

NEIL LUKE CLASSIC - Terms and Conditions of Entry

In applying to compete in the NEIL LUKE CLASSIC 2024 ("the Event") I ACKNOWLEDGE that there are inherent dangers associated with the sport of surfing and my participation in the Event and that serious accidents can happen which may result in me being injured. To the full extent permitted by law, I agree to ABSOLVE AND INDEMNIFY Kneeboard Surfing Australia Inc ("KSA"), Surfing Australia ("SA") and it's affiliated State Branches ("SB") and sponsors and their subsidiaries, directors, officers and employees from and against any and all liability for injury, loss or damages however caused arising from my participation in the Event. I CONSENT to KSA, SA, SB and sponsors and their subsidiaries collecting and using my personal information for the purpose of administering and promoting the Event. I ACKNOWLEDGE that KSA, SA, SB and sponsors and their subsidiaries will not disclose my personal information to third parties for any other reason without my consent, unless required or authorised by law and that I will contact them if I have any queries or need to change my details.

JUDGING CRITERIA:

0 to 2.0 Bad wave
2.0 to 4.0 Poor wave
4.0 to 6.0 Average wave
6.0 to 8.0 Good wave
8.0 to 10 Excellent wave

A surfer must perform committed radical maneuvers in the most critical sections of a wave with style ,power and speed to maximize scoring potential.
Innovative and progressive surfing will be taken into account when rewarding points for committed surfing.
The surfer who executes this criteria with the highest degree of difficulty and control on the better waves shall be rewarded with the higher scores.
" Australasian rule book"

For athlete's benefit, these are the guide-sheets used by the judges during competition.

A Surfer must perform radical controlled maneuvers in the most critical section of the wave with speed, power and flow to maximize scoring potential. Innovative and progressive surfing as well as a variety of repertoire (maneuvers) will be taken into consideration when rewarding points for waves ridden. The surfer who executes the criteria with the maximum degree of difficulty and commitment on the waves shall be rewarded with the higher scores

BAD WAVE

-no maneuvers or minor maneuvers with no control.....0.1 to 2.0

POOR WAVE

- minor maneuvers or basic maneuvers with control.....2.1 to 4.0

AVERAGE WAVE

- basic maneuvers ,1 major and minors with control.....4.1 to 6.0

GOOD WAVE

-radical controlled major maneuvers with speed control and power.....6.1 to 8.0

EXCELLENT WAVE

-radical controlled major maneuvers with speed control and power with elements of most parts of the criteria8.1 to 10.00

Radical Manoeuvres

Modern day manoeuvres basically constitute radical changes of direction of the board on the wave (not the surfer on the board). Such major manoeuvres would include re-entries, cutbacks, floaters, aerials, snaps and tube rides etc. When performed with a high degree of control and commitment, they are the highest scoring part of the criteria. When performed with all the factors of the criteria (i.e. speed, power and flow) in the critical section, they will be rewarded by the judges.

Most Critical Section

This part of the criteria describes the position on the wave manoeuvres should be performed to score maximum points. **The critical section of the wave is the pocket (closest to the curl).** The degree of commitment and the risk involved in performing close to the curl is the reason that it scores higher.

Power, Speed & Flow

Speed and power will become more apparent when performed in the critical section of the wave. Generally speaking, the greater the speed the more powerful the manoeuvre will be when performed in the critical section of the wave. Flow has been included in the new criteria and relates to how the surfer links his turns together on the wave and how the manoeuvres are functional in regards to where the manoeuvres are being performed. A surfer that is flowing with wave generally will look as though he/she is reading the wave well and performing the manoeuvres that are suitable to the sections being surfed

Innovative/progressive surfing as well as variety of repertoire (manoeuvres) will be taken into consideration when rewarding points for waves ridden.

Including the words "innovative" and "progressive" to the new criteria allows the surfers to be more expressive with the more dynamic and futuristic manoeuvres that are constantly being created by the elite surfers of our sport. Such innovative manoeuvres can be classified as functional aerials, carving 360° loops, aerial loops and power slides, etc. Innovative, progressive and major manoeuvres, executed with speed, power and commitment become more apparent when performed in the critical section of the wave.

Another of the most important aspect of this part of the criteria is the words "variety of repertoire". A surfer is required surf with a variety of manoeuvres on the waves as this sort of performance has a higher degree of difficulty. This will be taken into consideration when rewarding points.

DEGREE OF DIFFICULTY & RISK (commitment) = REWARD

The surfer who executes the criteria with the maximum degree of difficulty and commitment on the waves shall be rewarded with the higher scores."

The maximum degree of difficulty and commitment are the most important part of this final paragraph. To perform manoeuvres that will be rewarded highly by the judges, the surfers must commit themselves to performing high-risk manoeuvres in the critical sections.

10. JUDGING TIPS

1. Study the heat and conditions prior to your first session of judging. This will enable you to be aware of what sort of ride is good or bad for these conditions.
2. It is important to score the first wave exchanges in the heat correctly. This will set the scale for the rest of the heat. Try to make at least one a one point spread between your first two scoring rides, then if your next wave falls in between your first two you will still have a good spread.
3. Use whole and half points as much as you can during the heat. Resort to decimal places only when necessary (e.g. near the end of the heat).
4. During the course of the heat, try to use the whole of your scale from 0 – 10.0, regardless of surf conditions. Score the good waves up and the bad waves down.
5. Avoid scoring higher as the heat continues; bear in mind the previous scoring waves.
6. No two rides are identical so try to differentiate between all the scoring waves.
7. Don't deliberate on your scores. Put pen to paper. Your first thoughts are usually the correct ones.
8. If a judge misses a wave or part of a wave, he should place an M in the square of the judge's sheet and have the wave included into their sheet by the head judge or an event representative.
9. Judges may not change their scores or interference calls. In the event that a mistake has been made, the judge should have the Head Judge make the correction for him.
10. During a heat, call wave counts as frequently as possible whilst the competitors are not riding. Repeat wave counts.
11. Avoid being influenced by the spectators, commentators or friendships and other outside influences. Have the confidence to stand by your decisions.
12. Do not express your opinions to other judges during the heat.
13. Keep your sheet neat and easy to read so it is easy to tabulate. Any score changes should be completely blocked out and initialled.
14. Always judge the singlet colour, NOT the surfers wearing it.

***Start the heat using whole and half points as much as possible.** There may be the need to use other increments as the heat progresses.

***The score given for the first ride or rides will set the scale for the remainder of the heat.**

***Compare every individual wave score from start to finish of the heat and keep in mind important wave scores to compare against, such as the first wave of the heat, the current highest wave score of the heat.**

If any part of the ride is not seen, contact the Head Judge immediately. Do not copy of the judge next to you, as that score may be incorrect.

***Ignore the progressive outcome of the heat and concentrate on comparing the individual waves.**

Basic Scale

A beginner judge would normally start by using whole and halves, restricting the range of possible scores in the entire scale to 20 scores:

Advanced Scale .2, .3, .7, .8

Elite Scale .1, .4, .6, .9

This is allowed only when both the whole number and 0.5 increments above and below have been used eg. A 6.2 may not be given until a 6.0 and 6.5 have already been used on your score sheet.

***The most basic application to being a good judge is to remember 3 words and their meaning in regards to judging a surfers' ride.**

EVALUATE – The surfers' performance on the wave

COMPARE – Each wave to one another

SEPARATE – Clearly each wave on your score sheet