

Effective Date November, 2005  
Eastern Surfing Association Rules of Competition  
Presented by the [ESA Competition Director](#)

**I. EVENTS** (Easterns™, Regional, and District Events)

A. Age division events, determined as date of birth as of Jan. 1 of the current competition season (**PROOF OF AGE REQUIRED**)

- Menehune (11 years of age and under, M/F)
- Boys (12-14 years of age)
- Junior Men (15-17 years of age)
- Men (18-24 years of age)
- Masters (25-34 years of age)
- Senior Men (35-44 years of age)
- Grandmasters (45-54 years of age)
- Legends (55-64 and older)
- Grand Legends (65 and older)
- Girls (14 years and younger)
- Junior Women (15-17 years of age)
- Women (18-29 years of age)
- Ladies (30 years and older)
- Menehune Longboard (14 years and under M/F)
- Junior Longboard (15-17 years of age)
- Men's Longboard (18-~~34~~ years of age)
- Masters Longboard (**35-49**)
- Legends Longboard (50 +)
- Women Longboard (under 29)
- Ladies Longboard ( 30 +)
- Menehune Bodyboard (14 years and under M/F)
- Open Bodyboard (all ages, M/F)
- Open Shortboard (all ages, male and female)

**SPECIALTY** 4 Person Shortboard Tag team

**EASTERN SURFING CHAMPIONSHIPS, (Referred to herein as 'ESC' or 'Easterns')**

**ELIGIBILITY**

B. All ages are determined as of January 1st of the year of the **ESC**. Every contestant must have competed in his or her respective **ESA** Designated Regional Championship (or been a paid alternate and checked in and on call at the beach marshal) in order to be eligible to try to gain a slot for the ESC. Returning Champions who have not moved 'up' a division, and have met local district requirements (competed in at least 50% of a district season and are members in good standing) shall receive an automatic slot to the ESC. Alternates who try for a slot (last position) in this manner shall forfeit their Regional Entry fee. "No-shows" at a regional event generally forfeit the right to obtain a slot to ESC. Any request for a deviation from these rules must be in the form of writing and sent to the Competition Director for study and review. No review shall be granted otherwise. You may not surf more than one division for each of the following: Longboard, Shortboard. Exceptions - Tag Team, Open, Menehune Bodyboard, Female Menehunes, Female Menehune Longboard (IE: Menehune Bodyboard competitors may surf in Open Bodyboard, Female Menehunes may surf in Girls, and Female Menehune Longboarders may surf in Women's 29 and under as well)

C. Any contestant arriving late for their heat may compete in the remainder of their heat, if there is an opening. If a contestant misses their 1st round heat, their name will be placed at the bottom of the alternate list for the 1<sup>st</sup> round. There will be no refunds of entry fees for missed heats. This includes any alternate who did not withdraw by 5 pm the day before the event, and obtained a slot at the beach during the alternate calling process. Any alternate who is not present when their name is called and receives a slot, shall forfeit their entry fee. It is the responsibility of all alternates and contestants, to advise their director or Contest Director of their intention to withdraw. An alternate list will be kept by the Contest Director and shall include the competitor's name, division and rating. Alternates must have qualified and competed in their respective ESA regional championships, or, as a paid alternate, must have checked in and on call at the beach marshal, paid their Regional entry fee in full and have valid ESA membership through the upcoming

ESC. Their refundable entry fee must be paid in full for their name to be placed on the alternate list. Beach entries are not permissible. Alternates should be ranked largest region to smallest, as well as, regional ranking on an individual basis. **ESA** Competition Rules will be made available to all **ESA** Districts for circulation to their members.

D. Slotting of alternates at ESC is determined by a rotation system of largest membership in the division, followed by the next largest region, followed by the next largest region, etc.

**II. EQUIPMENT** (All boards are measured from end to end, (deck/top of the board) using a straight edge). If a measurement by the Contest Director is called for, such measurement shall be done in a private and secure area.

A. In Shortboard age division events, surfboards will not exceed 2 ft. longer than the competitor's height, except GRAND LEGENDS, which has no limit as to equipment used.

B. Longboards must be a minimum of 9 ft. in length, in Junior, Men, Master, Women, Ladies and Legends divisions. Menehune division will be a minimum of 3 foot over their head.

C. Bodyboards shall not exceed 5 ft. in length, be flexible, and shall include some portion of soft exterior skin. The use of fins is optional.

D. Additional equipment, such as leashes and helmets may be used.

### **III. JUDGING AND SCORING**

A. The subjective judging system will be used (0-10 points using .1 {one-tenth} integrals) and there will be an active judging panel of one head judge and five scoring judges.

B. When judging standup surfing, a ride will begin to be scored when a surfer's hands leave the rails of their surfboard.

When judging body boarding, there is no limitation as to body position on the board and the ride will be scored after the head judge designates the body boarder has caught the wave and executed a maneuver.

All rides must commence within the designated competition area in order to be scored. Competitors that continue a ride beyond the competition area risk that the balance of their ride might not be scored as it is the responsibility of the judges at all times to competitors in the designated competition area and competitors that leave the competition area on a scoreable ride risk not having their ride completely scored.

C. The first of the two sirens must blow immediately when the commentator reaches zero. The official end of the heat is when the siren is first audible to the Head Judge, who will indicate to the judges that no more rides are to be scored for that heat. The siren takes precedence over the disc.

-Definition of Disc: 3 feet wide, with green on one side, and yellow on the other side.

-Definition of Flags: 3 flags, one green, one yellow and one red.

Use: Green: Heat is in progress. Yellow: Used to show 5 minutes remaining in a heat or heat is inside the 5-minute warning. Red (or "no-flag/disc"): heat has been stopped or end of heat.

D. The judging criteria shall be:

"A surfer must perform radical controlled maneuvers in the critical section of a wave with speed, power and flow to maximize scoring potential. Innovative / progressive surfing as well as variety of repertoire (maneuvers), will be taken into consideration when rewarding points for waves ridden. The surfer who executes this criteria with the maximum degree of difficulty and commitment on the waves shall be rewarded with the higher scores."

The individual judge's scores should be consistent with one another. If a judge is consistently inconsistent, he/she may be replaced. Please refer to ESA Judges Handbook for detailed policy, instructions and guidelines for judging.

E. The HEAD JUDGE shall be responsible for:

- Determining which riders and rides are to be scored
- Determining wave possession & priority
- Maintaining an accurate wave count
- Notifying judges of missed rides
- Assisting judges in making accurate scores for the missed rides.

- The Head Judge cannot dictate scores but may give a range to his panel. The Head Judge's role is not to determine the scoring by judges, but rather to coach, mentor, supervise, control and coordinate. The Head Judge is there to ensure the smooth running of each heat.

The Head Judge cannot call interference or a paddling interference for a panel as a unit but can do so on his own wave count sheet. The Head Judge can call for the panel:

- a. up after the commencement of the next heat penalty
- b. removal of jersey penalty

All missed rides should be indicated by the letter "M" in the appropriate box to be averaged by the Head Judge according to the individual's scoring scale (interpolation). This should be done at or before the end of the heat, as time allows. Judges, who are consistently missing rides, may be replaced.

F. Wave counts to be used for tabulation of results will be the best 2 waves for preliminary and final heats. The Contest Director after consultation with the head judge shall determine the number of high waves per heat to be tabulated and this shall be posted and announced prior to the start of the contest.

Note: It is recommended that 2 scoring waves be used for **both** preliminary and finals unless special circumstances warrant a 3 wave-counting situation in a final.

Maximum waves that can be ridden are 10 in preliminary heats and 12 in a final.

(Note: Double elimination heats shall be 15 minutes in duration for each and every heat).

- a) It is a competitor's responsibility to monitor the number of waves he has ridden. An attempt will be made to inform a competitor who has caught 9<sup>th</sup>/10<sup>th</sup> waves and 11<sup>th</sup>/12<sup>th</sup> waves (finals). However, The Contest Director is not obligated to inform a competitor that they are nearing, reaching or exceeding their wave limit. Once the wave maximum has been reached, the competitor **must** leave the water. In addition the surfer who remains in the water after catching the wave maximum will be penalized for interference if:
  - i) He/she rides an extra wave that clearly deprives another competitor of an available ride
  - ii) He/she interferes with any other competitor by paddling, positioning or other inappropriate reason.

Protests about no announcement or inability to hear an announcement about the maximum wave call, will NOT be accepted. It is strictly the competitor's responsibility to monitor their wave count.

Upon receipt of the completed judges sheets, the tabulators will immediately check to see if:

1. All judges' sheets have been turned in.
2. The correct number of waves has been scored on each sheet.
3. Identify interference or other penalty calls, if any.

If a ride has been missed, an attempt will be made to identify the missing rides by referring to the other judge's sheets. If the ride is identified to the satisfaction of the head judge, a score will be given the missed ride by: **AVERAGING THE MISSED WAVE ACCORDING TO THE SCORING LEVEL THAT THE JUDGE IN QUESTION USES (INTERPOLATION).**

Upon completion of these formalities, the judge's sheets may be totaled. The scoring waves shall be circled, totaled, and interference penalties deducted. The total shall be placed in the total column. The heat places are then calculated and entered on the judge's sheet. The competitor with the highest score will receive one point, the second highest will receive two points and so on. If a judge ties two or more competitors, the points awarded to each of the tied competitors will be the average of the affected placing points added together. EXAMPLE: If 2nd, 3rd and 4th are tied, add 2, 3, and 4 together and divide by 3 = 3 points for each tied competitor.

**PLEASE NOTE:** The head judge, along with a majority will determine the "official" wave count. When no further calculations are required on the judge's sheets, the results are transcribed on the tally sheet, which is completed in the following manner:

1. The competitor's names are entered.
2. The judge's names are completed

3. Places are copied in a row next to each judge.
4. The high and low scores are crossed out for each competitor.
5. Total the places that remain and enter.
6. The competitor who receives the lowest point total in the final point column places 1st and so on.

If, at this point, a tie situation occurs, the tabulator will proceed to break the tie as follows:

1. Compare the relative position of the tied competitor's on the tabulator sheet using the plus/minus system. If not broken, then see #2.
2. Tabulate the one highest wave on the **TIED** judge's sheet **ONLY**.
3. Go to the third, fourth, etc. until all waves are exhausted

If the tie is not broken by these methods, go back to #2 and repeat for **ALL** judge's sheets. Go to #3, #4, etc. In the case of three or more athletes tied, repeat this procedure with the goal of deriving one individual who will be the highest placing tied athlete. Find the top two surfers and then top one of those. Once the 'bottom' individual has therefore been eliminated from the procedure, repeat the formulae for the remaining athletes until a clear order of finish for the heat is obtained.

If the tie is still not broken by these methods, there will be a ten-minute surf off (top 2 waves) if one or more of the competitors could advance.

**G. JUDGES MAJORITY OVERRIDE:** If a heat's final point totals would result in the elimination of a competitor favored by the majority of the judges in the heat, that competitor will advance in place of the competitor favored by the minority of the judges, regardless of point totals. The tabulator will indicate this situation by placing a circled **M** next to the point total column of the advancing competitor. **NOTE:** The competitor with the "largest" number of advancing scores from judges will advance over a surfer with "less" of a majority. For Example: If Surfer A has 3 judges advancing him but surfer B has 4 judges advancing then Surfer B will advance over Surfer A.

H. Competitors may check the results for errors for each heat up to thirty minutes after those results are made public. This applies to all heats, including finals. If a competitor in a final, suspects that a penalty call has been made and they are involved in same, then he/she may request the contest director review the results of the heat and take the appropriate action. If an error is found, the contest director should be notified to have the error corrected. Unless there is an unresolved protest, all results become final after the thirty-minute time period.

#### **IV. WAVE POSSESSION AND INTERFERENCE**

It is the intent of this rule to encourage all competitors to strive toward situations where there is only one competitor at a time in the wave shoulder. The judges will strictly enforce this rule. Competitors are hereby alerted to the severity of the penalty and the strictness with which it will be enforced.

**A. WAVE POSSESSION** - A competitor may gain wave possession in one of the following ways.

1. By catching a wave and completing a maneuver (turn in chosen direction) before the face of the wave reaches another competitor.
2. If two or more competitors are paddling in the face of the same wave, in the same shoulder, the competitor closest to the curl has possession upon catching the wave and completing a maneuver.
3. Two competitors may go in opposite directions on the same peak, providing they don't cross paths or hinder one another.
4. If two competitors, at opposite ends of the contest area, catch the same wave and ride toward each other, both gain wave possession. If they eventually meet, the competitor who gained wave possession first on their respective peak shall have the right of way.

**B. INTERFERENCE** - A competitor may be called for interference for any of the following reasons.

1. For catching the same wave in the shoulder as the competitor who gains wave possession in **RULE A1**.
2. For occupying any part of the wave that could simultaneously or eventually be reached by any possible maneuver of the competitor who gains wave possession as per **RULE A2**. For breaking down the wave on the competitor with wave possession or infringing on the possible length of the ride of the competitor with wave possession.
3. In the case of **RULES A3** and **A4**, both competitors may be called for interference if no right of way has been established in the opinion of the judges. Interference must be called on one or both

competitors for crossovers or collisions. If one competitor is clearly the aggressor in forcing the crossover or collision, in the opinion of the judges, only he/she will be penalized. All crossovers are discouraged in all situations.

4. THE HEAD JUDGE, along with the other judges, may rule interference on any competitor for:

a. Blatantly paddling for a wave in a manner so as to intimidate or hassle a competitor who is in position to gain wave possession.

b. Grabbing or touching any part of another competitor or their equipment in a manner that impairs their ability to surf.

c. Paddling out in such a manner as to interfere with the ride of the competitor with wave possession, whether intentional or not.

d. Board caddying is not allowed. This includes losing one's board and having someone retrieve it for you for the specific reason of helping you in your heat. Saving boards from damage is allowed so long as the board isn't paddled, handed, carried or pushed to the competitor. Penalty: DQ (automatic disqualification)

e. **Snaking**

- The surfer who is furthest inside at the initial point of take-off and has established wave possession is entitled to that wave for the duration of their ride, even though another surfer may subsequently take off in the white water behind them. The judges will not penalize the first surfer because they have right of way, even though they are in front.
- If the second surfer has not hindered the original surfer with right of way, then the judges may choose not to penalize them and will score both surfers' rides
- A surfer may not take off on the opposite side of a broken wave peak to gain possession of the opposite wave face, when a surfer has already established possession on the inside of the peak. An interference will be called if the majority of the judges feel that the surfer surfing/riding from behind the broken peak has hindered the scoring potential of the surfer who has established possession of the inside of the broken peak.
- If in the opinion of the judges, the second surfer has interfered with (snaked) the original surfer with right of way, by causing them to pull out or lose the wave, then interference may be called on the second surfer, even though they are behind the first when the penalty was called.

### C. PENALTIES

1. If a judge thinks interference has taken place, the judge shall triangle the ride of the offending competitor and draw an arrow to the ride of the competitor who was interfered with. In the case of a paddling interference, the triangle shall be placed on the line between the appropriate rides for the offending competitor and filled with P. I. (no ride/no score) and the arrow still drawn.

2. Any four of six judges, including the head judge, or 3 of 5 scoring judges can rule interference. Under 2 best waves the interfering surfer will be penalized with a loss of 50% of his second best scoring ride. Under 3 best waves, the interfering surfers will be penalized with a loss of 50% of his 3rd best scoring ride. (Note: In almost all cases, the maximum number of scoring waves for heats and finals should be 2) If there is only 1 ride caught (2 best waves) then that wave shall lose 50% of it's value. . IE: the lowest scoring wave will count in the final tally as a 50% score for the offending surfer. Further, the wave that the interference was called on by the majority of the judges will count in the final tally as a zero. In addition, all penalties applicable (paddling interference, etc.) will now follow this rule. IE: loss of half of the lowest scoring wave.

If a surfer incurs another (2<sup>nd</sup>) interference penalty during the same heat his best wave score will be halved also.

**Where any surfer incurs two or more interference penalties they must immediately leave the competition area.**

### V. HEAT PREPARATION AND STRUCTURE

A. All contestants must report to the ready area 15 minutes prior to the start of their heat to be checked in and receive their instructions. When possible, the competition area will be defined by the use of flags, barriers, points, piers, jetty's and/or buoys. If, in the event a competitor does not check in by the 5-minute warning, they will be replaced by the next highest ranked alternate. The "late" surfer goes to the bottom of the alternate list.

B. All heats, except finals, will run 15 minutes. Finals will run 20 minutes except in 10 heat, man on man double elimination configuration where all 10 heats are finals and all are to be 15 minutes each.

Administration's time clock will be deemed the "official time," regardless. A 'buffer' delay between heats ending and heats starting of no more than 5 seconds is highly recommended. This helps alleviate the possibility of an 'up after' penalty.

**C. WATER STARTS (preferred)-** All heats will begin with the blast of the horn and/or the raising of the green flag or change of color of the competition 'disc or sign' to green.. The raising of the yellow flag, or change to yellow on the disc/sign will indicate the five-minute warning and an announcement shall be made to the contest area. At the five-minute warning, the next heat of competitors may start paddling to the designated standby area, being careful not to interfere with the heat in progress. When the horn sounds ending the heat in progress, the standby heat may paddle into the take off zone, but not catch any waves until the horn sounds starting their heat.

During and at the end of any heat the surfer must be clearly in possession of the wave on the wave face, making a movement to stand, his hands having left the rails (rail grabs excluded) for the wave to be scored. Surfers up before or after the start of their heat or the next heat will be penalized.

**BEACH STARTS** - All competitors in the "on deck" heat will gather at the waters edge anytime between the five minute warning for the "heat in progress" (raising of the yellow flag/change to yellow on the disc) and the start of their heat. The "heat in progress" will end with one horn blast. The "on deck" heat will begin with one horn blast and/or the raising of the green flag/change to green on the disc.

**BUOY START** - In the instance of exceptionally large surf or an extremely long or difficult paddle to the line up, a buoy technique may be employed with the competitors "on deck" using a marker buoy, located some distance from the line up, instead of the water's edge for a starting point for their heat. The flag, horn and timing system are the same used in other types of starts.

All heats require competitors to paddle, ride prone, or on their knees, (**WITH NO MANEUVERS**), to the beach when the signal is given that their heat has ended. All heats end with a blast from the horn and the change of the flag to red/no color or 'no color' (disc), or to green to start the next heat when heats are run back to back with no interval between heats. In Regional, ESC, and major specialty events, the announcer shall give a countdown from 5 to zero to end the heat, and a countdown from 5 to zero to commence the next heat. The foregoing procedure is also **strongly** recommended for all district events, but it is not mandatory.

In the event of danger or a situation where the contest director determines the event must be stopped immediately, there shall be a blast from the horn and/or the red flag (or change in disc to 'no color') will be raised. All competitors must leave the water immediately under this condition. If a competitor starts a scoreable ride after their heat ends, they must return to the non-scoreable position before the start of the next heat or risk being penalized. **If a heat is interrupted for any reason it will be stopped by the Head Judge and Contest Director. It will be resumed at the time it was stopped, and will run for its original period. The only exception will be if the Head Judge, in consultation with other qualified officials, feels that the entire heat should be rerun because no surfer had a clear advantage at the time of cancellation, or if altered conditions make it impossible for judges to keep to the same scale.**

Competitors must wear the competition jersey provided by the beach marshal from time of issue until returned to the beach marshal at the completion of the heat, and if appropriate, during the awards presentation, or a penalty may be imposed. Competition jerseys must be returned in a sportsmanlike manner to the beach marshal Failure to do so, may result in a penalty being assessed. . All jerseys must be worn with the imprint clearly showing. (must not be worn inside out) Any competitor, who removes their competition jersey while in the water or before returning to the beach marshal, may be subject to a penalty of loss of 50% of his/her lowest scoring wave.

**D.** The Contest Director, or their Acting Contest Director in their temporary absence, is the only person who can give an exact schedule of events. There will be no protest against incorrect information received from any other person at the contest. If however the Contest Director gives incorrect information and a surfer subsequently misses a heat then a re-surf of that heat may take place.

**E.** Any competitor who starts surfing after the flag/disc is presented to start the following heat, will suffer an interference penalty on all judge's sheets if a majority of the judges or the head judge individually calls it. Any competitor removing their competition jersey while still in the water may be subject to an interference penalty.

Each wave surfed in a heat beyond the wave limit will suffer an interference penalty.

F: A minimum of 50% of the surfers in a heat and round shall advance to the next round. In any "six man" format, a minimum of 3 athletes shall advance in any heat that has at least 4 athletes in a heat. The exception to this would be a format where the final rounds are 4-man format.

G. Any competitors practicing in the competition area or demonstrating unsportsmanlike conduct will be disqualified from the event, loss of points/standing in the event and a possible 'set-down' for the next ESA event.

H. **SPORTSMANSHIP CLAUSE:** No official of an event, in any capacity, shall at any time be submitted to unsportsmanlike conduct in either word or deed. Any display of poor sportsmanship by either a competitor or, in the case of a minor, the competitor's parent, shall be cause for automatic dismissal from the contest. This also applies to unsportsmanlike conduct directed to another competitor by any ESA competitor.

#### I. Premier Post-Season, Major Specialty events-Judging

The Head Judge will post judging schedule each morning with heat schedule. Failure of any judge to fulfill his/her obligation will lead to immediate dismissal and forfeiture of any payment due. This would include, but not be limited to: tardiness, excessive low percentages, inability to score accurately, failure to consistently call interference calls, discussion outside panel of competitor's scores, interference calls, quality of administration and performance of the event. At a district contest judges represent the members equally as to age and equipment, on a Regional or Championship level they represent the members of the ESA as a whole, not individual districts or regions. Each judge may be required to submit a reference sheet, a letter of recommendation, and sign a contract with the competition director and/or judging coordinator (head judge). It is recommended that judges selected to premier and post season competitions be the highest qualified experienced individuals that can be obtained by utilizing performance formulae based on previous experience, deportment, and adherence to the ESA judge's course, without regard to geographical location.

**Head Judge** Position of the ESA: Acts, when at all possible as Head Judge to all premier and post season events and this position is filled by the Competition Director of the ESA.

## **VI. OTHER EVENTS AND INSTRUCTIONS**

A. **IRON SURFER** - To be eligible for the iron surfer award and individual must enter and compete in a minimum of three individual events. Tag Team does not count toward the Iron Surfer award. All other results will count toward total points. Regional and individual points will be awarded to all finalists in each division point values will be equal to the number of entries in the division. (i.e. first place in field of 36 would receive 36 points, second place 35 points, and so on).

## **VII. AWARDS**

ESC, Regionals, ESA Specialty Events: All finalists shall receive awards/trophies

ESA District Contests: While 50 percent of any finalist **must** receive awards, it shall be at the discretion of the contest director, and advertised to the membership prior to the event, whether each finalist shall receive a trophy/award.

## **VIII. ADDITIONAL INFORMATION**

A. Complaints and protests by competitors shall be in writing and handed to the ESA Competition Director or Contest Director. as the case may be, before action can be taken. All written protests will be handled by the ESA Competition Director or Contest Director as the case may be and/or The HEAD JUDGE AND THEIR DECISION WILL BE FINAL.

No judges are to be approached over a call or results or a penalty may be imposed on the individual concerned. Further, videotape or other recording medium presented by a competitor, their parent, spouse or guardian or any other party, WILL NOT be reviewed or otherwise taken into consideration in connection with any protest.

No heat that involves a competitor whose advancement is under protest will take place prior to the resolution of the protest.

#### B. ANNOUNCEMENTS DURING COMPUTER SCORING

- During the heat the announcer should not announce the computer scores or standard of ride until all the judges' scores are entered into the system.
- All announcements of interference must be conveyed to the announcer by the Head Judge or Contest Director before they can be announced publicly
- In all heats and finals computer scores must be given throughout the whole heat
- If the commentator gives a score and it is wrong due to judges putting in the incorrect scores, the commentator giving the wrong score, or for any other reason, then the surfers will have no form of protest.
- The announcer may not make any announcement or call any wave conditions (i.e. approaching outside sets, etc) that may benefit one contestant over another
- If any surfer requires information from the water during a heat they must use hand signals as described below:
  - Time remaining is one hand touching another above the head
  - Wave count is one arm outwards horizontal to the water
  - Scores, last scores, total, needed to win, etc is both arms out horizontal to the water.
  - If contestants hear and understand the above they must acknowledge by waving one arm

If the computer system is used and breaks down, the Head Judge may choose to switch to the manual tabulations described here. This will be adopted at the point designated by the Head Judge and Contest Director.

#### C. Qualifying to Regional Championships

In order to receive an invitation to Regional Championships, an athlete must

- a. be a member in good standing with the ESA
- b. have competed in no less than 50% of the district events they were eligible to compete in
- c. have amassed the points necessary in 3A divisions, to be within the 'slot distribution' for the district, which is based on membership per division, per district, or failing that,
- d. have met 'a' and 'b' above in order to receive an **alternate** invitation.

All athletes who meet these requirements are eligible for Regional Competition. No athlete shall be passed over in ranking in favor of another athlete, either for invitation purposes or slotting.

#### D. COMPETING IN OTHER ESA DISTRICTS

Any ESA member in good standing, may compete free of membership obligation in **any** district in the ESA any number of times. No member of the ESA shall be denied this privilege of membership, regardless of the number of times the member wishes to surf 'outside' his/her home district.

No points may be accrued for the division(s) surfed however, unless the member joins the district they are competing in. Further, no athlete may accrue points in their home district for competition in another district local event. Exception: Events that are held in conjunction with another district as part of each districts 'home' season, and sanctioned by all districts involved.

#### E. POINTS FOR NON-ESA RUN EVENTS (DISTRICT)

No points shall be credited for any event for any division, that is not either an ESA regular district event or an event scheduled by the competition headquarters of the ESA. (e.g.: East Coast Scholastics, etc.)

#### F. MINIMUM NUMBER OF DISTRICT EVENTS

Every district in the ESA must conduct a minimum of 4 district events during a competition season. All contests conducted by each district must include each and every membership division. All divisions must be offered in each and every contest in order to qualify any athlete to post-season competition from a particular division. IE: All contests during a district season must offer all divisions, other than specialty. If a district does not conduct 4 events in any given division, then no athletes from that given division may qualify for post-season competition. (ie: Regionals, ESC, etc.) Further, there cannot be separate events held for one division. Eg: Open Shortboard.

The following districts have an exemption from the 4 district event rule only: Great Lakes, NGFL, Alabama, WFL

#### G. DROPPING THE LOWEST EVENT

Any and all districts that conduct 5 or more contests MUST drop the lowest event for each athlete, in each division. (IE: final standings would be best 4 of 5, 5 of 6, 6 of 7, and so forth)

#### H. SMOKE FREE AREA

All contests shall be smoke-free in the administration/judging area at all times. Further, if there is a competitors tent provided for competitors, this area shall be smoke-free at all times as well.

### IX. ESA ALL STAR TEAM

#### A. TEAM SIZE

Thirty-six (36) athletes of which 23-26 are the youth competition/travel team (Menehune, boys, juniors, girls, youth Bodyboard divisions, youth Longboard divisions, open short board)

#### B. TEAM SELECTION

Each June, the districts of the ESA are invited formally (by written notice) to make recommendations to the Allstar team director of potential athletes in their district who might meet the strict tri-fold criteria:

##### 1. STYLE

- a. How one is perceived, how they carry themselves
- b. Their involvement in their district, put back to the organization
- c. Their prime loyalty to the ESA and its principals
- d. A drug free lifestyle and reputation

##### 2. ATTITUDE

- a. An athletes over all persona. His/her beach attitude, his/her reputation in and out of the water
- b. Reception to constructive criticism and willingness to improve and positive reception to coaching

3. **PERFORMANCE** This is the accumulated result of 4 (or 3 if adult) trials. They, and the formulae used to give a performance ratio are:

- a. *Season*: Top 4 of their district season: 4 points, Champion bonus: 2 pts
- b. *East Coast Scholastic Championship*: (youth team and any scholastic aged nominee) 1 point for each round advanced (in any division in which there are more than two preliminary rounds) subject to maximum point accumulation of 6 points. Champion bonus: 2 pts.
- c. *Regional Championship contests*: same as b. Exception: Maximum point accumulation is 5 points. Champion bonus: 2 pts.
- d. *Eastern Surfing Championships* (ESC® {Mandatory Trial}): Same as b. Exception: Maximum point accumulation for advancement points is 6 points. Champion bonus: 3 pts.

Once these trials results are totaled, this gives you the final performance ratio. The final team roster shall be comprised of the nominees who have the highest degree of all three criteria and the team for the following calendar year shall be presented during the awards ceremonies at each years ESC® in both divisions (youth/travel team and adult/honorary divisions).

Prior to January 1st of each year, the Allstar director will announce the following positions on the team: Team Captain, Junior Captain (responsible for all team members on the youth competition team), Female divisions Captain

All members of the ESA Allstar team are contracted athletes of the ESA.

C. All-star team members receive complimentary entry fees paid to local ESA district events, subject to continuance of being a member in good standing of the team.

D. All-star team members receive an ESA slot (in the division which they are chosen for the team) to the regional event held in the year they are an All-star, subject to meeting local district contractual requirements. They do not receive a normal district slot.

**EASTERN SURFING ASSOCIATION  
JUDGE'S COURSE-November 2005**

**INTRODUCTION**

The role of a judge in a surfing contest is to decide which surfer performs the closest to the judging criteria in any heat. It is essential, therefore, that judges have experience and knowledge to give them confidence to obtain the correct results.

The improvement made in the sport of competitive surfing over the last three years cannot be attributed to improvements in equipment and increased levels of surfer's performance alone. The increased success of surfing as a competitive sport can also be directly linked to improvements and refinements made to the competitive rules and judging criteria.

Any competitive system is only as good as the people who are charged with the responsibility of determining the outcome of the competition. IE: **THE JUDGES**. Judges who genuinely wish to improve their capacity to determine between surfers who perform closest to the judging criteria and those who do not, need to be prepared to continually monitor their effectiveness as judges of competitive surfing.

This course is designed to give a basic understanding of the surfing criteria and guidelines required for sound judging.

**THE SURFING CRITERIA**

**"A surfer must perform radical controlled maneuvers in the critical section of a wave with Speed, Power and Flow to maximize scoring potential. Innovative / Progressive surfing as well as Variety of Repertoire (maneuvers), will be taken into consideration when rewarding points for waves ridden. The surfer who executes this criteria with the maximum Degree of Difficulty and Commitment on the waves shall be rewarded with the higher scores."**

**Distinct and important Criteria**

The fundamental importance of the surfing criteria is that each judge understands what he is looking for and each surfer knows the points on which he is going to be judged. It is vital for each member of the judging panel to adhere to the same point of reference (the criteria) so that each competitor knows how to maximize his scoring potential.

**RULES CHANGE FOR ISA/ESA/ASP JUDGING**

*"Variety and flow to earn the points"*

Surfers will have a lot more room to maneuver on this year's Foster's Men's World Tour and ASP Women's World Championship Tour with a new judging criteria to be showcased in the perfect point waves of Australia's Gold Coast. With the unveiling of the new judging assessments at next week's Quiksilver Pro presented by Boost Mobile and the Roxy Pro presented by Boost Mobile, the world's best surfers will be rewarded for being even more explosive and creative than ever before.

Former six-times world champion Kelly Slater (USA) had season-long discussions with Head Judge Perry Hatchett last year, and pointed out that a lot of the maneuvers that some of the WCT surfers have in their repertoires are being done by an increasing cross-section of surfers at the beach these

days. The new criteria draws the entire Top 45 lineup to risk more to gain more.

"It sounds really good" said reigning and three-times world champion Andy Irons, who arrived on the Gold Coast on Wednesday night. The Hawaiian is charged to capture his fourth title and go one better on his runner-up finish to Australia's Michael Lowe in last year's Quiksilver Pro.

"We haven't had a change in the judging criteria for five years, and that was the first modification in many years, but the way that the guys have been pushing performance standards over and over, it was time for a review to keep up with those advancements" declared ASP Head Judge Perry Hatchett.

"I'm looking forward to seeing everyone cutting loose with big moves, instead of milking it to the beach" continued Irons. "Every year I love coming to the Gold Coast for the Quiksilver Pro. It's one of my favorite places and favorite events. This is such a good place! What better place to bring in a new judging system. The waves at Snapper are great."

Reading from the 2005 edition of the ASP rulebook, the judges will draw their assessment of surfers' rides from the following definition:

"A surfer must perform radical controlled maneuvers in the critical section of a wave with Speed, Power and Flow to maximize scoring potential. Innovative / Progressive surfing as well as Variety of Repertoire (maneuvers), will be taken into consideration when rewarding points for waves ridden. The surfer who executes this criteria with the maximum Degree of Difficulty and Commitment on the waves shall be rewarded with the higher scores."

The relevant changes for 2005 are the placement of the word 'Flow', which replaces the former inclusion of 'Style', and the addition of the evaluation of 'Variety of Repertoire'.

It became obvious over recent years that people were misinterpreting the word 'Style'.

Some individual competitors would be losing to certain surfers and the first thing they would exclaim in protest to the Head Judge over their result was "I've beaten this guy before he leaves the beach because his style is so horrible. the way he approaches a wave and stands."

"My first comeback was that that was not the way 'style' was interpreted by the judges," said Perry Hatchett. "

"The judges were defining style as how the surfer reads the wave, utilizes sections, and the whole wave overall" continued Perry, adding that whenever he discussed the matter with Kelly Slater, the six-time world champ always used the word 'flow', as in being synchronized with the wave.

A prime case in consideration of the former misinterpretation of the word 'style' is Brazilian Peterson Rosa who finished 10th in the Foster's Men's Tour ratings for 2004.

Rosa is restricted in his style after snapping the ligaments in his hamstring muscle as a grommet. The liability of his injury is being unable to excessively bend his front leg, and yet the brazen natural footer has incredible flow, well known for linking sections with radical floaters, and regularly taking on critical sections with complete commitment.

"There are so many different styles amongst the Top 45 surfers. Some have very beautiful styles, while others are not that beautiful but very radical doing lots of sick turns. It is definitely better to be judging flow," said Rosa, who was the first foreigner to arrive on the Gold Coast for this year's Quiksilver Pro.

The inclusion of variance in repertoire into the judging criteria will be regarded as a solid step forward, especially by the top ranked surfers, who are well accomplished and applauded in all departments.

"I don't think it will change a lot with the judging of the top guys," said Mick Fanning (Australia). "The Top 16 are doing that stuff anyway - no two turns are the same. I think it might be a little different for the guys who come through the WQS doing the same turn to get through heats. It should improve things though and generally make it more exciting."

"Everyone can do big turns these days, but the new criteria means that three different big turns are going to get the big scores," said Jake Paterson.

"Some surfers have been remaining on safe ground while other guys like Slater, Andy Irons, Occy, Taj Burrow, Joel Parkinson and even Sunny Garcia use a full variety of maneuvers in their repertoire" observed Perry Hatchett.

Taking Joel Parkinson (Australia) and Taj Burrow (Australia) as examples, neither has yet won a world title and yet they do everything possible to any wave the ocean deals them. From re-entries and full roundhouse cutbacks, to floaters, tube riding and through to aerial type maneuvers, they do it all - but they've had a hard time getting a grasp of what they should be doing.

Taj Burrow won the second last WCT event of last season in Brazil blowing everyone away with a repertoire of moves on almost every wave that were as diverse as they were critical. The West Australian's performance was a talking point on tour for weeks. Taj and Joel were raised looking up to Kelly Slater's seemingly boundless repertoire, and the top shelf he established in the 90's is becoming both more crowded and limitless.

"The boys are being encouraged to mix it up more. It'll be good to watch and get rid of those heats where you see surfers tempted to use the same reliable turns to get through," said Darren O'Rafferty (Australia).

"There's a lot of guys who do a lot of back-foot half maneuvers or monotonous turns," continued Perry Hatchett. "With the new criteria, the degree of commitment and difficulty put into their variety is the part that is going to earn them their major scoring."

"We're looking to break away from easy maneuvers and put the risk factor up there. We need to get away from the safe side of surfing and see the levels that we see in exciting free-surfing sessions brought into the WCT arena. It has to be more explosive to the public."

With flow, variety of repertoire, commitment, speed and power, as well as radical application all now sections of the judging criteria, the ASP tours will be establishing more definitive grounds for both assessment and entertainment this year  
(from Paul Sargeant)

## THE JUDGING PANEL

The judging panel is made up of 7 judges. This includes 5 sitting judges (for non-computerized scoring events) and 2 in rotation for relief. The panel is controlled and directed by the Head Judge.

The standard of the judging panel is based solely on the individual's qualifications. Politics, judges representing geographic locations, or countries become irrelevant. Responsibility, honesty, knowledge or the rules and criteria, experience, availability, etc. are qualities that a judge must have.

BEFORE JUDGING to have a thorough understanding of conditions you as a judge will be subjected to, such as wages, event schedules, accommodations, transportation, judging rotation, etc. so that you can perform well without added pressure of other factors that may occur. You also must be in good condition

(both physically and psychologically) and be well fed and well rested (good meals and good nights sleep).

Make sure that you participate in the pre-event meeting to establish how criteria and rules will be interpreted at the event you are judging. Judges must know the criteria and rules and be able to implement them in any situation.

### **ANALYSIS OF THE SURFING CRITERIA**

The criteria have purposely been broken into two sentences. The first sentence being the major emphasis of the Criteria, concerns the maneuvers, how radical and controlled they are, the section of the wave they are performed on, and how they are strung together.

The criteria can be graded into four main sections:

#### **1. RADICAL CONTROLLED MANEUVERS**

This is by far the **MOST IMPORTANT PART OF THE CRITERIA**. Contemporary maneuvers basically constitute change of direction of the board on the wave (not the surfer on the board). Such maneuvers would include re-entries, cut backs, floaters, aerials, tube rides, vertical snaps, etc. How radical they are, followed by the amount of control and **Commitment** put into each of them, will determine how high they will score.

**POWER**

**COMMITMENT**

**CONTROL**

**IT IS IMPORTANT TO NOTE, EVEN IF A SURFER HAS COMPLETED 90% OF A MANEUVER, IT WILL NOT SCORE IF HE LOSES CONTROL AND FALLS OFF.**

#### **2. MOST CRITICAL SECTION**

This part of the Criteria describes the positions on the wave maneuvers should be performed to score the maximum points. **THE CRITICAL SECTION OF THE WAVE IS THE "POCKET", CLOSEST TO THE CURL.** The degree of commitment and risk involved in performing a maneuver close to the curl is the reason that it scores higher.

#### **3. SPEED, POWER and FLOW**

The surfer who generates and displays speed throughout his maneuvers, and a display of power, while at the same time, using flow to put his maneuvers together, will score high.

**It is important to note that WAVE SELECTION IS THE SINGLE MOST IMPORTANT FACTOR FOR A SURFER IN HIS HEAT.**

He/she **MUST** comply with the first section of the Criteria to capitalize on full scoring potential.

***4. Innovative / Progressive surfing as well as Variety of Repertoire (maneuvers), will be taken into consideration when rewarding points for waves ridden. The surfer who executes this criteria with the maximum Degree of Difficulty and Commitment on the waves shall be rewarded with the higher scores. (new)***

The object here is to set out to free up the **criteria** with the dual objectives of further rewarding progressive **surfing** and introducing a reward system based on demonstrating variety of repertoire and linking maneuvers together, still in the critical sections of the wave, in a seamless flow of power and speed.

**A Judge must judge the Maneuvers. Not the wave, or length of the ride. Therefore, it is important to judge the maneuvers, not the distance traveled.**

**This is a departure from the old system and too many local judges still regard it as one of the criteria. It is not.**

**It is of the utmost importance for every member of the judging panel to adhere to the same point or reference “The Criteria” so that each competitor knows how to maximize his or her point scoring potential.**

#### JUDGING

The point scoring system to be used is zero to ten broken up into one-tenth increments like this:

0 - 2.0	<b>BAD</b>
2.1 - 4.0	<b>FAIR</b>
4.1 - 6.0	<b>AVERAGE</b>
6.1 - 8.0	<b>GOOD</b>
8.1 -10.0	<b>EXCELLENT</b>

**NOTE:** Refer to this to establish first wave exchanges.

**USE WHOLE POINTS AND HALF POINTS AS MUCH AS YOU CAN DURING A HEAT. RESORT TO DECIMAL POINTS ONLY WHEN NECESSARY. DO SO TO DISTINGUISH BETWEEN WAVES IN THE GOOD TO EXCELLENT**

During the course of a heat, try to use the whole of your scale from 0 -10 regardless of surf conditions. Score the good waves up and the bad waves down.

The experienced ESC judge (top 4 of Easterns) is capable of using the entire decimal system to differentiate and effectively separate rides that are of marginal difference in quality. Most judges are not. If unsure, keep to the whole number and 0.5 increments.

Avoid scoring higher as the heat continues. Bear in mind the previous scoring waves. The final wave exchange in a heat should be in context to the first waves scored in a heat.

**It is important that a judge concentrates on the scoring of individual waves and ignores the final outcome of a heat.**

- **Judges are never to be asked to break ties. They are there to score that heat, on that day without regard to either who is in the water and what the scores are coming in add up to.**

No rides are identical, so try to differentiate between all scoring waves.

Do not deliberate on your scores, put pen to paper.

**All heats, of every contest have their own personality. Each heat, regardless of the wave quality during that time period, has the full potential for 10.0 rides. This is very important to remember. Do not think about the waves or wave scores in previous heats for individual surfers. Rather, concentrate on the rides that are being performed on the 'playing field' the surfers are given for this particular time frame (heat).**

If a judge misses a wave or part of a wave, he should place an "M" in the square on the judge's sheet and have the wave included into his sheet by the Head Judge.

Judges may not change their scores or interference calls. In the event that a mistake has been made, the judge shall have the Head Judge make the change for him.

Call for the head judge. Do not, DO NOT, look over and say :what did you give red for that? That is not what must go on. Ask the HJ to give u an average.

During a heat call wave counts as frequently as possible while the contestants are **NOT RIDING**. Repeat wave counts.

Avoid being influenced by the spectators, commentators, or friendships and other outside influences. Have the confidence to stand by your own decisions.

During a heat do not express your opinions to other judges.

## JUDGING METHOD

It is important to score the first wave exchanges in the heat correctly. That will set the scale for the rest of the heat.

Try to see the wave in terms of scoring potential. While the competitor is riding the wave, maneuvering, you are allocating points that will be automatically added in your mind. Thus, at the end of the wave, or in the case of a fall, you immediately have a score for the ride. Do not forget to compare this score with previous scores and remember: **NEVER DEDUCT POINTS** (already earned during a ride) because a surfer fell.

**IMPORTANT:** "Each judge must give 100% effort. Maximum concentration is essential to ensure your contribution to the panel is significant and personal bias is eliminated."

## JUDGING IN BAD CONDITIONS

A lot of events take lace in marginal conditions. In poor surf you should concentrate on surfers who are utilizing the mini pockets on the wave with explosive maneuvers that are timed to occur at each of these spots on the wave.

Observe if each maneuver has been linked directly to another without "groveling" (rail to rail turns through the flat sections should be distinguished from hopping all the way to the next section). Establish if the surfer is generating and creating his own speed out of turns because the wave will certainly not be cooperating. You also must notice which surfers are completing each wave flawlessly with major significant, perfectly executed maneuvers.

**NOTE:** In poor conditions there are normally not many waves. **Keep in mind the fact that each heat can have 10.0 rides regardless of the wave conditions (see above). This is crucial.**

**It is important that you know how to use a full range on any given wave conditions you are presented with. Never be afraid of rewarding a surfer who utilizes his/her ability on small waves to show extra effort/talent.**

## JUDGING "HEAVY" HEATS

Difficult heats should be accepted as a challenge. This means judging methodically, being extremely critical, watching details, and picturing the whole wave in your mind. In every contest there will always be some heats that are more difficult than others either because they are the first heats of the day, due to worsening conditions, or because it is a close heat due to the level of surfing that is taking place (good or bad). This is when the top judges come to the forefront.

**The following factors should be considered when analyzing each wave in such heats:**

1. Where was the first maneuver performed?
2. How well was the first maneuver executed?
3. How well were the maneuvers connected together?
4. Did the surfer execute rail-to-rail maneuvers through the flat sections or did he just hop all the way to the next section?
5. Compare outside maneuvers to inside maneuvers.
6. Compare take off areas and how deep the surfer was at the initial point of take-off.
7. Consider how the surfer utilized the wave.
8. Consider the ability of the surfer to make sections and whether the maneuvers were functional in doing so.
9. Did the surfer actually complete the maneuver and with control?
10. What did the surfer complete before falling?
11. Comparison between the first scoring wave and the last scoring wave is extremely important. Inexperienced judges tend to over score last waves as they forget or ignore what has taken place during a heat. This often affects a result. However, the good judge will never add up his scores during a heat. He scores colors, not people, and he records history at that moment in time, and moves on.

This is an area where an inexperienced judge can learn a lot from an experienced judge. The experienced judge has the ability to concentrate on the broad picture of what is happening in the heat as well as minor details such as possible paddling interference, etc.

## JUDGING 4, 5 AND 6 MAN HEATS

100% concentration is the key. It is important not to merely have each score down correctly, but also to assist the Head Judge with wave and interference calls. In such heats the ability to score the wave instinctively in your mind and allocate the score automatically at the end of each ride is of the utmost importance. When several competitors are riding at the same time, it is important to watch everyone. However, it is essential that you focus on the more critical areas. For example, the take off point, the first maneuver, and other outside maneuvers because this is where the surfer's greatest scoring potential will occur. The beginning of a wave is far more important. Therefore, when at least two surfers are riding, concentration must be apportioned according to each surfer's scoring potential on their waves. The

surfer's scoring potential at the end of a wave is obviously much lower. But...it is still there. A surfer finishing with control of his ride, surfing to the judges. Not away from them...can earn extra decimal points.

It is important to get your scores down on your judge's sheet as quickly as possible.

Continuously call wave counts when no competitors are riding.

If unsure about a score, **never ask a fellow judge** because he may have missed something or be on a different scale to you. **Always ask the Head Judge for assistance because that is what he is there for.**

When a surfer continues a ride outside the competition area, your prime responsibility is ***to the surfers inside the competition area.*** This is your **prime** responsibility.

In addition, waves caught ***outside*** the competition area should not be scored. If in doubt, consult with the Head Judge.

## JUDGING LONGBOARD HEATS

The renewed popularity of longboarding has brought with it a need to develop a judging philosophy, especially since judges who were not surfing during that period on longboard equipment will be judging longboard events.

The essence of the matter is to recreate the typical riding approach of the period on relatively standardized equipment, **NOT** to provide an exhibition of modern riding on longer boards. We already have events (and divisions) that cater to modern day surfing.

The criteria set out below presents an approach to recreate surfing of the original longboard era, which still allows creativity, and development of the art of longboarding by its current contemporary exponents.

**LONGBOARDING WILL BE JUDGED ON THE NORMAL SURFING CRITERIA. FURTHER, LONGBOARDING WILL BE JUDGED ON A COMBINATION OF TRADITIONAL AND CONTEMPORARY MANEUVERS WITH CONTROL BEING THE MAJOR FACTOR.**

This criteria is appropriate, provided attention is made to the following:

Points will be awarded for classic surfing maneuvers. In longboarding, such maneuvers include:

- Nose riding, trimming, and stalling
- Walking on the board
- Standing and crouching "Island pullouts"
- Bottom turns - full rail or from the tail
- Cut backs - Drop knee or wide stance/sit down style
- Tube rides and cover-ups
- Top turns and fade take offs
- Late take offs
- Critical surfing

A surfer may embellish his performance with soul arches, quasi motos, head dips, grace and style, although these are not considered maneuvers as such.

This is a summary of maneuvers used in traditional surfing technique. Judges should make themselves aware of these maneuvers and classic surfing in general, by studying suitable reference material in forms of magazines of the era.

**NOTE:** Judges must consider the difference in accomplishment in various nose rides, such as stretch or cheater fives, hang fives, hang tens, and walking back to the tail to continue the ride, and clean conclusions to the ride such as island pullouts as opposed to wipe outs to conclude the ride.

Walking cleanly and precisely foot over foot to the nose and back to the tail is obviously superior to shuffling forward and back.

Classic nose rides are usually best when the walk to the nose is set up by a tail stall or directly in or from the arc of a turn.

It is not necessary for a surfer to “work the wave over” in this division. Simple trimming or climbing and dropping, if performed with control in the critical part of a wave, may receive a high score.

### **SUMMARY OF POINTS TO CONSIDER WHEN JUDGING LONGBOARD HEATS**

1. How well were the maneuvers connected together?
2. Did the surfer walk foot over foot or did they shuffle?
3. Are the surfer’s toes really hanging over or are they back from the nose?
4. Has the surfer used the whole length of their surfboard?
5. Compare outside maneuvers to inside maneuvers. Are they major or minor maneuvers?
6. Compare take off area and how deep the surfer was at the initial point of take off
7. Consider how the surfer utilized the wave
8. Consider the ability of the surfer to make sections and whether the maneuvers were functional in doing so
9. Did the surfer actually complete the maneuver and with control?
10. What did the surfer complete before falling?
11. Do not be fooled by tricks or arched backs. Judge the real maneuvers
12. Most importantly, the rules state that longboarders will be judged on a 50-50-percentage combination of traditional and modern maneuvers with control being the major factor.

Important→ **IF A SURFER IS ONLY SURFING TO HALF THE CRITERIA, THAT SURFER SHOULD NOT BE GIVEN EXCELLENT SCORES (8.0 OR ABOVE). A SURFER MUST COMPLY WITH ALL AREAS OF CRITERIA TO RECEIVE EXCELLENT SCORES!**

### INTERFERENCE

The interference rules determine which surfer has the Right of Way (**ROW**) as situations arise. It is up to the individual judge to determine whether the surfer with **ROW** has possibly been hindered in his/her scoring potential. The key word in these criteria is “possibly”. Each judge must decide for himself or herself.

When in doubt...don't. Be prepared in your mind to defend your decision, not to the athlete, but to yourself. Be sure.

A head judge cannot call interference for a panel. A HJ can advise the panel who has priority.

What a judge considers:

1. Which surfer has the **ROW**? Inside surfer always has unconditional **ROW**.
2. Was there interference or not? Did the surfer with unconditional **ROW** have his scoring potential possibly hindered?
3. What rule reflects the infringement? Drop in, snaking, paddling, breaking down a section, excessive hassling.

## **INTERFERENCE - BASIC RULE**

- A. "The surfer deemed to have inside position for a wave has unconditional right of way for the entire duration of that ride. Interference will be called if, during that ride, a majority of the judges feel that a fellow competitor has possibly hindered the scoring potential of that surfer deemed to have right of way for that wave".
- B. "Anyone who stands up in front of a surfer with right of way has the chance to ride or kick out of the wave without being called for interference, unless he hinders the scoring potential of the surfer with right of way by any means including excessive hassling, leg rope pulling, or breaking down a section".

## **INTERFERENCE - SPECIFIC RULES**

Wave possession or right of way will vary slightly under the following categories, as determined by the nature of the contest venue, but basically it is the responsibility of the judge to determine which surfer has the inside position based on whether the wave is a superior right or left. If at the initial point of take off neither the right or the left can be deemed superior, then the right of way will go to the first surfer who makes a definite turn in his chosen direction.

### **A. Point Break**

When there is only one available direction on any given wave, the surfer on the inside shall have unconditional right of way for the entire duration of that wave.

### **B. One Peak Break**

If there is a single, well defined peak, with both a left and a right available at the initial point of take off and neither the right or the left can be deemed superior, then the right of way will go to the first surfer who makes a definite turn in his chosen direction (by making an obvious right or left turn). A second surfer may go in the opposite direction on the same wave without incurring a penalty providing he does not interfere with the first surfer who has established right of way (i.e. he may not cross the path of the first surfer in order to gain the opposite side of the peak unless he does so without possible hindering, in the majority of the judges opinions, the inside surfer).

### **C. Beach Break**

With multiple random peaks. In these conditions, wave possession may vary slightly according to the nature of an individual wave.

1. With multiple peaks there will be cases where one swell will have two separately defined peaks, far apart, that eventually meet at the same point. Although two surfers may each have inside position on those respective peaks, the surfer who is first to his feet shall be deemed to have wave possession and the second surfer must give way by cutting back or kicking out before hindering the right of way surfer.
2. If two surfers stand at the same time on separate peaks that eventually meet then:
  - a. If they both give way by cutting back or kicking out so that neither is hindered, there will be no penalty.
  - b. If they cross paths and collide or hinder one another, the judges will penalize the surfer who has been the aggressor at the point of contact.
  - c. If neither surfer gives way by cutting back or kicking out and **BOTH** share responsibility for the confrontation, then a double interference will be called.

### **PADDLING INTERFERENCE**

Another surfer paddling for the same wave should not excessively hinder a surfer who has inside position. Paddling interference may be called if:

- A. The offending surfer makes contact with or forces the inside surfer to change his line while paddling to catch the wave causing possible loss of scoring potential.
- B. The offending surfer obviously causes a section to break down in front of the inside surfer which would not normally have happened causing loss of scoring potential.
- C. When a surfer is put in a position while paddling out that he cannot get out of the way, and a collision happens due to this, it is up to a majority of the judges to call interference based on whether it is felt to be accidental or not.

Paddling interference has occurred when there is:

- **PHYSICAL CONTACT**
- **FORCED CHANGE OF PADDLING LINE**
- **BREAKING DOWN A SECTION CAUSING LOSS OF SCORING POTENTIAL**
- **HINDERING A SURFER'S RIDE BY ANY MEANS**

### **SKAKING**

The surfer who is farthest inside at the initial point of take off and has established wave possession is entitled to that wave for the duration of his ride even though another surfer may subsequently take off in the whitewater behind him. The judges will not penalize the surfer because he has the right of way even though he is in front.

If the second surfer has not hindered the original surfer with right of way then the judges may choose not to penalize him and will score both surfers' rides.

**If in the opinion of the judges, the second surfer has interfered with (snaked) the original surfer with the right of way by causing him to pull out or lose the wave then interference may be called**

**on the second surfer even though he is behind the first surfer when the penalty is called.**

## JUDGES DISCRETION

Judges must wait until the completion of the tabulation work before checking the tally sheets for results.

**No judge of an event may pass comment on a surfer's chances in any event to the public, media, or other contestants or their supporters.**

Judges, once selected, must remain on the panel for the duration of the event.

## JUDGING TIPS

- Arrive at the beach early and check conditions and surfing to establish your Scoring range.
- Be punctual in judge's rotation.
- Maintain concentration during heat.
- Minimize conversation.
- Keep up wave counts.
- Check previous heat sheets on your breaks.
- Be open-minded and contribute at judges meetings.
- Try and spend some time in the water every day. Plan your breaks to get wet if possible.

No other area in the contest is more heavily scrutinized than judges. Remember to stay professional and business like at all times, especially off the beach or off rotation. **Do not discuss your scores or opinions to anyone outside the judge panel, head judge or contest director. Never talk with the competitors, their friends or their family about scores, interference calls or other judge's opinions.** If you have a question or problem talk to the head judge or contest director. **Never discuss your problems with the competitors, their friends or family. Judges who do not abide by this rule shall be dismissed.**

This material is to be used as a guide. We welcome input and we are constantly modifying this handbook to accommodate the ever-changing sport of competitive surfing.

Good Luck and thank-you for your devotion to the improvement of the sport we call Competition Surfing!

**Brian Broom**  
**ESA Competition Director**