

OFFICIAL TOURNAMENT RULES & GUIDELINES

GENERAL INFORMATION

1. The purpose of the Hypertour is to bring dealers and wakeboarders together in a fun atmosphere. Grassroots tournaments introduce new people to wakeboarding. The Tour will encourage the growth of individual skills, while providing fair formats within the complete competitive arena.
2. The Hyperlite Tour is an event organized by Hyperlite Wakeboards. Local dealers do the legwork necessary to put on an event, while Hyperlite helps with forms, formats, and promotions. Suggestions are welcomed, and can be e-mailed to megan@hosports.com.
3. Safety is the most important element of The Hypertour Events. All contestants must wear coast guard approved floatation. Announcers will stress the importance of safety on and off the water. A Safety Director must be appointed by the Tournament Director. Emergency phone numbers must be posted in plain view.
4. Ropes: All contestants must use a low-stretch poly E or non stretch, spectra, Jacket, Fuse or A-line mainlines.
5. All contestants must ride safe!
6. As a Hypertour rider, you will find yourself competing in a free ride or an expression session style.
 - a. Free Ride contestants are given a set time or set path to perform any tricks. Subjective scoring is given in 3 categories: 33.3 points execution, 33.3 points intensity, 33.3 points composition. Mix it up and just ride
 - b. Contact your dealer for the format(s) they will hold

DIVISIONS / GUIDELINES

- ◆ *Amateur Competitions* place competitors into divisions based on ability level. Riders will fill out a registration form listing tricks they perform, and will be placed in categories based on their listings.
- ◆ There should be a minimum of 5 competitors per division and no more than 12
- ◆ The Tour Director has the option of creating a novice division in other age groups if competitors have little or no competitive experience and / or ability level.
- ◆ Re-rides may be granted, at the judge(s) choice, for conditions including the following: major variance in boat speed, unsafe conditions, or failure of event supplied equipment. A re-ride will not be granted if a contestant's personal equipment fails.
- ◆ The course should be marked at both ends with a start buoy, and a stop buoy, or another start landmark can be chosen. The riding area should have plenty of room for the completion of at least 5 full tricks each way.
- ◆ The run ends at the end of the riders' second pass or after the riders second fall in the same run.

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