



**TAG is a team competition where riders work in pairs to do as many tricks as possible in a jam format. But there's a twist .... only 1 of your team can be on the water at a time! So if you fall you have to run back and tag your team mate in.**

## **FORMAT**

Teams will have **15 minutes** to do **as many unique tricks as possible**; you must watch your team mate to make sure you do not repeat tricks.

**You will be on the water at the same time as up to 2 other teams, but each team will always have a gap.**

**The lake will be split into 4 SCORING ZONES and you will be given a score for each zone.**

<b>Zone 1</b> – Front Straight (Starting after kickers)	- 25%
<b>Zone 2</b> – Back Straight (1 <sup>st</sup> Half)	- 20%
<b>Zone 3</b> – Back Straight (2 <sup>nd</sup> Half)	-25%
<b>Zone 4</b> – Air Trick Zone & Kickers	-30%

- **Air tricks will only be scored in ZONE 4 (see park map)**
- **Feature positions will be announced and in place 2 weeks prior to event.**
- **Judges will not just be looking for 1 big hit!**

**Your score will be based on a number of factors ....**

**Technicality:** How technical or difficult each hit was.

**Style:** How good your hits looked.

**Use of Park:** Are you using all possible features and lines?

**Variety:** Don't repeat tricks!

**A team who spends the whole time doing different tricks well, will score higher than a team who concentrates on 1 big hit until it is perfect!**

**Throughout your time on the water both team members must ride & you must physically 'TAG' each other on and off the lake.**

**After all the competitors have set a score, the top 3 teams will advance to finals. Finals will only be 10 minutes long.**

## **RULES**

- 1. Your team will be riding in matching tops (see run order for your colour). If you have your own tops that is fine - as long as they don't match another team's colours!**
- 2. Your time will start and stop with an air horn blast. Tricks outside of this will not be scored.**
- 3. Cable speed will run at 31kph.**
- 4. Handles will not be taped.**
- 5. Operators will give you a double gap whenever possible.**
- 6. Each team mate must do 2 complete laps. They do not need to be consecutive laps, but each lap does need to at least be to corner 4. If you fail to do this you will be scored '0'. In the finals this is reduced to 1 lap.**
- 7. If the cable stops or a line pulls out, the timer will stop and everyone must make their way back to the dock for a re-start. All riders will then be sent out and time/scoring will re-start when you reach the same spot. (You can use this to swap riders).**
- 8. Riders must physically TAG each other to swap onto the lake.**
- 9. If letting go at the dock to swap team-mates, leave space for other riders to be sent off the dock.**
- 10. While running back after a fall, friends and family may carry your board back.**