



**SAWindsurf.**

***FreeSpirit Boardriders.com***

**Windsurf Wave event Rules and Regulations.**

**Wave Expression Judging and points**

**Wave & Jumping.**

- 1 Number of Riders per heat: 2 to 4. per round.
- 2 1 or 2- go through to next round.
- 3 Two highest scoring waves are taken out of 10 points.
- 4 Two highest scoring Jumps are taken out of 10 points.
- 5 Two to five judges score view heats and reconfirm off the heats Photographs taken by 3 to 2 official Photographers.
- 6 Heat duration determined on the day from +-15mins, longer if surf conditions require.
- 7 Heat Rider identification. Heat riders to confirm their rig /board with a standing raised sail, time.  
Presented to judges and Photographers within one minute to heat

**WAVE Factors:**

- 1 Wave Size, riding in critical section of wave.
- 2 Style Innovation, progression.
- 3 Combinations of Moves.
- 4 Variety.
- 5 Expression, speed & power
- 6 Length of ride.
- 7 Overall Impression

**JUMPS Factors:**

- 1 Height, extra height.
- 2 Execution and landing.
- 3 Jump Move Type:
  - Jump-1-5 points
  - Forward loop. 5-9 points
  - Backward loop. 5-9 points
  - Variations of above-add extra points to above.
- 4 Degree difficulty
- 5 Body action.
- 6 Innovation and new & uncommon moves / jumps.

**Priority:**

- 1 Rider up wind has priority on wave.
- 2 Another rider without priority may join the wave, but may NOT hinder or be in priority riders space.
- 3 Rider loose priority when they fail to use or ride. OR if the wave closes a section inbetween each rider.
- 4 Rider with Priority still has right of way to beach.
- 5 Rider does not have Priority to a second wave if pulls out first even if upwind, priority is lost.

**Interference and crashes.**

- 1 Rider with out priority maynot interfere with other riders wave, may cause loss of that riders score, or disqualification if done twice.
- 2 Crashing into another rider from a down wind position on the wave, is not allowed and will cause loss of wave score.
- 3 Aerial crashes onto downwind riders, are likely, it is upto the downwind rider to be clear of upwind rider.
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- 5 Jumping crashes are likely possible if rider following behind a wave coming in and downwind rider must be aware and avoid this.
- 6 Crashes and loss of rigs can be notified to judges and request RE-RUN HEAT.

**Heat Runs:**

- 1 Heats will start in sequence of Director timing schedule, posted and notified. Heats will start a time notified at Briefing.
- 2 WAVE briefing time is notified.
- 3 Riders will be notified of Round start time and be prepared at least 10 mins before heat on beach.
- 4 HEAT flag indicator is up at start of heat and down at end of heat.  
Scoring ends then or except when rider is still on wave, ends on that wave.
- 5 Riders must follow the heat progressions and must be ready for which heat number they are in.
- 6 Rider identification must be done within ONE minute to their heat.
- 7 HEATS will be consecutive and back to back with a notified time gap of 5 to 30mins between heats.
- 8 NOTICE board heat flow chart to be monitored by riders them selves.
- 9 RE RUN heat will be done if riders - request is accepted for fairness, and or added to wild card slot.

**Rights & controls.**

- 1 Event director has full rights to disallow or change entry or heats in the interest of safety and fairness.
- 2 All riders to notify of any distressed rider, unsafe action or sea condition to director and beach guards where soon as possible,
- 3 Beach water safety is priority and a rider in distress should always be attended to first before riding or sailing further.
- 4 No unlawful activities and arguments will be tolerated - total fun and social enjoyment is the key objective

**THANKYOU ALL FOR YOUR CO OPERATION- Event Director - Officials**