

Free Ride Tournament Rules

- Each contestant will be judged on a start to finish expression session. A ride consist of :
 - A two pass run. The ride ends when the rider reaches the end-buoy or after a predetermined 2nd fall or 3rd fall.
- The rider is responsible for telling the driver their preferred boat speed. Speed may be varied during a run, with the use of hand signals.
- The path of the boat shall be predetermined and communicated to all riders. Turns at either end should be alternated in direction in a consistent manner (right turn or double up on one end, left turn or double up on the other).
- Your ride should represent your range, ability, and creativity. Subjective scoring on a scale from 1-100 will be awarded in each of the following categories:
 - **Execution (33.3 points)**- This reflects the level of technical difficulty and perfection of each maneuver performed, as well as the successful completion of the entire run with a minimum of falls.
 - **Intensity (33.4 points)**- This reflects the degree of performance to which each maneuver was performed in terms of how big the moves were, as well as the overall performance of the run.
 - **Composition (33.3 points)**- This reflects the overall composition fo the run in terms of riders' ability to perform a variety of maneuvers in a flowing, creative sequence.
- The judge(s) will be looking for everything in your run including starts, straight-aways, turns, and landings.
- Keep moving, and show every trick you do, even if they are easy ones. Mix it up, try to avoid repeating tricks. Show your style.
- Subjective scores from each category will be added together for the final points total.
- Re-rides will be granted only if there was an obvious disadvantage to a rider from a controllable source.