



## COMPETITION RULES

### PROCESS

- Surfers must register for the competition before 7.45am on comp day
- Surfers should check the Competition Board (located near the judging area) for heat details and rashie colour
- Heats are 15 minutes long unless otherwise specified by the Head Judge (e.g. if the surf conditions are challenging)
- All finals for are 20 minutes long unless otherwise specified by the Head Judge
- Heats start from the water and you will get a 5 minute paddle out time on the YELLOW flag of the previous heat. Depending on the conditions, beginners may have a beach start
- A GREEN flag indicates that a heat is in progress
- A YELLOW flag means there is 5 minutes or less remaining in the current heat
- A RED flag signals the end of the heat
- You must not catch a wave before you see the GREEN flag for the start of your heat
- When the RED flag goes up at the end of your heat you must return to the beach laying down on your board and return your rashie
- A hooter will also sound at the beginning and end of each heat as the official signal to the judges to start and stop scoring waves
- A surfer that has gotten to their feet on a wave prior to the hooter sounding for the start of the heat will not have that wave scored
- A surfer that has gotten to their feet after the hooter has been sounded will not have that wave scored

## SCORING

- A surfer is judged on a maximum of 10 rides during their heat
- A wave is not scored unless both hands of the surfer leave the rails of the board
- Judges give a score of 0 – 10 on each ride
- Your best 2 waves are counted for your total score unless there is a count-back. The count-back procedure is used when there is a draw between 2 or more surfers in a heat
- If you 'drop' in on another surfer in your heat, the score of the 'drop in' wave will not be counted and you will receive only half of the score of your second best wave
- Your final placing at each monthly competition is allocated points (as per ASP guidelines) and these points accumulate to a final end of season score that will determine your season placing at the end of year presentations
  
- *Please see the attached **BGSR Guide to Competition Grades and Judging Criteria** for how each grade is judged*

## IN THE WATER

- Surfers must stay in the designated competition area during their heat. If you are unsure of the boundaries of this area consult with the Head Judge prior to paddling out
- The surfer who takes off closest to the breaking wave has right of way on that wave. You are not allowed to 'drop in' (i.e. take off on the same wave) on any surfer who has right of way
- The challenge for each surfer is to paddle into positions that provide them with the greatest 'right of way' advantage, on the best waves and then to catch those waves and execute the best turns based on the guidelines provides for each division
- Two surfers may ride the same wave if one goes left and the other right, as long as they don't cross paths. The judges will decide if and when a 'drop in' has occurred. The Head Judge has final say in whether a 'drop in' has occurred. A surfer can lodge a protest with the judges immediately following the heat if they think an infringement has occurred. In these instances the decision of the Head Judge is final

## ON THE BEACH

- No competitors are allowed to free surf within the competition area. Any competitor who surfs in the competition area will not receive points for that competition
- When you come out of the water after your heat you must return your rashie immediately
- Every competitor is required to judge and/or 'spot' at least 2 heats
- Before you leave every competitor must assist to carry the gear off the beach and to clean up the beach of all rubbish and belongings