

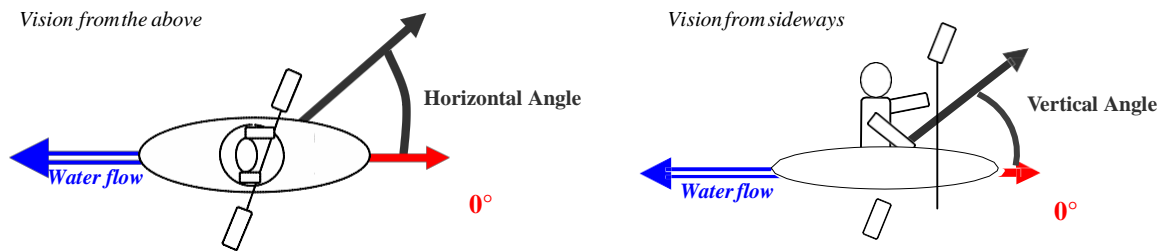
Appendix 1 – Basic Moves List – Surface Boat

This Appendix includes changes approved by the ICF Board of Directors 25 March 2017
Changes are listed on pages 5 & 6 of this appendix

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 retained in the feature meaning the move is completed before crossing the line break of the feature, the line break is 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 cannot be awarded for that move. Bonuses cannot be awarded for entry moves.

-Front Surf

The boat will be floating on the surface of the water, in line with the flow and the bow facing upstream.

- Back Surf

The boat will be floating on the surface of the water, in line with the flow and the bow facing downstream.

Moves definitions

Name	Execution	Value	Definition
Spin	Left or Right	10	360° horizontal angle rotation of the boat at a 0°- 45° vertical angle.
Roundhouse	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.
Back Roundhouse	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.
Shuvit	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.
Cartwheel	Left or Right	30	Two consecutive ends in the same rotational direction, and both ends at a vertical angle between 45° and 100°.
Split-wheel	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°.
Tricky Woo	Left or Right	140	3 consecutive 180° horizontal angle rotations. It begins with a split-wheel 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 split-wheel. The third end must be above a vertical angle of 45°. The entire sequence is performed using one paddle blade only.
Blunt	Left or Right	50	180° horizontal angle rotation on green water at a vertical angle greater than 45°, clear of the foam pile at some point, where the competitor rotates around the bow of the boat landing in a backwards position.
Back Blunt	Left or Right	70	180° horizontal angle rotation on green water at a vertical angle greater than 45°, clear of the foam pile at some point, where the competitor rotates around the stern of the boat landing in a frontwards position.
Loop	Front	60	Front flip initiated and finished between a horizontal angle of 20° and 20°, landing in the hole or in the wave.
Felix	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.

Back Loop	Back	90	Back flip initiated and finished between a horizontal angle of -20° and 20° landing in the hole or in the wave.
Space Godzilla	Left or Right	90	An aerial loop with a 90° or greater rotation (twist) in the middle of the flip.
Phonics Monkey	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. Clean Bonus: No paddle/hand used during the recovery of the loop (or Space Godzilla).
Pirouette	Left or Right	25	330 degree horizontal angle rotation at a vertical angle greater than 45°, on the bow.
Pan Am	Left or Right	110	Elevated aerial rotation on green water at a vertical angle greater than 90°, clear of the foam pile at some point, where the competitor rotates around the bow of the boat.
Back Pan Am	Left or Right	130	Elevated aerial rotation on green water at a vertical angle greater than 90°, clear of the foam pile at some point, where the competitor rotates around the stern of the boat.
Flip Turn	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.
Air Screw	Left or Right	140	A 360° rotation around the longitudinal axis of the boat, starting and ending in a front surf position, where the boat is aerial for at least 180° of the move, initiated and finished between a horizontal angle of -20° and 20°, landing in the hole or on the wave.
Donkey Flip	Left or Right	90	A 360° rotation around the longitudinal axis of the boat starting from a front surf position, where the boat is aerial for at least 180° of the move, landing in the hole or on the wave.
Lunar Orbit / Back Mc Nasty	Left or Right	150	At least 180° horizontal angle rotation starting in front surf position and flowing into a back loop or back cartwheel.
Mc Nasty / Pistol Flip	Left or Right	120	At least 150° horizontal angle rotation or half a barrel roll flowing into a front loop or Space Godzilla. Clean Bonus: The paddle may be used during the initiation of the rotation, followed by a super clean loop; Super Clean Bonus: No paddle stroke used during the 150 degree horizontal angle with a super clean loop.
Helix	Left or Right	150	A 270° spin with at least 180° of which the boat must be inverted, aerial at some point.
Reverse Phoenix Monkey	Left or Right	160	A pirouette on the stern followed by a back loop in one fluid motion.
Trophy Move 1	Left or Right / Back or	100	A move that does not meet any other definition in the list of basic moves of the appendix.
Trophy Move 2	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.
Trophy Move 3	Left or Right / Back or Front	240	A move that does not meet any other definition in the list of basic moves of the appendix and based of expert level skills.

Appendix 2 – Bonuses List – Surface Boat

Bonuses definitions

Clean	The paddle or hand may be used to start the move but cannot be used during the rotation part of the move and until completion of the move. The paddle hand must remain clearly unused.		
	Move value ≤ 30	30 < Move value ≤ 90	Move value > 90
	10 points	30 points	50 points
Super Clean	Full move executed without a paddle stroke. Clean and super clean cannot be given for one execution of the move.		
	Move value ≤ 30	30 < Move value ≤ 90	Move value > 90
	20 points	40 points	60 points
Air	Move performed with the boat not touching the water at one time of the execution of the move.		
	Move value ≤ 30	30 < Move value ≤ 90	Move value > 90
	10 points	30 points	50 points
Huge	Air with a distance defined by the ICJFRE at the first briefing of the COMPETITION.		
	Move value ≤ 30	30 < Move value ≤ 90	Move value > 90
	20 points	40 points	40 points
Linked	Two moves performed consecutively in one fluid motion. The last 30 degrees of rotation of the first move can be skipped in order to facilitate a smooth transition into the next move. The bonus is awarded to the 2 moves, the value of each bonus depending on the value of each single move.		
	Move value ≤ 30	30 < Move value ≤ 90	Move value > 90
	10	30	40
Trophy	Bonus not listed in the list of bonuses.		
	Move value ≤ 30	30 < Move value ≤ 90	Move value > 90
	0 points	10 points	10 points

Appendix 3 – Entry moves definition – Surface Boat

Entry moves

Level	Definition	Points
1	Simple entry move. Working on one 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

The Appendix changes approved by the ICF Board of Directors 25 March 2017

A summary of the changes are as follows indicated in red

Tricky Woo	Left or Right	140	3 consecutive 180° horizontal angle rotations. It begins with a split-wheel 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 split-wheel. The third end must be above a vertical angle of 45°. The entire sequence is performed using one paddle blade only.
Blunt	Left or Right	40 50	180° horizontal angle rotation on green water at a vertical angle greater than 45°, clear of the foam pile at some point , where the competitor rotates around the bow of the boat landing in a backwards position.
Back Blunt	Left or Right	70	180° horizontal angle rotation on green water at a vertical angle greater than 45°, clear of the foam pile at some point , where the competitor rotates around the stern of the boat landing in a frontwards position.
Back Loop	Back	70 90	Back flip initiated and finished between a horizontal angle of -20° and 20° landing in the hole or in the wave.
Phonics Monkey	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. Clean Bonus: No paddle/hand used during the recovery of the loop (or Space Godzilla).
Pirouette	Left or Right	25	360° 330 degree horizontal angle rotation at a vertical angle greater than 45°, on the bow.
Pan Am	Left or Right	110	Elevated aerial rotation on green water at a vertical angle greater than 90°, clear of the foam pile at some point , where the competitor rotates around the bow of the boat.
Back Pan Am	Left or Right	130	Elevated aerial rotation on green water at a vertical angle greater than 90°, clear of the foam pile at some point , where the competitor rotates around the stern of the boat.
Air Screw	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. A 360° rotation around the longitudinal axis of the boat, starting and ending in a front surf position, where the boat is aerial for at least 180° of the move, initiated and finished between a horizontal angle of -20° and 20°, landing in the hole or on the wave.

Mc Nasty / Pistol Flip	Left or Right	120	At least 150° horizontal angle rotation or half a barrel roll flowing into a front Loop or Space Godzilla. Clean Bonus: The paddle may be used during the initiation of the rotation, followed by a super clean loop; Super Clean Bonus: No paddle stroke used during the 150 horizontal angle with a super clean loop.
Donkey Flip	Left or Right	90	A 360 rotation around the longitudinal axis of the boat starting from a front surf position, where the boat is aerial for at least 180 degrees of the move, landing in the hole or on the wave
Trophy Move 3	Left or Right / Back or Front	200 240	A move that does not meet any other definition in the list of basic moves of the appendix and based of expert level skills.

Bonus Changes

Linked	Two moves performed consecutively in one fluid motion. The last 30 degrees of rotation of the first move can be skipped in order to facilitate a smooth transition into the next move. The bonus is awarded to the 2 moves, the value of each bonus depending on the value of each single move.
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Trophy	Bonus not listed in the list of bonuses.		
	Move value ≤ 40 Move value ≤ 30	40 < Move value ≤ 80 30 < Move value ≤ 90	Move value > 80 Move value > 90