5	5		
5	5		
Total 5-8	20		

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
Total	50	Total	50

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
Total	50	Total	50

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

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 Freestyle event shall be Dingle.

KWT 24 Riders Dingle Elimination

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

KWT 12 Riders Dingle Elimination

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

KWT 6 Riders Dingle Elimination

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 st , 2 nd , 3 rd , 4 th	1, 2, 3, 4	1000, 870, 770, 700
Heat 17 - 18 / 3 rd , 4 th	5, 7	580, 500
Heats 13 – 16 3 rd , 4 th	9, 13	420, 280
Heats 9 – 12 3 rd , 4 th	17, 21	140, 90

12 Riders:

Finishing Position	Position	Points
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Heat 9 - 1 st , 2 nd , 3 rd , 4 th	1, 2, 3, 4	1000, 870, 770, 700
Heat 7 - 8 - 3 rd , 4 th	5, 7	580, 500
Heats 5 – 6 3 rd , 4 th	9, 11	420, 320

6 Riders:

Finishing Position	Position	Points
Heat 5 - 1 st , 2 nd , 3 rd , 4 th	1, 2, 3, 4	1000, 870, 770, 700
Heat 4 - 8 - 3 rd , 4 th	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:

Finishing Position	Position	Points
Heat 19	2.5	835
Heat 17 - 18	4.5	708

12 Riders:

Finishing Position	Position	Points
Heat 9	2.5	835

6 Riders:

Finishing Position	Position	Points
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
Total 1- 4	40	Total 1- 4	40
5	5		
5	5		
5	5		
5	5		
Total 5-8	20		

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
Total	50	Total	50

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
Total	50	Total	50

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), rewarding additionally; the explosivity, linking in between tricks, creativity, toe or blindside and switch tricks. The combo trick will be scored on his own scale from **0.1 to 10 points**. Tricks performed on the combo shall incorporate different tricks from the ones done as single tricks. Combos shall present and display the variety of tricks available.

CHAPTER 4: HYDROFOIL-FREESTYLE DISCIPLINE

34. HYDROFOIL-FREESTYLE DISCIPLINES

1. The Hydrofoil-Freestyle discipline can be run under two different categories:
 - Hydrofoil-Freestyle
 - Hydrofoil Strapless Freestyle
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-FREESTYLE 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

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

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 Hydrofoil freestyle event shall be Dingle.

KWT 24 Riders Dingle Elimination

ROUND # 1			ROUND # 2			ROUND # 3			ROUND # 4			SEMI FINALS			FINALS		
Heat	Seed	Name															
1	6 /		9 /	2ND01 /		17 /	15TH1		25 /	15TH127 /		29 /	15TH121 /		31	15TH129	WINNERS FINAL
	11 /			2ND02			15TH2 /			15TH128 /			15TH122 /			15TH130	
	19 /		10 /	2ND03 /		18 /	15TH2		26 /	15TH129 /		30 /	15TH123 /		32	2ND010	MINI FINAL
	1 /			2ND04			15TH12 /			15TH130 /			15TH124 /			2ND011	
2	14 /		11 /	2ND07 /		19 /	15TH3										
	22 /			2ND08		20 /	15TH11 /										
	7 /		12 /	2ND09 /			15TH6										
3	10 /			2ND10			15TH12 /										
	18 /																
4	2 /																
	16 /																
	23 /																
	20 /																
5	5		13	2ND01		21	15TH6		27	15TH121							
	12			2ND05			15TH123			15TH122							
	20		14	2ND02		22	15TH2		28	15TH123							
	4			2ND05			15TH124			15TH124							
6	13		15	2ND07		23	15TH7										
	21			2ND08			15TH113										
	8		16	2ND09		24	15TH6										
7	9			2ND04			15TH10										
	17			2ND07													
8	1																
	15																
	18																
	24																

KWT 12 Riders Dingle Elimination

ROUND # 1			ROUND # 2			ROUND # 3			SEMI FINALS			FINAL		
Heat	Seed	Name	HEAT # 5			HEAT # 9			HEAT # 13			WINNERS FINAL HEAT # 15		
1	3		2ND#3			W1			W9			W13		
	6		3RD#2			W5			W10			W14		
	10		2ND#4			W2			W11					
2	2		3RD#1			W6			W12					
	7		HEAT # 6			HEAT # 10			HEAT # 14			HEAT # 16		
	11		HEAT # 7			HEAT # 11			HEAT # 12			MINI FINAL		
	4		2ND#1			W3						L13		
3	5		3RD#4			W7						L14		
	9		2ND#2			W4								
4	1		3RD#3			W8								
	8		HEAT # 8											
	12													

KWT 6 Riders Dingle Elimination

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

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 st , 2 nd	1, 2	1000, 870
Heat 32 / 1 st , 2 nd	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 st , 2 nd	1, 2	1000, 870
Heat 16 - 1 st , 2 nd	3, 4	770, 700
Heats 9 - 12	5	580
Heats 5 - 8	9	420

6 Riders:

Finishing Position	Position	Points
Heat 7 - 1 st , 2 nd	1, 2	1000, 870
Heat 8 - 1 st , 2 nd	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:

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

6 Riders:

Finishing Position	Position	Points
Heat 7	1.5	935
Heat 8	3.5	735
Heat 5 - 6	2.5	835

36.5. Hydrofoil-Freestyle prize money distribution

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

36.5.1. 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
Total 1- 4	40	Total 1- 4	40
5	5		
5	5		
5	5		
5	5		
Total 5-8	20		

36.5.2. 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
Total	50	Total	50

36.5.3. 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
Total	50	Total	50

37. INTERFERENCE IN HYDROFOIL-FREESTYLE 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-FREESTYLE

38.1. Ties in Hydrofoil-Freestyle 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-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 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. Scoring Procedure

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

- Technical Difficulty – The technical difficulty of tricks completed during the heat.
- Smoothness – Smoothness and fluidity during the execution and landing of tricks completed during the heat.
- Landings – Clean landings where the competitor's board does not touch the water will be rewarded. It's at the discretion of each judge to consider how much credit they will give to the trick, as it is directly related to the risk factor involved in the execution of the 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.
- 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.
- Innovation – Tricks that have never been landed in competition before.

CHAPTER 5: BIG AIR WORLD CUPS

39. BIG AIR WORLD CUPS

1. The Big Air World Cups & Championships can be run under three different disciplines:
 - Big Air Twin-tip
 - Big Air Surfboard
 - Big Air Hydrofoil
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 hydrofoils are eligible for use in the Big Air Hydrofoil discipline.
4. 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 Freestyle event.
 - 12 competitors women entering a Big Air Freestyle event.
 - 12 per gender entering a Big Air Surfboard freestyle event.
 - 12 per gender entering a Big Air Hydrofoil freestyle event.
2. Entries into the first Big Air event shall be allocated according to the following table:

CATEGORY	24 Riders	12 Riders
----------	-----------	-----------

GKA Previous year ranking	1 - 8	1 - 4
Video Wildcards	9 - 20	5 - 10
GKA Wildcards	21 - 22	11
Organizer Wildcards	23 - 24	12

3. Entries into the following 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

4. The GKA will publish the wildcards allocation and participants list 30 days before the event.
5. The video wildcards will be judged by the judging panel based on the judging criteria of the discipline. Videos can be uploaded via the rider app and riders can upload 4 videos with each video ONLY containing 1 trick. The best overall level will be scored against the other video applications.

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.

- ## 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		

KWT 24 Riders Dingle Elimination

[illegible]

KWT 12 Riders Dingle Elimination

ROUND # 1			ROUND # 2			ROUND # 3			SEMI FINALS			FINAL		
Heat	Seed	Name	HEAT # 5			HEAT # 9			HEAT # 13			WINNERS FINAL HEAT # 15		
1	3		2ND#3			W1			W9			W13		
	6		3RD#2			W5			W10			W14		
	10		2ND#4			W2			W11					
2	2		3RD#1			W6			W12					
	7													
	11													
	4													
3	5													
	9													
	1													
4	8													
	12													

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. 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 st , 2 nd	1, 2	1000, 870
Heat 32 / 1 st , 2 nd	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 st , 2 nd	1, 2	1000, 870
Heat 16 - 1 st , 2 nd	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
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Heat 15	1.5	935
Heat 16	3.5	735
Heat 13 - 14	2.5	835

42.5. Big Air World Championships 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%
Total	100%

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 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.
- Commitment and Risk Factor – Pushing the limits under control will increase the chances of winning the heat. The Risk factor is the commitment of the competitor and physical challenge during the execution, duration of the critical moment, and energy on the execution.
- Other judging criteria such as variety, “wow” factor, smoothness, innovation, tricks landed vs crashes, will affect the overall impression.

APPENDIX A1

MEN DISCIPLINE TRICKLIST

FREESTYLE HEELSIDE GROUP

Free-style Men Tricklist

[illegible]

FREESTYLE VARIETY GROUP

Free-style Men Tricklist

Group		GROUP 2 "VARIETY" (MAX 3 TRICKS COUNT)							
Family		1. RE-WINDS	2. TOE SIDE/BLIND FAMILY	3. COMBOS	4. INVERTED DOUBLE ROTATIONS	5. KITELoop OR DOWNLOOPS			
	313 to blind	3132B	90210	90210	Combo tricks	Double Half Cab	2xHC	Kite loops	KL
	BS 313 to wrapped	BS3132W	Oh Really	OR		Double Half Cab Mobe	2XHCM	Down Loop	DL
	KGB to wrapped	KGB2W	Oh Really 7	OR7		Double Back to Blind	2xB2B	Kite Loop Handle Pass	KLHP
	Slim to blind	S2B	Toeside Railey to Blind	TSR2B		Double Tantrum to Blind	2xT2B	Down Loop Handle Pass	DLHP
	Back mobe to blind	BM2B	Toeside Backside 180	TSBS180		Double Half Cab to Blind	2XHC2B		
	Heart Attack to wrapped	HA2W	Toeside Backside 313	TSBS313		Double Front to Wrapped	2XF2W		
	Front Blind Mobe to Wrapped	FBM2W	Toeside Backside 315	TSBS315		Double Front Blind	2xF2B		
	Hinterberger to Blind	HB2B	Pete Rose	PR					
	S-Mobe to Blind	SM2B	Pete Rose 5	PR5					
	Backside 315 to wrapped	BS315W	Pete Rose 7	PR7					
	Frontside 317 to blind	FS317B	G-Spot	GS					
	Backside 313 to FS315	BS313FS315	Blind Pete	BP					
	Frontside 313 to BS 313	FS313BS313	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					
			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					
			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					

APPENDIX A2

WOMEN DISCIPLINE TRICKLIST

FREESTYLE HEELSIDE GROUP

Free-style Women Tricklist

Group		GROUP 1 "HEEL SIDE" (MAX 3 TRICKS COUNT)					
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	Pop	P	2.1 KGB's (MAX 1)	3.1 HINTERBERGERS (MAX 1)	4.1 BACK MOBES (MAX 1)		
	Raley	R	Back to Blind	B2B	Hinterberger to wrapped	H2W	Back Roll to wrapped
	Krypt	K	Back backside 1	B2B	Hinterberger Frontside 3	HFS3	Back Mobe
	Vulcan	V	KGB	KGB	Hinterberger Frontside 5	HFS5	Back Mobe 5
	Back Roll	BR	KGB 5	KGB5	Hinterberger Frontside 7	HFS7	Back Mobe 7
	Front Roll	FR	KGB 7	KGB7	Hinterberger Frontside 9	HFS9	Back Mobe 9
	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
	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
	Frontside 10	FS10	Slim 7	SLIM7	Double S-Bend to Blind	2xSB2B	FBM7
	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

Free-style Women Tricklist

GROUP 2 "VARIETY" (MAX 3 TRICKS COUNT)									
Group	1. RE-WINDS		2. TOE SIDE/BLIND FAMILY		3. COMBOS	4. INVERTED DOUBLE ROTATIONS		5. KITELoop OR DOWNLOOPS	
Family									
Sub-Family									
	313 to blind	3132B	90210	90210	Combo tricks	Double Half Cab	2xHC	Kite loops	KL
	BS 313 to wrapped	BS3132W	Oh Really	OR		Double Half Cab Mobe	2XHCM	Down loops	DL
	KGB to wrapped	KGB2W	Oh Really 7	OR7		Double Back to Blind	2xB2B	Kite loops handle passes	KLHP
	Slim to blind	S2B	Toeside Railey to Blind	TSR2B		Double Tantrum to Blind	2xT2B	Down loops handle passes	DLH
	Back mobe to blinds	BM2B	Toeside Backside 180	TSBS180					
	FS 3 to blind	FS32B	Toeside Backside 313	TSBS313					
	BS 3 to wrapped	BS32W	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					
			Blind Front blind	BDFB					
			Blind Front blind Mobe	BDFBM					
			Blind Slim	BDS					
			Blind Slim 5	BDS5					
			Blind BS 315	BDBS315					
			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					

APPENDIX A3

FREESTYLE YOUTH TRICKLIST

1. RALEY BASED		5. RALEY OR FLAT BASED		6. SLIM & KGB		7. HINTERBERGERS AND HEART ATTACKS		8. MOBES		9. RE-WINDS		10. TOE SIDE/BLIND FAMILY		11. INVERTED DOUBLE ROTATIONS		12. KITELoop OR DOWNLOOPS	
Pop	P	Frontside 3	FS3	Back to Blind	B2B	Hinterberger to wrapped	H2W	Back Roll to wrapped	BR2W	313 to blind	3132B	90210	90210	Double Half Cab	2x1IC	Kite loops	KL
Raley	R	Frontside 5	FS5	Back backside 1	B2B	Hinterberger Frontside 3	HF3	Back Mobe	BM	BS 313 to wrapped	BS3132W	Oh Really	OR	Double Half Cab Mobe	2x1ICM	Down loops	DL
Krypt	K	Frontside 7	FS7	KGB	KGB	Hinterberger Frontside 5	HF5	Back Mobe 5	BM5	KGB to wrapped	KGB2W	Oh Really 7	OR7	Double Back to Blind	2x1B2B	Kite loops handle passes	KLHP
Krypt to surface pass	K2SP	Frontside 9	FS9	KGB 5	KGB5	Hinterberger Frontside 7	HF7	Back Mobe 7	BM7	Slim to blind	S2B	Toeside Raley to Blind	TSR2B	Double Tantrum to Blind	2x1T2B	Down loops handle passes	DLH
		Frontside 10	FS10	KGB 7	KGB7	Hinterberger Frontside 9	HF9	Back Mobe 9	BM9	Back mobe to blind	BM2B	Toeside Backside 180	TSBS180				
		Backside 1	BS1	KGB 9	KGB9	Double Hinterberger Frontside 3	2xHF3	Front Blind	FB	FS 3 to blind	FS32B	Toeside Backside 313	TSBS313				
S-bend	SB	Backside 3	BS3	Front roll to wrapped	FR2W	Double Hinterberger Frontside 5	2xHF5	Front Blind Mobe	FBM	BS 3 to wrapped	BS32W	Toeside Backside 315	TSBS315				
Vulcan	V	Backside 5	BS5	Slim	SLIM	Double Hinterberger Frontside 7	2xHF7	Front Blind Mobe 5	FBM5			Pete Rose	PR				
Vulcan to surface pass	V2SP	Backside 7	BS7	Slim 5	SLIM5	S-Bend to Blind	SB2B	Front Blind Mobe 7	FBM7			Pete Rose 5	PR5				
Double S-bend	2SB	Backside 9	BS9	Slim 7	SLIM7	S-Bend to Blind	SB2B					Pete Rose 7	PR7				
		Backside 10	BS10	Slim 9	SLIM9	S-Bend backside 1	SBBS1					G-Spot	GS				
		Frontside 313	FS313	S-Mobe	SM	Heart Attack	HA					Blind Pete	BP				
Back Roll (1,2,3...)	BR	Frontside 315	FS315	S-Mobe 5	SM5	Heart Attack 5	HA5					Blind Pete 5	BP5				
Back Roll to surface pass	BR2SP	Frontside 317	FS317	S-Mobe 7	SM7	Heart Attack 7	HA7					Crow Mobe	CM				
		Frontside 319	FS319	S-Mobe 9	SM9	Heart Attack 9	HA9					Crow Mobe 5	CM5				
		Frontside 3110	FS3110			Double Heart Attack 5	HA5					Crow Mobe 7	CM7				
Front Roll (1,2,3...)	FR	Raley to blind	R2B			Double Heart Attack 7	HA7					Toeside Roll	TR				
Front Roll to surface pass	FR2SP	Blind Judge	HJ									Dum Dum	DD				
		Backside 313	BS313									Dum Dum 5	DD5				
		Backside 315	BS315									Dum Dum 7	DD7				
		Backside 317	BS317									Blind Front blind	BDFB				
		Backside 319	BS319									Blind Front blind Mobe	BDFBM				
												Blind Slim	BDS				
												Blind Slim 5	BDS5				
												Blind BS 315	BDSBS315				
												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				

APPENDIX B1

STRAPLESS FREESTYLE TRICKLIST

* Coloured fields (except white) are sub-categories. Only one trick within each sub-category can count towards the final score.

AIR TRICKS (1 TRICK)		BOARD OFFS / RODEOS (2 TRICKS)		KITELOOPS (2 TRICKS)	
AIR	AIR	ONE FOOT	OF	KITELOOP	KL
AIR TO BLIND	A2B	BOARD OFF	BO	KITELOOP BOARD OFF	KLBO
BODY 360	B360	RODEO	R	KITELOOP RODEO	KLR
AIR REVERSE	AR	FRONT ROLL ONE FOOT	FROF	KITELOOP BACKROLL	KLBR
AIR 360	A3	BACK ROLL ONE FOOT	BROF	KITELOOP DOUBLE BACKROLL	KL2BR
TOESIDE AIR	TSA	HAND STAND	HS	KITELOOP BACKROLL BOARD OFF	KLBRBO
TOESIDE AIR REVERSE	TSAR	HAND STAND 360	HS360	KITELOOP DOUBLE BACKROLL BOARD OFF	KL2BRBO
TOESIDE AIR 360	TSA3	JESUS WALK	JW	KITELOOP RODEO BACKROLL	KLRBR
TOESIDE AIR 540	TSA5	BARE FOOT	BF	KITELOOP RODEO DOUBLE BACKROLL	KLR2BR
TOESIDE AIR 720	TSA7	HAND VARIAL	HV	KITELOOP RODEO TRIPLE BACKROLL	KLR3BR
AIR TRICKS INNOVATION	ATI	FRONT ROLL HAND VARIAL	FRHV	KITELOOP FRONTROLL (BOOGIE)	KLFR
		BACK ROLL SUPERMAN	BRS	KITELOOP DOUBLE FRONTROLL	KL2FR
BACK ROLLS (1 TRICK)		TIC TAC	TT	KITELOOP FRONTROLL BOARD OFF (BOOGIE)	KLFRBO
BACK ROLL	BR	TIC TAC REWIND	TTRE	KITELOOP DOUBLE FRONTROLL BOARD OFF	KL2FRBO
BACK ROLL 5	BR5	TIC TAC RODEO	TTR	KITELOOP RODEO FRONTROLL (BOOGIE)	KLFRFR
DOUBLE BACK ROLL	2BR	DOUBLE TIC TAC	2TT	KITELOOP RODEO DOUBLE FRONTROLL	KLR2FR
TRIPLE BACK ROLL	3BR	FLIP	FL	KITELOOP TIC TAC	KLTT
BACK ROLL INNOVATION	BRI	RODEO FLIP	RFL	KITELOOP FLIP	KLFL
		TIC TAC FLIP	TTFL	CONTRALOOP BACKROLL BOARD OFF	CLBRBO
FRONT ROLLS (1 TRICK)		TIC TAC RODEO FLIP	TTRFL	CONTRALOOP BACKROLL RODEO	CLBRR
FRONT ROLL	FR	FRONT ROLL BOARD OFF	FRBO	CONTRALOOP BACKROLL TIC TAC	CLBRTT
FRONT ROLL TO BLIND	FR2B	DOUBLE FRONT ROLL BOARD OFF	2FRBO	CONTRALOOP BACKROLL FLIP	CLBRFL
DOUBLE FRONT ROLL	2FR	TRIPLE FRONT ROLL BOARD OFF	3FRBO	CONTRALOOP BACKROLL RODEO FLIP	CLBRFL
DOUBLE FRONT ROLL TO BLIND	2FR2B	FRONT ROLL RODEO	FRR	CONTRALOOP BACKROLL RODEO TIC TAC	CLBRRTT
TRIPLE FRONT ROLL	3FR	DOUBLE FRONT ROLL RODEO	2FRR	KITELOOPS INNOVATION	KLI
FRONT ROLL TO REVERSE	FR2R	TRIPLE FRONT ROLL RODEO	3FRR		
FRONT ROLL INNOVATION	FRI	BACK ROLL BOARD OFF	BRBO	KICK TRICKS (SHOVE-IT) (1 TRICK)	
		DOUBLE BACK ROLL BOARD OFF	2BRBO	SHOVE-IT	SH
		TRIPLE BACK ROLL BOARD OFF	3BRBO	SHOVE-IT 3	SH3
HANDLE PASSES (1 TRICK)		BACK ROLL RODEO	BRR	SHOVE-IT 5	SH5
AIR FRONT SIDE 180 S.PASS	AFS180SP	DOUBLE BACK ROLL RODEO	2BRR	SHOVE-IT 7	SH7
TOESIDE FRONT SIDE 180 S.PASS	TSFS180SP	TRIPLE BACK ROLL RODEO	3BRR	ONE FOOT SHOVE-IT 3	OFSH3
FRONT ROLL TO S.PASS	FR2SP	FRONT ROLL TIC TAC	FRTT	VARIAL FLIP	VFL
FRONTSIDE 360	FS3	FRONT ROLL RODEO TIC TAC	FRRTT	FLIP 3	FL3
BACKSIDE 360	BS3	FRONT ROLL TIC TAC REWIND	FRTTRE	FRONTSIDE BIG SPIN	FSBS
SHIFTY FRONTSIDE 360	SFS3	FRONT ROLL DOUBLE TIC TAC	FR2TT	BACKSIDE BIG SPIN	BSBS
TOESIDE FRONTSIDE 360	TSFS3	DOUBLE FRONT ROLL TIC TAC	2FRTT	BACK ROLL SHOVE IT 3	BRSH3
HANDLE PASS RODEO	HPR	DOUBLE FRONT ROLL TIC TAC RODEO	2FRTTR	FRONT ROLL SHOVE IT 3	FRSH3
HANDLE PASS INNOVATION	HPI	DOUBLE FRONT ROLL TIC TAC REWIND	2FRTTRE	FRONT ROLL SHOVE IT 5	FRSH5
		FRONT ROLL FLIP	FRFL	FRONT ROLL SHOVE IT 7	FRSH7
		FRONT ROLL TIC TAC FLIP	FRTTFL	DOUBLE FRONT ROLL SHOVE IT 3	2FRSH3
		BACK ROLL TIC TAC	BRTT	TOESIDE AIR 360 SHOVE IT 3	TSAS3H3
		BACK ROLL TIC TAC RODEO	BRTTR	KICK TRICKS INNOVATION	KTI
		DOUBLE BACK ROLL TIC TAC	2BRTT		
		BACK ROLL DOUBLE TIC TAC	BR2TT		
		BACK ROLL DOUBLE TIC TAC RODEO	BR2TTR		
		BACK ROLL TRIPLE TIC TAC	BR3TT		
		BACK ROLL FLIP	BRF		
		BACK ROLL DOUBLE FLIP	BR2F		
		BACK ROLL TIC TAC FLIP	BRTTF		
		BACK ROLL DOUBLE TIC TAC FLIP	BR2TTF		
		BACK ROLL TIC TAC RODEO FLIP	BRTTRF		
		BOARD OFF RODEO INNOVATION	BORI		

APPENDIX B2

YOUTH STRAPLESS FREESTYLE TRICKLIST

YOUTH STRAPLESS FREESTYLE TRICKLIST

* Coloured fields (except white) are sub-categories. Only one trick within each sub-category can count towards the final score.

AIR TRICKS (2 TRICK)		BOARD OFFS / RODEOS (2 TRICKS)		KITELOOPS (2 TRICKS)	
AIR	AIR	ONE FOOT	OF	KITELOOP	KL
AIR TO BLIND	A2B	BOARD OFF	BO	KITELOOP BOARD OFF	KLBO
BODY 360	B360	RODEO	R	DOUBLE KITELOOP BOARD OFF	2KLBO
AIR REVERSE	AR	FRONT ROLL ONE FOOT	FR0F	KITELOOP RODEO	KLR
AIR 360	A3	BACK ROLL ONE FOOT	BR0F	KITELOOP BACKROLL	KLBR
TOESIDE AIR	TSA	HAND STAND	HS	KITELOOP DOUBLE BACKROLL	KL2BR
TOESIDE AIR REVERSE	TSAR	HAND STAND 360	HS360	KITELOOP BACKROLL BOARD OFF	KLBRBO
TOESIDE AIR 360	TSA3	JESUS WALK	JW	DOUBLE KITELOOP BACKROLL BOARD OFF	2KLBRBO
TOESIDE AIR 540	TSA5	BARE FOOT	BF	KITELOOP DOUBLE BACKROLL BOARD OFF	KL2BRBO
TOESIDE AIR 720	TSA7	HAND VARIAL	HV	KITELOOP RODEO BACKROLL	KLRBR
AIR TRICKS INNOVATION	ATI	FRONT ROLL HAND VARIAL	FRHV	KITELOOP RODEO DOUBLE BACKROLL	KLR2BR
		BACK ROLL SUPERMAN	BR5	KITELOOP RODEO TRIPLE BACKROLL	KLR3BR
BACK ROLLS (1 TRICK)		TIC TAC	TT	KITELOOP FRONTROLL (BOOGIE)	KLFR
BACK ROLL	BR	TIC TAC REWIND	TTRE	KITELOOP DOUBLE FRONTROLL	KL2FR
BACK ROLL 5	BR5	TIC TAC RODEO	TTR	KITELOOP FRONTROLL BOARD OFF (BOOGIE)	KLFRBO
DOUBLE BACK ROLL	2BR	DOUBLE TIC TAC	2TT	KITELOOP DOUBLE FRONTROLL BOARD OFF	KL2FRBO
TRIPLE BACK ROLL	3BR	FLIP	FL	KITELOOP RODEO FRONTROLL (BOOGIE)	KLFRFR
BACK ROLL INNOVATION	BRI	RODEO FLIP	RFL	KITELOOP RODEO DOUBLE FRONTROLL	KLR2FR
		TIC TAC FLIP	TTFL	KITELOOP TIC TAC	KLTT
FRONT ROLLS (2 TRICK)		TIC TAC RODEO FLIP	TTRFL	KITELOOP FLIP	KLFL
FRONT ROLL	FR	TIC TAC FLIP REWIND	TTFLRE	CONTRALOOP BACKROLL BOARD OFF	CLBRBO
FRONT ROLL TO BLIND	FR2B	FRONT ROLL BOARD OFF	FRBO	CONTRALOOP BACKROLL RODEO	CLBRR
DOUBLE FRONT ROLL	2FR	DOUBLE FRONT ROLL BOARD OFF	2FRBO	CONTRALOOP BACKROLL TIC TAC	CLBRTT
DOUBLE FRONT ROLL TO BLIND	2FR2B	TRIPLE FRONT ROLL BOARD OFF	3FRBO	CONTRALOOP BACKROLL FLIP	CLBRFL
TRIPLE FRONT ROLL	3FR	FRONT ROLL RODEO	FRR	CONTRALOOP BACKROLL RODEO FLIP	CLBRFL
FRONT ROLL TO REVERSE	FR2R	DOUBLE FRONT ROLL RODEO	2FRR	CONTRALOOP BACKROLL RODEO TIC TAC	CLBRRTT
FRONT ROLL INNOVATION	FRI	TRIPLE FRONT ROLL RODEO	3FRR	CONTRALOOP FRONTROLL	CLFR
		BACK ROLL BOARD OFF	BRBO	KITELOOPS INNOVATION 1	KLI
HANDLE PASSES (1 TRICK)		DOUBLE BACK ROLL BOARD OFF	2BRBO	CONTRALOOPS INNOVATION 1	CLI
AIR FRONT SIDE 180 S.PASS	AFS180SP	TRIPLE BACK ROLL BOARD OFF	3BRBO		
TOESIDE FRONT SIDE 180 S.PASS	TSFS180SP	TOESIDE BACK ROLL BOARD OFF	TSBRBO	KICK TRICKS (SHOVE-IT) (2 TRICK)	
FRONT ROLL TO S.PASS	FR2SP	BACK ROLL RODEO	BRR	SHOVE-IT	SH
FRONTSIDE 360	FS3	DOUBLE BACK ROLL RODEO	2BRR	SHOVE-IT 3	SH3
BACKSIDE 360	BS3	TRIPLE BACK ROLL RODEO	3BRR	SHOVE-IT 5	SH5
SHIFTY FRONTSIDE 360	SFS3	FRONT ROLL TIC TAC	FRTT	SHOVE-IT 7	SH7
TOESIDE FRONTSIDE 360	TSFS3	FRONT ROLL RODEO TIC TAC	FRRTT	ONE FOOT SHOVE-IT 3	OFSH3
HANDLE PASS RODEO	HPR	FRONT ROLL TIC TAC REWIND	FRTTRE	VARIAL FLIP	VFL
HANDLE PASS INNOVATION	HPI	FRONT ROLL DOUBLE TIC TAC	FR2TT	FLIP 3	FL3
		FRONT ROLL TRIPLE TIC TAC	FR3TT	FRONTSIDE BIG SPIN	FSBS
		DOUBLE FRONT ROLL TIC TAC	2FRTT	BACKSIDE BIG SPIN	BSBS
		DOUBLE FRONT ROLL TIC TAC RODEO	2FRTTT	BACK ROLL SHOVE IT 3	BRSH3
		DOUBLE FRONT ROLL TIC TAC REWIND	2FRTTRE	FRONT ROLL SHOVE IT 3	FRSH3
		FRONT ROLL FLIP	FRFL	FRONT ROLL SHOVE IT 5	FRSH5
		FRONT ROLL TIC TAC FLIP	FRTTFL	FRONT ROLL SHOVE IT 7	FRSH7
		BACK ROLL TIC TAC	BRTT	DOUBLE FRONT ROLL SHOVE IT 3	2FRSH3
		BACK ROLL TIC TAC RODEO	BRTTR	TOESIDE AIR 360 SHOVE IT 3	TSAS3SH3
		DOUBLE BACK ROLL TIC TAC	2BRTT	KICK TRICKS INNOVATION	KTI
		BACK ROLL DOUBLE TIC TAC	BR2TT		
		BACK ROLL DOUBLE TIC TAC RODEO	BR2TTT		
		BACK ROLL TRIPLE TIC TAC	BR3TT		
		BACK ROLL FLIP	BRF		
		BACK ROLL RODEO FLIP	BRRFL		
		BACK ROLL DOUBLE FLIP	BR2F		
		BACK ROLL TIC TAC FLIP	BRTTF		
		BACK ROLL DOUBLE TIC TAC FLIP	BR2TTF		
		BACK ROLL TIC TAC RODEO FLIP	BRTTRF		
		BOARD OFF RODEO INNOVATION	BORI		

APPENDIX C1

HYDROFOIL-FREESTYLE & BIG AIR HYDROFOIL TRICKLIST

BIG AIR HYDROFOIL 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...)	KLBRF
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 Innovation	KLI
Board Off	BO	Contra Loop (1,2)	CL
Back Roll Board Off (1,2,3,4...)	BRBO	Contra Loop Back Roll (1,2,3...)	CLBR
Front Roll Board Off (1,2,3...)	FRBO	Contra Loop Front Roll (1,2,3...)	CLFR
Board Pass (1,2,3...)	BP	Contra Loop One Foot (1,2)	CLOF
Brodel Flip	BFL	Contra Loop Back Roll One Foot (1,2,3...)	CLBRF
Back Roll Board Pass	BRBP	Contra Loop Front Roll One Foot (1,2,3...)	CLFRF
Front Roll Board Pass	FRBP	Contra Loop Board Off (1,2)	CLBO
Tic Tacs (1,2,3...)	TT	Contra Loop Back Roll Board Off (1,2,3...)	CLBRBO
Back Roll Tic Tac (1,2,3...)	BRTT	Contra Loop Front Roll Board Off (1,2,3...)	CLFRBO
Front Roll Tic Tac (1,2,3...)	FRTT	Contra Loop Innovation	CLI
Rodeo	ROD	S Loop	SL
Back roll rodeo (1,2,3,4...)	BRROD	S Loop Front Roll (1,2,3...)	SLFR
Board Off Innovation	BOI	S Loop Back Roll (1,2,3...)	SLBR
Sent pass (1,2)	SP	S Loop Innovation	SLI
Back Roll sent pass (1,2)	BRSP	Innovation 1	INNO1
Front Roll sent pass (Kung fu)	FRSP	Innovation 2	INNO2
		Innovation 3	INNO3

* (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...)	KLFROF
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...)	CLFROF
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

BIG AIR SURFBOARD TRICKLIST

TRICK NAME	ABBREVIATION	TRICK NAME	ABBREVIATION
Sent Jump	SJ	Kite Loop (1,2)	KL
Rodeo	ROD	Kite Loop Back Roll (1,2,3...)	KLBR
Back Roll Rodeo (1,2,3...)	BRROD	Kite Loop Front Roll (1,2,3...)	KLFR
Front Roll Rodeo (1,2,3...)	FRROD	Kite Loop Board Off (1,2)	KLBO
Deadman Rodeo	DMROD	Kite Loop Back Roll Board Off (1,2,3...)	KLBRBO
Deadman Front Roll Rodeo	DMFRROD	Kite Loop Front Roll Board Off (1,2,3...)	KLFRBO
Deadman Back Roll Rodeo	DMBRROD	Kite Loop Rodeo (1,2)	KLROD
One Foot	OF	Kite Loop Rodeo Backroll (1,2,3...)	KLRODBR
Back Rolls (1,2,3,4...)	BR	Kite Loop Rodeo Frontroll (1,2,3...)	KLRODFR
Front Rolls (1,2,3,4...)	FR	Kite Loop Tic Tac (1,2,3...)	KLTT
Back Rolls One Foot (1,2,3,4...)	BR0F	Kite Loop Back Roll Tic Tac (1,2,3...)	KLBRTT
Front Rolls One Foot (1,2,3,4...)	FROF	Kite Loop Rodeo Back Roll Tic Tac (1,2,3...)	KLRODBRTT
Board Off	BO	Kite Loop Front Roll Tic Tac (1,2,3...)	KLFRTT
Back Roll Board Off (1,2,3,4...)	BRBO	Kite Loop Rodeo Front Roll Tic Tac (1,2,3...)	KLRODFRTT
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
Tic Tacs (1,2,3...)	TT	Kite Loop Rodeo Back Roll Flip (1,2,3...)	KLRODBRFL
Rodeo Tic Tac (1,2,3...)	ROD TT	Kite Loop Front Roll Flip (1,2,3...)	KLFRFL
Tic Tac Flip (1,2,3...)	TTFL	Kite Loop Rodeo Front Roll Flip (1,2,3...)	KLRODFRFL
Tic Tac Rodeo Flip (1,2,3...)	TTROD FL	Kite Loop Innovation	KLI
Back Roll Tic Tac (1,2,3...)	BRTT	Contra Loop (1,2)	CL
Back Roll Rodeo Tic Tac (1,2,3...)	BRROD TT	Contra Loop Back Roll (1,2,3...)	CLBR
Back Roll Tic Tac Flip (1,2,3...)	BRTT FL	Contra Loop Front Roll (1,2,3...)	CLFR
Front Roll Tic Tac (1,2,3...)	FRTT	Contra Loop Board Off (1,2)	CLBO
Front Roll Rodeo Tic Tac	FRROD TT	Contra Loop Back Roll Board Off (1,2,3...)	CLBRBO
Front Roll Tic Tac Flip (1,2,3...)	FRTT FL	Contra Loop Front Roll Board Off (1,2,3...)	CLFRBO
Flips (1,2,3...)	FL	Contra Loop Rodeo (1,2)	CLROD
Rodeo Flip (1,2,3...)	ROD FL	Contra Loop Rodeo Backroll (1,2,3...)	CLRODBR
Back Roll Flip (1,2,3...)	BRFL	Contra Loop Rodeo Frontroll (1,2,3...)	CLRODFR
Back Roll Rodeo Flip (1,2,3...)	BRROD FL	Contra Loop Tic Tac (1,2,3...)	CLTT
Front Roll Flip (1,2,3...)	FRFL	Contra Loop Backroll Tic Tac (1,2,3...)	CLBRTT
Front Roll Rodeo Flip (1,2,3...)	FRROD FL	Contra Loop Rodeo Backroll Tic Tac (1,2,3...)	CLRODBRTT
Sent Pass Rodeo	SPROD	Contra Loop Front Roll Tic Tac (1,2,3...)	CLFRTT
Front Roll Shove It 3 (1,2,3)	FRSH3	Contra Loop Rodeo Front Roll Tic Tac (1,2,3...)	CLRODFRTT
		Contra Loop Flip (1,2,3...)	CLFL
		Contra Loop Back Roll Flip (1,2,3...)	CLBRFL
		Contra Loop Rodeo Back Roll Flip (1,2,3...)	CLRODBRFL
		Contra Loop Front Roll Flip (1,2,3...)	CLFRFL
		Contra Loop Rodeo Frontroll Flip (1,2,3...)	CLRODFRFL
		Contra Loop Innovation	CLI
		S Loop Rodeo	SLROD
		S Loop Innovation	SLI
		Innovation 1	INNO1
		Innovation 2	INNO2
		Innovation 3	INNO3

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

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ALL CHANGES FROM PREVIOUS VERSIONS CAN BE REQUESTED FROM GKA.

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GKA Event GmbH
An der Isar 3
D-82049 Pullach
Germany

info@global-kitesports.org

www.global-kitesports.org

www.gkakiteworldtour.com

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