

Squirt Boating Move Descriptions 2006

Move	Description	Angle *	Point Value
Stern Stall	2 second stabilized pause on stern	70 < 110	1
Bow Stall	2 second stabilized pause on bow	70 < 110	1
Bow Screw	Over vertical rotation on the bow along the long axis using an initiation stroke	> 110	2
Stern Screw	Over vertical rotation on the stern along the long axis using an initiation stroke	> 110	2
Cartwheel	2 sequential vertical ends	> 45, >70	1
Clean Cartwheel	2 end cartwheel with one vertical end initiated without stroke or "clean"	> 45, >70	4
Superclean Cartwheel	2 sequential ends initiated without using a paddle or "clean" (no paddle touch)	> 45, >70	6
Heli Wheel / Chopper / Ninja Wheel	3 consecutive superclean ends with 3 paddle spins, one per end	> 45, >70	6
Switch Wheel	2 consecutive ends with 2 hand switches on paddle, blade stays in water	> 45, >70	4
Switch Wheel	4 consecutive ends with 4 hand switches on paddle, blade stays in water	> 45, >70	6
Jedi / Big Wheel	2 ends in same direction beginning with stern initiated with an open or closed face squirt stroke, paddle stays in the water for bow smash	> 45, >70	4
Split Wheel	2 ends in different direction with full 180 degree rotation along the long axis	> 45, >70	4
Clean Split Wheel	2 ends in different direction with full 180 degree rotation along the long axis without use of paddle	> 45, >70	8
Party Trick	Upside down to vertical on the bow in one fluid motion	>70	4
Zero to Hero	Upside down to vertical on the stern in one fluid motion	>70	4
High Washout	Over vertical 360 degree rotation on the bow with no initiation stroke and only one blade recovery	135 < 110	4
Low Washout	Over vertical 360 degree rotation on the bow with no initiation stroke and only one blade sweep to recovery	180 < 135	4

One Armed Bandit	Near flat start to > 110 stern screw with forward sweep initiation and one recovery stroke	> 110	4
Unarmed Bandit	Near flat start to > 110 stern screw with no sweep initiation or “clean”, one recovery stroke permitted	> 110	6
Tricky Woo	Split Wheel into 70 < 110 stern screw on one single paddle blade, total 360 degree rotation on the long axis	> 45, > 70	6
Woo Tricky	Stern split wheel into 70 < 110 bow screw on one single paddle blade, total of 360 degree rotation on the long axis	> 45, > 70	6
Whirlygig / Screwing Around	4 ends over vertical - Bow Screws linked to Stern Screws or Stern Screws linked to Bow Screws	> 110	8
Front Loop	A “front flip” on the short axis of the boat, two ends both vertical, minimal rotation on the long axis of the boat.		5
Back Loop	A “back flip” on the short axis of the boat two ends both vertical, minimal rotation on the long axis of the boat		5
Double Scoop	A “front flip” with the boat landing on vertical stern to immediate “back flip” landing on bow all along the short axis		8
Subsurface Moves			
Mush Move	Mystery move on flat water or back into the eddy from the current to varying depths	Chest Shoulder Eye level Head Under	1 2 3 4
Light Loop	A dynamic back deck roll on exit of mystery move or mush move where boat is only supported on the stern		4
Flying Fish	A dynamic back deck roll on exit of mystery move or mush move where boat is completely unsupported landing in an upright position		8
Exit Front/Back Loop	Vertical front or back loop on exit from mystery or mush move		6
Exit Helix	Flying fish with a 180 degree rotation in the horizontal plane		8
Trophy Move	A spectacular move currently not listed on score sheet, which is explained to and verified by the judges prior to competition.		4 or 8

*the comma denotes verticality of next end

Note: All moves score left and right apart from Bow Stall and Stern Stall