

European Canoeing Association Freestyle Rules 2006

1.0 ECA Committee - Appendix 1

Current ECA Rules apply

1.1 Voting Criteria – International Team events - Appendix 2

Current ECA Rules apply

1.2 Rule Changes

Current ECA Rules apply

2.0 Country

2.1 Representation

Current ECA Rules apply

2.2 Team Entry Conditions

- Countries must register (inscriptions) teams and judges/assistants **30 Days** before the event. Including substitutes (Reserves).
- If teams do not meet this deadline and supply judges and assistants they will **not** be allowed to enter.
- If a country is competing for the first time they do not have to supply judges/assistants.
- Judges/assistants are to arrive 2 days minimum before the event for training under the Chief Judge.
- The Chief Judge is to arrive **2 days** before the competition start.

3.0 Team Sizes For Each Country

- Athletes are considered to be Juniors until the end of the year in which they turn 18. Anyone turning 18 will be considered Junior until the next 1st January.
- Gold Medallists in each class are automatically invited to return to the next Championships
- The Junior European Champion only has an automatic invitation to return next Championships as a senior, if no longer a Junior.
- A junior may not compete in both the junior and senior class in that discipline
- A person may compete in two different disciplines, such as C-1 and OC-1

3.1 Standard Team Size

- K-1 Surface Men - 5
- K-1 Surface Women - 3
- K-1 Surface Junior Men - 4
- K-1 Surface Junior Women - 3
- OC1 Surface Unisex – 2
- C1 Surface Unisex - 3
- K-1 Squirt Men - 3
- K-1 Squirt Women - 3

3.2 Official Class Status

- To be considered an official class there must be a minimum of 8 paddlers from at least 4 different countries.
- If there are insufficient numbers to make a complete women's class the women are allowed to compete with the men.
- If the total number of men and women are insufficient to make a class they compete separately in the preliminaries but do not have a final.

4.0 Protests and Disqualification

- A Protest Panel made up of the event organiser and at least 2 senior members of the ECA Freestyle Committee will oversee any protest investigation and will decide on the legitimacy of the claim.
- Protests can be lodged by a Team Captain only and have to be supported by the Team Captains of two other nations represented at the competition.

European Canoeing Association Freestyle Rules 2006

- Any protest has to be submitted to the event organiser in writing within 3 hours of the end of the respective part of the competition in question (prelim, quarter, semi, final) and must be accompanied by a 150 Euros (*or equivalent currency*) protest administration fee which is refunded if the protest is justified.
- The decision of the Protest Panel will be final.
- The *Host Country* as organiser of the event has the right to disqualify competitors if they show bad sportsmanship or unruly behaviour.

5.0 The Classes

5.1 Kayak K-1

- There are no boat restrictions.
- Paddlers must sit down with their legs stretched out in front
- Paddlers must use a double bladed kayak paddle.
- One single boat design is to be used for the whole competition.
- All competitors must wear a CE approved buoyancy aid and helmet.

5.2 Canoe Decked C-1

- There are no boat restrictions.
- One single boat design is to be used for the whole competition.
- Competitors must be kneeling and use a single bladed paddle.
- All competitors must wear a CE approved buoyancy aid and helmet.

5.3 Open Boat OC-1

- All competitors must wear a CE approved buoyancy aid and helmet
- Competitors must be kneeling and using a single bladed paddle
- One single boat design is to be used for the whole competition.
- Boat must be able to hold 40 litres of water with the paddler kneeling in the boat
- The open depth of the boat must be at least 40cm for a length of 80cm
- The overall open surface area must be at least 3800cm
- Buoyancy for the boat ends is to be inflatable (bulkheads not permitted)
- Competitors may assist each other back up the eddy without penalty

5.4 Squirt Boat

- There are no boat restrictions
- One single boat design is to be used for the whole competition.
- All competitors must wear a CE approved buoyancy aid and helmet.

6.0 Format – Surface Boat

6.1 General - Wave/Hole Riding

- Preliminaries / Quarter Finals / Semi Finals and Finals - one practice ride for each competitor before each round.
- The run time begins as the competitor crosses the main lateral of the wave/hole. When starting with an entry move from upstream, the time starts when the boat makes contact with the wave/hole. The run continues until the 45sec time limit is over.

6.2 Tie Breaking

- If there is a tie for the cut off placed paddler going through to a quarter final, then all tied paddlers go through.
- If there is a tie for the cut off placed paddler going through to the semis or finals then the non counting ride counts.
- If they are still equal the highest move scored counts.
- If again they are still equal then the highest number of different moves decides the tie.
- If there is still a tie then both go through.

6.3 Tie Breaking In The Final

European Canoeing Association Freestyle Rules 2006

- If there is a losing tie in the knockout finals both competitors will have another 45 second wave/hole riding run. The best scoring paddler of the tie goes through.

6.4 Competition Format - Surface Boat

- Chief judge will evaluate whether the feature is attainable or non-attainable
- Attainable features can be attained back into during the course of play within the allotted time
- *To use the non-attainable rules, the feature must be flushy.*
- Chief judge to determine this 30 days before start of competition

6.5 Format - Attainable Feature

Preliminaries

- Two 45 second rides, both scores count (add together).
- Athletes are randomly selected in heats for the preliminaries.
- Athletes – 25% of the class rounded up to the nearest 10 with a maximum of 40 and a minimum of 20 competitors will advance to the quarter Finals. When a class has 40 or less competitors, the top 10 from prelims go straight to semi finals.
- Where a class has 10 or less competitors then 5 will advance straight to finals.

Quarter Finals

- Two 45 second rides, best score counts
- Quarters run in reverse order from the prelim results
- Top 10 competitors advance to the Semi Finals.

Semi Finals

- Two 45 second rides, best score counts.
- Semis run in reverse order from the quarters results.

Finals - Riding for title of Champion

- 45 seconds for each ride
- Finals run in reverse order from the semis results and for each ride after elimination.
- All 5 competitors do one ride, lowest scoring competitor is eliminated.
- All 4 competitors do one ride, lowest scoring competitor is eliminated.
- All 3 competitors do one ride, lowest scoring competitor is eliminated.
- Both competitors left do one ride; the top-scoring competitor is the Champion

6.6 Format - Non-attainable Feature

Preliminaries

- Four 45 second rides, best 2 scores count
- Athletes are randomly selected in heats for the preliminaries.
- Athletes – 25% of the class rounded up to the nearest 10 with a maximum of 40 and a minimum of 20 competitors will advance to the quarter Finals. When a class has 40 or less competitors, the top 10 from prelims go straight to semi finals.
- Where a class has 10 or less competitors then 5 will advance straight to finals.

Quarter Finals

- Two 45 second rides, best score counts
- Quarters run in reverse order from the prelim results
- Top 10 competitors advance to the Semi Finals.

Semi Finals

- Two 45 second rides, best score counts.

European Canoeing Association Freestyle Rules 2006

- Semis run in reverse order from the quarters results.

Finals

- 45 seconds for each ride
- Finals run in reverse order from the semis results and for each ride after elimination.
- All 5 competitors do one ride, lowest scoring competitor is eliminated.
- All 4 competitors do one ride, lowest scoring competitor is eliminated.
- All 3 competitors do one ride, lowest scoring competitor is eliminated.
- Both competitors left do one ride; the top-scoring competitor is the Champion

7.0 Scoring Format – Surface Boat

7.1 Technical (optional)

- The use of Technical Scoring is to be determined at least 30 Days before the event by the organiser and chief judge.
- Technical judges award points for every complete 180 degree rotation in the hole or on the wave and the points vary with the level of verticality as outlined below:
- Flat: 1 point (Flat = 0 to 45 degrees)
- Elevated: 2 points (Off vertical = 45 to 70 degrees and 110 to 135 degrees)
- Vertical: 4 points (70 degrees to 110 degrees)

7.2 Variety – See Appendix 2.

- Competitors perform moves from the Variety Moves list. See Appendix 2.
- Variety judges award EACH move ONCE ONLY per side (R or L. F or B) per ride.

7.3 Huge Bonus

- When any move gets huge air, then the variety judge can award a huge bonus of 50 points. This can only be awarded once per move (right or left. front or back) on the variety list.

7.4 Score = Technical (optional) + Variety + Huge Bonus

7.5 Qualification of Moves

- Entry moves must start from upstream of the hole/wave - The time will start once the boat makes contact with the hole/wave.
- The competitor may re-enter the hole/wave as many times as they like during the 45-second time period.
- All moves must be landed in the pile of the hole or on the wave to count. If the paddler lands the move in the pile or on the wave but then flushes the move still counts.
- Scored Moves: Moves that can be done front/back or left/right will be scored both ways unless otherwise stated in the variety moves list appendix 2.
- Cartwheels: To score as a variety point, cartwheels (left and right) cannot include the ends of a split wheel as one of the two ends. If a split wheel has already been awarded for variety in that run, the ends will count as part of the Cartwheel Variety Score. This only applies to Variety Judges. In other words, if a competitor does a left-right Split linked to just one end to the right, the first time they do it successfully, they get variety for Split wheel but not for right Cartwheel. The second time they do it, they get variety for right Cartwheel. Of course, if they do a left-right Split linked to two ends to the right, they get variety for both Split and right Cartwheel. If the extra end happens before the Split, the Split is still counted for variety and the Cartwheel is not (until the split wheel has been counted for variety). The Split wheel therefore takes precedent over Cartwheels. It takes four ends to do a split wheel and a cartwheel.

European Canoeing Association Freestyle Rules 2006

- When any greater value move is performed twice or more, then the lesser value variety move is also attained. i.e. Where two air loops are performed, an air loop is awarded and a loop is also.
- This includes cartwheel, clean cartwheel and super clean cartwheel. Loop and air loop. Blunt, clean blunt and air blunt. Spin, clean spin and super clean spin.
- A paddler performing a 12 point super clean cartwheel would score superclean cartwheel, clean cartwheel, cartwheel, superclean spin, clean spin, spin.

8.0 Judging-Surface Boat

- Each Country competing must provide assistants and judges relevant to their team size.
3 - 9 Athletes: 1 assistant.
10 –19 Athletes: 1 assistant and 1 judge.
20+ Athletes: 1 assistant, 1 judge and 1 assistant or judge.
- One scribe assigned to each judge all overseen by the Chief judge.

8.1 Judges – Where Technical is used.

- 2 Technical Judges – average of two scores will count
- 2 Variety Judges - average of two scores will count
- 1 Chief Judge – oversees all judges and scribes

8.2 Judges – Variety Only

- 3 Variety Judges - average of all three scores will count
- 1 Chief Judge – oversees all judges and scribes

8.3 Chief Judge responsibilities

- **The chief judge is in charge of the area and no one is allowed overrule his or her command.**
- Over sees the judging panel, scribes and scoring system
- Ensures consistency and fair play
- Will direct the timekeeper/commentator as necessary.
- Will supervise the running of the competition.
- Will give the athletes directions/instructions as necessary.
- Will start the rides.
- Will coordinate judges and scribes timetabling / briefing.
- To seek a vote from Team Captains on any major format changes.
- Will be independent from any team.

The Chief Judge will not

- Be part of any protest panel.
- Officially view any video evidence.
- Vote on any issues.

8.4 Judging Criteria

- As each ride is performed, the judges verbally instruct the variety moves or technical points scored to their scribe who records on to the score sheet or electronic device as instructed.

9.0 Scoring Format - Squirt Boat

9.1 Format

- Run time will start when the competitor initiates or attempts the first scoreable move.
- For events on a wave, the time starts once the paddler crosses the wave's lateral
- The same boat must be used for all rides
- No alterations may be made to a boat between rides

European Canoeing Association Freestyle Rules 2006

- Weights or adding water to the boat is not allowed

Preliminary Round

- One practice ride per competitor before this round starts
- Each competitor has three 60 second runs
- Preliminaries – best two rides count
- Top 10 men competitors advance to the Semi Finals
- Top 10 women competitors advance to the Semi Finals

Semi-Finals

- One practice ride per competitor before this round starts
- 2 Rides – Best ride counts
- Top 5 Men competitors advance to the finals
- Top 5 Women competitors advance to the finals

Finals

- One practice ride per competitor before the finals start
- All 5 competitors do one ride, lowest scoring competitor is eliminated
- All 4 competitors do one ride, lowest scoring competitor is eliminated
- All 3 competitors do one ride, lowest scoring competitor is eliminated
- Both competitors left do one ride, the top scoring competitor is Champion

9.2 Tie Breaking

- If there is a tie for the cut off placed paddler going through to the semis or finals then the non-counting ride counts.
- If they are still equal the highest move scored counts.
- If again they are still equal then the highest number of different moves decides the tie.
- If there is still a tie then both go through.

9.3 Tie Breaking In The Final

- If there is a losing tie in the knockout finals both competitors will have another run. The best scoring paddler of the tie goes through.

9.4 Scoring Format

- Each move is only scored once on each side (right or left. Front or back).
- Paddlers are judged for variety (see moves list for values – appendix 3), style, and mystery moves.
- Vertically – all moves performed must be 70 degrees to 110 degrees to score as a vertical move except for washouts and mystery moves.
- Past Vertical - all past vertical moves performed must be 110 degrees to 150 degrees to score.
- Split wheels must be performed off the bow with a 180 degree rotation along the axis
- A trophy move is awardable at the head judge's discretion for new moves. The points awarded reflect the difficulty of the move performed.
- Each paddler is awarded a Mystery Move multiplier of 1.0 to 2.0 divided into tenths ie 1.0, 1.1, 1.2, 1.3 etc... The score is dependant on depth, time and control of move.
- Each paddler is awarded a Style bonus of 10 to 100 points divided into tenths ie 10. 20. 30. 40 etc... A smooth flowing run is required for a high score with few or no form breaks (ie rolls, trips, forward paddling etc...)

9.5 Scoring Calculation

- Total score = Mystery Move Multiplier x (Variety + Style)

9.6 Alternative scoring format if the eddy adjacent to the mystery seam is unsuitable for flat water competition

If the competition venue supports a mystery seam, but the eddy is unsuitable for the flat water / eddy line competition (too shallow), an alternative scoring format may be used. The flat-

European Canoeing Association Freestyle Rules 2006

water competition would be judged as usual in an appropriate location using the move scores listed. The competitor would be allowed three 60 second runs, with the best two scores counting. The mystery move event would be carried out on a suitable eddy line. Each competitor would get 5 rides, all count, and be judged for quality of move only (max score 50 points per run. See appendix 3 for mystery move description)

9.7 Judges

- There will be four judges including one head judge. Two will award variety and the other two will award the style bonus and mystery move multiplier.

Appendix 1 - ECA Committee

- Great Britian - Mike Birkbeck
- Spain - Lluís Rabenedá
- Germany - Robert Sommner

Appendix 2 - Surface Boat - Variety Moves List

Move	Value	Scored	Description
Ender	10	FB	One vertical end over 70 degrees performed facing directly upstream or downstream. (Part of a loop. Not half a cartwheel)
Pirouette	30	RL	Single stroke 360-degree rotation at an elevation greater than 70 degrees, on the bow or stern retaining the feature.
Flat spin	10	RL	360-degree rotation of the boat at a 0-45 degree angle.
Clean spin	20	RL	360-degree rotation of the boat with one stroke at a 0-45 degree angle.
Super clean spin	40	RL	360-degree rotation of the boat with no strokes at a 0-45 degree angle.
Shuvit	20	RL	Two consecutive 180 degree rotations in opposite directions at a 0-45 degree angle. (or a low angle split wheel)
Round house	30	RL	Elevated 180 degrees rotation on green water at an angle less than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf.
Clean round house	50	RL	Elevated 180 degrees rotation on green water at an angle less than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat landing in a back surf with no paddle stroke.
Back round house	40	RL	Elevated 180 degrees rotation on green water at an angle less than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat, landing in a front surf.
Clean back round house	60	RL	Elevated 180 degrees rotation on green water at an angle less than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat, landing in a front surf, with no paddle stroke.
Blunt	40	RL	Elevated 180 degrees rotation on green

European Canoeing Association Freestyle Rules 2006

			water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat, landing in a back surf.
Clean blunt	100	RL	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat, landing in a back surf, with no paddle stroke.
Air blunt	80	RL	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat, which becomes airborne for part of the move, landing in a back surf.
Clean air blunt	140	RL	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat, which becomes airborne for part of the move, landing in a back surf, with no paddle stroke.
Back blunt / stab	60	RL	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat, landing in a front surf.
Clean back blunt	120	RL	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat, landing in a front surf, with no paddle stroke.
Back air blunt	100	RL	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat, which becomes airborne for part of the move, landing in a front surf.
Clean back air blunt	160	RL	Elevated 180 degrees rotation on green water at an angle greater than 45 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat, which becomes airborne for part of the move, landing in a front surf, with no paddle stroke.
Pan am	120	RL	Elevated 180 degrees rotation on green water at an inverted angle greater than 90 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat, which becomes airborne for part of the move, landing in a back surf.
Clean pan am	160	RL	Elevated 180 degrees rotation on green water at an inverted angle greater than 90 degrees, clear of the foam pile, where the competitor rotates around the bow of the boat, which becomes airborne for part of the move, landing in a back surf, with no paddle stroke.
Back pan am	160	RL	Elevated 180 degrees rotation on green water at an inverted angle greater than 90

European Canoeing Association Freestyle Rules 2006

			degrees, clear of the foam pile, where the competitor rotates around the stern of the boat, which becomes airborne for part of the move, landing in a front surf.
Clean back pan am	200	RL	Elevated 180 degrees rotation on green water at an inverted angle greater than 90 degrees, clear of the foam pile, where the competitor rotates around the stern of the boat, which becomes airborne for part of the move, landing in a front surf, with no paddle stroke.
Cart wheel	30	RL	Two consecutive ends in the same rotational direction, with both ends at an angle greater than 45 degrees.
Clean cartwheel	50	RL	Two consecutive ends in the same rotational direction, with one stroke, and both ends at an angle greater than 45 degrees.
Super clean cartwheel	70	RL	Two consecutive ends in the same rotational direction, with no strokes, and both ends at an angle greater than 45 degrees.
Splitwheel	60	RL	Two consecutive ends, with a change of direction in between each. One end of more than 45 degrees, and one with more than 70 degrees.
Felix	80	RL	A 360 degree spin / roll combination where at least 180 degrees of the rotation is inverted. The move must be completed to an upright surfing position on the feature. (Basically a non aerial Helix).
Tricky woo	120	RL	A three ended sequence - two ends must be over 70 degrees and the other over 45 degrees. The entire sequence is performed using one paddle blade only. The first end is initiated on the bow one way. The second tail end is split back and rotated through 180 degrees. The third bow end is followed through in the same direction as the first landing back in the feature.
Lunar orbit / matrix	140	RL	A two-ended sequence started with a vertical tail squirt in the hole with 360° rotation into an elevated bow end, using 1 blade. Both ends must be over 70 degrees.
Mc Nasty	170	RL	Starting in a back blast, the boat is bounced, inverted and the stern thrown into the green water. The boat half loops back upright so the paddler finishes the move facing upstream.
Phonics monkey	150	RL	Starting facing upstream on the hole pile. The paddler performs a single stroke 360-degree rotation on the bow at an elevation greater than 45 degrees, then explosively links it to a front loop (see description below).
Loop	80	F	Two consecutive ends over 70 degrees where the boat remains facing the direction of the water flow, starting and finishing facing upstream.

European Canoeing Association Freestyle Rules 2006

Back loop	90	B	Two consecutive ends over 70 degrees where the boat remains facing the direction of the water flow, starting and finishing facing downstream.
Air loop	100	F	Two consecutive ends over 70 degrees where the boat remains facing the direction of the water flow, starting and finishing facing upstream. The boat, paddle and body must become airborne for part of the move.
Air back loop	120	B	Two consecutive ends over 70 degrees where the boat remains facing the direction of the water flow, starting and finishing facing downstream. The boat, paddle and body must become airborne for part of the move.
Space Godzilla	100	RL	An aerial loop with a 90° rotation between ends. Both ends must be over 70°.
Flip turn / side kick	100	RL	An aerial bounce or hip flick with a short axis rotation (tilt) of over 90 degrees and at least a 45 degree long axis rotation. Starting and finishing in a front surf.
Donkey flip	120	RL	Barrel roll performed front surf to front surf. Boat must be aerial for 180 degrees of the 360-degree roll. The boat must land in a surfing position in the hole or on the wave.
Air screw	160	RL	Aerial barrel roll performed front surf to front surf. Boat and body must be aerial for 180 degrees of the 360-degree rotation. The boat must land in a surfing position in the hole or on the wave.
Helix	170	RL	A 360 degree spin / roll combination with at least 180 degrees performed inverted. The competitor's head and shoulders may contact the water, but the boat must be aerial through the inverted 180 degrees part of the move. The move must be completed to an upright surfing position on the wave.
Trophy 1	100		A spectacular new move of medium difficulty landing on the wave or in the hole.
Trophy 2	200		A spectacular and aerial new move of high difficulty landing on the wave or in the hole.
Entry 1	30		Easy move - one vertical end initiated downstream of fall line.
Entry 2	80		Medium difficulty move – two linked ends such as entry loop or non aerial kick flip**.
Entry 3	120		Aerial or clean move. High difficulty – two linked ends such as Air Loop, or aerial kick flip**.
Huge Bonus	50		Awarded when any move gets huge clearly visible air where the boat, paddle and body including head are at least 1ft / 30cm above the water.
Kick Flip Entry**			An entry move when the boat enters the feature and gets aerial from the peak of the pile. Barrel rolling, landing and retaining the feature. Boat and body must be clear of the feature for 180 degrees (inverted part) of the barrel roll.

European Canoeing Association Freestyle Rules 2006

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Appendix 3 Squirt Boat Variety Moves List

Move	Points	Scored	Angle	Description
Stall	10	F / B	70<110	Two second stabilized pause on end
Bow Screw	20	L / R	>110	Over vertical rotation on bow along the long axis using an initiation stroke
Stern Screw	20	L / R	>110	Over vertical rotation on stern along the long axis using an initiation stroke
Cartwheel	10	L / R	>45, >70	2 sequential vertical ends
Clean Cartwheel	40	L / R	>45, >70	2 end cartwheel with one vertical end initiated without stroke or "clean"
Superclean Cartwheel	60	L / R	>45, >70	2 sequential ends initiated without using a paddle or "clean" (no paddle touch)
Heliwheel / Chopperwheel / Ninjawheel	60	L / R	>45, >70	3 consecutive superclean ends with 3 paddle spins, one per end
Switchwheel 2pt	40	L / R	>45, >70	2 consecutive ends with 2 hand switches on paddle, blade stays in water
Switchwheel 4pt	60	L / R	>45, >70	4 consecutive ends with 4 hand switches on paddle, blade stays in water
Jedi / Bigwheel	40	L / R	>45, >70	2 ends in the same direction beginning with stern initiated with an open or closed face squirt stroke, paddle stays in water for bow smash
Splitwheel	40	L / R	>45, >70	2 ends in different direction with full 180 degree rotation along the long axis
Clean Splitwheel	80	L / R	>45, >70	2 ends in different direction with full 180 degree rotation along the long axis without use of paddle
Party Trick	40	L / R	>70	Upside down to vertical on bow in one fluid motion
Zero to Hero	40	L / R	>70	Upside down to vertical on stern in one fluid motion
High Washout	40	L / R	135<110	Over vertical 360 degree rotation on the bow with no initiation stroke and only one blade recovery
Low Washout	40	L / R	180<135	Over vertical 360 degree rotation on the bow with no initiation stroke and only one blade sweep recovery
One Armed Bandit	40	L / R	>110	Near flat start to >110 stern screw with forward sweep initiation and one recovery stroke
Unarmed Bandit	60	L / R	>110	Near flat start to >110 stern screw with sweep initiation or "clean", one recovery stroke permitted
Tricky Woo	60	L / R	>45, >70	Splitwheel into 70 < 110 stern screw on one single paddle blade, total of 360 degree rotation on the long axis
Woo Tricky	60	L / R	>45, >70	Stern splitwheel into 70 < 110 bow screw on one single paddle blade, total of 360 degree rotation on the long axis
Whirlygig / Screwing Around	80	L / R	>110	4 ends over vertical – Bow screws linked to stern screws or stern screws linked to bow screws
Front Loop	50	F		A front flip on the short axis of the boat, two ends both vertical, minimal rotation

European Canoeing Association Freestyle Rules 2006

				on the long axis of the boat
Back Loop	50	B		A back flip on the short axis of the boat, two ends both vertical, minimal rotation on the long axis of the boat
Double Scoop	80	F		A front flip with the boat landing on vertical stern to an immediate back flip landing on bow, all along the short axis
Mush Move	10 - 40	F / B		Mystery move on flat water or back into the eddy from the current to varying depths. 10 Chest. 20 Shoulder. 30 Eye Level. 40 Head Under
Mystery Move	10 - 50	F / B		Downtime when entering current from eddy along the eddy line to varying depths. 10 Chest. 20 Shoulder. 30 Eye Level. 40 Head Under. 50 Head Under for more than 2 secs.
Light Loop	40	R / L		A dynamic back deck roll on the exit of a mystery or mush move where the boat is only supported on the stern
Flying Fish	80	R / L		A dynamic back deck roll on the exit of a mystery or mush move where the boat is completely unsupported landing in an upright position
Exit Loop	60	F / B		Vertical front or back loop on exit from a mystery or mush move
Exit Helix	80	R / L		Flying fish with a 180 degree rotation in the horizontal plane
Trophy Move	40 / 80	R / L		A spectacular new move currently not listed above, which is explained to and verified by the judges prior to the competition
Style Score	10-100			Each paddler is awarded a Style bonus of 10 to 100 points divided into tenths ie 10. 20. 30. 40 etc... A smooth flowing run is required for a high score with few or no form breaks (ie rolls, trips, forward paddling etc...)

Notes: The comma denotes verticality of the next end.

Appendix 4 - Event organisers – Minimum Standards

Judging Area/Platform

- Total area to be a minimum of 22 sq Meters (9M x 2.5M) 9M is length available for the judges to be placed
- Only Judges and scoring officials to be placed in the area. No TV or PA / Sound systems in the area.
- P/A and Sound system to be placed so that it does not interfere with the Scribes ability to hear the Judges
- The area to be secured and only accessible for authorised officials
- The area must be sited approximately at an angle of 45 degrees above or below the feature, which is ever the best view for the moves to be seen for the Judges. (Chief Judge to advise)
- The view of the feature from the judge's area must not be in anyway blocked.
- The judges are to be protected from wet and windy weather including suitable protection from the sun at all times during the competition.
- Comfortable chairs for the Judges and scribes (not tables or hard benches)

European Canoeing Association Freestyle Rules 2006

- Toilet facilities must be no further than 30 meters away and have separate male and female units
- Food and drink to be supplied at regular intervals
- Strictly No Smoking in the Judging Area
- No noise or biased shouting / commentary around the Judges
- **The chief judge is in charge of the area and no one is allowed overrule his or her command.**
- Only the chief Judge will instruct the competitor when to start.
- The event commentator can call the next up competitor
- The Chief Judge to have access to a microphone in the event of a problem.
- Electronic Scoring system to be used by the judges/scribes (Approved by the ECA)
- The Chief judge if required or from time to time to check the accuracy of the scoring system and results
- A stop clock that is visible to the competitors, which resets and has a horn with two blasts 10 seconds before the end of the 45-second run. The horn must be audible to the judges
- No alcohol what so ever is permitted in the judging area.

Appendix 5 – Substitutes & Judges

Substitutes (Reserves)

- Substitutes will not pay entry fees (inscriptions) and are allowed to take part in the Nations training sessions and have access to the parties/events.
- For each four Starting Competitors in a Discipline there can be one Substitute.
1 to 4 Starting Competitors => 1 subs.
5 to 8 Starting Competitors => 2 subs, and so on.
- Substitutes will wear special bibs and if required to compete and will wear the bib of the withdrawn competitor.
- Competitors can only be replaced if they are injured or sick. This is an agreement between the competitor and the Team Captain/Manager. **Both** shall inform the Organisers of their Decision and hand in the special bib to register the exchange. The organisers will publish on the team lists the exchange.
- Substitution exchange is only allowed up to **two** days before the start of the Competition.

Judges

- The Chief Judge will select up to 12 Judges maximum for the competition based on firstly of their ability, experience and if possible have a fair representation of countries present.
- Each of the Judges will receive if possible (To be agreed for each championships) expenses. This will be paid to the Team Captain/Manager who will pass on to the Judge.
- The Chief Judge will be paid (To be agreed for each championships) directly and be provided accommodation from the organisers

Appendix 6 Bid Criteria. Current ECA Rules apply