

Development Team Selection Criteria for 2013

NOTE: This criteria is subject to revision prior to the beginning of each season.

WATERSKI

Compete at WSWM Provincial Water Ski Championships*

Complete 4 out of the 5 skills (as per Rip 'n Ride Gold Slalom)

1. On one ski, perform a simulated slalom course pattern crossing both wakes. Two or three good steady turns from both sides are satisfactory.
2. Maintain proper body position throughout the turns.
3. Six (6) continuous cuts (demonstrating smooth transition from acceleration into the turn and proper distance to the sides of the wake on each turn).
4. A pass through the mini course or ball 1, then boat ball, 3rd ball then boat ball, 5th ball then boat ball.
5. One successful pass through the slalom course including open gates
Or
Cut back and forth across the wake 6 times in 20 seconds

WAKEBOARD (Boat)

Compete at WSWM Provincial Wakeboard Championships*

Complete 5 of the 8 skills (as per Rip 'n Ride Gold Wakeboard)

1. Perform toeside wake to wake jump
2. Perform heel side wake to wake jump
3. Perform Ollie 180° on heel side, toe side, and as well as switch ollie 180 toeside and heelside.
4. Wake to wake grabs, (heelside and toeside).
5. Ollie backside 180°
6. Wake to wake 180's all four stances (Heelside, Toeside, Switch heelside, Switch toeside)
7. 1 out of 3 inverts (backroll, tantrum, scarecrow).
8. 1 of 3 wake-to-wake handle pass rotations (Toeside 360°, Heelside 360°, Backside 180°)

Wakeboard (Cable)

Compete at WSWM Provincial Cable Championships*

Complete 5 of 8 Skills

1. Perform Ollie 180 Frontside & Backside, as well Switch Frontside and Switch Backside
2. Show an ability to ride switch around the entire course
3. Hit the Kicker perform 180 Frontside & Backside, as well Switch Frontside and Switch Backside
4. Perform either a Frontside or Backside boardslide on a rail
5. Perform either an Air Raley or Air Roll on the Cable
6. 1 of 3 handle pass rotations off kicker (Frontside or Backside 360, Backside 180)
7. 1 of 3 inverts off of kicker (Tantrum, Backroll, Scarecrow)
8. Perform any rail trick with a minimum of 180 on to rail or off of rail.