

Heat#

BIB #

Moves	Pts	Mult	First Ride		Totals		Second Ride		Totals	
			L/F	R/B	Pts	Mult	L/F	R/B	Pts	Mult
Front Surf/Blast (3 second minimum)	1	0.0								
180 Spin	1	0.0								
Ender/Pirouette	1	0.1								
Back Surf/Blast (3 second minimum)	1	0.1								
360-Degree Flat Spin (counts one way only)	2	0.1								
360-Degree Clean Flat Spin (counts one way only, no touches)	4	0.2								
Super Clean Flat-Spin (counts left & right)	6	0.4								
Cartwheel (off vertical, 45-70 degrees, counts left & right)	2	0.2								
Cartwheel (vertical, 70-110 degrees, counts left & right)	4	0.4								
Clean Cartwheel (counts left & right, no touches)	8	0.6								
Super Clean Cartwheel (counts left & right, one end must be vertical)	10	1.0								
Splitwheel (counts left & right, one end must be vertical)	8	0.8								
Loop (front or back)	8	0.8								
Space Godzilla (completely out of water- left & right)	12	1.0								
Back Blunt/Stab (counts left & right)	6	0.8								
Blunt (counts left & right)	6	0.6								
Lunar Orbit (same as Matrix) (left & right)	15	1.2								
360-Degree Pirouette (must land upright)	2	0.2								
Phonix Monkey (left & right)	15	1.2								
McNasty (left & right)	15	1.2								
Tricky Wu (left & right)	12	1.0								
Total Points										
Total Multiplier (start with 1.0)										
Total Points x Total Multiplier										
Style Score (1 to 15 points available)										
FINAL SCORE										

Note: Style Score: 1 to 15 points are awarded based on:

- ◆ Boat control, timing and rhythm – based on quality of the moves performed not number of moves performed. □
- ◆ Artistic expression and choreography.
- ◆ Full points will be awarded for landing a move clean even if flushed.
- ◆ Full point will only be awarded for a given trick once the same trick landed during the same run will receive half points.