



GKA Kitesurf WORLD CUP Taiba, Brazil 2025 06.11.-09.11.2025

GKA Freestyle Kite WORLD CUP Taiba, Brazil 2025 12.11.-15.11.2025

It is a pleasure to announce the next Freestyle and kitesurf event and of the GKA KITE WORLD TOUR 2025

Which will be held in Taiba, Brazil.

The dates will be from the 06th of November to the 15th of November 2025.

This is a 5-Star GKA Kite World Tour event and the competition is sanctioned and governed by the 2025 GKA KWT Rulebook.

Registration

Entry procedure and Registration

All competitors planning to enter a KWT event shall pre-register through the registration link on the dedicated event page on the GKA Kite World Tour website:

<https://app.gkakiteworldtour.com/>

or via email to tom@gkakiteworldtour.com or by other means to be specified by the KWT Sports Commission, no later than the published closing date for entries for that specific event.

Ultimately it is the competitors' responsibility to pre-register or to apply for an entry for an event and to ensure that the application has been received timely and correctly.

According to rule 11.2, fines and/or having their next events applications cancelled may be handed out to a pre-registered and / or qualified competitor who, without advanced notice fails to show up at an event.

Complete and signed entry forms for event registration must be signed and complete by the time stated in the Race Notice. Exceptions can only be granted by the KWT Representative.

If a competitor is unable to complete registration at the published time and place in the Race Notice for reasons beyond their control, then the competitor should contact the KWT Representative with details of their delay and must gain consent for their registration period to be extended. Evidence must be supplied to support reasons showing that the circumstances were out of the competitor's control. Failure to comply with the above will prohibit a competitor from entering the event.

All riders must preregister for the event through the online registration form **by 23.59h of the 08th of October 2025.**



The registration does contain:

- Full Name:
- Nationality:
- Hometown:
- Date of Birth:
- Federative License Number:
- Sponsors:
- Passport number:
- Telephone/Whatsapp:
- Facebook page:
- Instagram account:
- Email:
- Name of Caddy:
- Food specifics:

All attending riders need to have a valid membership with the GKA and be members of a national NATIONAL SAILING FEDERATION and/or WORLD SAILING and must be insured via the NATIONAL SAILING FEDERATION and/or WORLD SAILING.

Cost of entry is €125 for each discipline. - Euro and fees need to be paid via credit card through the online link when receiving the entry confirmation.

Every competitor needs to hold a valid GKA membership. The GKA membership needs to be obtained before or at the same time when confirming participation for an event and can be paid via the online payment link. The membership includes athletes' insurance for accident and third party liability during the competition.

All entry fee and GKA membership payments must be made before the **15th of October 2025** via credit card payment through the online registration tool.

Entry Restrictions

Entry-fee payments must be made no later than the end of the inscription-time at the respective event.

After confirmation of participation, the rider will receive a payment link. Payments must be made via credit card. For certain exceptions, late payments can be made in cash at the inscription at the respective event. Cash-payments will only be accepted in Euros or USD currency. In this case an amount of 40,- Euro processing fee will be added to the regular entry-fee.

In the case that the full amount of the inscription fee is not paid by the end of the announced inscription-time, the rider will not be allowed to compete.

Eligibility

A competitor is eligible for any KWT event if he meets the following conditions:

- He is a member of his Official National Kiteboarding Federation or Association.
- A valid membership card or certificate, or other satisfactory evidence of identity and membership may be requested.



- He has a personal medical insurance with worldwide coverage. A valid membership card or certificate, or other satisfactory evidence of worldwide medical coverage may be requested.
- The competitor cannot hold the KWT, the GKA or the event-organizer responsible for any claims for damages as a consequence of the competitor not having sufficient personal medical insurance.
- The competitor cannot hold the KWT, the GKA or the event-organizer responsible for any legal liabilities and/or any claims for damages by third parties caused by the competitor.
- He complies with World Sailing Federation Regulation, Eligibility Code
- He holds a valid competitors membership with the GKA Kite World Tour

IMPORTANT INFO

- Competitors have to wear the official lycra at all times when proceeding to the water – also during training – for optimal recognition above the harness. Competitors will get their names printed on their personal lycra.
- Each rider will get one competition riders' vest at the registration. Each rider is responsible for his competition riders' vests. In case of loss a replacement is not possible!
- Competitors shall wear the event advertising lycra vest supplied by the Event Organizer over all other clothing, including harness on the water at all times during the event and one (1) board sticker to be placed on the top and on the bottom of the board.
- All competitors are required to abide by the advertising rules as laid out in the Rule Book. Competitors breaching these rules may be warned in writing for the first offence and may incur a fine at the second offence of not more than Euro 500 for each violation. Repeated offenders may be disqualified from the Event and/or Series.
- All rider meetings and opening/closing ceremonies in the schedule are mandatory to all riders. Please be on time and ready.
- There will be free breakfast and lunch and dinner provided for all competitors.
- Each rider is entitled to register one caddy. Caddies will have free access to the Riders Lounge!
- Caddies will have access to the launching area and the equipment tent, to help their fellow riders with their kite equipment, starting and landing's.
- The Riders ID-Strap authorizes you to enter the equipment storage container. You will receive the Riders ID-Strap personally and only at the registration.
- Riders are not permitted to publicly associate their names in non-authorized parties/autograph sessions.
- Any technical device for communication between rider on the water and land is prohibited and riders using will be disqualified.
- There will be a social event-calendar for each event that all riders have to join via social media and share.

Membership

Every competitor needs to hold a valid GKA membership. The duration of GKA membership is from the first to the last event of the current year.

Membership fees shall be determined by the GKA at the start of the year and may be changed at any notice during the course of the year.

At the end of the inscription-time, the rider must be able to prove a valid GKA membership. After confirmation of participation, he will receive a payment link. Payments must be made via credit card. For certain exceptions, late payments can be made in cash at the inscription at the respective event. Cash-payments will only be accepted in Euros or USD currency.



The cost of the GKA membership is 80 € for competing in one event and 160 € per year (to be paid 80 € at the first event entered and 80 € at the second event entered. The total amount of 160 € can also be paid in once at the first event for the complete year. Membership fees are excluding event fees.)

The GKA membership fee for Local / National Wildcard holders is reduced to 20 € for competing in one event and 100 € per year (to be paid 20 € at the first event entered when receiving a wildcard and 80 € at the second event entered).

The membership includes athletes' insurance for accident and third-party liability during the competition. Benefits are only provided in accordance with the current ERAG insurance policy. The GKA Kite World Tour, the GKA Event GmbH, the Global Kite sports Association e.V. cannot held liable for any legal and/or financial liability, losses, damages, which might occur from the participation in the competition/event.

Please note that the insurance is only valid for riders not competing in their country of residence. Local riders are **not** insured through their GKA membership.

Equipment storage

There will be equipment storage on site during the event period.

Travel info

Airport: Fortaleza Airport is the closest international airport roughly 90 minutes from Taiba.

Travel documents and Visa:

If an invitation letter is needed for riders, please email liam@gkakiteworldtour.com and he will issue you the document.

Accommodation for competitors:

Top 16 in each discipline will get free accommodation in Arco Mundial, a pousada in Taiba

Location and event map:



Weather:

The average temperature in Taiba during November for a typical day range from a high of 89°F (32°C) and a low of 78°F (26°C). The average day in Taiba during November has 12.3 hours of daylight, with sunrise at 5:12 AM and sunset at 5:28 PM.

A wetsuit will not be needed in Brazil as the water temperature is very warm.

Wind Information

The wind in Taiba during November blows at an average speed of 15-25 knots.
The direction is East South East. The competition is in Taiba Kite lagoon which is pure flat water.

Event Schedule

Thursday 06th November - KITESURF

08:00–09:00 – Inscription

10:00 – Riders Briefing

11:00 – First possible start for competition

Friday 07th November - KITESURF

10:00 – Skippers Meeting

10:30 – First possible start

Saturday 08th November - KITESURF

10:00 – Skippers Meeting

10:30 – First possible start

Sunday 09th November - KITESURF

08:00–09:00 – Inscription

10:00 – Riders Briefing

17:00 – Closing ceremony

Wednesday 12th November - FREESTYLE

08:00–09:00 – Inscription

10:00 – Riders Briefing

11:00 – First possible start for competition

Thursday 13th November - FREESTYLE

10:00 – Skippers Meeting

10:30 – First possible start

Friday 14th November - FREESTYLE

10:00 – Skippers Meeting

10:30 – First possible start

Saturday 15th November - FREESTYLE

08:00–09:00 – Inscription



10:00 – Riders Briefing

17:00 – Closing Ceremony

Be aware that times of competition can change and will depend on weather conditions. Skippers Meeting for the following day will always be communicated at the end of the previous day!

Disciplines

There will be two Official Disciplines in this KWT event:

- **Freestyle Kite**
- **Kitesurf**

Divisions:

- Pro Men: any age (minimum 14 years old in the year of competition)
- Pro Women: any age (minimum 14 years old in the year of competition)

Entry Allocation – Kitesurf & Freestyle Discipline & Hydrofoil Big Air

There is a maximum number of 24 male competitors and 24 female competitors entering this event.

Entries into KWT events shall be allocated according to the following table:

	Freestyle & Hydrofoil Big Air Discipline
CATEGORY	24 Riders
TOP 20	1-16
Video Wildcards	17-20
GKA Wildcards	21-22
Organizer Wildcards	23-24

1. For GKA wildcards the KWT Sports Commission will select competitors based on their participation in past events as well as their kite merits.
2. For riders aiming for Video wildcards (only for Kitesurf), the athlete needs to submit a Wildcard Video application through the following online rider app - <https://app.gkakitemworldtour.com/>
3. Wildcards will be seeded based on their KWT ranking whenever available. If this is not possible, they will be distributed in the KWT ladder according to rule 18.1.1.(ii)
4. If any ranked competitor cannot compete in one KWT event due to an injury or other reasons, the empty spot will be given to the next highest ranked competitor. If this is not possible, the KWT Representative may grant exceptionally the available entry to another competitor prior approval from the KWT Sports Commission.
5. Wild card enquiries need to be done via mailing to tom@gkakitemworldtour.com

Seeding - Freestyle Discipline

The seeding for the upcoming events in Brazil will be done according to the current seeding list for both kitesurf and freestyle.



Injury wildcard

- To be entitled to an injury wildcard, a competitor must be ranked top 16 in the KWT ranking at the time of the injury.
- In order to apply for an injury wildcard, an official medical certificate must be delivered to the KWT Sports Commission and there must be evidence that the competitor missed at least 33% of the current year events or combined two years events.
- The maximum period to be granted an injury wildcard will be 365 days from the date of their injury or until the start of next scheduled event after the 365 days.
- A rider who has received an injury wildcard will be seeded in accordance with the following when returning from injury, until the start of next scheduled event after the 365 days from the date of their injury, except if they improve their ranking:
 - If ranked in the top 4 on the KWT Rankings before the injury, the rider will be seeded 5;
 - If ranked in the top 8 on the KWT Rankings before the injury, the rider will be seeded 9;
 - If ranked in the top 16 on the KWT Rankings before the injury, the rider will be seeded 19.

Prize money – Freestyle & Kitesurf Discipline

The prize money for the GKA Freestyle World Cup in Brazil for freestyle will be **25.000 Euro**. The prize money is paid cash by the organiser to the competitors in line with the Rulebook.

22.500 Euro will be paid to the winners of the event and 2.500 Euro (10% of the event prizemoney) will go to the first 3 male and female winners of the GKA freestyle kite World Tour end of year ranking, World Championship Title.

The prize money for the GKA Kitesurf in Brazil, will be **25.000 Euro**. The prize money is paid cash by the organiser to the competitors in line with the Rulebook.

22.500 Euro will be paid to the winners of the event and 2.500 Euro (10% of the event prizemoney) will go to the first 3 male and female winners of the GKA Kite-Surf World Tour end of year ranking, World Championship Title.

The prize money distribution for a valid and completed KWT event will be done according to the following table:

- 1) if there is 16 or more competitors in one gender and less than 16 competitors in the other gender then the prize split will be as followed:

40% of total prize money are split between Top 4 women

40% of total prize money are split between Top 4 men

20% of total prize money are split between Positions 5-8 of the gender with more than 16 competitors (4 riders in equal 5th place)

gender with 16 or more		gender with less than 16	
position	percentage (%)	position	percentage (%)
1	15	1	15
2	10	2	10

3	8	3	8
4	7	4	7
Total 1- 4	40	Total 1- 4	40
5	5		
5	5		
5	5		
5	5		
Total 5-8	20		

2)

If there is 16 or more competitors in both genders the prize split will be as followed:

50% of total prize money are split between Top 8 women

50% of total prize money are split between Top 8 men

16 or more women		16 or more men	
position	percentage (%)	position	percentage (%)
1	14	1	14
2	9	2	9
3	7	3	7
4	6	4	6
5	3,5	5	3,5
5	3,5	5	3,5
5	3,5	5	3,5
5	3,5	5	3,5
Total	50	Total	50

3) If there is less than 16 competitors in both genders the prize split will be as followed:

50% of total prize money are split between Top 4 women

50% of total prize money are split between Top 4 men

Less than 16 women		Less than 16 men	
position	percentage (%)	position	percentage (%)
1	19	1	19
2	14	2	14
3	10	3	10
4	7	4	7
Total	50	Total	50

If the women's or men's division doesn't take place, the full amount allocated as prize money will be added to the one and only division.



Elimination ladders - Freestyle & Kitesurf Discipline

The elimination ladder used for the KWT event shall be Dingle.

- KWT 24 Riders Dingle Elimination

ROUND #1				ROUND #2				ROUND #3				ROUND #4				SEMI FINALS				FINALS			
HEAT #1	NAME	Color	Rk.	HEAT #9	NAME	Color	Rk.	HEAT #17	NAME	Color	Rk.	HEAT #25	NAME	Color	Rk.	WINNERS FINAL				MINI FINAL			
10				2ND#5				1ST#1				1ST#17											
11				3RD#2				1ST#18				1ST#19				HEAT #29	NAME	Color	Rk.	HEAT #31	NAME	Color	Rk.
8								1ST#19				1ST#20				1ST#25				1ST#29			
HEAT #2	NAME	Color	Rk.	HEAT #10	NAME	Color	Rk.	HEAT #18	NAME	Color	Rk.	HEAT #26	NAME	Color	Rk.	HEAT #30	NAME	Color	Rk.	HEAT #32	NAME	Color	Rk.
22				2ND#6				1ST#20				1ST#21				1ST#30				2ND#29			
16				3RD#3				1ST#21				1ST#22				1ST#31				2ND#30			
3								1ST#22				1ST#23				1ST#32				2ND#31			
HEAT #3	NAME	Color	Rk.	HEAT #11	NAME	Color	Rk.	HEAT #19	NAME	Color	Rk.	HEAT #27	NAME	Color	Rk.	HEAT #33	NAME	Color	Rk.	HEAT #34	NAME	Color	Rk.
18				2ND#7				1ST#23				1ST#24				1ST#33				HEAT #35	NAME	Color	Rk.
10				3RD#4				1ST#24				1ST#25				1ST#34				1ST#35			
7								1ST#25				1ST#26				1ST#35				1ST#36			
HEAT #4	NAME	Color	Rk.	HEAT #12	NAME	Color	Rk.	HEAT #20	NAME	Color	Rk.	HEAT #28	NAME	Color	Rk.	HEAT #34	NAME	Color	Rk.	HEAT #36	NAME	Color	Rk.
20				2ND#8				1ST#26				1ST#27				1ST#36				HEAT #37	NAME	Color	Rk.
15				3RD#5				1ST#27				1ST#28				1ST#37				1ST#37			
2								1ST#28				1ST#29				1ST#38				1ST#38			
HEAT #5	NAME	Color	Rk.	HEAT #13	NAME	Color	Rk.	HEAT #21	NAME	Color	Rk.	HEAT #29	NAME	Color	Rk.	HEAT #35	NAME	Color	Rk.	HEAT #38	NAME	Color	Rk.
12				2ND#9				1ST#29				1ST#30				1ST#39				HEAT #39	NAME	Color	Rk.
5				3RD#6				1ST#30				1ST#31				1ST#40				HEAT #40	NAME	Color	Rk.
HEAT #6	NAME	Color	Rk.	HEAT #14	NAME	Color	Rk.	HEAT #22	NAME	Color	Rk.	HEAT #30	NAME	Color	Rk.	HEAT #36	NAME	Color	Rk.	HEAT #41	NAME	Color	Rk.
21				2ND#10				1ST#31				1ST#32				1ST#41				HEAT #42	NAME	Color	Rk.
13				3RD#7				1ST#32				1ST#33				1ST#42				HEAT #43	NAME	Color	Rk.
4								1ST#33				1ST#34				1ST#43				HEAT #44	NAME	Color	Rk.
HEAT #7	NAME	Color	Rk.	HEAT #15	NAME	Color	Rk.	HEAT #23	NAME	Color	Rk.	HEAT #31	NAME	Color	Rk.	HEAT #37	NAME	Color	Rk.	HEAT #45	NAME	Color	Rk.
17				2ND#11				1ST#34				1ST#35				1ST#44				HEAT #46	NAME	Color	Rk.
9				3RD#8				1ST#35				1ST#36				1ST#45				HEAT #47	NAME	Color	Rk.
8								1ST#36				1ST#37				1ST#46				HEAT #48	NAME	Color	Rk.
HEAT #8	NAME	Color	Rk.	HEAT #16	NAME	Color	Rk.	HEAT #24	NAME	Color	Rk.	HEAT #32	NAME	Color	Rk.	HEAT #38	NAME	Color	Rk.	HEAT #49	NAME	Color	Rk.
16				2ND#12				1ST#37				1ST#38				1ST#47				HEAT #50	NAME	Color	Rk.
10				3RD#9				1ST#38				1ST#39				1ST#48				HEAT #51	NAME	Color	Rk.
3								1ST#39				1ST#40				1ST#49				HEAT #52	NAME	Color	Rk.

- KWT 12 Riders Dingle Elimination

ROUND #1				ROUND #2				ROUND #3				SEMI FINALS				FINALS			
HEAT #1	NAME	Color	Rk.	HEAT #5	NAME	Color	Rk.	HEAT #9	NAME	Color	Rk.	WINNERS FINAL				MINI FINAL			
10				2ND#5				1ST#5											
6				3RD#2				1ST#6				HEAT #13	NAME	Color	Rk.	HEAT #15	NAME	Color	Rk.
9								1ST#7				1ST#13				1ST#15			
HEAT #2	NAME	Color	Rk.	HEAT #6	NAME	Color	Rk.	HEAT #10	NAME	Color	Rk.	HEAT #14	NAME	Color	Rk.	HEAT #16	NAME	Color	Rk.
11				2ND#6				1ST#8				1ST#14				1ST#16			
7				3RD#3				1ST#9				1ST#15				1ST#17			
2								1ST#10				1ST#16				1ST#18			
HEAT #3	NAME	Color	Rk.	HEAT #7	NAME	Color	Rk.	HEAT #11	NAME	Color	Rk.	HEAT #17	NAME	Color	Rk.	HEAT #19	NAME	Color	Rk.
9				2ND#7				1ST#11				1ST#17				1ST#19			
5				3RD#4				1ST#12				1ST#18				1ST#20			
4								1ST#13				1ST#19				1ST#21			
HEAT #4	NAME	Color	Rk.	HEAT #8	NAME	Color	Rk.	HEAT #12	NAME	Color	Rk.	HEAT #18	NAME	Color	Rk.	HEAT #20	NAME	Color	Rk.
12				2ND#8				1ST#14				1ST#20				1ST#22			
8				3RD#5				1ST#15				1ST#21				1ST#23			
1								1ST#16				1ST#22				1ST#24			

- KWT 6 Riders Dingle Elimination

ROUND #1				ROUND #2				SEMI FINALS				FINALS			
HEAT #1	NAME	Color	Rk.	HEAT #3	NAME	Color	Rk.	HEAT #5	NAME	Color	Rk.	HEAT #7	NAME	Color	Rk.
6				2ND#2				1ST#3				1ST#5			
3				3RD#1				1ST#4				1ST#6			
2								1ST#5				1ST#7			
HEAT #2	NAME	Color	Rk.	HEAT #4	NAME	Color	Rk.	HEAT #6	NAME	Color	Rk.	HEAT #8	NAME	Color	Rk.
5				2ND#3				1ST#6				2ND#5			
4				3RD#2				1ST#7				2ND#6			
1								1ST#8							

Heat Progression:

- In those dingle eliminations the winner of the first-round heats advances to the third round, whilst the second advance to the second round and third placed riders are out of competition.
- The winners of the second-round heats advance to the third round, whilst the second placed riders are out of competition.
- The winner of the third-round heats advances to the fifth round, whilst the second and third placed riders are re-seeded into the fourth round.



- From the fourth round on, the winner and second placed rider of the heats advance to the next round, whilst the third and fourth placed riders are out of competition, until the final.

Judging Criteria - Freestyle

Judging Criteria are applied to score the quality of the execution of each individual trick. Each judge analyse the following major elements when scoring a trick:

- Height and amplitude – The combination of height and amplitude of the tricks completed during the heat. As the wind conditions increase, this aspect will exponentially become more and more into consideration, but only when the height and amplitude are achieved along with risk factor and technical difficulty.
- Technical Difficulty – The technical difficulty of tricks completed during the heat.
- Power – The power during the execution of the tricks. Power will be considered as a combination of speed into the trick to pop and speed out during the landing, kite position, height and amplitude during the trick.
- Risk factor – The risk factor is directly linked to the power, height, amplitude and technical difficulty of the jump, but also to the commitment of the competitor and physical challenge during the execution, duration of the critical moment, and energy on the execution.
- Smoothness – Smoothness and fluidity during the execution and landing of tricks completed during the heat.
- Innovation – Performing completely new tricks from the trick list. To be called an 'innovation,' a trick must represent a distinct evolution from all the tricks listed. Tricks appearing in red are those that haven't been landed before in a competition. If any of these tricks are successfully landed, the judges will reward accordingly, taking all judging criteria and landing into consideration for the final score.

Trick's groups and families

To check the Variety groups and families in the APPENDIX A1 and A2 of the rulebook.

There are two groups of tricks:

- Heelside group
- Variety group

Inside the “Heel side” group there are the following trick families:

- Raley or flat Based
- Slim & KGB
- Hintenbergers and Heart Attacks
- Mobes

Inside the “Variety” group there are the following trick families:

- Rewinds
- Toesides or blind sides
- Combos
- Double inverted rotations
- Kiteloops or Downloop handle passes.

Tricks counting for the MEN competition:

When 4 (four) tricks are counting for the final score:

- A maximum of 2 (two) tricks counting from the heel side group from different families.
- A maximum of 3 (three) tricks counting from the variety group from different families.



All these combinations are possible as longest each trick counted is from a different family:

- 1x Heel side and 3x Variety.
- 2x Heel side and 2x Variety.

When 3 (three) tricks are counting for the final score:

- A maximum of 2 (two) tricks counting from the heel side group from different families.
- A maximum of 2 (two) tricks counting from the variety group from different families.

All these combinations are possible as longest each trick counted is from a different family:

- 1x Heel side and 2x Variety.
- 2x Heel side and 1x Variety.

Tricks counting for the WOMEN competition:

When 4 (four) tricks are counting for the final score:

- A maximum of 3 (three) tricks counting from the heel side group from different families.
- A maximum of 3 (three) tricks counting from the variety group from different families.

All these combinations are possible as longest each trick counted is from a different family:

- 1x Heel side and 3x Variety.
- 2x Heel side and 2x Variety.
- 3x Heel side and 1x Variety.

When 3 (three) tricks are counting for the final score:

- A maximum of 2 (two) tricks counting from the heel side group from different families.
- A maximum of 2 (two) tricks counting from the variety group from different families.

All these combinations are possible as longest each trick counted is from a different family:

- 1x Heel side and 2x Variety.
- 2x Heel side and 1x Variety.

Judge Criteria for Combos

The entire combination of the tricks will be counted as a unique score; judge criteria will be similar as freestyle tricks (Rule 33.3).

The combo trick will be scored on a scale from 0.1 to 10 points. Additionally, the following will be rewarded; the linking, the variety, and the creativity connecting the tricks such as toe or blindside and switch tricks. Combining switch man oeuvres will increase the score potential.

Scoring - Kitesurf & Freestyle Discipline

Scoring Categories and Judging Criterias:

Wave:

- The maximum number of waves ridden attempts per competitor during a heat will be announced by the Head Judge and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.
- Each Wave ridden is scored from 0.1 to 10.0 (ten), broken into one-tenth increments (e.g 6.4).

(iii) The following scale may be used to describe a wave ridden that is scored:



0–1.9 = Poor;
2.0–3.9 = Fair;
4.0–5.9 = Average;
6.0–7.9 = Good;
8.0–10.0 = Excellent.

Judging Criterias are applied to score individual waves ridden. Each judge analyzes the following major elements when scoring a ride:

- Commitment.
- Degree of difficulty.
- Innovative and progressive maneuvers.
- Combination of major maneuvers.
- Variety of maneuvers.
- Speed, power and flow

The number of waves ridden from each competitor towards the result shall be decided by the Head Judge in consultation with the Riders Representative and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.

If a judge misses a wave ride, or part of the wave ride, they should place an “M” and that score will be given points equal to the average to the nearest tenth of a point (0.05 to be rounded upward) of the other judges’ scores.

The Head Judge may re- run the heat according to rule 22.1.4, if all judges miss a wave ridden and there is strong evidence that the wave ridden was missed by all the judges and this wave ridden had a scoring potential that may change the final result. It’s important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day.

Competitors must combine the major key elements in order to be awarded scores in the excellent range.

Strapless Freestyle:

The competition area shall be defined in the Sailing Instructions or in the way indicated in the Official Notice Board at least fifteen (15) minutes before the start of the heat. A diagram is recommended.

Competitors shall be scored while being in the designated competition area. Whether a competitor is in or out of the competition area, will be at the discretion of the senior judge on the relevant panel and the Head Judge.

Overall Impression Scoring:

There is no limitation of a maximum number of trick attempts per heat.

Judges will not assign numerical values to each tricks. They will have a shorthand notation for taking brief notes of the jumps performed on each tack during the heat. They will also write a final score based on the following categories:

- 10 points Technical Difficulty: The technical difficulty and height of a trick landed during the heat. As the wind conditions increase, this aspect will exponentially become more and more into consideration, but only when the height is achieved along with risk factor and technical difficulty.



- 10 points Variety: Variety of tricks completed during the heat on both tacks. Repetition of tricks on the same tack will decrease the chances of winning the heat. Repetition of tricks on both tacks (switch tricks) will increase the chances of winning the heat.
- 10 points Overall impression: Considering style, quality vs quantity, innovation and “wow” factor.

Trick by trick Scoring:

There is a limitation of a maximum of 12 trick attempts per heat.

Only the best 5 tricks with the highest individual scores from different trick categories will count towards the final score from each competitor. One per category, except BOARD OFF and KITE LOOP categories, that can count two.

The amount of trick attempt to count towards the final score will be announced by the Head Judge and posted in the Official Notice Board at least thirty (30) minutes before the start of the heat.

If a competitor “butt checks” when landing the trick and doesn’t lose the board, the judges will still give some credit to the trick. It’s at the discretion of each judge to consider if it’s a crash or a butt check and to consider how much credit they will give to the trick.

The credit given to butt checked trick landings is directly related to the risk factor involved in the execution of the trick. For tricks with a high degree of risk factor, judges won’t deduct points for a butt-checked landing.

A trick is a crash only if the majority of the judges consider it as a crash. If the minority of the judges consider a trick as a crash, those crashes will be withdrawn and the judges will reconsider the trick in the other scoring categories.

If a judge misses a trick, he should place a “M” and he has to consult to the Head Judge before giving the final score of the heat.

The Head Judge may re-run the heat if all judges miss a trick and there is strong evidence that the trick was missed by all the judges and this trick may change the final result.

Judges may not change their scores. If there are any mistake the judge should have the Head Judge make the correction for them.

In case of tie, it will be broken in favour of the competitor with the highest single score. If a tie remains between two or more competitors, each competitor’s individual scores shall be listed in order of best to worst, even if some of them are excluded scores, and at the first point where there is a difference the tie shall be broken in favour of the competitor with the best individual score.

Trick categories:

The tricks repertoire has been broken down into the following tricks families. The list of tricks included by family is not extensive and not limited to the described tricks below but gives an indication about how different tricks are being categorized by the judges. The Head Judge has the final say when categorizing a new trick.



KITE-SURF FREESTYLE TRICKLIST

Strapless Freestyle Tricklist organized by category. Trick count and attempts will be decided by Head Judge on the first skippers meeting.
Only one trick within each category can count towards the final score. (Repeated tricks, only will count the best)

* (1,2,3...) is for extra rotations/flips/tictacs

AIR TRICKS (NO GRAB)	
AIR	AIR
AIR TO BLIND	A2B
BODY 360	B360
AIR REVERSE	AR
AIR 3	A3
TOESIDE AIR	TSA
TOESIDE AIR REVERSE	TSAR
TOESIDE AIR 3	TS3
TOESIDE AIR 5	TS5
TOESIDE AIR 7	TS7
AIR TRICKS INNOVATION	ATI

BACK ROLLS (NO GRAB)	
BACK ROLL	BR
BACK ROLL 5	BR5
DOUBLE BACK ROLL	2BR
TRIPLE BACK ROLL	3BR
UNHOOKED BACK ROLL (1,2,3...)	UHBR
BACK ROLL INNOVATION	BRI

FRONT ROLLS (NO GRAB)	
FRONT ROLL	FR
FRONT ROLL TO BLIND	FR2B
DOUBLE FRONT ROLL	2FR
DOUBLE FRONT ROLL TO BLIND	2FR2B
TRIPLE FRONT ROLL	3FR
4 X FRONT ROLL	4FR
UNHOOKED FRONT ROLL (1,2,3...)	UHFR
FRONT ROLL INNOVATION	FRI

BACKSIDE HANDLEPASS	
BACKSIDE 3	BS3
BACKSIDE 5	BS5
BACKSIDE 7	BS7

FRONTSIDE HANDLEPASS	
AIR FRONTSIDE 180 S.PASS	AFS180SP
FRONTSIDE 3	FS3
FRONTSIDE 5	FS5
FRONTSIDE 7	FS7
313	313
315	315
TOESIDE FRONTSIDE 180 S.PASS	TSFS180SP
TOESIDE FRONTSIDE 360	TSFS3
TOESIDE FRONTSIDE 540	TSFS5

RODEO HANDLEPASS	
HANDLE PASS RODEO	HPR
UNHOOKED INNOVATION	UI

BOARD OFFS / RODEOS	
ONE FOOT	OF
BOARD OFF	BO
RODEO (1,2,3...)	R
FRONT ROLL ONE FOOT	FROF
BACK ROLL ONE FOOT	BROF
HAND STAND (1,2,3...)	HS
JESUS WALK	JW
BARE FOOT	BF
HAND VARIAL	HV
FRONT ROLL HAND VARIAL	FRHV
BACK ROLL SUPERMAN	BRS
TIC TAC (1,2,3...)	TT
FLIP (1,2,3...)	FL
SHOVIT BOARD OFF (1,2,3...)	SHBO

FRONT BOARD OFFS / RODEOS	
FRONT ROLL BOARD OFF (1,2,3...)	FRBO
DOUBLE FRONT BOARD OFF (1,2,3...)	2FRBO
TRIPLE FRONT BOARD OFF (1,2,3...)	3FRBO
FRONT ROLL RODEO (1,2,3...)	FRR
DOUBLE FRONT RODEO (1,2,3...)	2FRR
TRIPLE FRONT RODEO (1,2,3...)	3FRR
FRONT ROLL TIC TAC (1,2,3...)	FRTT
DOUBLE FRONT TIC TAC (1,2,3...)	2FRTT
FRONT ROLL FLIP (1,2,3...)	FRFL
DOUBLE FRONT ROLL FLIP (1,2,3...)	2FRFL
FRONT SHOVIT BOARD OFF (1,2,3...)	FRSHBO

BACK BOARD OFFS / RODEOS	
BACK ROLL BOARD OFF (1,2,3...)	BRBO
DOUBLE BACK BOARD OFF (1,2,3...)	2BRBO
TRIPLE BACK BOARD OFF (1,2,3...)	3BRBO
BACK ROLL RODEO (1,2,3...)	BRR
DOUBLE BACK RODEO (1,2,3...)	2BRR
TRIPLE BACK RODEO (1,2,3...)	3BRR
BACK ROLL TIC TAC (1,2,3...)	BRTT
DOUBLE BACK TIC TAC (1,2,3...)	2BRTT
BACK ROLL FLIP (1,2,3...)	BRFL
BACK SHOVIT BOARD OFF (1,2,3...)	BRSHBO
BOARD OFF INNOVATION	BOI

KICK TRICKS (SHOVE-IT) NO GRABS	
SHOVE-IT (1,2,3...)	SH
VARIAL FLIP (1,2,3...)	VFL
FLIP 3 (1,2,3...)	FL3
FRONTSIDE BIG SPIN	FSBS
BACKSIDE BIG SPIN	BSBS
BACK ROLL SHOVE IT (1,2,3...)	BRSH
FRONT ROLL SHOVE IT (1,2,3...)	FRSH
DOUBLE FRONT ROLL SHOVE IT (1,2,3...)	2FRSH
TRIPLE FRONT ROLL SHOVE IT (1,2,3...)	3FRSH
TOESIDE AIR 360 SHOVE IT (1,2,3...)	TSA3SH
TOESIDE AIR 7 SHOVE IT (1,2,3...)	TSA7SH
KICK TRICKS INNOVATION	KTI

KITELOOPS NO ROTATION	
KITELOOP BOARD OFF	KLBO
KITELOOP RODEO (1,2,3...)	KLR
KITELOOP TIC TAC (1,2,3...)	KLTT
KITELOOP FLIP (1,2,3...)	KLFL
KITELOOP SHOVIT BOARD OFF (1,2,3...)	KLSHBO
KITELOOPS BACK ROTATION	
KITELOOP BACKROLL BOARD OFF (1,2,3...)	KLBRBO
KITELOOP BACKROLL RODEO (1,2,3...)	KLBRR
KITELOOP BACKROLL FLIP (1,2,3...)	KLBRFL
KITELOOP BACKROLL TIC TAC (1,2,3...)	KLBRTT
KITELOOP BACKROLL SHOVIT (1,2,3...)	KLBRSB
KITELOOPS FRONT ROTATION	
KITELOOP FRONT BOARD OFF (1,2,3...)	KLFRBO
KITELOOP FRONT RODEO (1,2,3...)	KLFRR
KITELOOP FRONT ROLL FLIP (1,2,3...)	KLFRFL
KITELOOP FRONT ROLL TIC TAC (1,2,3...)	KLFRTT
KITELOOP FRONT ROLL SHOVIT (1,2,3...)	KLFRSH
CONTRALOOPS NO ROTATION	
CONTRA LOOP BOARD OFF (1,2,3...)	CLBRBO
CONTRA LOOP RODEO (1,2,3...)	CLBRR
CONTRA LOOP FLIP (1,2,3...)	CLBRFL
CONTRA LOOP TIC TAC (1,2,3...)	CLBRTT
CONTRA LOOP SHOVIT (1,2,3...)	CLBRSB
CONTRALOOPS BACK ROTATION	
CONTRA BACKROLL BOARD OFF (1,2,3...)	CLBRBO
CONTRA BACKROLL RODEO (1,2,3...)	CLBRR
CONTRA BACKROLL FLIP (1,2,3...)	CLBRFL
CONTRA BACKROLL TIC TAC (1,2,3...)	CLBRTT
CONTRA BACKROLL SHOVIT (1,2,3...)	CLBRSB
CONTRALOOPS FRONT ROTATION	
CONTRA FRONT ROLL BOARD OFF (1,2,3...)	CLFRBO
CONTRA FRONT ROLL RODEO (1,2,3...)	CLFRR
CONTRA FRONT ROLL FLIP (1,2,3...)	CLFRFL
CONTRA FRONT ROLL TIC TAC (1,2,3...)	CLFRTT
CONTRA FRONT ROLL SHOVIT (1,2,3...)	CLFRSH
DOUBLE KITELOOPS	
DOUBLE KITELOOP BOARD OFF (1,2,3...)	2KLBO
DOUBLE KITELOOP BACKROLL (1,2,3...)	2KLBR
DOUBLE KITELOOP FRONTROLL (1,2,3...)	2KLFR

S LOOP (1,2,3...)	
S LOOP (1,2,3...)	SL
KITELOOP INNOVATION	KLI

Trick performed out of Comp Zone	OUT
Trick performed out of Time	TIME

* (1,2,3...) is for extra rotations/flips/tictacs

GKA KITE SURF WORLD TOUR TRICK LIST 2025

To bring the variety criteria into effect, only the highest score per trick family will count towards the final heat score from each competitor.

Judging Criteria:



Judges will assign numerical values to each trick attempt based on the following judging criteria's:

- I. Height and amplitude – The combination of height and amplitude of the tricks completed during the heat. As the wind conditions increase, this aspect will exponentially become more and more into consideration, but only when the height and amplitude are achieved along with risk factor and technical difficulty.
- II. Technical Difficulty – The technical difficulty of tricks completed during the heat. A grabbed trick will be rewarded with a higher score than a non-grabbed trick within this criteria, depending on the quality of the execution.
- III. Power – The power during the execution of the tricks. Power will be considered as a combination of speed into the trick to pop and speed out during the landing, height and amplitude during the trick.
- IV. Risk factor – Is directly linked to the power, height, amplitude and technical difficulty of the jump, but also to the commitment of the competitor and physical challenge during the execution, duration of the critical moment, and energy on the execution.
- V. Smoothness – Smoothness and fluidity during the execution and landing of tricks completed during the heat.
- VI. Innovation – Tricks that have never been landed in competition before.

Rulebook

<https://www.gkakiteworldtour.com/rulebooks/2025/GKA%20RULEBOOK%202025.pdf>