



International Waterski & Wakeboard Federation

2023 OFFICIAL WAKEBOARD RULES

Reference IWWF World Rules

<https://iwwf.sport/wp-content/uploads/2022/05/IWWFWakeboardBoatRules-2022.pdf>

- Rule 1 GENERAL**
- Rule 2 SAFETY**
- Rule 3 DIVISIONS**
- Rule 4 HEAT SYSTEM**
- Rule 5 RIDER PREPARDNESS**
- Rule 6 DISQUALIFICATIONS**
- Rule 7 ADVANCEMENT**
- Rule 8 EQUIPMENT**
- Rule 9 RE-RIDES**
- Rule 10 PROTESTS**
- Rule 11 USE OF VIDEO**
- Rule 12 COMPETITION FORMAT**
- Rule 13 WAKEBOARD COURSE**
- Rule 14 DOUBLE-UP**
- Rule 15 WILD CARD TRICK**
- Rule 16 BOAT SPEED**
- Rule 17 FALLS**
- Rule 18 SCHEDULE CHANGES & CANCELLATION OF EVENTS**

Diagram 1 OFFICIAL WAKEBOARD COURSE

Annex 1 NOVICE TRICK LIST

Rule 1 GENERAL

- a) **Applicability of the Rules:** The rules set forth here govern the competitions sanctioned by IWWF Asia in 2023. Whenever the masculine is used, the same shall be construed as meaning the feminine where the context so requires.
- b) **Exceptions to the Rules:** Where compliance with the rules is not feasible, the Chief Judge shall, with the approval of the majority of the Judges, make the necessary changes. Such changes will be announced at a riders' or team captains' meeting, and by posting.
- c) **No alcohol is to be consumed by Athletes prior to or during the day's event.**
- d) **Unsportsmanlike Conduct:** Any rider (or his representative) or official whose conduct is deemed unsportsmanlike or whose conduct may cause discredit to IWWF Asia, affiliated Federations and sponsors, either on or off the competition site, before during, or after the competition, may be disqualified from all or part of the competition including completed events, by a two-thirds majority vote of the Judges. Any and all infractions can also be punishable by disqualification of the whole team, if any.

Unsportsmanlike conduct includes, but is not limited to: use of vulgar language in public, public tantrums, not riding to fullest potential, failure to attend designated functions or events, consuming alcoholic beverages during or before the competition, use of prohibited substances, competing under false pretences, concealing significant injuries or health problems.

This also includes but is not limited to riders and individuals who choose to vandalise or misrepresent wakeboarding at official event functions.

Rule 2 SAFETY

Unsafe Rider Disqualification: No rider shall be allowed to compete or to continue to compete if, in the opinion of the Chief Judge and a majority of the Boat Judges, his competing would be a danger to himself or other riders in the competition. During the competition, the Chief Judge may halt the event for a poll of the Boat Judges in regard to a rider's actions or conditions. Whenever practical, the advice of a trained medical personnel should be obtained.

Rule 3 CATEGORIES

- a) There will be a minimum of 3 riders required to open a category. The Chief Judge will inform all participants as soon as feasibly possible if there are insufficient riders within a division.
- b) Divisions with less than 3 riders may be cancelled or merged with other divisions at the discretion of the organizers.
- c) A rider will only be allowed to enter one division, unless specified otherwise by the Chief Judge before the event begins

d) Categories – IWWF Asian Championships

Wakeboard			
Categories	Junior (14 years & Under) • Boy's Wakeboard • Girl's Wakeboard	Masters (30 & over) • Men's Wakeboard • Women's Wakeboard	Open • Men's Wakeboard • Women's Wakeboard
Age Restriction	if you are 14 years or under on December 31 st 2023 (in the current year the event is held)	30 years or older on December 31 st 2023 (in the current year the event is held)	None
Eligibility	<p>A Federation may select its team in any manner it desires; however, each team member must be a citizen or applying for citizenship of the country which the Federation represents. In case of doubt as to the nationality of a competitor, the Judges normally will refer to his passport. If a skier/rider does not have a passport from the country for which he is skiing/riding, he must prove residence in the country for at least three (3) years. Each Federation shall certify to the Judges that all members of its team meet these qualifications.</p> <p>All riders, including individuals, must be entered by their Federation.</p>		
Team Selection	The Wakeboard team shall consist of a maximum of four (4) riders. No team shall have more than two (2) boys or two (2) girls	The Wakeboard team shall consist of a maximum of four (4) riders. No team shall have more than two (2) men or two (2) women	The Wakeboard team shall consist of a maximum of six (6) riders. No team shall have more than three (3) men or three (3) women
Individual Entry	Individual riders are permitted to compete provided they are the defending IWWF Asian Champion or ranked in the top 3 in Asia. Team members must be identified on registration.		
Team Overall Scoring	The three (3) best placements of Team members will be used to compute the overall team score and a maximum of two (2) scores per category shall be used	The three (3) best placements of Team members will be used to compute the overall team score and a maximum of two (2) scores per category shall be used	The four (4) best placements of Team members will be used to compute the overall team score and a maximum of two (2) scores per category shall be used

Rule 4 HEAT SYSTEM

Wakeboard competitions will use a heat system. The running order for the first round of competition will be determined by seeding based on **World Ranking/Asian Ranking/Previous IWWF Asian wakefest competition Result.**

The running order for all other riders, in the first round of competition, will be randomly selected by either computer or drawn from a ballot in order to compete in individual heats.

The number of riders in each heat is dependent on the total number of riders entered. There will be a maximum of 6 riders in each heat. A percentage of the riders from each heat will then advance to the semi-finals and finals. The starting order for the LCQ, Semi Finals and Finals will be selected from placement and NOT scores.

The Last Chance Qualification round may or may not be used within the competition, dependent on time and numbers.

Rule 5 RIDER PREPAREDNESS

A rider must be in his bindings, with his life vest on, and with a rope that will not interfere with him being ready to ride when the boat returns to the dock/start area. Any rider who fails to be on immediate hand & in condition to ride when it is his turn in the running order as stated above will be deemed to be wasting time to gain an unfair advantage and **will be disqualified. It is the rider's sole responsibility to be ready to ride.**

Rule 6 DISQUALIFICATION

Should a rider be disqualified for any reason, he will not be permitted to participate in the remainder of the competition, ie. If he misses his turn in the qualifying rounds, he will not be permitted to compete in the last chance qualifiers.

Rule 7 ADVANCEMENT

A rider need not score but must participate in the qualifying round with the intention to ride to his full potential in order to advance to the next round of competition.

Rule 8 EQUIPMENT

- a) General: All personal equipment is subject to the approval of the Chief Judge and Safety Director
- b) Life Vest: All competitors must wear a life vest. It is the responsibility of each rider to ensure their life vest meets the following specifications:
 - i. It must float the rider.
 - ii. It must be constructed so as to provide adequate protection from impact damage to the ribs and internal organs.
- c) Towlines: A rider's personal handle and rope must be of a non-stretch material.
- e) Boats: The total additional weight in the boat will be determined by the Chief Judge.
- f) Damaged Equipment: A rider is fully responsible for his personal equipment and should have **a spare board, fully assembled with bindings and fins**, at his disposal should any damage occur. In the event that a rider realises his equipment has been damaged, he may throw the handle to indicate that he wishes to repair his

equipment. This will, however, constitute one fall if it occurs in the wakeboard course. If a rider falls in the wakeboard course due to his equipment being damaged, it will also constitute one fall. If a rider needs to stop his ride in the wakeboard course or before the start of his second pass to repair his equipment, it will also constitute one in-course fall. The Chief Judge will have the final say as to whether the equipment has failed. If a rider has damaged his equipment, he will have **four minutes** to repair the equipment. The damaged equipment must be repaired at the starting dock. The time begins when the rider gets onto the starting dock. The rider must have both feet back in his bindings before the four minutes elapses or his routine is over. The boat will then tow the rider from the starting dock to the location of the fall or handle-throw, come to a complete stop and then resume the routine.

Rule 9 RE-RIDES

It is the sole responsibility of a rider to request for a re-ride.

When unfair conditions occurs, which, in the opinion of a majority of the Judges, adversely affects a rider, he shall be granted the option of a re-ride only on the passes affected.

Re-rides must be taken immediately. If a rider is given a second re-ride, he may elect to take a five-minute rest, during which the next rider in order will perform his routine. The re-ride shall be taken at the conclusion of the rider's routine during which the five-minute rest period expires.

Requests for re-rides may be initiated by a Boat Judge for the event before the next rider starts or may be initiated, as soon as possible, by the rider or his team representative and shall be decided as soon as practicable thereafter. If, in the opinion of the Boat Judges for the event, the request was not initiated as soon as possible after the rider has ridden, the request shall be denied.

*Re-Ride Request Procedure

If a rider decides to request for a re-ride he must:

- cease executing his tricks immediately
- move to the middle of the wake, hold his hand in the air and then drop the handle
- request for a re-ride to the boat judges once the boat turns around to return to him

Approved Re-Ride Procedure

- an approved re-ride will include a simulation pass if required
- rider will commence a re-ride by staying in middle of wake until the boat tows the rider to the course location, where original run/pass was ceased. Judges may signal the rider when to commence remainder of run/pass from that location
- scores will be judged with the combination of original tricks and the remainder of tricks from the re-ride (eg. combination first 3 tricks of original run/ pass and remainder of 2 tricks in the re-ride)

The Following are some reasons that do Constitute a Re-Ride

- Weather – Lightning and an instruction to stop competing.
- Boat Driver Error
- Boat Failure
- Uneven Wakes – only if different to other riders in the same heat
- Rollers – only if caused from other sources that can be controlled, eg. other boats' wakes

The Following are some reasons that DO NOT Constitute a Re-Ride

- Weather - wind/rain
- Environment – change of tides etc.
- Riders’ Request for Change in Speed
- Rope Length – riders’ responsibility for instructing and visibly ensuring rope placement
- Equipment Failure – As per Rule 10f
- Wakes – if the same as remainder of riders in same heat
- Rollers – if the same as remainder of riders in same heat
- Poor Performance – can be considered unsportsmanlike conduct
- Not following the above re-ride request procedure

***If a re-ride is denied, the handle throw will be considered as a fall.**

Note: Any negative gestures made by riders while on the water constitute unsportsmanlike conduct.

Rule 10 PROTESTS

Protests shall be made to the Chief Judge only by the rider himself. Protest must be made **in writing**, must state the reason(s) for the protest, and must be filed as soon as possible, but no later than **20** minutes after the occurrence or after the results of the event are announced.

The rider will come to the Chief Judge's station and get an Official Protest Form to make the protest. The rider or team representative will then bring the Official Protest form back to the Chief Judge for review. After the Chief Judge has reviewed the protest and score sheets, he will meet with the Boat Judges to discuss the protest if he deems necessary. The Boat Judges will meet with rider to discuss the protest if the Chief Judge deems necessary. Actions may then be taken by the Chief Judge to address the protest.

Protests must be accompanied by a protest fee of AED184.00. This amount will be refunded if the protest is considered reasonable or upheld by the Judges.

A request for judges to review judging sheets will be deemed to be a protest.

If a rider wishes to make a protest while on the water, the protest needs to come by radio to Chief Judge's station. The Chief Judge will be on hand to hear the protest. The Chief Judge will record the protest on the Official Protest form until the rider is able to sign and complete the form. Chief Judge will take the proper steps to solve the protest.

Protests will be handled by the Chief Judge and the 3 judges involved in the respective event. In the case of other protests, ie. heat protests, timing, etc, such protests shall be handled by the majority of judges.

A correction of an error in the computation of scores shall not be considered a protest and the correction shall be made on the approval of the Chief Judge and Calculator within 20 minutes after the results are announced, and Boat Judges' scoring sheets have been made available for inspection. The inspection of scoring sheets will be done only in the presence of the Judges scoring that particular event.

Rule 11 USE OF VIDEO

Due to the subjective scoring nature & spirit of wakeboarding, video footage of any kind will not be used by Judges, riders or team representatives to resolve any disputes. Judges will not view or comment on any video footage during the event.

Rule 12 COMPETITION FORMAT

- a) General: Each rider shall be allowed two passes through the wakeboard course during which time he may perform any routine he chooses. He will be judged on subjective style categories, to arrive at a single combined score.

Judging of the routine begins when the rider enters the wakeboard course and ends when the rider exits the wakeboard course, falls for a second time, or completes his double-up (finals only).

Riders are encouraged to perform a smooth flowing routine with a wide variety of tricks. Each manoeuvre should be different and executed as cleanly as possible and taken to its limit.

Boat (Scoring) Judges: The Chief Judge will designate three Boat Judges, to be seated in the tow boat, to score each rider's routine.

- b) Scoring: Judges will award a maximum of 100 points to each rider based on their overall impressions of the routine performed. Each individual heat per division will be judged independently from the other heats on the day. The judges will score the first rider of the heat subjectively and each subsequent riders performance after that rider is judged higher or lower dependant upon their ride. Judges are required to both score and placement a rider in within each heat.

The judges will score each rider in each of the following categories:-

*Execution - 33.3 Points

This reflects the level of perfection to which each manoeuvre was performed.

Intensity - 33.4 Points

This reflects how big the moves were performed, as well as the technical difficulty of the tricks executed.

Composition - 33.3 Points

This reflects the overall composition of the routine in terms of the rider's ability to perform a variety of manoeuvres in a flowing, creative sequence

** riders will not be penalised for falls*

- c) Calculation of Scores: The Average method of calculating will be used. Scores from all categories of a rider's routine are added together to produce a judge's total score. All three judges' total scores are then averaged to produce a final score for a rider.
- d) Calculated scores will be cross-referenced to the judge's placement of the rider. The judges' placement of the rider will always override the total score of the rider.

Rule 13 WAKEBOARD COURSE

- a) Course Dimensions: Where feasible, in order to ensure a constant path consistently throughout the event, a pair of start buoys 5 to 10 meters apart shall mark the beginning of the wakeboard course from each direction. Another pair of buoys 5 to 10 meters apart shall signify the end of the course. The distance from the start to the end buoys should range from 370 to 400 metres (36-39 seconds at 37 km/hour or 23 miles/hour). A rider's first and second pass will begin after he or she rides around or between the start buoys, as long as the first trick is initiated after those buoys.

A pair of cut-off buoys, set approximately 50 metres apart, will be placed where it indicates the point after which the tow boat will not be able to get up to speed for a rider to continue his run in the second pass. The Chief Judge and Chief Boat Driver will determine the position of the cut-off buoys. The cut-off buoys will not be used in finals where there is a double-up or a wild card. Cut-off buoys may be substituted by clearly visible points on shore that will act as cut-off buoys.

b) Proceeding through the two wakeboard passes: The boat shall follow as closely as possible the path specified by the Chief Judge for the event, such path to include the preparation time before each pass. The second pass shall be in the opposite direction from the first pass. When a rider falls and the boat has to pick up that rider, the driver in the boat will do the best effort possible to start again following the exact same path as before the fall.

c) Start and End of the Routine

A rider's routine will start when he/she performs his/her first trick after the line of the start buoys.

A rider's first trick will be scored if he/she leaves the crest of the wake after passing the line of the end buoys (Defined by the front foot leaving the wake)

A rider's routine will end: when he/she falls for a second time or when he/she passes the end buoys. A rider's last trick will be scored if he/she leaves the crest of the wake before passing the line of the end buoys (Defined by the front foot leaving the wake)

d) Any rider who swims down the course or does underwater movements to gain advantage over a fellow competitor will not be picked up. Although the rider is not disqualified, this will be the end of his/her routine and he/she will be judged according to the tricks performed until this moment.

Rule 14 DOUBLE-UP

There will be no double-up's.

Rule 15 WILD CARD TRICK (FREERIDE DIVISION ONLY)

Each rider who qualifies for the finals will be given a wild-card trick after their second pass, unless advised otherwise by the Chief Judge. This Wild Card trick will be scored as part of the run. The wild-card trick has been put in to encourage the riders to try maneuvers they wouldn't normally try in their routine. If a rider's first fall occurs beyond the cut-off buoy, the boat will then immediately proceed with the wild card trick for the rider.

Rule 16 BOAT SPEED & ROPE LENGTH

Each rider shall receive his choice of a constant speed through the course for each pass, and preferred rope length. The boat speed, assuming it is held constant before entering the course, is the rider's responsibility.

RULE 17 FALLS

- a) Out-Of-Course Falls: A rider may have one out-of-course fall only before the start of his first pass.
- b) Handle-Throw: The rider may also have one handle-throw before the start of his first pass which will also count as one out-of-course fall.

If a rider throws the handle prior to the start of his first pass to indicate that his rope was incorrectly put on the wrong loop by the officials or Judges in the boat, it will not count as an out-of-course fall.

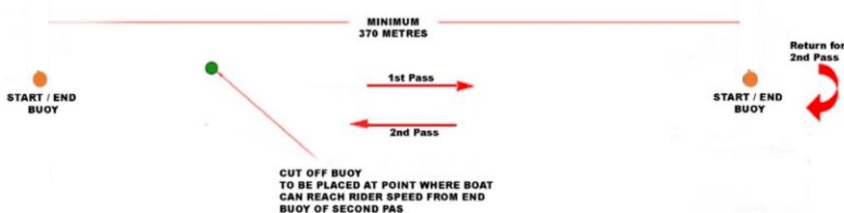
- c) An out-of-course fall or handle throw before the start of the second pass will count as one in-course fall.
- d) Two Falls: A rider may have a maximum of two falls during a routine. Should a fall occur, the boat will pick up the rider to proceed with the routine. The rider will not be picked up after a second fall, or after a fall that occurs beyond the cut-off buoy in the second pass.
- e) The rider must be ready to ride immediately upon the boat's return after the first fall, an out-of-course fall, or handle-throw.

RULE 18 SCHEDULE CHANGES & CANCELLATION OF EVENTS

Changes in the schedule during the competition shall be made only for weather, water conditions, safety, or a similar reason. Such changes will be announced at a riders' or team captains' meeting, and by posting on the official notice board.

The finals of each category must be completed to determine a winner, even if the Judges are obliged to continue it at a different site or another day. If a final cannot be completed, all riders from the event will compete again where and when possible, until a winner is determined.

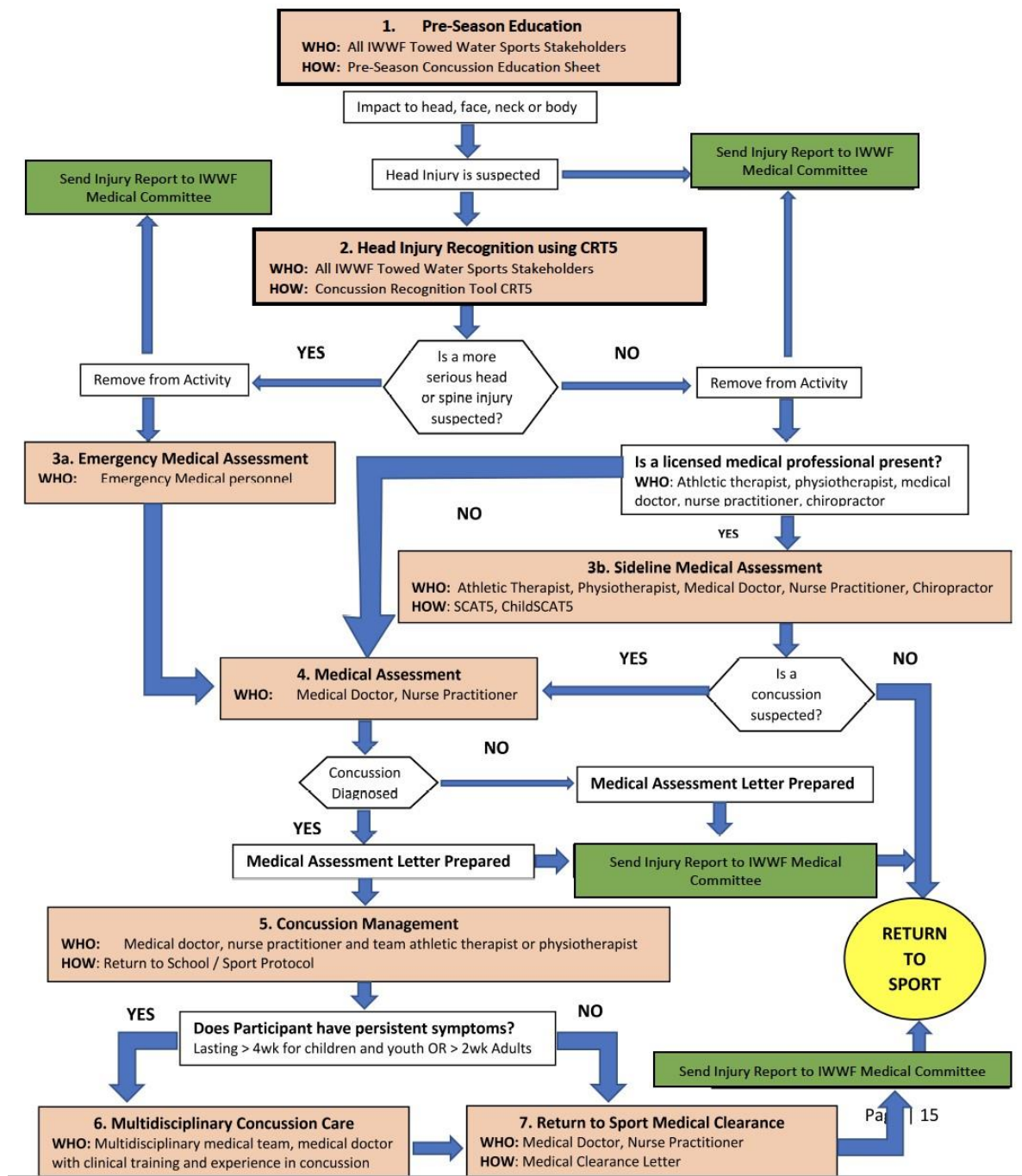
Diagram 1 OFFICIAL WAKEBOARD COURSE



Trick	Description
Cross One Wake	
Cross Both Wakes	
Surf The Wake	Turn Up & Down Boat Wake (minimum 3 turns linked together at the top of the wake)
Sideslide	Rotate Board 90 Degrees On The Surface Of The Water
Reverse Sideslide (touch water)	Sideslide with Back Towards Boat, One Hand Touching Water
Heelside and Toeside Bunny Hop	Jump Off The Water To Get Air Without Wake
Frontside Lipslide	Toeside Approach & Slide Board 90 Degree On The Crest Of Wake (1 second minimum), with the tail of board going over the wake first, and Chest Facing Boat
Backside Lipslide	Heelside Approach and Slide Board 90 Degrees On The Crest Of Wake (1 sec. min.), with the tail of board going over the wake first, and Back Facing Boat
Frontside Boardslide	Toeside Approach and Slide Board 90 Degrees On The Crest Of Wake (1 sec. min.), with nose of board going over the wake first, and Back Facing Boat
Heelside Powerslide	Rotate Board Backside 90 Degrees in the flats with Back Facing Boat.
Surface 180 (front to fakie)	Rotate Board 180 Degrees On The Surface Of The Water From Front To Fakie Position
Surface 180 (fakie to front)	Rotate Board 180 Degrees On The Surface Of The Water From Fakie To Front Position
Surface 360 (frontside and/or backside rotation)	Rotate Board 360 Degrees On The Surface Of The Water (continuous rotation without stopping)
*Heelside Jump (1 wake)	Use Boat Wake To Get Board In The Air & Out Of The Water
*Toeside Jump (1 wake)	Use Boat Wake To Get Board In The Air And Out Of The Water
*Heelside Jump (2 wakes)	Use Boat Wake To Get Board In The Air And Out Of The Water, Clearing Both Wakes
*Toeside Jump (2 wakes)	Use Boat Wake To Get Board In The Air And Out Of The Water, Clearing Both Wakes

* can also be performed switch stance, ie. riding fakie

IWWF CONCUSSION POLICY & PROTOCOLS



IWWF SAFETY Manual: [IWWF-Safety-Manual_rev01_20221001.pdf](#)

OFFICIAL IWWF HEAT SYSTEM

		Qualifying		Final
3 riders		1 Heat 3		1 Heat 3
		Total 3 riders		Total 3 riders
4 riders		1 Heat 4		1 Heat 4
		Total 4 riders		Total 4 riders
5 riders		1 Heat 5		1 Heat 5
		Total 5 riders		Total 5 riders
6 riders		1 Heat 6		1 Heat 6
		Total 6 riders		Total 6 riders
	Qualifying	LCQ		Final
7 riders	1 Heat of 4	1 Heat of 3		
	1 Heat of 3 (Top 2 to Final)	(LCQ Top 2 to Final)		1 Heat 6
	Total 7 riders	Total 3 riders		Total 6 riders
8 Riders	1 Heat of 4	1 Heat of 4		1 Heat 6
	1 Heat of 4 (Top 2 to Final)	LCQ Top 2 to Final		
	Total 8 riders	Total 4 riders		Total 6 riders
9 riders	1 Heat of 4	1 Heat of 5		1 Heat 6
	1 Heat of 5 (Top 2 to Final)	(LCQ Top 2 to Final)		
	Total 8 riders	Total 4 riders		Total 6 riders
10 Riders	1 Heat of 5	1 Heat of 6		1 Heat 6
	1 Heat of 5 (Top 2 to Final)	(LCQ Top 2 to Final)		
	Total 10 riders	Total 6 riders		Total 6 riders
11 Riders	1 Heat of 6	1 Heat of 3		1 Heat of 6
	1 Heat of 5 (Top 2 to Final)	1 Heat of 4 (LCQ Top 1 to Final)		
	Total 11 riders	Total 7 riders		Total 6 riders
12 Riders	1 Heat of 6	1 Heat of 4		1 Heat of 6
	1 Heat of 6 (Top 2 to Final)	1 Heat of 4 (LCQ Top 1 to Final)		
	Total 12 riders	Total 8 riders		Total 6 riders
	Qualifying	LCQ	Semi-Final	Final
13 Riders	1 Heat of 4	1 Heat of 4	1 Heat 5	1 Heat of 6
	1 Heat of 4		1 Heat 5	
	1 Heat of 5 (Top 3 to Semi)	(LCQ Winner to Semi)	(Top 3 to Final)	
	Total 13 riders	Total 4 riders	Total 10 riders	Total 6 riders
14 Riders	1 Heat of 4	1 Heat of 5	1 Heat 5	1 Heat of 6
	1 Heat of 5		1 Heat 5	
	1 Heat of 5 (Top 3 to Semi)	(LCQ Winner to Semi)	(Top 3 to Final)	
	Total 14 riders	Total 5 riders	Total 10 riders	Total 6 riders
15 Riders	1 Heat of 5	1 Heat of 6	1 Heat 5	1 Heat of 6
	1 Heat of 5		1 Heat 5	
	1 Heat of 5 (Top 3 to Semi)	LCQ Winner to Semi	(Top 3 to Final)	
	Total 15 riders	Total 6 riders	Total 10 riders	Total 6 riders

	Qualifying	LCQ	Semi Final	Final
16 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 4 (Top 2 to Semi)	1 Heat of 4 1 Heat of 4 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6
	Total 16 riders	Total 8 riders	Total 10 riders	Total 6 riders
17 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 5 (Top 2 to Semi)	1 Heat of 4 1 Heat of 5 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6
	Total 17 riders	Total 9 riders	Total 10 riders	Total 6 riders
18 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 5 1 Heat of 5 (Top 2 to Semi)	1 Heat of 5 1 Heat of 5 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6
	Total 18 riders	Total 10 riders	Total 10 riders	Total 6 riders
19 Riders	1 Heat of 4 1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 2 to Semi)	1 Heat of 5 1 Heat of 6 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6
	Total 19 riders	Total 11 riders	Total 10 riders	Total 6 riders
20 Riders	1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 2 to Semi)	1 Heat of 6 1 Heat of 6 (LCQ Winner to Semi)	1 Heat of 5 1 Heat of 5 (Top 3 to Final)	1 Heat of 6
	Total 20 riders	Total 12 riders	Total 10 riders	Total 6 riders
21 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 5 (Top 2 to Semi)	1 Heat of 6 1 Heat of 5 (LCQ Winner to Semi)	1 Heat of 6 1 Heat of 6 (Top 3 to Final)	1 Heat of 6
	Total 21 riders	Total 11 riders	Total 12 riders	Total 6 riders
22 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 4 1 Heat of 5 1 Heat of 5 (Top 2 to Semi)	1 Heat of 6 1 Heat of 6 (LCQ Winner to Semi)	1 Heat of 6 1 Heat of 6 (Top 3 to Final)	1 Heat of 6
	Total 22 riders	Total 12 riders	Total 12 riders	Total 6 riders

	Qualifying	LCQ	1/4 Final	Semi Final	Final
23 Riders	1 Heat of 4 1 Heat of 4 1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 3 to 1/4 Final)	1 Heat of 4 1 Heat of 4 (LCQ Top 2 to 1/4 Final)	1 Heat of 4 1 Heat of 5 1 Heat of 5 (Top 3 to Semi Final)	1 Heat of 6 1 Heat of 6 (Top 3 to Final)	1 Heat of 6
	Total 24 riders	Total 9 riders	Total 19 riders	Total 12 riders	Total 6 riders
24 Riders	1 Heat of 5 1 Heat of 4 1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 3 to 1/4 Final)	1 Heat of 5 (LCQ Top 2 to 1/4 Final)	1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 3 to Semi Final)	1 Heat of 6 1 Heat of 6 (Top 3 to Final)	1 Heat of 6
	Total 23 riders	Total 9 riders	Total 19 riders	Total 12 riders	Total 6 riders
25 Riders	1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 3 to 1/4 Final)	1 Heat of 5 1 Heat of 5 (LCQ Top 2 to 1/4 Final)	1 Heat of 4 1 Heat of 5 1 Heat of 5 (Top 3 to Semi Final)	1 Heat of 6 1 Heat of 6 (Top 3 to Final)	1 Heat of 6
	Total 25 riders	Total 10 riders	Total 19 riders	Total 12 riders	Total 6 riders
26 Riders	1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 3 to 1/4 Final)	1 Heat of 6 1 heat of 5 (LCQ Top 2 to 1/4 Final)	1 Heat of 4 1 Heat of 5 1 Heat of 5 (Top 3 to Semi Final)	1 Heat of 6 1 Heat of 6 (Top 3 to Final)	1 Heat of 6
	Total 26 riders	Total 11 riders	Total 19 riders	Total 12 riders	Total 6 riders
27 Riders	1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 5 1 Heat of 5 (Top 3 to 1/4 Final)	1 Heat of 6 1 heat of 6 (LCQ Top 2 to 1/4 Final)	1 Heat of 4 1 Heat of 5 1 Heat of 5 (Top 3 to Semi Final)	1 Heat of 6 1 Heat of 6 (Top 3 to Final)	1 Heat of 6
	Total 27 riders	Total 12 riders	Total 19 riders	Total 12 riders	Total 6 riders
28 Riders	1 Heat of 6 1 Heat of 6 1 Heat of 6 1 Heat of 5 1 Heat of 5 (Top 3 to 1/4 Final)	1 Heat of 4 1 heat of 4 1 Heat of 5 (LCQ Winner to 1/4 Final)	1 Heat of 4 1 Heat of 4 1 Heat of 5 (Top 3 to Semi Final)	1 Heat of 6 1 Heat of 6 (Top 3 to Final)	1 Heat of 6
	Total 28 riders	Total 13 riders	Total 18 riders	Total 12 riders	Total 6 riders

	Qualifying	LCQ	1/4 Final	Semi Final	Final
29 Riders	1 Heat of 4	1 Heat of 6	1 Heat of 5	1 Heat of 6	1 Heat of 6
	1 Heat of 5	1 Heat of 5	1 Heat of 5	1 Heat of 6	
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	1 Heat of 5				
	(Top 3 to 1/4 Final)	(LCQ Winner to 1/4 Final)		(Top 3 to Final)	
		Total 11 riders		Total 12 riders	Total 6 riders
30 Riders		1 Heat of 6		1 Heat of 6	1 Heat of 6
	1 Heat of 5	1 Heat of 6	1 Heat of 5	1 Heat of 6	
		(Top 3 to Semi Final)			
		Total 20	riders		
	Total 29 riders				
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	1 Heat of 5				
		(Top 3 to 1/4 Final)	(LCQ Winner to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)
		Total 20	riders	Total 12 riders	Total 6 riders
31 Riders	Total 30 riders	Total 12 riders			
	1 Heat of 6	1 Heat of 4	1 Heat of 6	1 Heat of 6	1 Heat of 6
	1 Heat of 5	1 heat of 4	1 Heat of 5	1 Heat of 6	
	1 Heat of 5	1 Heat of 5	1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	1 Heat of 5				
		(LCQ Winner to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
	(Top 3 to 1/4 Final)		Total 21 riders		
		Total 31 riders	Total 13 riders	Total 12 riders	Total 6 riders
32 Riders	1 Heat of 6	1 Heat of 4	1 Heat of 6	1 Heat of 6	1 Heat of 6
	1 Heat of 6	1 Heat of 5	1 Heat of 5	1 Heat of 6	
	1 Heat of 5	1 Heat of 5	1 Heat of 5		
	1 Heat of 5		1 Heat of 5		
	1 Heat of 5				
	1 Heat of 5				
		(LCQ Winner to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
	(Top 3 to 1/4 Final)		Total 21 riders		
		Total 32 riders	Total 14 riders	Total 12 riders	Total 6 riders
	33 Riders	1 Heat of 6	1 Heat of 5	1 Heat of 6	1 Heat of 6
1 Heat of 6		1 Heat of 5	1 Heat of 5	1 Heat of 6	
1 Heat of 6		1 Heat of 5	1 Heat of 5		
1 Heat of 5			1 Heat of 5		
1 Heat of 5					
1 Heat of 5					
		(LCQ Winner to 1/4 Final)	(Top 3 to Semi Final)	(Top 3 to Final)	
(Top 3 to 1/4 Final)			Total 21 riders		
		Total 33 riders	Total 15 riders	Total 12 riders	Total 6 riders