

## **1. SURF FOILING WAVE COMPETITION**

### **1.1. Equipment Regulations**

1. 1. Foot straps are not allowed in competitive divisions (optional for expression sessions).
2. 2. Leash is mandatory for all competitors.
3. 3. Helmets are recommended; event directors will provide guidance based on conditions and relevant legal or federation rules.

### **1.2. Competition Format**

1. 1. Heats last from 15 to 30 minutes (decided by the head judge based on conditions).
2. 2. Maximum of 4 riders per heat.
3. 3. A two-round system may be used depending on wave conditions and time available.
4. 4. Unlimited waves per heat, but only the best 2 count toward the final score.
5. 5. Scoring can be based on one or two consecutive waves (each wave scored individually).
6. 6. Pumping back is only allowed to reach the wave immediately behind; pumping within the same wave is permitted but discouraged if it disrupts flow or carving.

### **1.3. Wave Riding & Scoring**

#### *1.3.1. Ride Definition:*

- ● Riders may choose to:
  - a) Surf and score a wave, then pump to the next empty wave behind, or
  - b) Use whitewater or a smaller wave for takeoff and pump into the next immediate wave (must be unoccupied).
- ● A maximum of 2 consecutive waves per scored ride (each wave scores individually).
- ● The 2 best-scoring waves are summed for the heat score.

### 1.3.2. Scoring System:

- • Each ride scores 0–10.
- • Judges use a five-tier system:  
0–1.9 (Poor), 2–3.9 (Fair), 4–5.9 (Average), 6–7.9 (Good), 8–10 (Excellent).

### 1.3.3. Judging Criteria:

- • Speed, power, and flow.
- • Degree of difficulty and commitment.
- • Variety and combinations of maneuvers.
- • Progressive and innovative moves (e.g., wing-tip surface slides, foam hits, floaters, airdrops, strapless flips).
- • Powerful turn links with minimal downtime.
- • Critical section surfing (pocket riding if possible).
- • Vertical reentries, cutbacks, and tubes.
- • Bottom turn quality and carving lines.
- • Functional paddle use (for SUP foiling).

### 1.3.4. Maneuver-Specific Criteria:

- • Strapless aerials are highly rewarded if completed in critical sections, but the sport should not revolve solely around aerials.
- • Risky lines and technical difficulty are rewarded.
- • Control, speed, and flow are essential.

## 1.4. Priority Rules and Interference

### UPDATED:

1. 1. Beach breaks: The foiler who gets up first has priority.
2. 2. Point breaks: The foiler in the primary takeoff zone (usually farthest out) has priority when paddling side by side.
3. 3. If riders are in significantly different positions, the first one up has priority.

4. 4. Only one rider per wave, unless surfing opposite directions without interference.
5. 5. A pumping rider must go to an unoccupied wave.
6. 6. Interference is called if a majority of judges believe a rider hindered the scoring potential of another.

*UPDATED: Priority in Pumping vs. Paddling Situations:*

- ● A pumping rider connecting waves has priority over a paddling rider not in a primary takeoff spot.
- ● A paddling rider in primary position has priority over a pumping rider.
- ● Judges assess each rider's actual chance to catch the wave.
- ● When multiple riders are pumping, priority goes to the one who initiates the turn first.
- ● Dangerous or unsportsmanlike behavior results in warnings, penalties, or fines.

### **1.5. Scoring and Results**

1. 1. Final score = sum of the two best rides in each heat.
2. 2. The highest combined score wins the heat.

### **1.6. Spectator Information (if media available)**

1. 1. Live commentary explaining scores and highlights.
2. 2. Digital scoreboard with live rankings.
3. 3. Replay system for key rides and close decisions.

### **1.7. Additional Features (ideal scenario)**

1. 1. Live scoring system for judges' scores to be visible instantly.
2. 2. "Progression Bonus" for successfully landing new or difficult maneuvers.
3. 3. Visual guide with maneuver difficulty chart for spectators.

### **1.8. Competition Area & Conditions**

1. 1. Course setup will be clearly marked and explained in the rider meeting.
2. 2. Limits and markers must be visible.
3. 3. Minimum/maximum wave size (TBD).
4. 4. Wind and weather requirements (TBD).
5. 5. Tow-in may be allowed if wave conditions are unsuitable for paddling.
  - \*5.1. Tow-in starts allowed when conditions demand.
  - \*5.2. Head judge decides on tow-in use, announced at rider meeting.

### **1.9. Event Organization (TBD)**

1. 1. Official roles and responsibilities.
2. 2. Registration and qualification.
3. 3. Event program structure.
4. 4. Documentation and scoring logs.

### **1.10. Code of Conduct**

1. 1. Sportsmanship guidelines.
2. 2. Environmental responsibility.
3. 3. Dispute resolution.
4. 4. Anti-doping policies.

## **2. STRAPPED SURF FOILING WAVE COMPETITION**

### **2.1. Equipment Regulations**

1. 1. Foot straps are mandatory.
2. 2. Board and foil size restrictions are the same as in the Surf Foiling Wave Competition.

### **2.2. Competition Format**

1. 1. 4 competitors per heat; heats last 20 minutes (may extend to 8

competitors and 30 minutes).

2. 2. Each competitor may perform up to 5 tricks per heat.
3. 3. The 2 best tricks are combined for the final score.
4. 4. A maximum of 5 falls is allowed before disqualification.

### **2.3. Scoring System**

1. 1. Each trick is scored from 0–10.
2. 2. Judges use the same five-tier quality scale as in Surf Foiling Wave Competition.

### **2.4. Judging Criteria**

1. 1. Degree of difficulty.
2. 2. Height and amplitude.
3. 3. Smoothness of execution.
4. 4. Innovation and creativity.
5. 5. Clean landings.

### **2.5. Safety Considerations**

1. 1. Greater spacing between competitors due to higher speeds and aerial maneuvers.