

## THE PIPELINE BODYSURFING CLASSIC

### JUDGING CRITERIA / SCORING / HEATS / JERSEY & CAPS

Established by the N.S.B.S.C. - P.O. Box 818, Haleiwa, HI 96712

#### ----- JUDGING -----

1. Three to seven judges will be selected (by the Contest Director) to judge during the entire contest. One of the judges will be designated The Head Judge.
2. All judges on panel will judge every ride by every contestant in every heat, The same judges will remain during one age division/ round to assure consistent scoring in each Round/division/event. Rotational judges may be appointed to allow judges rest periods. The Head Judge shall determine a rotation to allow for adequate breaks for judges.
3. Each judge may be assisted by a recorder who will write the scores on a score sheet as the judge calls them out. Each panel of judges will be assigned a spotter(s), who will call out the colors of the contestants catching the wave,
4. Contestants will be judged on the following: Summary of Judging Criteria:

The bodysurfer that rides the biggest wave, with the most control, for the furthest distance in the most critical part of the wave will receive the highest points. Maneuvers while on the wave will be judged by each judge according to its functionality and the precision with which it is performed. Which is to say a maneuver in and of itself, will not automatically mean a higher score.

Judges will also be watching for general sportsmanship. An interference call will be made when it is deemed that a bodysurfer's move directly affects the ride that a controlling bodysurfer has. A controlling bodysurfer is one that is closer to the critical section of the wave or who clearly caught the wave before the bodysurfer that is in the more critical section. His wave score will be halved and it will become a counted wave toward his final score.

#### Specific Qualities:

- a) **WAVE RIDING ABILITY** - the demonstration of style, energy, flow, good control judgment, timing and response to the wave; good execution of all functional and aesthetic maneuvers; how existing wave conditions are utilized; and the quality of entry and exit from the waves.
- b) **MANEUVERS** - the quality & smoothness of trick maneuvers; all maneuvers performed in the existing conditions; take offs, underwater-takeoffs, climbing, dropping, stalling, cut backs, back slides, bellyspins, spinners, & tube rides count as difficult maneuvers depending on the waves on which they are performed.
- c) **WAVE SIZE** - the quality of wave selection; catching waves that break the highest, break the farthest out, travel the fastest, break the hardest, & wall up the steepest.
- d) **TRAVEL DISTANCE** - the actual distance traveled across the face of the wave from the take off to the pull out or wipe out.
- e) **GOOD SPORTSMANSHIP AND COURTESY** -All competitors will exhibit a professional, sportsmanlike regard for all of the other bodysurfers in the contest. If any competitor exhibits any unsportsmanlike behavior during competition, their scores will not be tabulated. Additionally, a competitor who exhibits any unsportsmanlike behavior before, during or after competition may have penalties, fines imposed and depending on severity of violations or actions may not be allowed to participate in future events.
- f) **INTERFERENCE** - Interference will be called primarily for, but not limited to the following two (2) occasions: 1. if during a ride one rider **INTENTIONALLY** strikes or makes contact with another rider, 2. if one rider clearly establishes the right-of-way and

another rider takes off and drops into the path of the first rider, adversely affecting the ride, (See SCORING for the Interference penalty).

#### ----- SCORING -----

1. the point scale is 1-20 or 1-10 points possible per wave, (depending on the Head Judge's decision) with ten (10) or twenty (20) points for one wave being a perfect score.
2. Each contestant's 3 to 5 highest scores from each judge will be totaled and the composite scores compared to determine the heat winners. The number of highest scores used will be determined by the Head Judge on the contest day.
3. TIES. In the event of a tie, the next wave scores for the involved contestants will be added in to the contestant's score to break the tie. If a tie still exists, as many additional wave scores as necessary will be added in until the tie is broken.
4. INTERFERENCE. In order for the interference penalty to be invoked, the majority, 2 of 3 or 4 of 6 judges must indicate interference by placing a triangle over the score. The interference must be indicated on score sheets for the same rider on the same wave. The interference penalty will consist of the offending contestant's score for that ride being halved and counted as one of their 3-5 highest scores for the heat.
5. COMPLAINTS. Any complaints or protests about scores or tabulating errors must be voiced immediately after the heat results have been announced and will be handled by the Head Judge. The Head Judge's decision is final. Protests made 30 minutes AFTER scores have been posted will NOT be accepted.

#### ----- HEATS -----

1. All contestants will be briefed before entering the surf. Questions will be answered at that time. Competitor will sign a briefing sheet before being assigned a slot in heat
2. There will be (4) to (6) contestants in each heat. Heats will run 15-30 minutes depending on existing surf conditions. (DETERMINED BY DIRECTOR and HEAD JUDGE)

Two (2) or Three (3) finalists will advance from each preliminary into the semi-finals depending on the total number of heats in division.

When competition area has been cleared & all contestants in the heat are ready, the contest will proceed:

START OF HEAT - one long horn blast and a raised GREEN flag. 5 MINUTE WARNING - lowering (or rotating) green flag, and raising (or rotating) the YELLOW Flag END OF HEAT - one long horn blast and a raised (or rotated) RED flag.

#### ----- JERSEYS OR CAPS -----

1. The Event Director will determine whether competition Caps (Water Polo Cap) or Competition Jerseys will be used.
2. For Purposes of visibility the competitor is required to wear the Jersey or Cap during the entire heat, in order to be scored.
- 3 When Receiving Cap (Jersey) : BEFORE HEAT: DETERMINE THAT CAP (JERSEY) FITS. BEFORE HEAT: FASTEN CAP SECURELY & CORRECTLY AFTER HEAT: RETURN CAP (JERSEY) WITHIN 15 MINUTES
4. The competitor is responsible for returning the cap or jersey within 15 minutes of the end of the heat or the competitors scores will not be tabulated.
5. The Determination of whether Caps or Jerseys are used is final based on the decision of the Head Judge and the Event Director.
6. Helmets will be allowed by prior approval provided that the competitor notifies the

Director Prior to entering the event.

----- SEEDING, ENTRIES AND ALTERNATES -----

1. Competitors who have placed in the finals of event previously will be seeded in heats
2. Competitors who Fail to show for Heat assignment will be passed
3. No Refunds (For Missed Heats / Disqualification Due To Rules / Etc)
4. No Transfer Of Entry Fee
5. Alternates will replace Competitors who fail to check in.

----- PENALTIES, FINES AND MISCELANEOUS REMEDIES-----

1. The Director of the Event and the Head Judge of Event May Levy Penalties, Fines, Suspension or Ban from participation if necessary.
2. Conditions surrounding the necessity to Levy severe penalties including Exclusion from one event and/or Permanent Ban In Participation from all future events ARE AT THE SOLE DISCRETION OF THE EVENT DIRECTOR.
3. By registration and entry in event all participants agree and accept that all rules and penalties are binding.
4. Maximum monetary fines are \$500.00 US. Fine Schedules for violations of sportsmanlike behavior are in compliance with ASP and ISA protocol.