



WORLD WAKEBOARD ASSOCIATION

System #3 (Wake Park Judge System):

The Wake Park Judging System includes a Flats trick judge, an Obstacle judge, and a Composition judge. This system can be organized one of two ways: with one judge providing a score per category, or all three judges can provide a score for each category. This system recognizes that wake park events have two main criteria: flats tricks and obstacle tricks. The composition aspect of the rider's run is the defining criteria, which will separate the more skilled and diverse riders from one another. Using this judge system will require that riders will need to formulate well thought out and exciting composed runs. Rider's will be forced not only to excel at performing tricks using the obstacles and flat tricks, but will also need to incorporate those tricks into the best flowing run possible. When using the Wake Park Judging System, always keep the DRIVE judge criteria in mind.

- D** Difficulty
- R** Risk in the Run
- I** Intensity
- V** Variety
- E** Execution

The breakdown of percentages and explanations of each category are as follows:

Flats Tricks Judge 30%

Obstacles Tricks Judge 30%

Composition Judge 40%



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Flats Judge – 30% of the Total Score

The flats judge is responsible for all maneuvers done on the course with out the usage of an obstacle. The judge needs to be able to break down the trick using the DRIVE model, and here are some additional points to take in account when using the DRIVE model in a Wake Park format:

Difficulty - The difficulty of a maneuver on a wake park can be as simple as where the trick was thrown on the course. Most maneuvers done threw a corner are easier than those performed underneath or to the inside of the cable. The reason for this is the amount of pull or resistance the cable provides for the rider in these areas of the course. This pull is what allows the rider to leave the water and perform inverts without the usage of an obstacle.

Risk - Risk is the rider's ability to perform maneuvers in difficult places through out their run. A rider can show risk by throwing what would be considered a difficult trick early on in their run, and it can also be linked to the height you take a particular trick. Typically, the higher you go on a trick, the more risk you take. Anything/anytime a rider is perceived to put themselves "out on a limb" to better their run, risk is involved. The risk a rider takes in a run can separate them from riders who don't. Ultimately a rider who takes more risks and is successful, he/she will be rewarded more so than a rider who "plays it safe" in their run.

Intensity - Intensity is directly defined as the exceptionally great concentration of power, or force. This category is exactly that. The sheer height the maneuver was performed at makes the trick that much more exciting to watch. Many maneuvers can be performed on the water, but the riders ability to do them with as much intensity as possible helps he/she separate themselves from the other competitors.

Variety – In a Wake Park setting, variety can mean a lot to the composition of you're trick choices. Tricks performed on your heelside, toeside, switch, on the corners or beneath the cable, to the inside of the cable, flips, rolls, raley based tricks, backside and frontside spinning, where you grab your board, all determine how diverse you're riding is and whether or not you utilize a variety of tricks.

Execution - How a rider executes the trick is very important. This can be broken down all the way to a simple wobble on a landing, or if a grab was not seen to be as solid. Execution of a trick shows the riders level of control on the water and in the air. This can separate many riders from being placed at the top of their heat to the bottom. Showing absolute control from the beginning of the trick to the end is key in receiving the highest amount of points possible for the trick performed.



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Obstacles Judge – 30% of the Total Score

This judge is responsible for all maneuvers performed on the obstacles that are placed within the course.. A rider that ollies onto a rail or hitting a kicker / box in their run the difficulty increases with some switch approaches. A judge can also use the DRIVE model in this section to help with the scoring of a rider's over all obstacle impression. This judge must have a high level of obstacle knowledge since this category entails rail maneuvers, box transfers, and a variety of kicker tricks. Some questions that a judge should ask them self when formulating a score for this category are as follows:

1. Were all obstacles used?
2. Who had the best variation of obstacle tricks?
3. Who had more “+” to indicated tricks being done big/risky?
4. Who had more “-“ to indicated poorly done tricks?
6. Compare the amount of difficult / technical tricks?
7. Compare the number of cleanly executed tricks?
8. Compare the total number of tricks?
10. Look for different spin rotations?
11. Look for switch verse regular?
12. Compare the amount of frontside vs/ backside tricks?
13. Is the rider bonking rails vs.. pressing them?
14. Did the rider control the trick on or off the obstacle or did they come off early?
15. Did the rider show complete control while on the obstacle?



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Composition Judge (Wake Park) – 40% of the Total Score

This judge is the most experienced judge in the panel, and should have extensive knowledge of the two above categories. The score in this category is the riders overall usage of the course. How the rider incorporated the obstacles with flat tricks, while producing the best variety of maneuvers possible. Composition is how the rider made the whole run flow from start to finish. Some questions a judge should ask themselves when formulating a score for this category are as follows:

1. Was there a good balance of obstacle and rail tricks?
2. Did the rider do handle passed tricks and/or land wrapped?
3. Did the rider have variations of grabs?
4. Did the rider have variations of spin rotations (backside vs. frontside)?
5. Who linked tricks, and obstacles together better?
6. Did they put flat tricks between the obstacles to maximize the run or did they pass up obstacles to do flat tricks?
6. Did the riders have their course planned out, and did the tricks flow from one to another easily?
7. Who had more grabs, tweaks, stalls, off-axis, switch, backside, and noticeable style?
9. Where did the rider put the hardest trick in their pass?
10. Was there any wasted course space? Was the entire length of course used to full potential?



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DRIVE Judging Criteria

The DRIVE Judge system has been adopted in recent years due to the diverse and progressive contest runs it encourages. This format allows for judges to look at 5 different criteria when breaking down an entire run, or a specific category of a run. The DRIVE model can be used in many instances in order to decide who had the best overall ride during their entire run or category.

Explanations:

D difficulty
R risk in the run
I intensity
V variety
E execution

Difficulty:

Number of rotations
Technicality
Combinations (combining tricks, adding spins, grabs etc)
Spin direction (frontside or backside)
Switch vs. regular stance
Handle pass vs. landing wrapped
Grabbing tricks

Risk:

Level of technical difficulty
Linking difficult tricks
Amplitude of tricks

Intensity:

Wake to wake vs. into the flats
Grabs
Number of tricks



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Variety:

Were the tricks all based on the same trick? (roll, roll 2 rev, roll 2 blind, kgb = similar)

Did they spins both ways?

Were the grabs different?

Were the rails slid differently? (boardslide v lipslide, backside v frontside)\

Did they hit the wake in different directions? (regular toeside, regular heelside, switch toeside, switch heelside)

Execution:

Were landings clean?

Were grabs legit?

Did the run have fluidity?

Did the rider customize or adapt tricks...make them their own? Make them unique?