

1) AS IT READS NOW:

II. EQUIPMENT (All boards are measured from end to end, (deck/top of the board) using a straight edge). If a measurement by the Contest Director is called for, such measurement shall be done in a private and secure area.

A. In Short board age division events, surfboards will not exceed 2 ft. longer than the competitor's height, except GRAND LEGENDS, which has no limit as to equipment used.

B. Long boards must be a minimum of 9 ft. in length, in Junior, Men, Master, Women, Ladies and Legends divisions. Menhune division will be a minimum of 3 foot over their head.

C. Bodyboards shall not exceed 5 ft. in length, be flexible, and shall include some portion of soft exterior skin. The use of fins is optional.

D. Additional equipment, such as leashes and helmets may be used

CHANGE TO:

C. Bodyboards shall not exceed 46 inches, be flexible, and shall include some portion of a soft exterior skin.

2) AS IT READS NOW:

III. JUDGING AND SCORING

A. The subjective judging system will be used (0-10 points using .1 {one-tenth} integrals) and there will be an active judging panel of one head judge and five scoring judges.

B. When judging standup surfing, a ride will begin to be scored when a surfer's hands leave the rails of their surfboard.

When judging body boarding, there is no limitation as to body position on the board and the ride will be scored after the head judge designates the body boarder has caught the wave and executed a maneuver.

CHANGE TO AND ADD:

When judging bodyboarding the criteria to go by and as defined and described by the IBA (International Bodyboarding Association) & the USBA (United States Bodyboarding Association) is as follows:

"A rider must perform radical controlled maneuvers in the critical section/s of a wave with Speed, Power and Flow to maximize their scoring potential. Innovative/Technical riding as well as variety of repertoire (maneuvers) and single major moves will be taken into account when rewarding points for waves ridden. The rider who meets these criteria and executes maneuvers with the maximum degree of difficulty and commitment on their waves shall be rewarded with the highest scores".

Length of ride and numbers of maneuvers performed whilst not directly a part of the criteria, may be aspects that influence scoring potential. If the competition break is a very long wave that produces several critical sections of comparable size or quality over a long distance it will provide riders with the opportunity to complete more than one major maneuver that has a high degree of difficulty. **No matter how many maneuvers are done on a wave, it is important to remember that only those with high degree of difficulty done in critical sections are contributing to the majority of the rider's overall score.**

Bodyboard Maneuvers & Description
(Listed from lowest to highest in degree of difficulty)

Forward 360 spin

--a 360 degree spin up the face of the wave, using the maximum speed and style to complete the spin

Cutback

--radical change of direction with maximum speed and style

Reverse 360 spin

--A 360 degree spin down the face of the wave, using maximum speed and style to complete the spin

El Rollo

-- A complete roll using your speed and the lip of the wave in to project off of the wave and complete the maneuver

Invert

--This is where a rider projects their body up and out of the water and the bottom of their board faces the shore. As one starts to come back down, they twist back the same way they came from and land in front of the wave. The more tweaked out the board is, the stronger the maneuver.

Tube/barrel ride

--A rider positions themselves under the pitching lip of a wave. Length and depth of ride should be considered when scoring this as a maneuver. Barrel rides should be scored as a good to excellent maneuver when a rider completes the maneuver by riding out of the barrel. Incomplete barrel rides should not be judged as a maneuver.

ARS (Air, Roll, Spin)

-- A combination of an El Rollo and a Forward 360 spin into one maneuver. The rider projects out and above the lip into a combination of a roll and spin. Although the 360 is preferably done out of the water, it is able to be finished after the rider lands on the face of the wave.

Back flip

-- A flip back and over the rider's shoulders landing backwards on the face and spinning back around to complete maneuver. The rider should do this maneuver off the lip in the pocket of the wave flipping cleanly out of the water.

The body position on the board, whether it is prone, drop knee or standup does not influence the degree of difficulty, nor does it add to the overall score of the ride.

These scores are basic scores, they are not accumulative; keep in mind that style counts as well as how clean the maneuver was performed and also the combination of maneuvers.