



QUARRY



Traditional Cable Scoring:

Beg. Wakeboard: 50% Sliders / 30% Kickers / 10% Ollie Tricks / 10% Composition

Am. Wakeskate: 35% Sliders / 35% Kickers / 20% FlatsTricks / 10% Composition

Nov. Wakeboard: 40% Sliders / 40% Kickers / 10% Ollie & Air Tricks / 10% Composition

Int. Wakeboard: 35% Sliders / 35% Kickers / 20% Ollie & Air Tricks / 10% Composition

Adv and Pro Wakeboard: 30% Sliders / 30% Kickers / 30% Air Tricks / 10%

Composition

Pro Wakeskate: 20% Sliders / 25% Kickers / 35% Air Tricks / 20% Composition

• (Pro & Adv percentages have changed to match world series percentages, the risk for kickers is far higher than rail hits. While riders may not get their exact hit on a rail, they rarely fall. Features only highlights rails and then kickers, traditional is held to showcase the most well rounded riders through all three disciplines and now composition has also been raised to verify the strength of the overall run.)

Divisions and Trick Limitations:

Novice Wakeboard:

Kickers: Spins - Front Side 360s and backside 180s Only. One Basic Invert allowed in Run

Air Tricks: Ollie 180 and 360 both front side and backside. One Air Trick (Only: Railey, Roll, Roll to Revert or Krypt) can be done in the run.

Rails: Ollie on entries are allowed. Ride up 180s/ 270s on. 540 max rotation on entry of rail, during rail slide, and off the exit of the rail.

WildCard: Intermediate Run Restrictions

Intermediate Wakeboard:

Kickers: Spins - Front Side 540s and backside 360s Only. All Basic Inverts allowed in Run (No 360 Inverts or blind landing inverts)

Air Tricks: Basic Air tricks, No Blind Landing Tricks or mobes. (S-Bends & Vulcans are allowed)

Rails: Ollie on 180s, 270s, but not 360s. 720 max rotation on entry of rail, during rail slide, and off the exit of the rail.

WildCard: Advanced Run Restrictions

Advanced Wakeboard:

Kickers: Spins - Front Side 720s and backside 540s Only. All Basic Inverts, basic blind tricks and 360 inverts without a handle pass are allowed in Run (No handle pass 360

Inverts)

Air Tricks: Basic Air tricks, Blind Landing Tricks allowed. HS Mobes are only full twisting invert allowed in run. (S-toBlinds are allowed)

Rails: No Restrictions

WildCard: No Restrictions

Professional Wakeskate:

No Restrictions

Traditional Cable Format:

Each rider will get two turns. The rider's run will begin when he or she leaves the dock and will continue until he or she falls, or the carrier reaches tower one a second time. This means the rider gets a full lap and an extra pass on the first stretch. (This may vary from site to site due to size of the cable, at TSR the run ends after the rails in stretch one, at BSR the end is after the kickers) The rider must let go before tower one. We will go through the running order and then return to the first rider and go through the complete order a second time. The judges will choose the riders best run and discard the other completely. All divisions EXCEPT beginner & amateur wakeskate will get a wildcard. The wildcard is one extra trick that will be added to the riders best run. The wildcard trick should be done immediately following the riders second turn if he or she does not fall. Just remain riding and perform your wildcard where appropriate. If the rider falls on their second run they should immediately return to the starting dock to get their wildcard turn. While on your wildcard lap ONLY do the single wildcard trick or the judges may score the wrong trick. The same trick will not be scored twice in the same run but can be repeated in the second run since the judges will be taking the best turn not a combination of the two.