

Guidance Notes - ICF 2017 World Freestyle Kayak Championships

The ICF Rules and Appendices are the executive source of governance for the ICF 2017 World Freestyle Kayak Championships. Effort has been made to ensure that this document does not contradict any aspect of the rules but if in the case of any omission, addition or contradiction of advice the ICF Rules and Appendices take precedence.

This document was approved for issue by the ICF Freestyle Committee on the 6th November 2017.



Foreword

Dear Athletes, Team Captains, Coaches, Performance Directors, Supporters, Judges and ICF Officials.

Welcome to the ICF 2017 World Freestyle Kayak Championships held at San Juan, Argentina, the biggest event and most exciting event in the freestyle kayaking calendar. Many of you have travelled from far and wide to attend the first World Championships held in South America, so thank you for your attendance. I wish you all the best for the competition. Good luck!

It is my role as Chief Judge at this event to guarantee that all paddlers are judged equally throughout the competition and that all the rules are correctly applied. In past events I have attended, I have felt a sense of confusion over the scoring system and some of the rules. I would like to use this document to clarify points of note. Please note however that the ICF Rules and Appendices are the executive document. This document also contains a lot of useful guidance material around other aspects of the competition, so please read it in its entirety. All information within this document is subject to change until the competition begins.

Kind Regards,

Joshua Wedgwood

Chief Judge at the ICF 2017 World Freestyle Kayak Championships

Contents

Foreword.....	2
The Rules.....	4
Common Questions	4
Flexibility to the Rules.....	4
Assistants	4
Boats and Equipment Checking	4
Event Timing	4
Appeals regarding moves scored	4
Further Points not in the Rules	4
Announcement of Results during Rounds	4
Notes Specific to this Competition – Generic for All Competitors	5
Before your heat/ride	5
Timing of heats.....	5
Training Slots.....	5
The Island	5
Starting your Ride	5
Buzzer.....	5
Ride Timing Clock.....	6
Official Event Time	6
Notes Specific to this Competition – Float Boat	7
Attainable/Non-Attainable	7

Feature.....	7
Notes Specific to this Competition – Squirt Boat.....	8
Competition Area and Feature	8
A Contradiction in the Rules and Uncertainty in Breaking Ties	8
Judging Guidance Material - Float	10
Retaining in the Feature	10
Moves after the buzzer	10
Linking to Entry Moves	10
Linking Moves	10
Air and Huge Bonus.....	12
Clean and Superclean.....	12
Trophy Bonus	12
Trophy Moves	12
Lunar Orbit Loop – The “Lunar Loop”	13
Tricky Woo Loop – The “Tricky Loop”	13
Woo Tricky	13
Back Loop McNasty.....	13
Lunar Orbit into Tricky Woo.....	14
Vadar Flip	14
Jedi Flip.....	14
Yoda Flip.....	14
Other Trophy Moves	14
Guidance for the Basic Moves	15
Spins/Cartwheels	15
Split-wheel	15
Tricky Woo	15
Loop/Back Loop/Space Godzilla.....	15
Felix	15
Phonics Monkey/Reverse Phoenix Monkey/ McNasty/Lunar Orbit.....	15
Guidance Notes for the Squirt Moves and Scoring.....	16
Split Wheel/ Tricky-Woo/ Woo-Tricky.....	16
Trophy 1, 2 and 3	16
Mystery Move	16
Suggested Future Rule Changes.....	17
Change Log	18

The Rules

Please **familiarise yourself with the rules of our sport**. The rules and move appendices can be found here: <https://www.canoeicf.com/rules>

Common Questions

Flexibility to the Rules

There will be no flexibility in the application of the rules during the competition. Common questions include the numbers of paddlers required to make a class official (6 federations and 3 continents starting overall – see rule 20.3), no boat sharing allowed (rule 8.4) and number of paddlers required to hold quarter final (41) /semi-finals (11).

Assistants

In past events, Rule 20.9 (IJCFR assistance) has been loosely applied. At the 2017 Championships this rule will be applied due to the increasing complexity of running the world championships. Please ensure that you submit the names of your assistance at least one week before the beginning of the event in line with the rules.

Boats and Equipment Checking

Please ensure that your kayaks and canoes meet the rules as stated in Section 5 and the safety measures in section 14. As Stated in Rule 14.6 paddlers will be checked to ensure compliance. There may be no boat sharing within a heat. Buoyancy jackets and helmets will be checked for compliance with rule 14.3 and 14.4.

Rule 8.3 states that “Only one single boat design may be used for the whole event”. This means both shape and material. You must choose during your first ride whether you will use carbon or plastic and use that boat for the entire competition.

Event Timing

In line with rule 18.3 a competitor who is not ready to start as schedule will be disqualified for the run if there is negligence on their part (as decided by the ICJCFR).

Appeals regarding moves scored

In line with rule 16.2 no appeals against a decision of the judges concerning the moves, bonuses and entry moves may be made. Only a demand of verification of the counting can be made in line with rule 16.1. Note however that the Wavemonkey computer system is being used at this event which has been verified with extensive testing and was used at the 2015 World Freestyle Kayak Championships.

Further Points not in the Rules

Announcement of Results during Rounds

Ride results will be available to the media immediately after the ride has finished. Results will therefore be shown on the live stream with the producers’ discretion. At all times during the competition, a TV screen showing the results will be available. Preliminary heats are decided in a random order however it has been decided by the ICF Freestyle Committee that results will be announced during the preliminary rounds. This decision was made to ensure the highest quality media presentation is given. In later rounds, by finishing higher up the order the competitors have earned the right to know what the other athletes have scored.

All results are preliminary until the Chief Judge has signed off the results – including the breaking of ties. The announcement of results is not in the rules so no appeals may be made if the above is deviated from at any point.

Notes Specific to this Competition – Generic for All Competitors

Before your heat/ride

You must gather for your heat at the staging area above the wave/hole. At this point you may be subject to boat checking. Please be waiting for your heat at least 15 minutes before the next heat is due to finish. If there is a pause in the schedule (for example for lunch or to start a different class or round) then ensure you arrive at least 15 minutes before the next heat is due to start.

When waiting for your next ride, please wait clear of the competition area as not to obstruct other competitors or the judges view.



Timing of heats

Heats are scheduled in blocks. Within these blocks the heats will run straight on from each other, so be prepared to start your heat slightly earlier than the advertised start time. Each block of heats will start on schedule.

Training Slots

In line with rule 15.1 training in the feature can only be done at allocated training slots. There is no training in the feature before competition rides or between heats. Doing so will risk disqualification from the competition.

The Island

Do not walk or place video cameras on the island during competition. Only media and ICF officials given permission by the Chief Judge may step onto the island.

Starting your Ride

Athletes may only start their ride once given the “thumbs up” from the Chief Judge. The Chief Judge will aim to make eye contact with the paddler whilst doing so to ensure the message has been received. Please wait in a location where you can see the Chief Judge.

At some points the judges may be ready but the chief judge will not start the ride because of the media – particularly during the finals. The chief judge co-ordinates between media and the judges so please be patient if there is a small pause – you wouldn’t want to miss your big moment as we live stream around the globe!

Buzzer

Float boat rides are 45 seconds long. There will be a buzzer 10 seconds from the end (at 35 seconds) and a buzzer at 45 seconds signalling the end of the ride.

Squirt boat rides are 60 seconds long. There will be a buzzer 10 seconds from the end (at 50 seconds) and a buzzer at 60 seconds signalling the end of the ride.

The first buzzer is one short sound. The second buzzer is one long sound.

Ride Timing Clock

There will be a number of timing clocks around the site, it is intended that one will be positioned on the judges stand, one on the island easily visible to competitors and one facing the crowd. The clock on the judges stand will be the official timing clock for each ride, due to the clocks using wireless network there may be a small (less than 0.1 seconds) delay between each clock. As the official clock will be the one on the judges stand then this will not affect the scores given.

Each clock will show two red crosses “XX” when the ride finishes. Keep pulling moves until you visibly see this symbol on the clock or hear the long buzzer/whistle.

The judges will hear a buzzer when the ride starts (not audible to the paddlers), and the chief judge will have a countdown directly displayed on his tablet computer. This will be used to ensure that the ride has been timed correctly. In all rides, the chief judge runs a back-up stopwatch. If the timer fails to start the clock or there is a failure of the system this back-up stopwatch will be used. A loud whistle will be sounded by the chief judge at the appropriate points in the ride – paddlers should use this instead of the buzzer.

Paddlers will not be offered a re-run of their ride if the buzzer fails at any point if the chief judge recognises this in the ride and blows the whistle at the appropriate points. If the buzzer fails mid-ride and this is not recognised by the chief judge therefore no whistle is blown, then a re-run of the ride will be offered.

Official Event Time

The event timing will be run on GMT-3. The official event timing will be as given by *Google* searching “Time in San Juan Argentina”. This will be used for heat timings and team training timings.

Notes Specific to this Competition – Float Boat

Attainable/Non-Attainable

This is an attainable feature.

Feature

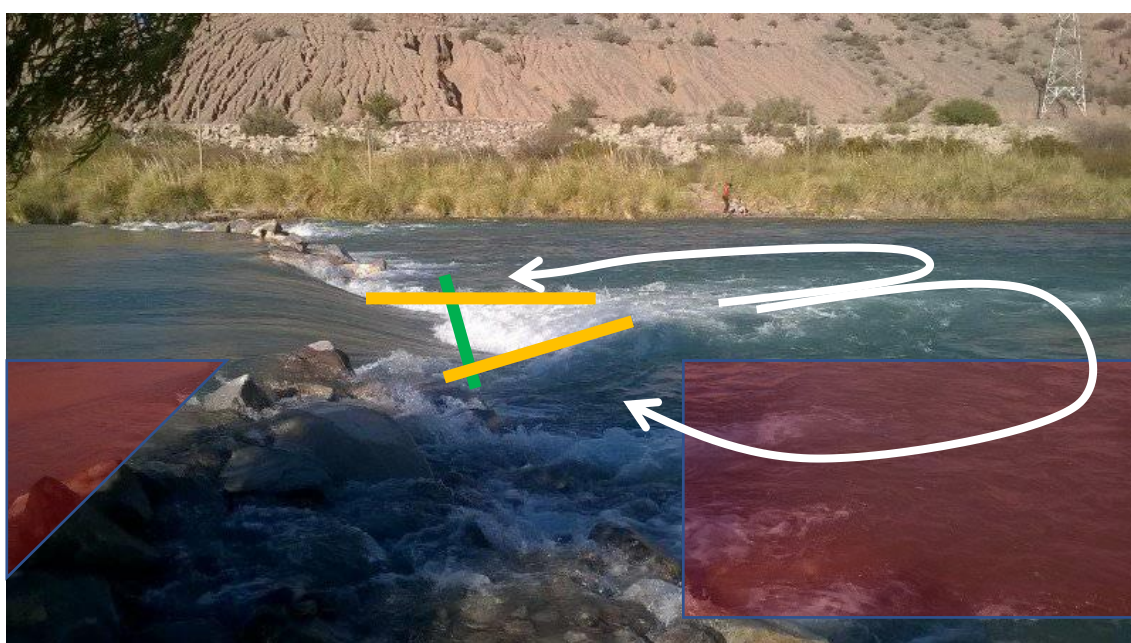
As stated in rule 15.1, for surface boats, the run begins as the competitor crosses the main lateral, if an entry move is performed it is when the boat hits the foam pile.

This is translated as shown below with the following annotations:

- If starting from the lower eddy, the time will start when the body of the paddler crosses the orange line. In doing so the paddler should be established on the feature.
- If the body of the paddler does not cross the orange line and they flush on the radial, the ride will not begin.
- If the paddler is starting from above, once the body of the paddler crosses the green line, the ride will begin. This means that if a competitor goes for an entry move but misses the wave (hits the radial for example), the time will begin regardless.
 - Entry moves may be attempted from below the feature but will be assessed on a case by case basis. It is not expected that this will be attempted.
- Any paddler waiting upstream but wishing to start their ride from the eddy should signal clearly to the Chief Judge their intentions by pointing to the eddy which they wish to start from and clearly paddling in a downstream direction through the wave once confirmation has been given.

If a paddler flushes, they may paddle back onto the feature using either eddy – the white arrows in the picture below.

While waiting between rides, paddlers must avoid the red areas in the picture below as they may interfere with the view of the judges. Paddlers attempting entry moves may also wait upstream – but do not obstruct the view of the judges.



Notes Specific to this Competition – Squirt Boat

Competition Area and Feature

The competition area extends from above the wave, down to the rocks below in the flow about half way down the next pool.

The green circles on the diagram below show the location of the features which can be used for bonuses. The two circles at the downstream end of the arena are rocks. The wave/hole does is not a feature. Evidence from the 2016 World Cups showed that this gave a good balance in scores between those competing in float and squirt boats in this event.

The follow diagram is based on the 2016 world cups. This may be subject to change once the area is assessed given potential changes to the flow in the past year.



A Contradiction in the Rules and Uncertainty in Breaking Ties

In the case of a tie, tie breakers are as follow:

1. Dropped ride first
2. Highest scoring move performed on all the runs of the round (move judged by at least one IJCFR) second.
3. Highest number of different moves third.
4. If there is still a tie the competitors concerned will go to the next round.

In the preliminary round, there is no “dropped” ride in an attainable feature, as both rides count. In order to overcome this for the preliminary round the first tie breaking criteria will be the competitor with the highest single ride score will be placed above.

For example:

Competitor	Ride 1 Score	Ride 2 Score	Total Score	Position	Note
Competitor A	50	100	150	1	100 > 75
Competitor B	75	75	150	2	

The rules are also un-clear as to the second and third criteria. For the second criteria the highest scoring move is chosen without bonuses applied

For example:

In this case the paddler scoring a cartwheel (30 points) would be placed above the paddler scoring a Spin (10) with Super Clean (20).

Competitor	Ride 1 Score	Move	Bonus	Position	Note
Competitor A	30	30	0	1	30 > 10
Competitor B	30	10	20	2	

For the third criteria highest number of moves includes both left and right moves across all the rides.

Taking the example below for a quarter final round when 2 of 3 rides count. The paddlers have tied, therefore the dropped ride is looked at, in this case there is also a tie as both competitors scored 5 points on this ride. The second criteria is highest scoring move performed, in this case both competitors scored a McNasty so the third criteria must be used. Competitor A has scored 5 different moves whereas competitor B has scored 6 different moves, competitor B would therefore progress to the next round.

Ride	Move	Competitor A	Competitor B
1	Move 1	McNasty (120)	McNasty (120)
	Move 2	Loop F (60)	Cartwheel R (30)
	Move 3	Spin R (10)	Cartwheel L (30)
	Move 4	-	Spin R (10)
	Total	Total = 190	Total 190
2 (Dropped)	Move 1	Shuvit R (5)	Shuvit R (5)
	Total	Total = 5	Total = 5
3	Move 1	Space Godzilla R (90)	Back Loop (90)
	Total	Total = 90	Total = 90
Best 2	Total	190+90 = 280	190+90=280
Primary Criteria – Total	Tied	280 Points	280 Points
Criteria 1 – Dropped Ride	Tied	5 Points	5 Points
Criteria 2 – Highest Move	Tied	Mcnasty (120)	McNasty (120)
Criteria 3 – Different Moves	B Wins	5 Moves	6 Moves

Judging Guidance Material - Float

At this event we are fortunate to have one of the best teams ever assembled to judge at a World Championships. All judges are certified at Grade A. This year the examination was set at an increased difficulty level, recognising the increasing complexity of rides.

It is the role of the Chief Judge to ensure that all paddlers are judged equally throughout the competition. Each judge will judge consistently throughout the competition.

Retaining in the Feature

The paddler must retain in the feature in order for a move to score, this means that "Exit Moves" will not be scored as the move is not completed in the feature.

Moves after the buzzer

Moves initiated before the buzzer, and completed after the buzzer will be scored. If the move is linked to another move after the buzzer, the move initiated after the buzzer will not be counted and no link bonus applied.

Linking to Entry Moves

It is not possible to link to an entry move.

Linking Moves

In order for moves to be linked, as defined in the rules two moves performed consecutively in one fluid motion. Moves must therefore flow straight into each other. For example, a lunar orbit completed with the stern facing upstream would not link to a tricky woo starting on the front end as a whole 180 degree rotation would have to be completed between the moves.

There is a grey area in-between however this will be treated on a case-by case basis and judged consistently throughout the competition.

There is one move which the definition could bring exception to this rule. The McNasty definition is as follows: "At least 150° horizontal angle rotation or half a barrel roll flowing into a front Loop or Space Godzilla". The McNasty will be considered to be at a maximum of 200° horizontal angle rotation which means a front loop cannot be linked into a McNasty.

For 2017 the appendices were updated to include the following definition within the link: "The last 30 degrees of rotation of the first move can be skipped in order to facilitate a smooth transition into the next move." This will be applied however most of the common "links/trophies" have to skip more than 30 degrees of rotation in order to perform. Examples of these are the Lunar-Loop which has to skip 90 degrees of rotation in order to facilitate the loop. Links which may benefit from this rule change include linking a Splitwheel into a Phonix Monkey and a Backloop-McNasty in which the backloop nearly completes before going into the McNasty.

A move cannot be linked into itself going the same direction. For example, a cartwheel left cannot be linked to a repeated cartwheel left.

In order to help paddlers understand what moves can be linked to others a matrix is provided below. Note that this does not include all moves, only those that it is likely to be linked from/to at this World Championships. It is possible to link to a trophy move but these are not included on this list. Links marked as "Yes" it is thought possible to perform in-accordance with the rules. Links marked "No" it is not thought to be able to link together in one fluid motion however if they are linked in accordance to the rules the judges will score these as linked.

Link Moves Matrix - 2017 ICF World Freestyle Championships

YES	Possible to link moves
NO	Unlikely to be linked in 1 fluid motion, judges will score if linked in accordance with the rules

Link From (1st Move)	Spin		Cartwheel		Split-wheel on Bow		Split-wheel on Stern		Tricky Woo		Loop		Space Godzilla		Back Loop		Phonics Monkey		Lunar Orbit		McNasty	
	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R	L	R
Spin	L	NO	NO	YES	NO	YES	NO	NO	NO	NO	YES	YES	YES	YES	NO	YES	NO	NO	NO	NO	YES	NO
	R	NO	NO	NO	YES	NO	YES	NO	NO	NO	YES	YES	YES	YES	NO	YES	NO	NO	NO	NO	NO	YES
Cartwheel	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	YES	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Split-wheel on Bow	L	NO	YES	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Split-wheel on Stern	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Tricky Woo	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Loop	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
McNasty	L	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
	R	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
Phonics Monkey	L	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
	R	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
Space Godzilla	L	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
	R	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
Back Loop	L	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
	R	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
Lunar Orbit	L	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
	R	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
Front Roundhouse/Bunt	L	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
	R	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES	YES
Spinning Left	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Spinning Right	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Ending in left cartwheel	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Ending in right cartwheel	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Spinning Left	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Spinning Right	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Paddler spinning left (throwing with right blade)	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
Paddler spinning right (throwing with left blade)	L	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO
	R	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO	NO

Assumes that a boat spinning in one direction cannot be linked in one fluid motion into a spinning motion the other direction.

Bold highlights common link moves.

Not all moves listed here, only common moves expected to be seen at the World Championships. **Other** linked moves, if performed will be scored.

Air and Huge Bonus

The air bonus and the huge bonus are additive. For example:

- An athlete performs an air loop: They get scored the basic value (60)+ the value for air (30) = Total 90
- An another athlete performs a huge air loop: They get scored the basic value (60) + the value for air (30)+the value for huge (40) = Total 130.

The method of deciding how high the boat must be in the air for huge to apply is as follows. All the judges spend time at the feature together before the competition begins. After getting a feel for how big the moves people are they will compare opinions and come to an agreed standard. This is agreed by the Chief Judge and will be communicated to the athletes via the team captains meeting. Judges arrive at the event 3 days before, it is therefore not possible to announce how big a move must go to achieve a huge bonus until 1 or 2 days before the competition begins.

Clean and Superclean

One move performed superclean will get only the superclean bonus but not the clean bonus (unlike Air and Huge which are additive). If the superclean move is repeated then the clean bonus will be scored. Hands or Paddles must not be used if clean or superclean is to be given.

Trophy Bonus

A Trophy bonus is can be applied to moves for completing a bonus not listed in the list of bonuses. An example would be throwing the paddle in the air and catching it in a loop. These are not awarded for going “extra huge”.

Trophy Moves

Only one trophy moves in each direction can be scored – the maximum number of trophy 1, 2 and 3 that can be scored in total is therefore 6. The judges will account for the direction of the Trophy, so a Lunar Loop can be done right or left. Two Lunar Loops left will only score one Trophy Left however. If two different trophy moves are attempted, for example a Lunar Loop and a Tricky Woo Loop at a given level, they will be scored separately as left and right. If 3 Trophy moves of equal level are attempted, the 3rd will be down-graded to the lower level.

For example a paddler attempts the following 4 different trophy moves called “A”, “B”, “C” and “D” with a given direction:

- Trophy Move A (Valued at Level 1) Left – Scored as Trophy 1 Left
- Trophy Move A (Valued at Level 1) Right – Scored as Trophy 1 Right
- Trophy Move B (Valued at Level 3) Left – Scored as Trophy 3 Left
- Trophy Move C (Valued at Level 3) Left – Scored as Trophy 3 Right as it is a different Trophy Move
- Trophy Move D (Valued at Level 3) Left – Scored as Trophy 2 Left as two Trophy 3s have already been scored.

A Trophy Moves is one that does not meet any other definition in the list of basic moves of the appendix. There is ambiguity in the rules as to what a “High” and “Expert” level of skill is. A list of the common trophy moves is therefore given below and the value at which it will be scored if completed as recognised as “the standard”.

All Bonuses are applicable to Trophy Moves. A Trophy Move can therefore be air, clean, huge etc.

Due to the flexibility afforded to the Trophy Moves, the judges may score each move given a higher or lower category of Trophy move depending on how well it is performed.

Lunar Orbit Loop – The “Lunar Loop”

Description

A Lunar Orbit which is not completed, instead, finishing on the bow flowing into a loop.

Scoring

The Lunar Loop will be scored as a Trophy 2 for this event. Moves performed worse may be given Trophy 1 at the judges’ discretion.

Tricky Woo Loop – The “Tricky Loop”

Description

A Tricky Woo which is not completed, instead, finishing on the bow of the 3rd end flowing into a loop.

Scoring

The Tricky Loop will be scored as a Trophy 2 for this event. Moves performed worse may be given Trophy 1 at the judges’ discretion.

Woo Tricky

Description

3 consecutive 180° horizontal angle rotations. It begins with a “change of direction” on the stern over 45 degrees vertical angle which is followed by a rotation on the bow at a vertical angle over 60° in the same direction as the first rotation of the split-wheel. The third end must be over 45 degrees vertical angle.

Scoring

The Woo Tricky will be scored as a Trophy 2 for this event. Moves performed worse may be given Trophy 1 at the judges’ discretion.

Further Note on the Woo Tricky

In order for the move to be scored as Trophy 2, the 180° horizontal angle rotations will be focused on by the judges. For example, if the first 180° horizontal angle rotation is not 180° and hence is more of a stern-end flowing into a loop this move will not be given a Trophy 2.

If the move flows into a loop rather than a space-godzilla. This will not be considered a Trophy Move and considered as one-end flowing into a loop. Only a loop would therefore be scored. This is because if a Tricky Woo finishes in a back loop rather than a 180 degree rotation no move is scored. Applying the rule in this manner results in consistency between the forward and backward performance of the move.

Back Loop McNasty

Description

A not completed Back Loop (by more than 30 degrees), flowing into a McNasty

Scoring

The Back Loop McNasty will be scored as a Trophy 2 for this event. Moves performed better or worse may be given Trophy 1 or Trophy 3 at the judges’ discretion.

Further Note on the Back Loop McNasty

The Back Loop McNasty can either be a link or a Trophy depending on how it is performed and how many degrees of rotation are lost from the Back Loop.

Lunar Orbit into Tricky Woo

Description

A lunar orbit where the last end is shared with the first end of the tricky woo.

Scoring

The Lunar Orbit into Tricky Woo will be scored as a Trophy 3 for this event. Moves performed worse may be given Trophy 1 or Trophy 2 at the judges' discretion.

Vadar Flip

Description

Initiated like a loop, between a horizontal angle of 20 degrees and 20 degrees, the boat performs a 360 degree rotation around the paddler at an angle greater than 60 degrees perpendicular to the direction of current. From this rotation a front loop is thrown, starting and finishing between 20 degrees and 20 degrees.

Scoring

This move will be scored as Trophy 3 for this event. Moves performed worse may be given Trophy 1 or Trophy 2 at the judges discretion

Jedi Flip

Description

Initiated like a loop, between a horizontal angle of 20 degrees and 20 degrees, the boat performs a 180 degree rotation around the paddler at an angle greater than 60 degrees perpendicular to the direction of current. From this rotation a back loop is thrown, starting and finishing between 20 degrees and 20 degrees.

Scoring

This move will be scored as Trophy 2 for this event. Moves performed worse may be given Trophy 1 at the judges discretion

Yoda Flip

A 360 degree cross bow pirouette falling into the initiation position of the back loop. This move will not be scored as a trophy move but will be scored as a pirouette linked into a back loop (assuming that it is completed in one fluid motion).

Other Trophy Moves

There may be other Trophy Moves which are performed. These will be assigned as seen by the judges at the time and will be judged for the remainder of the competition consistently. As a general rule to apply in working out what Trophy Level will apply, the following rule will apply:

- Moves combining two basic moves less than 100 points will be given Trophy 1
- Moves combining one move worth less than 100 points and one move worth more than 100 points will be given Trophy 2
- Moves combining two moves worth more than 100 points will be given Trophy 3.
- Moves combining 3 or more moves will be judged as seen on a case by case basis but they are likely to score Trophy 2 or Trophy 3.

If an athlete performs a totally new move this will be awarded Trophy 1, Trophy 2 or Trophy 3 depending by comparing it to other regularly given Trophy moves and assessing its perceived level of skill in comparison.

Guidance for the Basic Moves

With all moves the judges are looking for the move to be completed in one fluid motion.

Guidance is given below on some of the key points which judges look for and questions that judges often receive. Note that these points are guidance and advice only and that the judges refer to the Appendices as the executive definition to judge against. Each judge may vary slightly from the guidance below, but they will do consistently throughout the competition.

Spins/Cartwheels

While performing the Spin, ensure that the boat completes a full 360-degree horizontal angle rotation. A spin can start at any orientation on the feature for example, a left side surf rotating a full 360 degrees into a left side surf.

While performing cartwheels ensure that the vertical angle meets the definition.

If the athlete performs 2 consecutive 180 degree ends, one above 45 degrees and one below (half a spin and half a cartwheel), this meets neither the definition of the Spin or the Cartwheel and therefore will be not scored.

Split-wheel

Ensure that the boat changes direction fully from the left edge to the right edge whilst meeting the vertical angle definition.

Tricky Woo

The definition of the Tricky Woo states 3 consecutive 180 horizontal angle rotations must be completed. This means that finishing move in a back loop will not score a Tricky Woo as 90 degrees of rotation would be missing. A Trophy move will not be given if the move finishes in a back loop. A splitwheel will not be scored if the third end fails as the second end (of the splitwheel) is not completed.

Loop/Back Loop/Space Godzilla

Both of these moves should finish between a horizontal angle of 20° and 20°. Many athletes land Space Godzillas at a horizontal angle of 45 degrees, these will not score. Athletes performing the Space Godzilla should ensure the boat rotates 90 degrees or greater. A Space Godzilla may land on edge or return to land flat as long as the 90 degree rotation is achieved at one point in the move. If the full 90 degree rotation is not achieved when attempting a Space Godzilla, a Loop may be given by the judges if it meets the definition of a Loop.

Felix

Ensure that the boat completes a full 360 degree spin with at least 180 degrees inverted. A Felix may start from any position, for example a side surf into a side surf as long as it meets the definition.

Phonics Monkey/Reverse Phoenix Monkey/ McNasty/Lunar Orbit

The Pirouette must be above 45 degrees throughout the 330 degree horizontal angle rotation. If the angle of the boat drops below 45 degrees at any point it will not be scored as a Phonics Monkey. With the reduction of horizontal angle rotation to 330 degrees, reduced down from 360 degrees in the 2015 Appendices this is achievable by paddlers. The move should finish between a horizontal angle of 20° and 20° in line with the Loop definition.

If a Phonics Monkey attempt does drop below 45 degrees on the Pirouette a McNasty may be scored. Alternatively, if the Pirouette aspect of the move is flat throughout, the judges may score a Spin Linked

into a loop. If possible, a McNasty will be given as preference over a Spin Linked into a Loop. By extension to this, a scoring Phonics Monkey also meets the definition of a McNasty.

The Lunar Orbit may finish as a back loop, landing between a horizontal angle of 20° and 20° or a back cartwheel, above a vertical angle of 45°. Ensure that the move does one of these, and is not a mix of the two.

Guidance Notes for the Squirt Moves and Scoring

There is less ambiguity in the squirt definitions compared to the float boat definitions therefore only a few moves are commented on below. Note that these points are guidance and advice only and that the judges refer to the Appendices as the executive definition to judge against. Each judge may vary slightly from the guidance below, but they will do consistently throughout the competition.

Split Wheel/ Tricky-Woo/ Woo-Tricky

The Tricky-Woo and Woo-Tricky should only be performed on one paddle blade. In each of these moves (Split Wheel/ Tricky-Woo/ Woo-Tricky) the judges are looking for a 170° to 190° rotation on each rotation on the long axis.

Trophy 1, 2 and 3

1 Bow Screw Left, 1 Stern Screw Left, 1 Bow Screw Right, 1 Bow Stern Screw Right (or in the opposite direction) all linked together as seen for the first time in competition at the 2015 World Championships will be scored as Trophy 3.

If float boats are competing in the squirt category, the following moves will be given the Trophy Moves as stated (if completed on the flat or in the hole/wave):

- McNasty – Trophy 2
- Phonics Monkey – Trophy 2
- Felix – Trophy 1
- Space Godzilla – Trophy 1
- Reverse Phoenix Monkey – Trophy 3

A pirouette will not be scored as Trophy 1, 2 or 3.

Mystery Move

The number of seconds which are multiplied are the number of seconds which the head is under the water for. Number of seconds are done in integer steps, rounded to the nearest whole number (0.5 rounded up). For example, a 4.4 second mystery move will be scored as $4 \times 20 = 80$ points. A 4.5 second mystery move will be scored as $5 \times 20 = 100$ points. The initial 2 seconds which must be counted are included in the Mystery Move score.

Suggested Future Rule Changes

It is up to the athletes and National Governing Bodies to suggest rule changes. It is therefore suggested that the following rules are suggested to be altered by a competing nation at the next opportunity (note that the following are purely the view of the Chief Judge):

- Clarify the contradiction currently present in the breaking of ties in the preliminary rounds. Remove ambiguity in the further breaking of ties.
- There is no requirement for a 10 second buzzer for squirt paddlers, this should be added to the rules. Further to this, there is no requirement to have a timing clock visible to the paddlers. Although this is generally supplied at ICF competitions, paddlers may want to specify the number size and proximity to the feature.
- There is no consistency between the naming of a Phonics Monkey and a Reverse Phoenix Monkey. Is it a Phonics or a Phoenix? Please decide!
- The original intention of Trophy moves was that 1 or 2 would be given in a competition, with the Rules and Appendices keeping pace with the development of moves. Recently this has not been the case and although the 30 degree link alleviation has been introduced with the intention of fixing this, it has not fully fixed the problem. Please decide if you are happy to continue at the next World Championships with the of the rules interpretation as presented in this document or if you think moves such as the Lunar Loop should be added as basic moves.
- “Exit Moves” when performed correctly look very impressive. Should the rules be changed to allow and encourage these in the future?
- Linking to an Entry Move, should this be allowed in future?

Change Log

Issue	Reason for Issue	Date
6	Initial release outside of ICF committee and judges	6/11/2017
7	2 changes were made at issue 7 <ul style="list-style-type: none"> • Update to Lunar Orbit into Tricky Woo naming (move was referred incorrectly as Tricky Woo into Lunar Orbit in issue 6). • Updated wording for announcement of results section. In issue 6 some sentences did not make sense. This has been corrected. 	12/11/2017
8	5 changes were made at issue 8 <ul style="list-style-type: none"> • Added additional guidance on the breaking of ties. • Added information on the buzzer to be used at the competition. • Added move linking table. • Additional guidance on clean/superclean • Jedi/Yoda/Vader Flip Information added 	21/11/2017