



2010 USHA Rules

These rules will apply to the Spring Fling tournament in Jacksonville, the USHA Nationals, the USHA Video Competition, and the Last Fling 'til Spring tournament this fall in Jacksonville. Visit www.USHANationals.com and www.WebAppPros.com/ushascoring for the latest rules and trick lists for each division.

Eligibility: You must be a grassroots or active member of USHA to compete in any USHA tournament. See <http://www.usawaterski.org/pages/Join.html> to join. Please specify Hydrofoil as your sport discipline.

Consent: By entering any competition, you give USHA the rights to use any photos or video as we please.

Boats/equipment: An AirSling may be available for use, and if used, the rider may designate his/her desired pressure. Rope length is limited to 100 feet. Speed is limited to 30 mph.

Divisions:

The number of divisions depends on how many entries we get, and the judges reserve the right to move people to a different division, create new divisions, or consolidate riders. We'll strive for a minimum of three riders in each division. We expect to have the following divisions:

Novice Women: over 14. **Formats:** Free ride, 3-Trick, Jump out

Novice: 14 and under (boys and girls). **Formats:** Free ride, 3-Trick, Jump out

Novice Men: over 14. **Formats:** Free ride, 3-Trick, Jump out

Note: A maximum of one invert will be scored in the Novice divisions.

Intermediate Men: Up to 3 consistent inverts or 360s combined. **Formats:** Free ride, 3-Trick, Flip out

Advanced Technical - Riders must have two or less consistent advanced tricks (front flips, 360s, combos – anything scoring higher than a wake roll). **Formats:** Free ride, 3-Trick, Flip Out

Advanced Air - Riders must have two or less consistent advanced tricks (front flips, 360s, combos – anything scoring higher than a wake roll). This division is for riders who are capable of significant air. **Formats:** Free ride, 3-Trick, Big Air

Open / Outlaw/ Pro Men: 3 or more consistent advanced tricks (front flips, 360s, combos – anything scoring higher than a wake roll). Riders must use their judgment to determine which division to enter based on typical air and abilities. We often divide riders between Open and Outlaw based on the outcome of the first round of free ride. **Formats:** Free ride, 3-Trick, Big Air

Two Rounds: Free ride and 3-Trick will have two rounds. The seeding order of the second round will be the reverse order of finish from the first round, e.g. the lowest scoring rider goes first, the highest scoring rider goes last. For the USHA Nationals, the raw score for the first round counts of 25% of the total for each event, with the second round counting for 75% of the total for the event. For the Jacksonville Flings, the percentages are 40% for round 1 and 60% for round 2. Example: For Nationals, if a rider scored 40 in Free ride in the first round and 48 in Free ride in the second round, their total raw score for Free ride will be 46, and that 46 will be compared against other riders to determine their ranking for Free Ride.

Scoring – Free Ride

The highest scoring ten tricks in the Free Ride will be scored. Tricks are scored based on air, technical, and execution. The technical values for tricks are available at www.WebAppPros.com/ushascoring. *Riders can perform any trick, whether it is on the list or not.* The judges will score the trick based on similarity to an existing trick, or if the trick is quite unique, will use their best judgment in determining a value.

Air is judged based on approximate video frames. Each frame represents 1/30 of a second, and is measured from the time the front wing is first visible until any part of the foil hits the water. While frames are easiest to count using a video camera, the judges will estimate frames for each trick. Judges reserve the right to count actual air frames, and typically do so for the Pro division. The air score for each trick is calculated based on the trick and division. See the charts for air scoring at www.WebAppPros.com/ushascoring

Execution is judged based on takeoff – a smooth approach and controlled line tension; grabs, tweaks, and displayed attitude mid-air; and a smooth and controlled landing. After calculating the weighted air and technical points for a given trick, there can be an addition execution bonus, scored on a 0 to 5 scale, with these execution factors:

- Execution score of 0 = 0%
- Execution score of 1 = 5%
- Execution score of 2 = 11%
- Execution score of 3 = 18%
- Execution score of 4 = 26%
- Execution score of 5 = 35%

The weighting between air points and technical points depends on the division. See www.WebAppPros.com/ushascoring for the weightings for each component. Each trick is scored using these weightings, and the rider's score consists of his or her highest scoring 10 tricks, plus 10% for overall impression of the run. Overall impression is based on variety of tricks and the flow of the run.

To calculate the score for a given trick:

1. multiply the air score times the air weighting for the division,
2. multiply the technical score for the trick times the technical weighting for the division,
3. add the above two scores together and multiply this sum times the Execution bonus.

Add the Execution Bonus to the Air/Tech sum to get the total score for the trick.

If the rider falls once, the ride continues from the point of the fall, unless there is not enough distance to complete another trick before the end of the last pass. The second fall ends the Free Ride. Caveat: If we have more time for an event than expected, this rule could change to allow two falls, with the third fall ending the Free Ride.

In the event of a tie, tiebreakers will be in the following order: the highest scoring single trick, the highest total air component, the highest total technical component, the highest scoring single air component, the highest scoring single technical component, and the highest single execution component.

Wow factor: The WOW Factor gives the tournament judges the discretion to provide a bonus on any trick, from zero up to 30% over the trick's total score. This is to be used by the judges when a given trick is determined to be "above and beyond" what has been witnessed in a given tournament. For example, this rule will likely be used when

a rider exceeds the top air score available for a given trick or executes a difficult new trick that has not been seen before.

Repeats: If tricks are repeated, then the highest of the scores will be used, with the lower scores not counting. A repeat is the same trick in the same location (the four locations are wake driver to passenger, wake passenger to driver, flats driver side, flats passenger side). Execution differences do not count as separate tricks, e.g. a gainer and a gainer with tail grab in the same location is considered a repeat.

A gainer to roll and a gainer to gainer are considered the same trick.

Sinker combos and swoop combos are considered unique – therefore it is not a repeat to do a roll to roll combo sinker and a roll to roll combo swoop.

In the Open, Outlaw, and Pro divisions, jumps to / from any trick are not unique from the trick – they will be considered a repeat if the trick is also performed by itself. For example, if a rider does an air roll and a jump to air roll, only the higher scoring of the two tricks (based on air and execution) will be scored.

You can combo out of any given trick (in the same direction and location) two different ways. Any third combo off of the same starting trick in the same location and direction will be considered a repeat, even if comboing TO a different trick. For the Pro division, only one combo is allowed off the same starting trick and location.

A three trick sinker combo is a repeat of a similar two trick sinker combo if the three tricks have consecutive air back rolls or consecutive air front rolls. For example, a back roll to back roll to air front flip is a repeat of a back roll to air front flip (only the higher scoring trick counts). But a back roll to air front flip to air back roll is not a repeat. An air back roll to air back roll to air back roll (all sinker) is a repeat of an air back roll to air back roll (sinker).

Combos: To receive credit for all combo maneuvers, after the board touches the water there must be immediate initiation of the next trick. No hesitation is allowed between tricks. Technical scoring is limited to a 3-trick combo, regardless of which 3 tricks make up the combo.

Sinker Style Combos: once the foil hits the water the board must sink continuously before initiating the next part of the combo. In general, the bottom of the foil will enter the water in a tip up attitude.

Swoop Style Combos: The main criteria for the swoop is that the foil breaks the water in a tip down attitude, AND the motion of the foil through the water is like that of a "pendulum" (as opposed to sinking).

For the Pro division, every component of the combo must be a minimum of 40 frames. If a component is less than 40 frames, then the trick reverts to only the prior components that are over 40 frames, possibly making it a single trick. Example: A 48 frame wakeroll to 38 frame backroll to 42 frame air front flip would score as a 48 frame wakeroll only.

Start/End:

Nationals: The scoring starts as soon as the rider is picked up, and ends at the last ball on the fourth pass. All tricks must be completed before the last ball.

Jax: The scoring starts after the rider passes the first ball on the first pass. Tricks are only scored between the balls.

If the rider falls near the last ball, the judges will use their discretion to determine if the rider has time to complete one more trick.

Scoring – 3-Trick

This is scored the same as the Free Ride, except the highest scoring three tricks on a single pass count. The rider will get two passes, and the score from the higher pass will be used. Each pass ends after one fall. The same tiebreakers as Free Ride apply. The pass starts when the rider passes the first ball, and ends when the rider passes the second ball. All tricks scored must be completed before the second ball.

Scoring – Big Air

The rider will get three attempts in two passes to get as much air as he/she can on a single trick. This format is judged by counting video frames – frame zero is when the front wing of the foil can first be seen exiting the water. The next frame counts as frame one. The last frame is when the foil makes contact with the water again. The rider must ride away the trick for it to count. Tricks must be completed between the balls. In the event of a tie, total frames from two tricks will be used, or three if necessary. Judges are allowed to score half frames if they see a clear difference between entry and exit points for two riders. The rider is finished after two falls, three attempts, or 1 fall and two attempts.

Scoring – Jump Out / Flip Out

The rider gets scored for every jump/flip where the entire foil (front and rear wing) leave the water. The rider will have two passes, with an ending ball at the end of the first pass, a starting ball for the second pass, and an ending ball at the end of the second pass. The pass begins/ends when the *boat* passes the ball, not the rider. The judges will blow a whistle and raise a flag to signify the start or end of a pass. If a rider is in the air (both wings completely out of the water) before the boat reaches the ending ball, but lands after the boat passes the ending ball the jump/flip is counted as half a jump/flip. Any fall ends the run. In the event of a tie, the highest scoring single pass wins. If necessary to determine first place, a runoff between tied competitors will take place with the quickest time to 5 jumps/flips winning, or the most jump/flips winning in the event neither rider completes 5. A standard 70 foot rope / handle will be used for ALL riders.

Overall

Each division will have an overall winner, based on highest total points. Points toward the overall are awarded based on order of finish in each format according to the following table. If there is a tie in overall, the highest scoring Free Ride finish wins.

Finish	Free ride, 3-Trick	Jump Out, Flip Out, Big Air
1 st	200	100
2 nd	160	80
3 rd	130	65
4 th	110	55
5 th	90	45
6 th	70	35
7 th	60	30
8 th	50	25
9 th	40	20
10 th	34	17
11 th	28	14
12 th	22	11
13 th	16	8
14 th	14	7
15 th	12	6