



2023 OFFICIAL WAKESURF RULES



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Appendix A OFFICIAL WAKESURF HEAT SYSTEM

Rule 1 GENERAL

- a) Applicability of the Rules: The rules set forth here govern wakesurf competitions organized or sanctioned by the International Waterski & Wakeboard Federation (IWWF). Whenever the masculine is used, the same shall be construed as meaning the feminine where the context so requires.
- b) Exceptions to the Rules: Where compliance with the rules is not feasible, the Chief Judge shall, with the approval of the majority of the Judges, make the necessary changes. Such changes will be announced at a riders' or team captains' meeting, and by posting to official information board.
- c) No alcohol is to be consumed by riders prior to or during the day's event. The day's event is deemed as starting 1 (one) hour prior to the first rider starting his run and finished when the final scores have been posted and the official protest time has elapsed. Once a rider's results are posted, it is deemed that the rider's day is finished.

Rule 2 SAFETY

Unsafe Rider Disqualification: No rider shall be allowed to compete or to continue to compete if, in the opinion of the Chief Judge and a majority of the Boat Judges, his competing would be a danger to himself or other riders in the competition. During the competition, the Chief Judge may halt the event for a poll of the Boat Judges in regard to a rider's actions or conditions. Whenever practical, the advice of a trained medical personnel should be obtained.

A rider under normal conditions will be disqualified for intentional contact with the boat once underway. An exception to this is if the boat abruptly slows down or the wake abruptly changes and the rider is thrust towards the boat, the judges may determine to not disqualify the rider.

Swim platform starts and exits shall not be permitted. Riders are strongly required to throw the rope to the far side of the wake and have the boat crew recover the rope. Throwing the rope into the boat may harm the safety of the judges/personnel in the boat, will be considered unsportsmanlike conduct and may result in disqualification.

Rule 3 CONCUSSION

Any athlete that sustains a head injury after a suspicious fall shall be subject to a concussion assessment using the IWWF On-Water Concussion Assessment Tool (OWCRT). If the assessment is negative, the athlete will be allowed to complete the remainder of the event. If the assessment is positive, the athlete will be returned to the starting dock where a second assessment using the OWCRT will be administered by an Event Official. If the assessment is again positive for a second time, the athlete will be removed from competition and entered into a six-phase

brain recovery program which is part of the IWWF Concussion Protocol. The competition should be put on hold while both assessments are being carried out.

In all cases, the Safety Director shall submit an [Incident Report](#) if the athlete is deemed to have sustained a concussion using the OWCRT.

All IWWF National Federations shall implement a Concussion Protocol of their own for use at events that are outside the remit of the IWWF. No National Federation shall allow an athlete who has been diagnosed with concussion to take part in further competitions until the six-phase brain recovery program has been completed and the athlete declared safe to compete.

Rule 4 DISCIPLINES & AGE-GROUP CATEGORIES

a) Disciplines

There are two disciplines in wakesurf competitions using two different board types. In general, the dimensions should be as follows:

- i. Skim: board dimensions should be no greater than 2.54 cm (1") thick, either with a fin no more than 5.08 cm (2") deep or without a fin.
- ii. Surf: board dimensions should be greater than 2.54 cm (1") thick, with a minimum of two fins at least 7.62 cm (3") deep. Additional fins can be shallower in depth.

A rider can choose to compete in both disciplines, surf and skim. Riders must use the appropriate board when competing in either discipline, i.e., must use a skim board if entering the skim discipline. If a rider changes a board that was approved by the Chief Judge he will be disqualified from the competition. OR if the dimensions of the board are wrong for particular categories, rider will be disqualified from the competition.

b) Hybrid boards, e.g., surf board with one fin, skim board with three fins etc., will only be allowed in the Age group format competitions (Rule 3 d ii).

c) Age-Group Categories

The following age-group categories will apply:

- | | |
|---------------------------|-------------------------|
| • Grom Girls (Under 14) | • Master Women (30+) |
| • Grom Boys (Under 14) | • Master Men (30+) |
| • Junior Women (Under 18) | • Veteran 1 Women (40+) |
| • Junior Men (Under 18) | • Veteran 1 Men (40+) |
| • Open Women | • Veteran 2 Women (50+) |
| • Open Men | • Veteran 2 Men (50+) |

Riders are only permitted to compete in one age-group category inside the discipline.

- d) Organizers can decide to run competition using two formats and should announce the format in advance:
 - i. Discipline and Age group format: A rider can enter either one or two disciplines in his age group or Open group i.e., Junior Women Skim and Open Women Surf or Junior Women Skim and Junior Women Surf.
 - ii. Age group format: A rider is free to use two different boards - surf and skim, or a hybrid board, for his routine as well as change his board between passes or during a pick up from a fall. There is no limitation in the number of times to change the board. N.B.: This format is advised to be used in high level divisions so a rider can demonstrate his ability to master both types of boards, and not to merge groups of less than 3 riders!
- e) There will be a minimum of 3 riders required to open a category. The Chief Judge will inform all participants as soon as feasibly possible if there are insufficient riders within a category. Categories with less than 3 riders may be cancelled or merged with another at the discretion of the Organizer and Chief Judge. The merge scheme to be used is as follows U14>U18>OPEN<Masters<Veterans 1<Veterans 2. Amateurs will be merged to their regular age group unless they choose to compete in Open.
- f) At none titled events such as International and National Cups, club events etc. other formats can be used. For example, Amateur category can be opened. This should be discussed and approved by Chief Judge in cooperation with Organizer.

Rule 5 REGISTRATION & HEAT SYSTEM

Registration will close 36 hours prior to the start of competition. If a rider is not able to be at the site before the registration closes, he (or the Team Captain) must ensure that a digital copy of his passport is sent to the Chief Judge and Chief Calculator and that his entry fee is paid, as well as a clear indication of the discipline/age group category the rider will compete in.

Once registration is closed heat distribution process will begin. Wakesurf competitions will use a heat system. The running order for the first round of competition will be determined by ranking list, performance/s during past events or random draw if the first two are not applicable.

The number of riders in each heat is dependent on the total number of riders entered. There will be a maximum of 6 riders in each heat.

A certain number of the riders from each heat will then advance to next round. The starting order for the Last Chance Qualifiers (LCQ), Quarter Finals, Semi Finals and Finals will be selected from placement in the heat and NOT scores.

The Last Chance Qualification round may or may not be used within the competition, dependent on time and numbers.

Rule 6 DISQUALIFICATION

Unsportsmanlike Conduct: Any rider (or his representative) or official whose conduct is deemed unsportsmanlike or whose conduct may cause discredit to the IWWF and sponsors, either on or off the competition site, before during, or after the competition, may be disqualified from all or part of the competition including completed events, by a two-thirds majority vote of the Judges. Any and all infractions can also be punishable by disqualification of the whole team, if any. Unsportsmanlike conduct includes, but is not limited to: use of vulgar language in public, public tantrums, not riding to fullest potential, failure to attend designated functions or events, consuming alcoholic beverages during or before the competition, use of prohibited substances, competing under false pretenses, concealing significant injuries.

A rider must be ready on the dock/start area with his life vest on and board in hand when it's his turn to ride. In case he is not ready, he will be disqualified.

A rider may only swim to get his board after a fall and then return to position in course where he fell. Any rider who swims down the course to gain advantage over a fellow competitor will not be picked up. This will be the end of his routine.

Should a rider be disqualified for these or any other reason, he will not be permitted to participate in the remainder of the competition, i.e., if he misses his turn in the qualifying rounds, he will not be permitted to compete in the last chance qualifiers.

Rule 7 EQUIPMENT

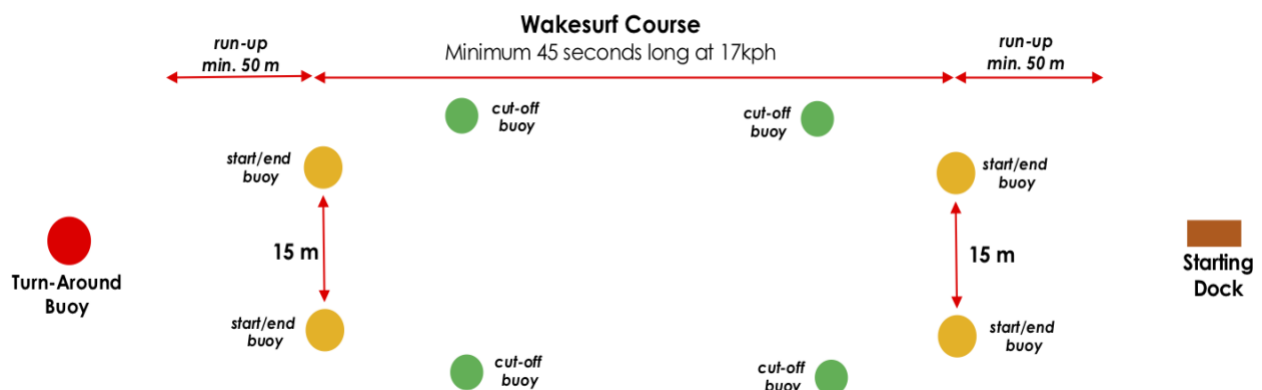
- a) General: It's responsibility of the rider to choose the board he is going to use. All personal equipment is subject to the approval of the Chief Judge and Safety Director.
- b) Life Vest: All riders must wear a life vest. It is the responsibility of each rider to ensure their life vest meets the following specifications:
 - i. It must float the rider.
 - ii. It must be constructed so as to provide adequate protection from impact damage to the ribs and internal organs.
- c) Rope: A wakesurf specific rope, with handle, will be provided by the Organizer.
- d) Boats: The total additional weight in the boat will be determined by the Chief Judge. Additional weight can differ for different categories but must be exact same for each particular category. Means Boys/Girls U14 may have less additional weight while Open Men/Women will have more additional weight.

This will be decided before the start of the competition and will be communicated to riders at the briefing or in written. Rider can choose settings of the boat before he starts his run and clearly indicate it to Boat Driver directly or Jetty Marshal who should then communicate it to Boat Driver.

- e) **Damaged Equipment:** A rider is fully responsible for his personal equipment and should have **a spare board, fully assembled**, at his disposal should any damage occur. In the event that a rider realizes his equipment has been damaged, he should touch his head to indicate that he wishes to repair his equipment. This will, however, constitute one fall if it occurs in the wakesurf course. If a rider falls in the wakesurf course due to his equipment being damaged, it will also constitute one fall. If a rider needs to stop his ride in the wakesurf course or before the start of his second pass to repair his equipment, it will also constitute one in-course fall. The Chief Judge will have the final say as to whether the equipment has failed. If a rider has damaged his equipment, he will have **four minutes** to repair the equipment. The damaged equipment must be repaired at the starting dock. The time begins when the rider gets onto the starting dock. The rider must be ready to ride before the four minutes elapses or his routine is over. The boat will then bring the rider from the starting dock to the location of the termination of the ride, come to a complete stop and then resume the routine.

Rule 8 WAKESURF COURSE

- a) A pair of start buoys, 15 meters apart, shall establish the approximate area of the beginning of the wakesurf course from each direction. The end of the pass shall be signified by another pair of buoys, also 15 meters apart. The distance from the start and end buoys will be minimum of 45 seconds long at a boat speed of 17 kph. The distance from where the boat starts to form the wake to the start buoys will be a minimum of 50 meters long. This shall be marked by "run up" buoy. The "turn-around" buoy at the end of first pass, at the same distance as the "run up" from the start dock, shall indicate the point where the rider should edge away from the wake and come to a stop. These course dimensions and set up will be used where practical. The course length, by time, will be announced at the riders briefing



- b) Cut-Off buoys: A pair of cut off buoys, more than 15 meters apart, will indicate the point after which the tow boat will not be able to get up to speed, for the wake to form, for a rider to continue his run in the first or second pass. The position of the cut off buoys will be determined by the Chief Judge and Chief Boat Driver.
- c) Proceeding through the two wakesurf passes: The boat shall follow as closely as possible the path specified by the Chief Judge for the event, such path to include the preparation time before each pass. The second pass shall be in the opposite direction from the first pass.
- d) A rider's routine will end: when he falls for a third time or when he passes the entering gates on the second pass.
- e) The rider should edge away from the boat's wake right after the "turn around" buoy at the end of first pass or wait for the signal from the Judges or Driver from the boat if "turn around" buoy is not installed. The tow boat shall come to a stop, instead of turning around. The tow boat will then bring the tow rope to the rider to restart and proceed through the second pass.
This will not count as a fall, unless the rider makes an attempt at a trick.

Rule 9 BOAT SPEED & WAKE

- a) Each rider shall receive his choice of a constant speed through the course for each pass. The boat speed, assuming it is held constant before entering the course, is the rider's responsibility. A rider may change speed of the boat at any time during the competition run. There will be no re-rides granted once a rider decides to change his boat speed.
- b) Rider has the option to select whether he wishes to start on the port or starboard side of the boat to begin his run and must clearly indicate his preference to the boat driver before the beginning of his run. The ability to transfer sides is at the Chief Judge's discretion and will be communicated to riders before the event begins. Rider may request for a steeper or flatter wake at any time during the competition run, at the Chief Judge's discretion. There will be no re-rides granted should a rider decide to transfer sides or request for a change in wake profile.

RULE 10 FALLS

- a) Three Falls: A rider may have a maximum of three falls during his routine. Should a first or a second fall occur, the boat will pick up the rider to proceed with the routine. The rider will not be picked up after a third fall, or after a fall that occurs beyond the cut-off buoy in the second pass.
- b) Out-Of-Course Falls: Any fall outside the wakesurf course, before the riders first or before the second pass, will count as a fall.

- c) If a rider falls and his board flies down the course the Chief Boat Judge will take a notice of the place where fall happened and let the rider start from this exact point after he picks up the board.
- d) The rider must be ready to ride immediately upon the boat's return after a fall or handle throw.

Rule 11 RE-RIDES

When unfair conditions occur, which, in the opinion of a majority of the Judges, adversely affects a rider, he shall be granted the option of a re-ride only on the passes affected. Re-rides will not be granted if a rider's personal equipment fails and he fails to indicate it himself.

Re-rides must be taken immediately. If a rider is given a second re-ride, he may elect to take a five-minute rest, during which the next rider in order will perform his routine. The re-ride shall be taken at the conclusion of the rider's routine during which the five- minute rest period expires.

Requests for re-rides should be initiated by a rider. The Boat Driver or a Boat Judge of the event may also initiate the re-ride in case they see the unfair conditions or circumstances occur. This should be done as soon as possible, before the next rider starts. If, in the opinion of the Boat Judges of the event, the request was not initiated as soon as possible after the rider has ridden, the request shall be denied. Re-ride requests will not be permitted if they are based on variations in weather or water conditions.

Procedure

If a rider decides to request a re-ride he must:

- Cease executing tricks immediately.
- Hold his/her joint hands in the air above the head and only then cut away (If the re-ride is denied it will be counted as a fall).
- Once the boat gets back the rider may request a re-ride to the boat judges.

Judges must agree by majority to grant riders request for re-ride.
Chief Judge may overrule pending time constraints etc.

Approved Re-Ride:

A rider shall start from same place where he cut away. Exact location should be agreed by boat judges.
Scores will be based on tricks completed before re-run was requested and the ones performed during re-run.

The following are some reasons that do constitute reason for a re-ride:

- Adverse Weather

- Boat driver error (in case there is a clear error, and the rider falls because of this error, the rider has the chance of asking the re-ride when the boat comes to pick him/her up, not respecting the normal procedure)
- Mechanical failure of the boat
- Unformed wake due to failure of Wake Shaping Mechanism
- Rollers caused by boats under the control of event organizers

Reasons that do not constitute reason for a re-ride:

- Weather – wind or rain. Environment wind, causing choppy water, light rain. All of which does not lead to a halt midway of an event, will not be given a re-ride
- Currents, change of tides, etc.
- Equipment failure
- Backwash caused by vertical shoreline or constant unremovable obstacle
- Poor Performance – can be considered unsportsmanlike conduct
- Not following re-ride request procedure above

If a re-ride is denied, the cut away will be considered as a fall.

Rule 12 SCORING

- Each rider shall be allowed two passes through the wakesurf course during which time he may perform any routine he chooses. He will be judged on subjective style categories, to arrive at a single combined score.
- Judging of the routine begins when the rider enters the course or drops the rope, whichever occurs later.** Any trick started outside of the course or while holding the rope will not be scored.
- The start/end buoy is the end of routine of each pass. A trick started inside the wakesurf course and finished in control immediately outside the wakesurf course will be scored.
- For a combo trick to score, the last trick of the combo will be the trick that is started inside the wakesurf course and finished either before, at, or right after the end buoy. If a rider continues to perform his combo trick after the end buoy he will be penalized and the entire combo trick will not be scored.
- Riders are encouraged to perform a smooth flowing routine with a wide variety of tricks. Each trick should be executed as cleanly as possible and taken to its limit. Judges will provide subjective scoring of each rider based on their overall opinion of how well the rider performed his routine in relation to each of the established subjective scoring criteria, in comparison to other riders within the same heat.

Boat (Scoring) Judges: The Chief Judge will designate three Boat Judges to be seated in the tow boat, to score each rider's routine.

- Scoring: Each judge will award a maximum of 40 points to each rider based on their overall impressions of the routine performed. Each individual heat per

division will be judged independently from the other heats on the day. The judges will score the first rider of the heat subjectively and each subsequent riders' performance after that rider is judged higher or lower dependent on their ride. Judges are required to determine both score and placement of riders within each heat.

The judges will score each rider in each of the following categories:

*Execution – 1 to 10 Points (scoring can be in increments of .10)

This reflects how well the tricks are performed and the level of control/fluidity maintained throughout each trick and the entire run.

Intensity – 1 to 10 Points (scoring can be in increments of .10)

This reflects how populated with tricks run is i.e., if rider goes trick after trick or takes breaks between tricks to prepare himself for next one.

Difficulty – 1 to 10 Points (scoring can be in increments of .10)

This reflects how difficult each trick is based on any number of variables.

Variety – 1 to 10 Points (scoring can be in increments of .10)

This reflects the variety of tricks performed.

** riders will not be penalized for falls*

d) Calculated scores will be cross-referenced to the judge's placement of the rider. The judges' placement of the rider will always override the total score of the rider.

Rule 13 RANKING

The Ranking List will be produced by the IWWF Event Management System. To be ranked a rider must be registered in EMS. Only points of homologated and registered competitions will count towards the Ranking List.

The Ranking List will use the star system. A rider will get his points according to IWWF placement scoring system which is implemented into IWWF scoring program:

1st place 100 points	11th place 14 points
2nd place 80 points	12th place 11 points
3rd place 65 points	13th place 8 points
4th place 55 points	14th place 6 points
5th place 45 points	15th place 5 points
6th place 35 points	16th place 4 points
7th place 30 points	17th place 3 points
8th place 25 points	18th place 2 points
9th place 20 points	19th place and all subsequent riders 1

10th place 17 points

point

Events by stars with coefficients that will be applied to the points received:

- 1) 1 Star * - Club Events **x1**
- 2) 2 Stars ** - National Events / International Events with up to 2 countries participating **x3**
- 3) 3 Stars *** - National Championships / International Events with 3-4 countries participating **x4**
- 4) 4 Stars ****- International Events with 5 and more countries participating / IWWF Regional Tour **x5**
- 5) 5 Stars ***** - IWWF Regional Championships / IWWF Pro Tour / League / World Cup **x8**
- 6) 6 Stars ***** - IWWF World Championships **x10**

The ranking will be presented by age groups. If a rider competed in group other than his age group, he will get points both to group he participated in and to his original age group. The ranking will absorb the points from "higher" categories to "lower" categories. The total score of a rider will be comprised of his 3 highest scores and will be perpetual means rider's points may change after each competition.

Rider competing in Amateur will be ranked after all Open riders e.g., he comes 1st in Amateur but there were 5 riders in Open. So he gets points for the 6th placement.

In the case of the tie athletes with the same number of ranking points will take the same position in the Ranking List.

Rule 14 PROTESTS

Protests shall be made to the Chief Judge only by the rider or team captain. Protest must be made **in writing**, must state the reason(s) for the protest, and must be filed as soon as possible, but no later than **20** minutes after the occurrence or after the results of the event are announced.

The rider or team captain will come to the Chief Judge's station and get an Official Protest Form to make the protest. The rider or team representative will then bring the Official Protest form back to the Chief Judge for review. After the Chief Judge has reviewed the protest and score sheets if necessary, he will meet with the Boat Judges to discuss the protest. The Boat Judges will meet with rider to discuss the protest if the Chief Judge deems necessary. Actions may then be taken by the Chief Judge to address the protest.

Protests must be accompanied by a protest fee of USD50.00. This amount will be refunded if the protest is considered reasonable or upheld by the Judges.

If a rider wishes to make a protest while on the water, the protest needs to come

by radio to Chief Judge's station. The Chief Judge will be on hand to hear the protest. The Chief Judge will record the protest on the Official Protest form until the rider is able to sign and complete the form. Chief Judge will take the proper steps to solve the protest.

Protests will be handled by the Chief Judge and the 3 judges involved in the respective event.

A correction of an error in the computation of scores shall not be considered a protest and the correction shall be made on the approval of the Chief Judge and Calculator within 20 minutes after the results are announced.

A request for judges to review judging sheets will be deemed to be a protest. Due to subjective scoring, this may only be done by Boat Judges and Chief Judge, with the following explanation to rider and team captain.

Rule 15 USE OF VIDEO

Due to the subjective scoring nature & spirit of wakesurfing, video footage of any kind will not be used by Judges, riders or representatives to resolve any disputes. Judges will not view or comment on any video footage during the event.

RULE 16 SCHEDULE CHANGES & CANCELLATION OF EVENTS

Changes in the schedule during the competition shall be made only for weather, water conditions, safety, or a similar reason. Such changes will be announced at a riders' meeting, and by posting on the official notice board.

In extraordinary case when the Final round cannot be completed for all or some categories the winners will be determined from qualification round results or the last completed round results.

Appendix A OFFICIAL WAKESURF HEAT SYSTEM

NUMBER OF RIDERS	Qualifying		Final	
3 riders	1 Heat 3		1 Heat 3	
	Total 3 riders		Total 3 riders	
4 riders	1 Heat 4		1 Heat 4	
	Total 4 riders		Total 4 riders	
5 riders	1 Heat 5		1 Heat 5	
	Total 5 riders		Total 5 riders	
6 riders	1 Heat 6		1 Heat 6	
	Total 6 riders		Total 6 riders	
7 riders	Qualifying	LCQ	Final	
	1 Heat of 4	1 Heat of 3		
	1 Heat of 3			
	(Top 2 to Final)	(LCQ Top 2 to Final)	1 Heat 6	
	Total 7 riders	Total 3 riders	Total 6 riders	
8 Riders	1 Heat of 4	1 Heat of 4	1 Heat 6	
	1 Heat of 4			
	(Top 2 to Final)	LCQ Top 2 to Final		
	Total 8 riders	Total 4 riders	Total 6 riders	
9 riders	1 Heat of 4	1 Heat of 5	1 Heat 6	
	1 Heat of 5			
	(Top 2 to Final)	(LCQ Top 2 to Final)		
	Total 8 riders	Total 4 riders	Total 6 riders	
10 Riders	1 Heat of 5	1 Heat of 6	1 Heat 6	
	1 Heat of 5			
	(Top 2 to Final)	(LCQ Top 2 to Final)		
	Total 10 riders	Total 6 riders	Total 6 riders	
11 Riders	1 Heat of 6	1 Heat of 4	1 Heat of 6	
	1 Heat of 5	1 Heat of 3		
	(Top 2 to Final)	(LCQ Top 1 to Final)		
	Total 11 riders	Total 7 riders	Total 6 riders	
12 Riders	1 Heat of 6	1 Heat of 4	1 Heat of 6	
	1 Heat of 6	1 Heat of 4		
	(Top 2 to Final)	(LCQ Top 1 to Final)		
	Total 12 riders	Total 8 riders	Total 6 riders	
13 Riders	Qualifying	LCQ	Semi-Final	Final
	1 Heat of 4	1 Heat of 4	1 Heat 5	1 Heat of 6
	1 Heat of 4		1 Heat 5	
	1 Heat of 5			
	(Top 3 to Semi)	(LCQ Winner to Semi)	(Top 3 to Final)	
	Total 13 riders	Total 4 riders	Total 10 riders	Total 6 riders
14 Riders	1 Heat of 4	1 Heat of 5	1 Heat 5	1 Heat of 6
	1 Heat of 5		1 Heat 5	
	1 Heat of 5			
	(Top 3 to Semi)	(LCQ Winner to Semi)	(Top 3 to Final)	
	Total 14 riders	Total 5 riders	Total 10 riders	Total 6 riders
15 Riders	1 Heat of 5	1 Heat of 6	1 Heat 5	1 Heat of 6
	1 Heat of 5		1 Heat 5	
	1 Heat of 5			
	(Top 3 to Semi)	LCQ Winner to Semi	(Top 3 to Final)	
	Total 15 riders	Total 6 riders	Total 10 riders	Total 6 riders

	Qualifying	LCQ	Semi Final	Final
16 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 4 (Top 2 to Semi) Total 16 riders	1 Heat of 4 1 Heat of 4 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6 Total 6 riders
17 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 5 (Top 2 to Semi) Total 17 riders	1 Heat of 4 1 Heat of 5 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6 Total 6 riders
18 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 5 1 Heat of 5 (Top 2 to Semi) Total 18 riders	1 Heat of 5 1 Heat of 5 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6 Total 6 riders
19 Riders	1 Heat of 4 1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 2 to Semi) Total 19 riders	1 Heat of 6 1 Heat of 5 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6 Total 6 riders
20 Riders	1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 2 to Semi) Total 20 riders	1 Heat of 6 1 Heat of 6 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6 Total 6 riders
21 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 5 (Top 2 to Semi) Total 21 riders	1 Heat of 6 1 Heat of 5 (LCQ Winner to Semi)	1 Heat of 4 1 Heat of 4 1 Heat of 4 (Top 2 to Final)	1 Heat of 6 Total 6 riders
22 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 5 1 Heat of 5 (Top 2 to Semi) Total 22 riders	1 Heat of 6 1 Heat of 6 (LCQ Winner to Semi)	1 Heat of 4 1 Heat of 4 1 Heat of 4 (Top 2 to Final)	1 Heat of 6 Total 6 riders

	Qualifying	LCQ	1/4 Final	Semi Final	Final
23 Riders	1 Heat of 4	1 Heat of 4	1 Heat of 4	1 Heat of 6	1 Heat of 6
	1 Heat of 4	1 Heat of 4	1 Heat of 5	1 Heat of 6	
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	(Top 3 to 1/4 Final)	(LCQ Top 2 to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
	Total 23 riders	Total 8 riders	Total 19 riders	Total 12 riders	Total 6 riders
24 Riders	1 Heat of 4	1 Heat of 4	1 Heat of 4	1 Heat of 6	1 Heat of 6
	1 Heat of 5	1 Heat of 5	1 Heat of 5	1 Heat of 6	
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	(Top 3 to 1/4 Final)	(LCQ Top 2 to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
	Total 24 riders	Total 9 riders	Total 19 riders	Total 12 riders	Total 6 riders
25 Riders	1 Heat of 5	1 Heat of 5	1 Heat of 4	1 Heat of 6	1 Heat of 6
	1 Heat of 5	1 Heat of 5	1 Heat of 5	1 Heat of 6	
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	(Top 3 to 1/4 Final)	(LCQ Top 2 to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
	Total 25 riders	Total 10 riders	Total 19 riders	Total 12 riders	Total 6 riders
26 Riders	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 Heat of 6	1 Heat of 6
	1 Heat of 5	1 heat of 5	1 Heat of 5	1 Heat of 6	
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	(Top 3 to 1/4 Final)	(LCQ Top 2 to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
	Total 26 riders	Total 11 riders	Total 19 riders	Total 12 riders	Total 6 riders
27 Riders	1 Heat of 6	1 Heat of 6	1 Heat of 4	1 Heat of 6	1 Heat of 6
	1 Heat of 6	1 heat of 6	1 Heat of 5	1 Heat of 6	
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	(Top 3 to 1/4 Final)	(LCQ Top 2 to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
	Total 27 riders	Total 12 riders	Total 19 riders	Total 12 riders	Total 6 riders
28 Riders	1 Heat of 6	1 Heat of 4	1 Heat of 4	1 Heat of 6	1 Heat of 6
	1 Heat of 6	1 heat of 4	1 Heat of 4	1 Heat of 6	
	1 Heat of 6	1 Heat of 5	1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	(Top 3 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
	Total 28 riders	Total 13 riders	Total 18 riders	Total 12 riders	Total 6 riders

	Qualifying	LCQ	1/4 Final	Semi Final	Final
29 Riders	1 Heat of 4	1 Heat of 6	1 Heat of 5	1 Heat of 6	1 Heat of 6
	1 Heat of 5	1 Heat of 5	1 Heat of 5	1 Heat of 6	
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	1 Heat of 5				
	(Top 3 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
	Total 29 riders	Total 11 riders	Total 20 riders	Total 12 riders	Total 6 riders

Please contact wakesurf.iwwf@gmail.com for more information

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