

Appendix 1 – Basic Moves List – Surface Boat

Name	Scored	Definition	Points
Spin	Left and right	360-degree rotation of the boat at a 0-45 degree angle retaining the feature.	10
Clean Spin	Left and right	360-degree rotation of the boat at a 0-45 degree angle retaining the feature, initiated with only one paddle stroke, the paddle not being used while executing the move.	20
Super Clean Spin	Left and right	360-degree rotation of the boat at a 0-45 degree angle retaining the feature, initiated with no paddle stroke, the paddle not being used while executing the move.	50
Roundhouse	Left and right	Elevated 180 degrees rotation on green water at an angle between 0 and 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf.	20
Clean Roundhouse	Left and right	Elevated 180 degrees rotation on green water at an angle between 0 and 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf, the move is initiated without using the paddle.	50
Air Roundhouse	Left and right	Elevated 180 degrees rotation on green water at an angle between 0 and 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf, the boat does not touch the water at one point of the execution.	40
Clean Air Roundhouse	Left and Right	Elevated 180 degrees rotation on green water at an angle between 0 and 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf, the move is initiated without using the paddle. The boat does not touch the water at one point of the execution.	60

Back Roundhouse	Left and right	Elevated 180 degrees rotation on green water at an angle between 0 and 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a front surf.	30
Clean Back Roundhouse	Left and right	Elevated 180 degrees rotation on green water at an angle between 0 and 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a front surf, the move is initiated without using the paddle.	60
Air Back Roundhouse	Left and right	Elevated 180 degrees rotation on green water at an angle between 0 and 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a front surf, the boat does not touch the water at one point of the execution.	50
Clean Air Back Roundhouse	Left and Right	Elevated 180 degrees rotation on green water at an angle between 0 and 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a front surf, the move is initiated without using the paddle. The boat does not touch the water at one point of the execution.	70
Shuvit	Left and right	180-degree rotation of the boat at a 0-45 degree angle from front surf position to back surf position followed with no dead time by a 180-degree rotation of the boat at 0-45 degree angle the other way.	10
Cartwheel	Left and right	Two consecutive ends in the same rotational direction, and both ends at an angle greater than 70 degrees retaining the feature.	30
Clean Cartwheel	Left and right	Two consecutive ends in the same rotational direction, and both ends at an angle greater than 70 degrees retaining the feature, the paddle is not used during the execution of one end of the move.	50

Super Clean Cartwheel	Left and right	Two consecutive ends in the same rotational direction, and both ends at an angle greater than 70 degrees retaining the feature, the paddle is not used during the execution of the whole move.	70
Air Wheel	Left and right	Two consecutive ends in the same rotational direction, and both ends at an angle greater than 70 degrees retaining the feature, with minimum one end where the boat does not touch the water at one point of the execution.	50
Splitwheel	Left and right	Two consecutive ends, with a change of direction in between each. One end of more than 45 degrees, and one with more than 70 degrees retaining the feature	60
Tricky Woo	Left and right	A three ended sequence - two ends must be over 70 degrees and the other over 45 degrees. The entire sequence is performed using one paddle blade only. The first end is initiated on the bow one way. The second tail end is split back and rotated through 180 degrees. The third bow end is followed through in the same direction as the first landing in the hole or on the wave.	120
Blunt	Left and right	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf.	40
Air Blunt	Left and right	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf, the boat does not touch the water at one point of the execution	80

Clean Blunt	Left and right	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf, the paddle is not used to initiate the move.	100
Clean Air Blunt	Left and right	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf, the paddle is not used to initiate the move, the boat does not touch the water at one point of the execution.	130
Back Blunt	Left and right	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a front surf.	60
Air Back Blunt	Left and right	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a front surf, the boat does not touch the water at one point of the execution	100
Clean Back Blunt	Left and right	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a front surf, the paddle is not used to initiate the move.	120
Clean Air Back Blunt	Left and right	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat landing in a front surf, the paddle is not used to initiate the move, the boat does not touch the water at one point of the execution.	150
Loop	Front and back	Two consecutive ends over 70 degrees from	80

		bow to stern where the boat remains facing the direction of the water flow, starting and finishing facing upstream.	
Air Loop	Front and back	Two consecutive ends over 70 degrees from bow to stern where the boat remains facing the direction of the water flow, starting and finishing facing upstream. The boat does not touch the water at one point of the execution of the loop.	100
Back Loop	Front and back	Two consecutive ends over 70 degrees from stern to bow where the boat remains facing the direction of the water flow, starting and finishing facing down stream.	90
Back Air Loop	Front and back	Two consecutive ends over 70 degrees from stern to bow where the boat remains facing the direction of the water flow, starting and finishing facing down stream. The boat does not touch the water at one point of the execution of the loop.	110
Space Gozilla	Left and right	An aerial loop with a 90° rotation between ends. Both ends must be over 70°. The boat must retain the hole or wave.	90
Phoenix Monkey	Left and right	Move initiated by a pirouette elevated at 30 degrees minimum and followed by a front loop to end up facing upstream of the feature. Only one paddle stroke must be used to achieve the move.	160
Air Phoenix Monkey	Left and right	Move initiated by a pirouette elevated at 30 degrees minimum and followed by a front loop to end up facing the upstream of the feature. Only one paddle stroke must be used to achieve the move. The boat does not touch the water at one point of the execution of the loop.	180
Pirouette	Left and right	360-degree rotation at an elevation greater than 70 degrees, on the bow or stern retaining the feature.	30
Pan Am	Left and right	A past vertical aerial blunt, boat must go inverted and rotate 180 degrees and finish upright landing in a back surf.	120

Clean Pan Am	Left and right	A past vertical aerial blunt, boat must go inverted and rotate 180 degrees and finish upright landing in a back surf, the paddle is not used to initiate the move.	140
Back Pan Am	Left and right	A past vertical aerial back blunt, boat must go inverted and rotate 180 degrees and finish upright landing in a back surf.	160
Clean Back Pan Am	Left and right	A past vertical aerial back blunt, boat must go inverted and rotate 180 degrees and finish upright landing in a back surf, the paddle is not used to initiate the move.	180
Flip Turn	Left and right	An aerial short axis rotation (tilt) of over 90 degrees (like a table-top) performed with a 45 - 90 degree long axis rotation landing and retaining the feature.	100
Donkey Flip	Left and right	Barrel roll performed above the surface, front surf to front surf. Boat and body must be aerial for 180 degrees of the 360-degree rotation. The boat must land in a surfing position in the hole or on the wave.	120
Lunar Orbit	Left and right	A two ended sequence - the two ends must be over 70 degrees. The entire sequence is performed using one paddle blade only. The first end is initiated on the stern one way and rotated through 180 degrees. The second bow end is followed through in the same direction as the first landing in the hole or on the wave.	110
Clean Lunar Orbit	Left and right	A two ended sequence - the two ends must be over 70 degrees. The entire sequence is performed using one paddle blade only. The first end is initiated on the stern one way and rotated through 180 degrees. The second bow end is followed through in the same direction as the first landing in the hole or on the wave. The paddle is not used to initiate the move.	130

Felix	Left and right	A 360 degree spin with at least 180 degrees of which must be performed inverted at 135 degrees or more. The move must be completed to an upright front surfing position.	80
Helix	Left and right	A 360 degree spin with at least 180 degrees of which must be performed inverted at 135 degrees or more, the boat does not touch the water at one point of the 180 degrees spin. The move must be completed to an upright front surfing position.	160
Air Screw	Left and right	Barrel roll performed above the surface, front surf to front surf. Boat and body must be aerial for the 360-degree rotation. The boat must land in a surfing position in the hole or on the wave.	160
McNasty	Left and right	180-degree rotation starting in back surf linked with a front loop retaining in the feature.	150
Air McNasty	Left and right	180-degree rotation starting in back surf linked with a front loop retaining in the feature. The boat does not touch the water at one point of the execution of the loop.	170
Trophy Move 1	Left and right or front and back	A move not listed in the list of basic moves and based of easy level skills.	50
Trophy Move 2	Left and right or front and back	A move not listed in the list of basic moves and based of intermediate level skills.	150
Trophy Move 3	Left and right or front and back	A move not listed in the list of basic moves and based of expert level skills.	200

Appendix 2 – Bonuses List – Surface Boat

Name	Definition	Points
Huge	Is defined for a move that is executed with a higher level of Air bonus. The higher level of air must clearly defined by the Chief-Judge for this bonus to be able to be applied. If this bonus is chosen, the air bonus can not be awarded for this same move, unless the move has been executed several times with this bonus awarded.	40
Linked	Is defined for a move which is executed with another move if the two are perfectly linked without any dead time in between the moves nor any set-up time of the boat. This bonus can only be given once for a basic move in a given direction.	10

Appendix 3 – Entry moves definition – Surface Boat

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.	100

Appendix 4 – Scoring sheet model – Surface Boat

CLASS						ROUND						RUN
NAME						BIB						JUDGE
Entry Move	0	<input type="checkbox"/>	30	<input type="checkbox"/>	50	<input type="checkbox"/>	80	0	<input type="checkbox"/>			
	LEFT / FRONT					RIGHT / BACK						
Move	Pts		Huge +40	Linked +10	Total	Move	Pts		Huge +40	Linked +10	Total	
Spin	10					Spin	10					
Clean Spin	20					Clean Spin	20					
Super Clean Spin	50					Super Clean Spin	50					
Roundhouse	20					Roundhouse	20					
Clean Roundhouse	50					Clean Roundhouse	50					
Air Roundhouse	40					Air Roundhouse	40					
Clean Air Roundhouse	60					Clean Air Roundhouse	60					
Back Roundhouse	30					Back Roundhouse	30					
Clean Back Roundhouse	60					Clean Back Roundhouse	60					
Air Back Roundhouse	50					Air Back Roundhouse	50					
Clean Air Back Roundhouse	70					Clean Air Back Roundhouse	70					
Shuvit	10					Shuvit	10					
Cartwheel	30					Cartwheel	30					
Clean Cartwheel	50					Clean Cartwheel	50					
Super Clean Cartwheel	70					Super Clean Cartwheel	70					
Air Wheel	50					Air Wheel	50					
Splitwheel	60					Splitwheel	60					
Tricky Woo	120					Tricky Woo	120					
Blunt	40					Blunt	40					
Air Blunt	80					Air Blunt	80					
Clean Blunt	100					Clean Blunt	100					
Clean Air Blunt	130					Clean Air Blunt	130					
Back Blunt	60					Back Blunt	60					
Air Back Blunt	100					Air Back Blunt	100					
Clean Back Blunt	120					Clean Back Blunt	120					
Clean Air Back Blunt	150					Clean Air Back Blunt	150					
Loop	80					Loop	80					
Air Loop	100					Air Loop	100					
Back Loop	90					Back Loop	90					
Back Air Loop	110					Back Air Loop	110					
Space Gozilla	90					Space Gozilla	90					
Phoenix Monkey	160					Phoenix Monkey	160					
Air Phoenix Monkey	180					Air Phoenix Monkey	180					
Pirouette	30					Pirouette	30					
Pan Am	120					Pan Am	120					
Clean Pan Am	140					Clean Pan Am	140					
Back Pan Am	160					Back Pan Am	160					
Clean Back Pan Am	180					Clean Back Pan Am	180					
Flip Turn	100					Flip Turn	100					
Donkey Flip	120					Donkey Flip	120					
Lunar Orbit	110					Lunar Orbit	110					
Clean Lunar Orbit	130					Clean Lunar Orbit	130					
Felix	80					Felix	80					
Helix	160					Helix	160					
Air Screw	160					Air Screw	160					
McNasty	150					McNasty	150					
Air McNasty	170					Air McNasty	170					
Trophy Move 1	50					Trophy Move 1	50					
Trophy Move 2	150					Trophy Move 2	150					
Trophy Move 3	200					Trophy Move 3	200					
TOTAL												

Appendix 5 – Moves list – Squirt Boat

Move	Description	Angle *	Point Value
Bow/Stern Stall*	2 second stabilized pause on bow or stern	60 < 120	10
Bow/Stern Screw	Over vertical rotation on the bow or stern along the long axis	> 120	20
Cartwheel	2 sequential vertical ends	> 60	10
Clean Cartwheel	2 end cartwheel with one vertical end initiated without stroke or "clean"	> 60	40
Superclean Cartwheel	2 sequential ends initiated without using a paddle or "clean" (no paddle touch)	> 60	60
Ninja Wheel	2 consecutive superclean ends with min 2 paddle spins	> 60	60
Switch Wheel	2 consecutive ends with 2 hand switches on paddle, blade stays in water	> 60	40
Jedi Wheel	2 ends in same direction beginning with stern initiated, paddle stays in the water for bow smash	> 60	40
Split Wheel	2 ends in different direction with full 180 degree rotation on bow or stern	> 60	40
Clean Split Wheel	2 ends in different direction with full 180 degree rotation on bow or stern without use of paddle	> 60	80
Party Trick/ Zero to Hero*	Upside down to vertical on the bow (Party Trick) or stern (Zero to Hero) in one fluid motion, with min 2 sec pause	> 60	40
Clean Screw	> 120 degree attitude, 360 degree rotation on the bow or stern with no initiation stroke or "clean" and only one	90<120	40

	stroke recovery		
Low Washout	>120 degree attitude, 360 degree rotation on the bow or stern with no initiation stroke and only one dynamic sweep to recovery	>120	40
Clean Change of Direction	2 clean ends in different direction	> 60	40
One Armed Bandit	Near flat start to > 120 stern screw with forward sweep initiation and one recovery stroke	> 120	40
Unarmed Bandit	Near flat start to > 120 stern screw with no sweep initiation or "clean", one recovery stroke permitted	> 120	80
Tricky Woo/ Woo Tricky	3 vertical ends with one blade in the water, initiated by a bow (Tricky Woo) or stern (Woo Tricky) split wheel into 180 pirouette	> 60	60
Whirlygig	4 ends over vertical - bow screws linked to stern screws	> 120	80
Front/Back Loop*	A "front flip" or "back flip" on the short axis of the boat, two ends both vertical		50
Double Scoop*	A "front flip" with the boat landing on vertical stern to immediate "back flip" landing on bow all along the short axis		80
Mc Nasty	180 pirouette into a front loop		60
Subsurface Moves			
Mush Move*	Mystery move on flat water or back into the eddy from the current to varying depths	Chest	10
		Shoulder	20
		Eye level	30
		Head Under	40
Black Attack*	Controlled vertical exit on bow or stern initiated head under with 180 pirouette	> 60	20

Kick Flip	Dynamic back deck roll from a mystery or mush move where boat is only supported by the bow		40
Light Loop	Dynamic roll on exit of mystery or mush move where boat is supported on the stern		40
Flying Fish	Dynamic roll on exit of mystery or mush move where boat is completely unsupported landing upright		80
Exit Front/Back Loop*	Vertical front or back loop on exit from mystery or mush move		60
Exit Helix	Flying fish with a 180 degree rotation in the horizontal plane		80
Trophy Move 1	A new basic move currently not listed on score sheet, which is explained to and verified by the judges prior to competition.		40
Trophy Move 2	A new spectacular move currently not listed on score sheet, which is explained to and verified by the judges prior to competition.		80

Note: All moves score left and right apart from moves marked with a *.