



- **SFT Wake Foil Competition Rules & Judging Guidelines**

- **1. Governing Principles**

The Wake Foil discipline within the SFT aims to ensure safety, competitive clarity, and a fair show for riders, judges, and spectators.

Riders will complete two judged passes behind the boat, each consisting of a straight course approximately 200–300 meters long (about 45–60 seconds). The scoring is based on an overall impression system that evaluates the rider's performance across the entire run, emphasizing creativity, technical skill, and flow.

- **2. Equipment & Safety**

Only hydrofoils are eligible for competition.

Helmet is could be mandatory for all riders. (Final decision will be made after Riders meeting)

Personal Flotation Device (PFD) is mandatory.

The Race Director may inspect equipment before or during the event.

Any gear considered unsafe may be rejected. Rescue personnel and equipment must be on standby during all runs.

- **3. Competition Format**

Cumulative scoring system: Each rider has a minimum of 2 passes behind the boat. The final score is the average of both passes.

We will do rounds changing between disciplines (Pro-open-youth-master-women-etc)

Each pass covers a course defined by the SFT (e.g., 45–60 seconds). Falls and pickups:

Maximum 1 pickup per pass.

On the second fall, the pass ends.

Running order: Determined by random draw or seed on official ranking.

Call to start: The rider must be ready at the dock or designated area when called; otherwise, the turn may be lost.

The course shall be clearly marked with start and end buoys, and a "3/4 buoy" placed approximately three quarters of the way down the second pass. A fall beyond this 3/4 buoy ends the rider's run for that pass, and no pickup will occur

Each rider is allowed one "out-of-course fall" before the start of the first pass, which may include a handle throw or early release. This fall does not count toward their two in-course falls. Out-of-course falls cannot be used as warm-

ups.

Riders may switch boards between passes or during a pickup, but no time extension will be granted for equipment changes.

Riders may perform transfers between wakes or waves as desired. No re-rides will be granted due to miscommunication about transfers or boat speed.

4. Judging Criteria

Scoring is based on five criteria, evaluated cumulatively:

1. **Technical Difficult:** The technical level of tricks (rotations, foil variations, aerial transitions).
2. **Risk and Commitment:** Technical difficulty exposure: how hard a trick is to land and the level of risk the rider takes to perform it.
3. **Power and Amplitude:** Strength, amplitude, and control during maneuvers.
4. **Repertoire Variety:** Diversity of tricks (frontside/backside rotations, switch transitions, wake usage, lines, grabs, and transitions).
5. **Accuracy and Flow:** Clean execution, control, composition, and fluidity between tricks. Each judge will score the run from 0 to 10 merging each of the five categories. Judges will

determine the final score out of 10 per pass. Then will sum both passes and get the average score. Example: 1st pass 7,5 /2nd pass 6,5= Average 7 points (of a max of 10)

There is no fixed limit to the number of tricks per pass. However, riders are encouraged to perform between five (5) and ten (8) well-executed maneuvers within each 45–60-second pass. Judges will reward riders who use the entire course efficiently, maintaining flow without excessive setup time or repetition. Quality, amplitude, and variety take precedence over quantity.

Judges may annotate intensity or using "+" or "-" indicators to reflect power or weakness in specific tricks. These annotations are for reference of the scores sheet to explain the run to riders and are not numeric values.

Overall impression judging is encouraged; judges should evaluate how well the rider links and composes their entire run rather than focusing solely on individual tricks.

5. Scoring and Ranking

The total score is calculated by combining both passes. If specified by the Race Director, one pass (usually the lowest) may be discarded.]

Each judge's score counts equally toward the final total.

Judges may reward creativity and smooth transitions between tricks.

Judges will not assign predetermined values to specific tricks. Scores are comparative within each heat and within the level showed at a certain season. This means the top difficult tricks in 2025 can not be those of 2026 due to the

rapid progression of the sport. A perfect run can reach a maximum of 10 points.

6. Tie Breaks

In case of a tie:

1. The best single-pass score will be considered.
2. If still tied, the rider with the higher score in Accuracy and Flow wins.
3. If still unresolved, the judge panel decides.

In multi-round formats (heats, semifinals, finals), if a tie persists, the rider's highest previous-round score may be used as a secondary tiebreaker.

7. Athlete Responsibilities

Be an active SFT member or of the corresponding federation.

Know and respect all rules before competing.

Follow conduct standards and represent the sport professionally (behavior, media). Attend the Riders Meeting, where rules and formats are explained before competition. Riders must confirm boat speed, rope length, and chosen side of the wake with the driver before leaving the dock. There will be no re-rides for miscommunication.

8. Judge Panel

Minimum of 3 judges plus one Chief Judge or Race Director.

The Chief Judge/RD oversees format, timing, and rule enforcement.

Judges' decisions are final and not subject to appeal.

Judges must declare any conflict of interest before scoring begins.

Judges may record runs for private evaluation purposes only. Recordings cannot be shared or published without the organizer's

The Head Judge/RD may authorize a re-ride only in the case of verified technical malfunction (e.g., boat mechanical issue, rope failure). No re-rides will be granted for rider error or miscommunication.

9. Flow and Creativity

Riders will be rewarded for creative course management and full use of time and space. Smooth, continuous runs showing composition and planning will score higher than disjointed riding. Dead water or hesitation between maneuvers will negatively affect flow.

10. General Provisions

Riders may use up to two different boards per event. Boards may be swapped during pickups or between passes, but the clock will not be stopped for changes.

The Head Judge and Race Director have the authority to adjust course length, pickup limits, or judging panels due to weather or technical conditions, provided this is communicated during the Riders Meeting.