

# Rulebook 2018

## citywave® - stationary wave riding



ALL CHANGES FROM PREVIOUS VERSIONS CAN BE REQUESTED FROM ATV

**LAST UPDATED Januar 2018**

action team Veranstaltungen GmbH

Fraunhoferstraße 8

82152 Martinsried

GERMANY

Phone: +49 (89) 89520711

email: [info@citywave.de](mailto:info@citywave.de)

[www.citywave.de](http://www.citywave.de)

All rights reserved.

Modifications to this Rulebook can happen at any time with the approval and under the authority of the Headjudge and contest director.

The Rulebook will be enforceable upon publication on [www.citywave.de](http://www.citywave.de).

This Rulebook and the contents herein are the copyright of action team Veranstaltungen GmbH

# COMPETITION RULES

## Article 1: General rules

- surfing with leash is a precondition
- surfing between the heats is just allowed for the surfers of the upcoming heat to warm up
- All necessary information will be printed on the blackboard at the event module
- time-schedule can always change. All surfers have to check every now and then and should not leave the event module for an extended time

## Article 2: Lycra

The coloured lycra has to be worn during the heats, interviews and the award ceremony. After your heat (excluding the finals) please return the lycra to the issuing office.

## Article 3: Heat Rules

- up to 4 surfers ride in one heat
- heat time will be 8 minutes (4 surfers) and 6 minutes (3 surfers)
- heat starts with one honk
- heat ends with one honk
- heat gets interrupted with 2 times honk
- every wave has a max. of 30 sec.
- 1 time whistling means 5 sec until end of wave (last trick)
- 2 times whistling means end of wave - please leave the pool directly

## Article 4: Missing Heats / Non-Attendance

Every surfer has sole responsibility to get in time to their heats. Missing a heat leads to disqualification.

The registration obligates the participation at the contest.

## **Article 5: Injury**

Every Surfer with a present injury (doesn't matter if it has already happened before the contest or meanwhile) is obligated to get checked with the contest doctor before starting to surf (again).

## **Article 6: Priority Rule**

Surfers start in order the headjudge or speaker will announce before every heat and will follow this order due to the whole heat.

## **Article 7: Interference Rules**

Interference penalties are called by the judges and must have a majority to be declared an actual penalty

Reasons can be:

- if they don't follow the priority rule ("snaking")
- surfing between heats if the surfer is not surfing in the upcoming heat
- also in general: breach of rules, unfair, on purpose and gamesmanship behavior

If a surfer interferes more than twice then he/she can get disqualified and must leave the competition area.

## **Article 8: Judging criteria qualification**

Judges will assess by overall impression of the 2 best waves.

## **Article 9: Judging criteria**

Events are comprised of rounds and those rounds are made up of heats with anywhere from three-to-four surfers looking to lock in their two highest-scoring waves -- both out of a possible 10 points for a possible 20-point heat total. A panel of judges scores each wave on a scale of one to ten. The surfer receives the average of the scores. There is no limit on the number of waves that will be scored, but the two best scoring waves (each out of a possible 10) are added together to become a surfer's heat total (out of a possible 20).

1. Speed, power and flow

Maintaining speed surfing rail to rail, utilizing the full potential of the wave.

2. Combination of major manoeuvres

Surfers must execute radical controlled manoeuvres, focus will be on good surfing style rather than tricks. A combination of turns and tricks will be rewarded highest.

3. Variety of manoeuvres

A full repertoire with a variety of manoeuvres shows a complete skill package, which is essential for obtaining excellent scores.

4. Commitment and degree of difficulty

Performing manoeuvres with a high degree of difficulty and full commitment, taking risk instead of surfing safe will be rewarded.

5. Innovative and progressive manoeuvres

Progressive surfing as well as innovative 'new school' performance is what judges are looking for when separating scores and riders.

6. Drop In

Start the run with a drop in gives extra points if it crosses over in a fluently surf. If not it will count just as well as a seated start.

The judging is carried out with variations as follows:

Judges will utilize a 60-40% ratio being that surfers will only ever get a maximum of 60% (6.0 points ) of the scale for surfing, up to an additional 40% (4.0 points ) for tricks when the two aspects are combined.

Incomplete maneuvers will not be rewarded.

Allocation of credit points:

- 0.1-2.00 BAD
- 2.1-4.00 POOR
- 4.1-6.00 AVERAGE
- 6.1-8.00 GOOD
- 8.1-10.00 PERFECT

### Article 10: Prize money

place	Men	Women
1st	300 €	300 €
2nd	300 €	300 €
3rd	300 €	300 €
4th	300 €	300 €
5th	300 €	150 €
6th	300 €	150 €
7th	300 €	150 €
8th	300 €	150 €
9 <sup>th</sup> -16 <sup>th</sup>	150 €	-

### Article 16: Award ceremony

The attendance on the award ceremony is obligatory for the following placements:

Open Men: 1-4

Open Women: 1-4

During the ceremony and interviews it is obligatory to wear the contest-lycra. Properly and visible.