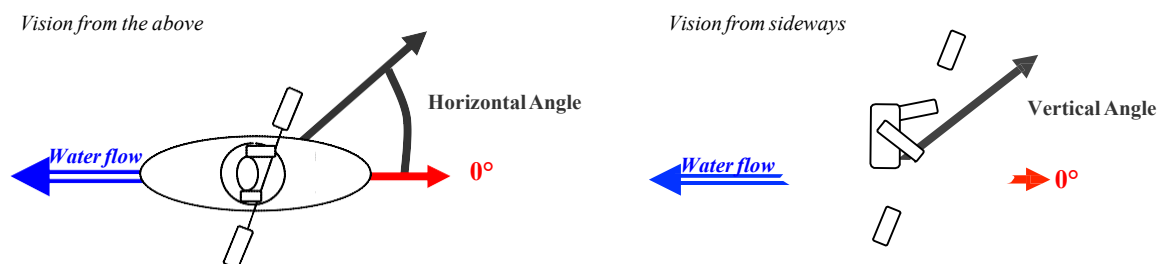


# Appendix 1 – Basic Moves List – Surface Boat

## 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. The move must be performed in one fluid motion.

### -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
<b>Spin</b>	Left or Right	10	360° horizontal angle rotation of the boat at a 0°-45° vertical angle.
<b>Roundhouse</b>	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.
<b>Back Roundhouse</b>	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.
<b>Shuvit</b>	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.
<b>Cartwheel</b>	Left or Right	30	Two consecutive ends in the same rotational direction, and both ends at a vertical angle between 45° and 100°.
<b>Splitwheel</b>	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°.
<b>Tricky Woo</b>	Left or Right	140	3 consecutive 180° horizontal angle rotations. It begins with a splitwheel which is followed by a rotation on the stern 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.
<b>Blunt</b>	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.
<b>Back Blunt</b>	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 forwards position.
<b>Loop</b>	Front	60	Front flip initiated and finished between a horizontal angle of -20° and 20°, landing in the hole or in the wave.
<b>Back Loop</b>	Back	70	Back flip initiated and finished between a horizontal angle of -20° and 20°, landing in the hole or in the wave.
<b>Space Godzilla</b>	Left or Right	90	An aerial loop with a 90° or greater rotation (twist) in the middle of the flip.
<b>Phonics Monkey</b>	Left or Right	140	Pirouette initiated by a cross bow stroke in a front surf position and followed by a front loop in one fluid motion.
<b>Pirouette</b>	Left or Right	25	360° horizontal angle rotation at a vertical angle greater than 45°, on the bow.
<b>Pan Am</b>	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.
<b>Back Pan Am</b>	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.
<b>Flip Turn</b>	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. The boat must be aerial at one point of the move.
<b>Air Screw</b>	Left or Right	140	Barrel roll of the boat starting from front surf position. The boat is aerial for at least 180° of the barrel roll.
<b>Lunar Orbit / Back Mc Nasty</b>	Left or Right	150	At least 180° horizontal angle rotation starting in front surf position and flowing into a back loop or back cartwheel.
<b>Mc Nasty / Pistol Flip</b>	Left or Right	<del>160</del> 120	At least 150° horizontal angle rotation or half a barrel roll flowing into a front <del>aerial</del> loop or space godzilla.
<b>Felix</b>	Left or Right	40	A 360° spin with at least 180° of which the boat must be inverted. This move is not eligible to get air Bonus.
<b>Helix</b>	Left or Right	<del>400</del> 150	A 360° spin with at least 180° of which the boat must be inverted, aerial at some point.
<b>Reverse Phoenix Monkey</b>	Left or Right	160	A pirouette on the stern followed by a back loop in a fluid motion.
<b>Trophy Move 1</b>	Left or Right / Back or Front	100	A move that does not meet any other definition in the list of basic moves of the appendix.
<b>Trophy Move 2</b>	Left or Right / Back or front	170	A move that does not meet any other definition in the list of basic moves of the appendix and based of high level skills.

<b>Trophy Move 3</b>	Left or Right / Back or Front	200	A move that does not meet any other definition in the list of basic moves of the appendix and based of expert level skills.
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## Appendix 2 – Bonuses List – Surface Boat

### Bonuses definitions

<b>Clean</b>	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 $\leq 30$	$30 < \text{Move value} \leq 90$	Move value $> 90$
	10points	30points	50points
<b>Super Clean</b>	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 $\leq 30$	$30 < \text{Move value} \leq 90$	Move value $> 90$
	20points	40points	60points
<b>Air</b>	Move performed with the boat not touching the water at one time of the execution of the move.		
	Move value $\leq 30$	$30 < \text{Move value} \leq 90$	Move value $> 90$
	10points	30points	50points
<b>Huge</b>	Air with a distance defined by the ICJFRE at the first briefing of the COMPETITION.		
	Move value $\leq 30$	$30 < \text{Move value} \leq 90$	Move value $> 90$
	20points	40points	40points
<b>Linked</b>	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 $\leq 30$	$30 < \text{Move value} \leq 90$	Move value $> 90$
	<del>0points</del> 10 points	<del>20points</del> 30 points	<del>30points</del> 40 points
<b>Trophy</b>	Bonus not listed in the list of bonuses.		
	Move value $\leq 40$	$40 < \text{Move value} \leq 80$	Move value $> 80$
	0points	10points	10points

## 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