

How it works:



Each surfer starts his run with a time frame of 20 seconds.

The judging will be executed by the means of a video game format based on a live video - three judges on shore use a hand held device to give credit.

The system is conceived in a way that the surfers judge each other.

For each trick - depending on its difficulty and the quality of execution - the athlete gets awarded extra time which adds up to his 20 seconds (see indication trick list for detailed listing of the tricks and time bonus).

Repetition(s) of an already executed trick will not be acknowledged.

In case of the surfer's first fall the clock stops and he is allowed a restart with the remaining time bonus.

In a case when the surfer's run is not finished at the end of the official course the boat and the clock stop and his run will be continued going in the opposite direction.

2 ways can either end the run:

1. a second fall or
2. the run time - including all credited bonus time - is consumed

The athlete with the longest runtime wins.

The rider can choose from all types of boards: skim, skimsurf or surf. (Each surfer has a training time of 5 minutes within the announced training periods.)

Preliminaries:

Each surfer has the opportunity to participate in one or two qualification rounds depending on the conditions.

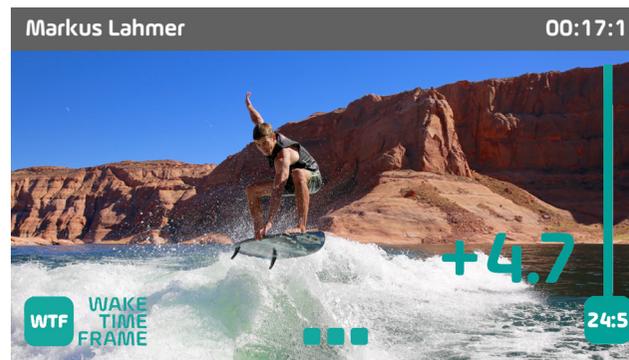
If conditions allow two rounds the one with the longer runtime counts towards the ranking; the participation in a second round is not mandatory.

The 8 best ranked riders from the preliminaries proceed to the head-to-head finals.

Judging Panel



Live Video View



Head to Head Bracket

