

QUIKSILVER SKINS CONTEST FORMAT

All Names are thrown in a hat the morning of the event. Names are drawn and placed into skins money round one for \$ _____ per heat win. Each win will allow for advancement into the next skins heat and a chance at some more cash. If you loose out in round one you will get a second chance in skins money round two. Round two the original draw is flipped upside down allowing for a mix in the competition. The competitor who wins the most skins heat will be deemed the KING. In the event of ties there will be a surf-off round. In the surf-off, the priority buoy system may used. Highest scoring wave claimed wins.

NOTE: When a Surfer Wins he skips a heat and then is straight back out in the water again. For example win heat 1 advance to heat 3 Win Heat 3 go to heat 5.

SCORING CRITERION: The surfer who executes the most radical maneuvers closest to the critical section on the wave, shows the most controlled style. Other notations made for flow and critical above the lip board placement. All factored scoring 1 – 10 with .10 decimal system. If a tie occurs on individual waves the high and low judge will be thrown out, and the average median judge's score will be counted. If it goes to another count back then the Head

Judge may have a final discussion and a two to one vote will determine the winner.

SURFING CRITERION: Riders have unlimited wave count/selection; however, only one-ride scores. A surfer must claim his scored ride by holding his hands above his head, . Rider has 10 –12 seconds to make a claim after the completion of a ride. The claim signals the judges and scores will be totaled averaged by dividing by 3 the number of judges on panel (3 judges are recommended with one spotter at all times) After claimed score surfer must then immediately prone out and come in. Riding another wave after a claim will be a automatic 5 point deduction. Paddling back out after a claim may also result in 5 point deduction. An attempt will be made to call out all scores live as each ride is claimed.

20-minute heats will be allotted. However, heats will be called short when all riders have claimed scores. Important you pay close attention to your heat, it is likely you will be surfing sooner than you would expect..

INTERFERENCE RULE: Priority is to be given to the surfer paddling closest to the curl or breaking part of the wave at the point of take off. Two surfers crossing paths may result in double interference. Paddling interference may be called if a surfer looks to have purposely crushed in a section on another rider and or directly hindered the riding surfer's path. Paddling interference will result in a minus 2.5 from your total score. Two of the Three judges must call an interference for it to count.

ANY QUESTIONS? Please feel free to ask the Contest Director. Again, surfers are responsible for being prepared and ready for their heats.

NOTE: MANY HEATS WILL END BEFORE THEIR ALLOTTED TIME. THUS MEANING THE FOLLOWING HEATS GO OUT SOONER.

We encourage beach participation by signaling potential claimed waves to riders . Hand signals can be quite effective strategy. Please stay clear of contest area. Surfing in the area may result in disqualification, if judges vote on infractions.

GOOD LUCK! MAY THE BEST SURFER WIN!!!