



## Menehune Surf Contest Rules

### **Heats/Scoring:**

All preliminary heats, are 15 minutes in length.

10 waves max, with the top 3 waves calculated

Finals are 15 minutes long, 6 waves max, with the top 3 waves calculated.

All heats will begin and end with one blast of the horn and the heat sign displaying green facing the water. A five-minute warning will be indicated by two blasts of the horn and the red heat sign displaying toward the water.

### **Boundaries:**

Red flags will indicate the boundaries. If you surf out of your area, during your heat, your waves may not be seen by the judges, so stay in your heat zone.

If you free surf or practice within the boundaries of the competition you face possible disqualification from the event.

### **Wave Possession:**

The person closest to the peak at the point of take off has unconditional right of way.

If two surfers take off from different peaks, the surfer who got up first shall have right of way, if they come together.

### **Interferences and Penalties:**

Interference has occurred if the scoring potential of a surfer's ride has been hindered by another. The penalty is the deduction of the interfering surfer's lowest scoring wave.

If a surfer stands up or catches a wave and executes maneuvers, after the end of the heat, waves will not be scored.

All judges' rulings are final and can only be overruled by the Contest Director after a protest has been made. Protests must be made to the Contest Director within 20 minutes of the heat in question. If you have a protest, proceed to the check in area and talk to the staff.



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### **Judges and Tabulation:**

A panel of 3 judges plus 1 rotating judge will be used at each site. There will also be a head judge. Results will be announced and posted promptly. Disputes must be brought to the attention of the Contest Director within 20 minutes of the end of the heat in question.

### **Board Lengths**

**Longboard:** longboard length is at least 3 feet longer than the height of the surfer.

**Shortboard:** Shortboards must be 8 feet or less.

### **What else to know about the event**

Before the day of the contest make sure you know where you are supposed to be and the times of your heats. Heat times will be posted on Friday before the event on our website at [www.ljssa.org](http://www.ljssa.org) Keep in mind that heat times may sometimes change and you don't want to be late. Get to the beach at least one hour before your scheduled heat time.

### **At the contest:**

Check your heat time on the main heat board near the check in tables. Check both north and south side divisions.

Check in 15 minutes before your heat starts at the check in area.

You will then proceed to the head judge's tent for your jersey color

The Beach Marshall will review the contest rules before you enter the water. Conditions may change, so listen each time the Beach Marshall gives his explanation.

### **Assistance from a parent**

Assistance by someone else in the water is allowed. The novice division is primarily where this will occur and will not be penalized **in the novice divisions**. If a competitor requires assistance in the regular divisions then a **2 point deduction will be taken on each assisted wave**.



## **Menehune Surf Contest Rules**

### **After your heat**

Return your jersey back on the beach to the head judges tent. If it is your first heat, return to the check in area for your contest goody bag. Results will be posted approximately 15 minutes after the end of each heat.

Do not free surf in the contest area. You wouldn't appreciate it if someone else were in the area when it was your turn to surf. Give everyone the same consideration you expect. Do not walk in front of the judges, their eyes may be diverted and they could miss an important score of one of your teammates.

Don't create any unnecessary diversions to attract attention away from the surfing. Keep the beach clean. The only things to leave behind are your footprints.

### **Hints from the judges:**

Wave selection is the most important factor in a heat. The waves you select will determine the type and number of maneuvers you can perform. An open face wave allowing three to four maneuvers will give the judges an opportunity to see your talent and allow them to separate your scores from everyone else's.

Remember, you don't automatically score high due to wave quality. You must perform on that wave to get the high scores. It is a lot easier to get a good score on a decent wave. Bottom line is, surfing contests do not decide who is the best surfer, they decide who is the best competitor!