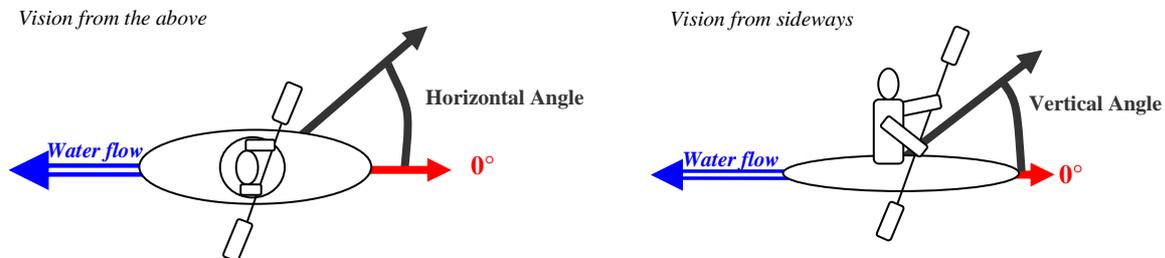


Appendix 1 – Basic Moves List – Surface Boat

Preliminary definitions

- Angle

The 0° for the angle calculation is the long axis of the boat in a front or back surfing position.



- Moves completion

All the moves must be retaining the feature meaning the move is completed before crossing the line break of the feature, line break determined by the ICJFRE at the COMPETITION briefing meeting

- End

180° rotation around the body.

- Bonus awarding limits

If a bonus is part of the definition of a basic move, it can not be awarded for that move. Bonuses can not be awarded for entry moves.

Moves definitions

| Name | Execution | Value | Definition |
|------------------------|---------------|-------|--|
| Spin | Left or Right | 10 | 360° horizontal angle rotation of the boat at a 0°-45° vertical angle. |
| Roundhouse | Left or Right | 15 | 180° horizontal angle rotation on green water at a vertical angle between 0° and 45°, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a backwards position. |
| Back Roundhouse | Left or Right | 20 | 180° horizontal angle rotation on green water at a vertical angle between 0° and 45°, clear of the foam pile, where the competitor rotates around the stern of the boat landing in frontwards position. |
| Shuvit | Left or Right | 5 | 2 consecutive 180° horizontal angle rotations of the boat at a vertical angle between 0° and 45°, beginning in front surf position to back surf position then returning to front surf position without a pause. The 2nd rotation must be in the opposite direction of the 1st one and the entire trick is completed with 1 blade remaining in the water during the whole action phase. |
| Cartwheel | Left or Right | 30 | Two consecutive ends in the same rotational direction, and both ends at a vertical angle between 45° and 100°. |
| Splitwheel | Left or Right | 40 | Two consecutive ends, with a change of direction in between each and both ends at a vertical angle |

| | | | |
|------------------------------------|-------------------------|-----|---|
| | | | between 45° and 100°. |
| Tricky Woo | Left or Right | 100 | 3 consecutive 180° horizontal angle rotations. It begins with a splitwheel 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 splitwheel. The entire sequence is performed using one paddle blade only. |
| Blunt | Left or Right | 40 | 180° horizontal angle rotation on green water at a vertical angle greater than 45°, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a backwards position. |
| Back Blunt | Left or Right | 70 | 180° horizontal angle rotation on green water at a vertical angle greater than 45°, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a frontwards position. |
| Loop | Front | 60 | Front flip initiated and finished between a horizontal angle of -20° and 20°, landing in the hole or in the wave. |
| Back Loop | Back | 70 | Back flip initiated and finished between a horizontal angle of -20° and 20°, landing in the hole or in the wave. |
| Space Godzilla | Left or Right | 90 | An aerial loop with a 90° rotation (twist) in the middle of the flip. |
| Phonics Monkey | Left or Right | 170 | Pirouette initiated by a cross bow stroke in a front surf position and followed by a front loop in one fluid motion. The move is performed using only the pirouette stroke |
| Pirouette | Left or Right | 25 | 360° horizontal angle rotation at a vertical angle greater than 45°, on the bow. |
| Pan Am | Left or Right | 110 | Elevated aerial rotation on green water at a vertical angle greater than 90°, clear of the foam pile, where the competitor rotates around the bow of the boat. |
| Back Pan Am | Left or Right | 130 | Elevated aerial rotation on green water at a vertical angle greater than 90°, clear of the foam pile, where the competitor rotates around the stern of the boat. |
| Flip Turn | Left or Right | 90 | Rotation of over 90° at a horizontal angle followed by a rotation with a vertical angle over 45° on the stern in one fluid motion. |
| Donkey Flip | Left or Right | 120 | Barrel roll of the boat starting from front surf. The boat is aerial for at least 180° of the barrel roll. The move is clean. |
| Air Screw | Left or Right | 140 | Barrel roll of the boat from front surf to front surf. The boat is aerial for at least 270° of the barrel roll and lands within a 45° horizontal angle range. The move is clean. |
| Lunar Orbit / Back Mc Nasty | Left or Right | 150 | At least 180° horizontal angle rotation starting in front surf and flowing into a back loop or back cartwheel. |
| Mc Nasty / Pistol Flip | Left or Right | 160 | At least 150° horizontal angle rotation or half a barrel roll flowing into a front aerial loop or space godzilla. |
| Felix | Left or Right | 80 | A 360° spin with at least 180° of which the boat must be inverted. |
| Helix | Left or Right | 180 | A 360° spin with at least 180° of which the boat must be inverted. The boat must also be aerial at some point of the inverted part of the move. |
| Trophy Move 1 | Left or Right / Back or | 100 | A move not listed in the list of basic moves. |

| | | | |
|----------------------|-------------------------------------|-----|--|
| | Front | | |
| Trophy Move 2 | Left or Right / Back or front | 170 | A move not listed in the list of basic moves and based of high level skills. |
| Trophy Move 3 | Left or Right / Back or Front | 200 | A move not listed in the list of basic moves and based of expert level skills. |

Appendix 2 – Bonuses List – Surface Boat

Bonuses definitions

| | | | |
|--------------------|---|----------------------------------|-------------------|
| Clean | The paddle or hand may be used to start the move but can not be used during the rotation part of the move and until completion of the move. The paddle / hand must remain clearly unused. | | |
| | Move value ≤ 30 | $30 < \text{Move value} \leq 90$ | Move value > 90 |
| | 10 points | 30 points | 50 points |
| Super Clean | Full move executed without being initiated by a paddle stroke. Clean and super clean can not be given for one execution of the move. | | |
| | Move value ≤ 30 | $30 < \text{Move value} \leq 90$ | Move value > 90 |
| | 20 points | 40 points | 60 points |
| Air | Move performed with the boat not touching the water at one time of the execution of the move. | | |
| | Move value ≤ 30 | $30 < \text{Move value} \leq 90$ | Move value > 90 |
| | 10 points | 30 points | 50 points |
| Huge | Air with a distance defined by the ICJFRE at the first briefing of the COMPETITION. | | |
| | Move value ≤ 30 | $30 < \text{Move value} \leq 90$ | Move value > 90 |
| | 20 points | 40 points | 40 points |
| Linked | Two moves performed consecutively in one fluid motion. The bonus is awarded to the 2 moves, the value of each bonus depending on the value of each single move. | | |
| | Move value ≤ 30 | $30 < \text{Move value} \leq 90$ | Move value > 90 |
| | 0 points | 20 points | 30 points |
| Trophy | Bonus not listed in the list of bonuses. | | |
| | Move value ≤ 40 | $40 < \text{Move value} \leq 80$ | Move value > 80 |
| | 0 points | 10 points | 10 points |

Appendix 3 – Entry moves definition – Surface Boat

Entry moves

| Level | Definition | Points |
|-------|---|--------|
| 1 | Simple entry move. Working on 1 end or Wave wheel. The boat must be vertical when it connects with the feature. | 30 |
| 2 | Intermediate entry move based on a non aerial basic move. | 50 |
| 3 | Expert entry move based on an aerial move. | 80 |