

2008 SURF ALOHA KAYAK SURFING COMPETITION RULES AND REGULATIONS

- Rating as Novice or Expert:
 - You must compete as an Expert if you finished among the top 3 in the same Novice event in each of the last 2 years.
 - You must compete as an Expert if you finished among the top 3 in the same Expert event in either of the last 2 years.
 - You have the option to compete as a Novice or an Expert if you did not finish among the top 3 in the same Expert event in each of the last 2 years.
- Military personnel may compete in both the Military and the Civilian Divisions. Please present your Military I.D. at Registration.
- The Surf Aloha Committee reserves the right to make all final decisions regarding the use of equipment and competitor eligibility to compete in any event division and/or category.
 - Surf kayak "type" or "model" must be appropriate for the event category. **On the registration form, you must list the kayak model you will be using FOR EACH CATEGORY.**
 - Comparable kayaks from other manufacturers may be used in the appropriate category, e.g. Scrambler, Wave Witch, etc.
 - You may change the type or model of kayak you use at the time of Registration, subject to the final approval of the Committee.
 - Only sit-on-top plastic kayaks, 13 feet or longer, with or without a rudder, can be used for the Surf Sprint event.
- This is an American Canoe Association (ACA) insured event.
 - You are required to purchase event insurance at \$10.00 per person if you are not an ACA member. Please include the payment with your registration form.
 - You must show proof of current membership if you are an ACA member. Please present your card at the time of Registration. Any ACA member who fails to show proof will be assessed the \$10.00 fee upon Registration.
 - All competitors must sign the ACA "Waiver of Liability."
 - You will not be allowed to compete if you fail to submit a signed waiver, purchase insurance, and/or show valid proof of ACA membership. No refunds will be given.
- Event registration is from 6:30 to 7:30 a.m. on Saturday, June 14, and from 7:00 to 7:30 a.m. on Sunday, June 15. Please pick up your "packet," t-shirt, and raffle tickets at the registration table on your first day of competition.
- All competitors must attend a brief orientation meeting at **7:30 a.m.** in front of the grandstand on each day they compete.
- Competition begins promptly at 8:00 a.m. on both days. Heats will run back-to-back every 20 minutes. The heat schedule will be in your packet and posted on the boards at the back of the judges' stand. There may be more than one heat per category so please check the boards for the time of your heat. Check the board throughout the day for possible schedule changes.
- Safety equipment -- PFD and helmet -- are required for this competition. Equipment will be provided or you have the option to use your own. Anyone not wearing safety equipment will be disqualified and not allowed to compete.
- Pick up your rash guard, PFD, and helmet next to the judges' stand just before your heat and return them promptly after the heat. Be prepared to paddle to the competition area outside the buoys 5 minutes prior to the start of your heat. Do not enter the competition area until you see the **green** flag above the judges' stand and hear the horn announcing the start of the heat.
- Heat time will be **19** minutes in length with **1** minute of "transition time" in between each heat. Look for the flag color located above the judges' stand to indicate the following:
 - You will hear one long horn and see the **green** flag to announce the start of the heat.
 - You will hear one long horn at **15** minutes to signify **4** minutes remaining in the heat. Flag will be turned to **YELLOW**.
 - You will hear one long horn and see the **red** flag at **19** minutes signifying the end of the heat. Please exit the competition area as quickly as possible at this time as the next group of competitors move into position for the start of the next heat.
- Your score for each heat will be the combined total of your top 3 scored rides. In the event of a tie, the next highest scored ride(s) will be added to the total score until the tie is broken. Keep in mind that the judges will score a maximum of 10 rides per competitor in each heat.
 - Please make every effort to take off and complete your ride inside the competition boundary markers or the judges may disqualify your ride.

- The penalty for surfing interference (as witnessed by at least two judges) will be the loss of your highest scored ride. Your next 3 highest scored rides will then be used to determine your final score for the heat.
- Definitions of "interference":
 - When a person catches a wave on which someone is already surfing and gets in that person's way;
 - When a person intentionally cuts in front of a surfer who is taking off and who is closer to the peak;
 - When a person hits another surfer;
 - When two people catch the same wave in close proximity, it is the rider furthest from the peak who has interfered. HOWEVER, if two people catch the same wave in close proximity and one person intentionally goes left and the other intentionally goes right, no one has interfered.
- Trophies will be awarded to place winners at the ceremony following the end of competition on Sunday, June 15.
- You must be present to win raffle prizes.
- Surf with ALOHA! and KAYAK FOR KATE

JUDGES' SCORING GUIDELINES

1		Wave catches the surfer rather than surfer catching the wave.
2	BELOW AVERAGE	Surfs in white water.
3		Surfs in a straight line. Does not turn.
4		Shows little or no control.
5	AVERAGE	Entry/exit from the wave is sloppy.
6		Chooses and catches the wave.
7		Surfs in blue or clear water.
8	ABOVE AVERAGE	Executes one or two turns instead of surfing straight.
9		Shows control.
10		Has clean entry and exit.
1	PERFECT	Executes tricks like 360's, backward takeoffs, cartwheels, and floaters.
2		Carves up and down, back and forth on the wave face.
3		Surfs with complete control.
4		Enters and exits the wave with style.
5		Maximizes the length of the ride.

DESCRIPTION OF "PERFECT RIDES" BY EVENT CATEGORY

DECK BOAT	Executes tricks for the <u>entire</u> ride, including 360's, floaters, and cartwheels. Tricks appear more controlled than Wave Ski tricks.
SCRAMBLE'D UP SCUPPER SHOW OFFS	Demonstrates best control. Carves back and forth. Maximizes length of the ride.
SIT-ON-TOP WITH RUDDER	Maximizes use of the rudder and length of the ride. Carves up and down, back and forth on the face of the wave.
SIT-ON-TOP WITHOUT RUDDER	Demonstrates best control and maximizes potential of the kayak.
STRIKE-OUT & KAOS CHAOS	Carves up and down, back and forth across the face of the wave. Executes tricks like 360's and floaters.
TANDEM	Demonstrates best control. Carves up and down, back and forth across the face of the wave. Executes tricks like standing up.
WAVE SKI	Executes tricks for the <u>entire</u> ride, including 360's and floaters.
JUNIORS' OPEN MASTERS' OPEN OPEN DA' KINE WAHINES' OPEN & MAKULE OPEN	These 5 events may include a variety of kayaks. Demonstrates best control. Maximizes potential of his/her kayak.