



SSC ESA Judging Clinic

March 10, 2006



Basics...



- The role of a judge is to decide which surfer performs **the closest to the judging criteria** in any heat.
- Maximum concentration is essential to ensure your contribution to the panel is **significant** and **unbiased**.

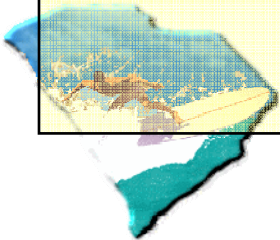


“Any competitive system is only as good as the people who are charged with the responsibility of determining the outcome of the competition.”



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."



ANALYSIS OF THE SURFING CRITERIA

The criteria can be graded into four main sections:

1. **RADICAL CONTROLLED MANEUVERS**

- **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).
- 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

2. **MOST CRITICAL SECTION**

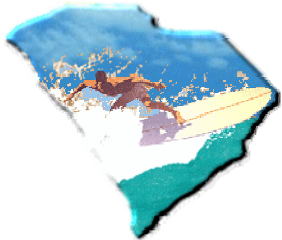
- The critical section of the wave is the “pocket”, or closet to the curl
- The degree of commitment and risk involved in performing a maneuver close to the curl

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.

4. **INNOVATIVE / PROGRESSIVE SURFING** as well as **VARIETY OF MANEUVERS**

- **New.** Rewarding progressive surfing and introduce 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.



NOTE: 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.





Power...



...commitment



...control!

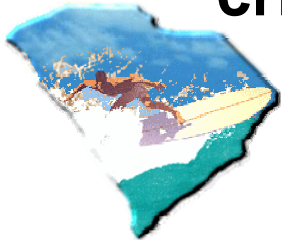


Important notes...

- Wave selection is the single most important factor for a surfer to maximize scoring potential

However...

- 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.

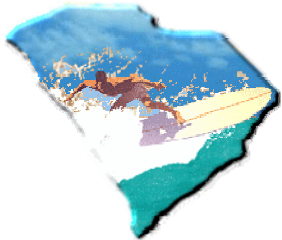


Point Scale

- The point scoring system is zero to ten, broken up into one-tenth increments like this:

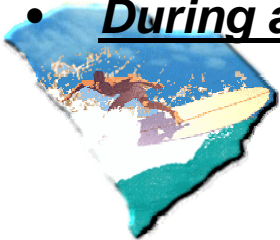
0 - 2.0	BAD
2.1 - 4.0	FAIR
4.1 - 6.0	AVERAGE
6.1 - 8.0	GOOD
8.1 -10.0	EXCELLENT

- **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**
- Use the whole of your scale from 0 -10 regardless of surf conditions.
- Score the good waves up and the bad waves down.



Other notes...

- Avoid scoring higher as the heat continues.
- **Concentrate on the scoring of individual waves** and ignore the final outcome of a heat.
- Judges are never to be asked to break ties.
- No rides are identical, so try to differentiate between all scoring waves.
- **Each heat, regardless of the wave quality has the full potential for 10.0 rides.**
- 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.
- Call for the head judge. **Do not** look over and say “what did you give red for that?” Ask the HJ to give you an average.
- During a heat, the Head Judge calls wave counts as frequently as possible while the contestants are **not riding.**
- Avoid being influenced by the spectators, commentators, friendships, etc. outside influences. **Have the confidence to stand by your own decisions.**
- **During a heat do not express your opinions to other judges.**



...continued...

- 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.
- Your prime responsibility is ***to the surfers inside the competition area.***
- In addition, waves caught ***outside*** the competition area should not be scored. If in doubt, consult with the Head Judge.



Special Conditions

- **Bad Conditions**

- Utilizing the “mini” pockets
- Explosive maneuvers
- Linking maneuvers without “groveling”
- Can have 10.0 rides regardless of the conditions

- **“Heavy” Heats**

- Where was the first maneuver performed? How well was the first maneuver executed?
- How well were the maneuvers connected together? Did the surfer execute rail-to-rail maneuvers through the flat sections or did he just hop all the way to the next section?
- Compare outside maneuvers to inside maneuvers.
- Compare take off areas and how deep the surfer was at the initial point of take-off.
- Consider the ability of the surfer to make sections and whether the maneuvers were functional in doing so.
- Did the surfer actually complete the maneuver and with control?
- What did the surfer complete before falling?
- 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.



Longboard Heats

“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.”

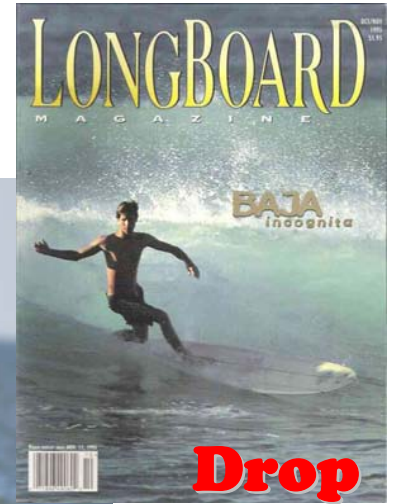
Points will be awarded for classic surfing maneuvers. In longboarding, such maneuvers include:

- 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.
 - 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.

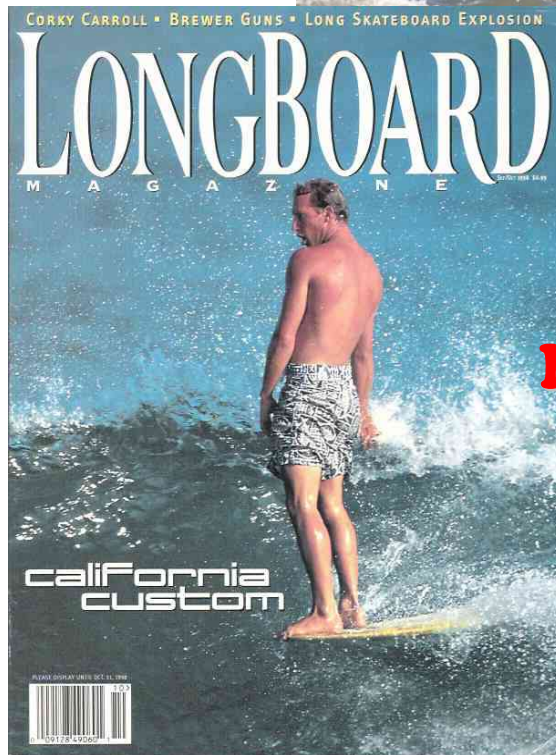




Walking on the board



**Drop
knee
cut
backs**



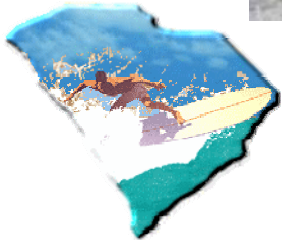
Nose riding



Interference

- Riding Interference

- The surfer deemed to have inside position for a wave has unconditional right of way for the entire duration of that ride.
- 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



It is up to the individual judge to determine whether the surfer with Right of Way has possibly been hindered in his/her scoring potential.



Interference (con't)

- Paddling Interference

- Another surfer paddling for the same wave should not excessively hinder a surfer who has inside position.

- Snaking

- The judges will not penalize the surfer because he has the right of way even though he is in front.

How to score an interference



EASTERN SURFING ASSOCIATION - SSC CONTEST 1

HEAT 10 DIVI E Bjorn

WAVE:	1	2	3	4	15	16	TOTAL	PLACE	POINTS
BLUE	3.5	2.9	5	3			10.2	2	2
RED	3	4.5	4	3.5			8.5	3	3
PURPL Purple	2	3	2.5	3	3.9	3.5	7.4	4	4
WHITE	2	1.5	2.5	2	2.5	2.2	1.5	8.5	5
YELLO	5.5	3	1.5	1	1.5		11.5	1	1
BLACK	1	2	1.5	2.5	1.5	2	6	6	6

- A POOR RIDE 1-2
 - A FAIR RIDE 3-4
 - AN AVERAGE RIDE 5-6
 - A GOOD RIDE 7-8
 - AN EXCELLENT RIDE 9-10

1. Triangle the score of the surfer who interfered

2. Circle the score of the surfer who was interfered

3. Draw a line to connect the two rides

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.



Good luck!

