

**EASTERN SURFING ASSOCIATION
JUDGE'S COURSE-November 2006**

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	BAD
2.1 - 4.0	FAIR
4.1 - 6.0	AVERAGE
6.1 - 8.0	GOOD
8.1 -10.0	EXCELLENT

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