



SURFING
AUSTRALIA

SURFING AUSTRALIA
RULE BOOK 2026



Photo: Tim Bain by Andy Morris

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SURFING
AUSTRALIA



1. ABOUT SURFING AUSTRALIA

Surfing Australia is a not-for-profit incorporated National Sporting Organisation that was formed in 1963 to establish, guide and promote the development of surfing in Australia.

Surfing Australia is the representative body on the International Surfing Association (ISA) of which there are 113 member countries and is recognised by the Australian Sports Commission, the Australian Olympic Committee and is a member of the Water Safety Council of Australia.

Surfing underpins an important part of the Australian coastal fabric. It forms part of a lifestyle in which millions participate with a mystique in which millions more have a documented interest.

PURPOSE

To create a healthier and happier Australia through surfing.

VISION

To be one of Australia's most loved sports, inspiring all people to experience, live and celebrate surfing in Australia.

VALUES

Real: We live the surfing lifestyle and invite everyone to share the stoke.

Respectful: We are appreciative of our community and celebrate our history and surfing culture.

Progressive: We embrace change and innovation.

2. NATIONAL & STATE OFFICE CONTACTS

HEAD OFFICE

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Luke Madden	Chief Of Sport
Rohan Fell	Events Manager
Rohan Hass	Technical Digital Manager
JoJo Alpers	Marketing and Brand Manager
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Blake Whittaker	Head of Community and Participation
Glen Elliott	Participation and Community Manager Clubs and Judging
Noni Lubans	Learning Development and Community Manager
Kate McMahon	National Integrity Manager
Shanice Ryder	Womens and Participation Development Manager
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JUDGING DIVISION

Glen Elliott National Technical Director and Judging Director

HIGH PERFORMANCE CENTRE

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Rohan Fell Events Manager

Kate Wilcomes High Performance Director

Luke Madden Chief Of Sport

Glen Elliott National Technical Director & Judging Director

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3. SURFING AUSTRALIA NATIONAL TITLES AND SANCTIONED EVENTS

Regulations and conditions for the sanctioning and conduct of Longboard, SUP, Bodyboard, Open Masters & Junior Titles, and speciality events can be provided through the Surfing Australia National Office

1. NATIONAL CHAMPIONSHIPS

All Championship events are allocated by bidding annually at the Surfing Australia CEO meeting. Conduct of the events is set out in the appropriate operations manual to be provided by Surfing Australia. National contest formats are to be adhered to at all National Titles.

State team allocations are to be finalised by the Technical Committee before December 31 each year.

At least one (1) experienced, accredited and registered judge must accompany each Junior, Longboard, SUP and Surf Masters' State team at the National Titles.

2. NATIONAL TITLES COMPETITION RULES

- a. Rules of competition as set out in this Surfing Australia Rule Book must be followed by each State branch. This is particularly relevant where a State branch is hosting any sanctioned event or national competition.
- b. Surfing Australia Para Surfing Titles will be contested under the ISA rules and guidelines inclusive of Para athlete classifications. Link here: <https://isasurf.org/learning/para-surfing/>
- c. Any competitor/official whose conduct at national championships is regarded by the National Contest Committee to reflect unfavourably in any way on Surfing Australia or the event will face disciplinary action in accordance to the Code Of Conduct and Disciplinary Procedures. For more information please refer to page 104 - Incident Management and Competition Penalties.

The National Contest and Technical as mentioned in this rule book comprises:

- | | |
|------------------------------------|----------------------------|
| ■ Contest/Event Director | ■ Event Technical Director |
| ■ Head of Surfing Australia Events | ■ Event Head Judge |

3. TEAM AND SEEDING MANAGEMENT

Team List Submission

- a. State team lists for national title events, must be submitted to Surfing Australia at least 28 days prior to the entry closing date of the event.
- b. Final lists of competitors must be submitted at a team managers' meeting following the competitors' meeting. Any surfers nominated to compete at this point are the final starters for the Championship. Any "no-show" competitors will forfeit their heat draw positions. In subsequent rounds any "no-show" competitors will be credited with last place in their heat.

Seeding & Reserve Allocation

- a. Seeding Formula – At all Australian National championships – points will be allocated for placing's based on the smallest state allocation for each division. The total points will be added together to get the overall state results from 1st to 6th. This formula can be amended by the SA Technical Committee at any time. State team members are then seeded within their teams based on their state results or the Australian rolling seedings, where applicable.
 - 1st seeded surfer in top state team is contest number one (1) seed
 - 2nd seeded surfer in top state team is contest number seven (7) seed
 - 1st seeded surfer in second state team is contest number two (2) seed and so on

Once the initial draw has been made, no redraws will be made to account for no-show competitors.

- b. Reserves – If a state is unable to fulfil their allotted allocations in an Open, Masters or Longboard age division, the unfilled allocations can be filled from older age divisions within their State team or from surfers that have competed in their regional and state titles prior to the national titles.

This does not apply to junior divisions in the Longboard or Australian Junior/school titles. NB: Each team surfer may only compete in two divisions.

If state allocations cannot be filled through the above procedure, the unfilled allocations will be sent to all states with 7 days to reply with nominations to fill these allocations. If there is more than one nomination for the unfilled spot, these will be distributed through the normal event seeding procedures. Any remaining allocations will be re-distributed by Surfing Australia by invitation following the event seeding. The Technical Committee and/ or the Technical Director will preside over this reallocation of places to ensure as much as possible, an equal distribution between states. The Technical Director has license to re-arrange the draw to provide a fair and reasonable allocation of each state's competitors where heat draws produce an over allocation of state members in a particular heat. The Technical Director should ensure that reserves fill vacant places in their seeded order (i.e. 1st unfilled allocation place filled by highest rated reserve).

SUP Racing – Marathon and Technical

If a state is unable to fulfil their allotted allocations in any Stand Up Paddle Board Racing or Prone discipline, the allocations can be re-distributed in the racing divisions by the State branch based on their own individual participation demographic. Competitors must have competed in their respective State titles. (E.g. If all options to fill allocations have been exhausted, a state is able to redistribute unfilled allocations across other divisions so that all respective allocations can be filled). Any SUP racing competitor that competes in their State titles in either the Technical and or Marathon races are eligible to compete at the National Titles in their respective racing division/s.

Prone Racing

There will be no state prone allocations. Prone racing competitions will be an open entry at Australian titles men and women divisions only. Competitors do not need to qualify through state rounds.

4. ENTRY FEE

Entry fees for national events including National Titles and sanctioned events will be set after consultation with Surfing Australia.

5. ELIGIBILITY OF COMPETITORS

Please Note: Classifications as per ISA standards for event age groups.

Division	Surfers age
Grommets (Boys & Girls)	Under 14 years
Cadets (Boys & Girls)	Under 16 years
Junior (Boys & Girls)	Under 18 years
Open Men/Women	Open any age
Masters Men/Women	Over 30 years
Grand Masters	Over 40 years
Kahunas	Over 45 years
Grand Kahunas	Over 50 years
Dukes	Over 55 years
Grand Dukes	Over 60 years
Legends	Over 65 years
Grand Legends	Over 70 years

Eligibility Criteria:

- “Under Age” Divisions – Competitors must be under the specified age as of 31st December in the year of competition
- “Over Age” Divisions – Competitors must be of age as of 1st January in the year of competition
- Competitors must be current members of Surfing Australia State branches
- Junior competitors may only surf one individual division at National Titles
- Open/Surf Masters competitors may surf in two divisions at National Titles
- Longboard competitors may surf two divisions at National Titles
- SUP competitors may surf two divisions and one division of both Technical and Marathon races at the National Titles

Residency Eligibility – National Title and ABB competitors must be holders of an Australian passport, Australian birth certificate or have been granted full Australian citizenship. Permanent residency is not recognised and does not comply with the above eligibility stipulation.

To compete in a State team or in the Junior or Open ranked Surfing Australia series, competitors must be a resident in that state, as determined by the constitutional borders and rules, and must also be a current financial member when events occur. It is recognised that every state will have their own addendum’s to the resident eligibility criteria for their own regional and state competitions.

In regards to Team Irukandji selection process please refer to the link:

<https://surfingaustralia.com/high-performance>

Selection Criteria and Athlete Policies and Guidelines.

Proof of all of the above will be on the onus of every competitor and can be requested by the Technical Committee/Director at any time prior, during, or after the specified event.

6. EQUALITY IN SPORT

Surfing Australia and our State organisations acknowledge the following values to ensure gender equality:

- “Mixed Open Division” means - Open to all genders and/or ages, all surfers will surf in the one mixed division and prize-money shall be distributed based on overall open placings.
- Where an event has separate “Male and Female” Divisions Surfing Australia require equal prize-money distribution across both Male and Female surfing divisions”

- SA Sanctioned surfing competitions cannot have a “Mixed Open Division” and a single gender division in the same surfing discipline unless all prizemoney is equally distributed. EG. Mixed Open Division (Longboards) and Male or Female Open (Longboards)
- In all appropriate programs promote equal economic opportunities for Women and Girls.
- Transgender and Gender diverse Community - refer to the SA Policies @ surfingaustralia.com

7. CONTEST DATES

Publication of State contest dates is the responsibility of the individual State branches. (Including entries from the “Calendar of Events” on the Surfing Australia website).

Dates should be submitted to the National branch no later than October 30th for the following year.

8. STATE ENTRY FEES/TEAM SELECTION

State contest entry fees and team selection are the sole responsibility of the State branches.

The method of contest entry may vary between states.

9. NATIONAL ENTRY FEES

Entry fees for national events will be set by Surfing Australia and must be paid in full 28 days prior to the competition entry closing date to be eligible to compete.

10. NATIONAL TITLE TROPHIES

All events will provide trophies for the first four (4) places in each competitive division. A team trophy will be provided at National Titles for all categories.

11. SURFING AUSTRALIA SPECIAL AWARDS – AUSTRALIAN JUNIOR TITLES

Duke Kahanamoku /Isabel Letham Awards.

The above awards will be presented by Surfing Australia to a male and female emerging junior surfer.

Criteria: The recipients will have a high degree of sportsmanship and future international surfing potential, as exhibited during the Australian Junior Titles event.

Voting procedure: Under the chairmanship of the Head Judge and Technical Director, the judging panel will nominate, and vote on the surfers nominated at the conclusion of the event. These results will then be passed onto the Event Director by the Head Judge. In the event of a tied vote all names gaining the same points following the closed voting are to appear on the trophies.

12. PERPETUAL AWARDS/TROPHIES

All perpetual trophies are to remain with Surfing Australia. All special award winners and team victors are to receive trophies depicting their achievements.

13. TEAM RESULTS

Team results will be decided by a team event, or by the points formula as per this rule book at all National Championships.

14. JUDGES AND EVENT OFFICIALS

Judges at all Regional, State and National sanctioned events must be accredited and registered with the National Judges Register for the current surfing season. The minimum standard of L2 Progression Judge is required for State sanctioned events and a minimum standard of a L3 Elite Judge is required for National sanctioned events. Surfing Australia has the right to insist on the minimum professional standards expected, of every judge, at all Australian sanctioned events. Judges of SA sanctioned events cannot have any perceived vested interests. This includes being a relative, coach or manager. No competitors can officiate at National events.

National Championship Judges Nomination Process and Requirements:

- All judges must be accredited with a L3 Elite qualification
- State branches must ensure the best and most experienced available judges are nominated and are currently registered with the National Judges Register
- Judges must supply a recent record of current judging activity outlining event names, dates and scale of each event (i.e. Regional, State, National and International)
- All nominations must be submitted to the Surfing Australia Judging Manager for approval
- At Junior National titles it is recommended that student officials be included in the judging roster if of the appropriate standard and or fulfil other duties such as spotting and shadow judging

All approved judges will be notified within 3 days after the closing date of the nomination period for each event.

Judging Evaluations

Judging evaluations must be maintained by Head Judges on all judges at all sanctioned events and forwarded to the Surfing Australia Judging Manager for Surfing Australia's records. Evaluation sheets can be issued upon request to the Surfing Australia office.

15. WILD CARD SELECTION PROCESS

Surfing Australia Wild Cards are selected by the SA Technical Committee and based on competition results which will include past Australian National Championship final results for that respective division, ISA and WSL competition results in the previous and current surfing seasons.

The inability to compete in State qualifying rounds due to injury or other commitments will be considered.

Proof of all of the above will be provided by the WC applicant.

If a State competitor qualifies through their State titles for Age divisions they may surf in younger age divisions at the National Titles to fill unfilled State allocations for that division.

The allocations for racing divisions are the base amount of allocations for each respective State to fill.

Australian Citizens who competed at their respective SUP State Titles in racing divisions will be eligible to compete at the Australian SUP titles in the same racing age division to increase the field sizes.

4. NATIONAL EVENT STRUCTURE

1. EVENT STAFFING

Event Coordinator

Co-ordinates all necessary event logistics and operations as decided on by the event sponsors, prepares the overall event schedule and heat draws, and ensures that everyone is contributing towards the event and are doing their assigned tasks. Reports directly to the event sponsors and liaises with the Surfing Australia Head of Events and SA Technical Director.



Contest/Event Director

Ensures the surfing aspect of the event runs on schedule and according to the rules and that the staff are not making any errors. The Contest/Event Director decides the event location if mobile and the daily running schedule and format. The Contest/Event Director reports to the SA Chief Of Sport and works with the Surfing Australia Technical Director and Head Judge.

Surfing Australia Technical Director

The Technical Director of the Surfing Australia National Titles has several roles including;

- To be the Surfing Australia representative in technical matters relating to the event
- To chair or represent Surfing Australia at the Managers' and State representatives' meeting
- To mentor and provide support to the Event Head Judge
- To provide an overall event report and evaluation to the Surfing Australia Board and management
- To provide individual Judges' evaluation reports in consultation with the Event Head Judge
- To maintain appropriate National Officiating standards and operations that reflects a professional surfing event

Media Manager

The Surfing Australia Media Manager utilises information collected locally along with the information provided by media liaisons to create as much international, national and local media interest as possible. The Media Manager reports to the SA Head of Events.

Head Announcer

The primary job is to bring the event concept to the spectators in an entertaining and instructive fashion and to lead the Assistant Announcer in getting the surfing information from the bio sheets and the scoring computer to the spectators and surfers. The Head Announcer must provide consistent live scoring and priority updates to the competitors. The Head Announcer reports to the Contest Director and works with the Technical Director/Tour Representative/Head Judge for tour information.



Assistant Announcer

Uses the computer scoring details including the priority order and timing to provide the necessary information at all times through out each heat. The Assistant Announcer reports to the Head Announcer.

Head Judge

The Head judges role is varied and extremely important. The Head judge is considered a manager, mediator and mentor in many aspects.

Which include: Insuring all judges are current accredited and registered judges, establish the judging roster, conduct Judges' meetings at any time, Manages any discussions and disputes regarding scoring and priority decisions.

Furthermore the Head Judge cannot over rule the judges' panel decisions on scoring, priority and interferences, unless the majority of the judges did not see the any part of a ride or incident. The Head Judge does not call interferences how-ever they can be included in any decision to insure that a majority decision is reached.

The overall opinion of the judging panel should always be given the highest priority.

The Head Judge will also brief the Commentators and the Beach marshal on the appropriate rules and scoring scale situations that could affect the days competition.

Reports to the Contest Director and works with the SA Technical Director and Judging Manager.

Priority Judge

The Priority Judge position is selected by the Surfing Australia Judging Manager. The Priority Judge can be rostered into the judging panel or can be a solo position. The Priority judge can liaise with the Head judge and Judges to insure all decisions regarding priority changes and priority paddling calls and priority interferences are correct.

Judging Panel

The judging panel is selected by the SA judging manager and the event Head judge, from the National Judges Register.

All judges must be currently accredited and registered with the National Judges register.

Judging panels of SA sanctioned events should be a minimum of 6 or 7 judges which can include the priority judge position.

All judges must report and work under the supervision and direction of the Head Judge and Technical/Contest Director. Every Judge and Official must conduct themselves in a professional and respectful manner. (SA Codes of Conduct apply)

Judges should not have any perceived vested interests including being a relative, coach or manager.

Computer Operator

Appointed by Surfing Australia and provides a complete computer scoring system which is designed for providing the surfers with live up to date scoring and subsequent places in the heat. All hardware and software are supplied by the Computer Operator except the Announcers' monitors, TV monitors for competitors, media, VIP and other areas the event wishes to have them available for.

The pay rates for a Computer Operator and computer system hire may vary and are available by contacting the Surfing Australia National Office.

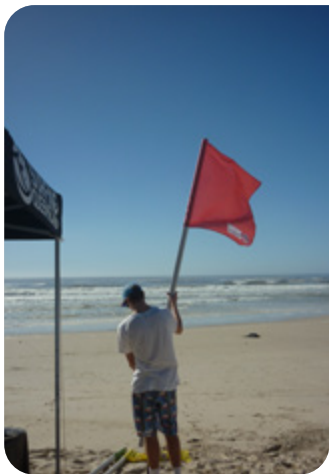
Manual priority System Operators and Spotters

Work on a rotation basis calling colours, operating priority and timing system and reports to the Head Judge.



Beach Marshal

The Beach Marshal ensures that all competitors are checked-in for their heat, have their correct singlet colours and are briefed with the event rules. The Contest Director will provide a list of such rules as well as a rule book for the Beach Marshal detailing the following information, which is then used in competitor briefings: Heat time, number of scoring waves, maximum number of waves, describe disc colours and horn blasts (Green until 5 minutes remaining, Yellow until end of heat, one horn to start, and two horns for end of heat), describe priority rule and priority board location, prone-in after heat, when to paddle-out and where to wait for start of heat. The Beach Marshal reports to the Contest Director and receives instructions on the judging criteria and rules from the Head Judge and the Surfing Australia Technical Director.



General Event Staff/Work Crew

Used to set-up and tear-down the event site. The work crew reports to the Contest Director and the Event Coordinator.

Security

To keep the competition and official areas free from unauthorised entry by non-competitors and spectators and to keep the site secure overnight. Security reports to the Event Coordinator and Contest Director.

2. RECOMMENDED EVENT EQUIPMENT AND SERVICES

Outlined below is a list of the event equipment that is not supplied by Surfing Australia and is needed to run a successful event:

- Judging area and scaffolding – Must be waterproof (construction sheds preferable) or weatherproof tents. There must be clear walkway behind the judges for Head Judge. There must be partitions between judges and minimum of six bays with desks or tables and comfortable chairs. A minimum of 4 tables and 10 chairs for the judges and computer operator will be needed
- Heat and master sheets – Standard copies are available on request to Surfing Australia Judging Manager or Surfing Australia National Office. These master sheets are to be printed as specified for use by judges and tabulators. Alternatively, the use of plastic score boards can be used for judging. A small bottle of methylated spirits or cleaner and roll of paper towels is needed for cleaning these boards
- Competition singlets – Minimum of 3 sets recommended of four colours; red (fluorescent), white, yellow (fluorescent), dark or brilliant blue. These vests must be made out of flexible lycra nylon fabric with sleeves. No cotton or cotton/lycra vests. Please refer to the Surfing Australia branding guide
- Computer area – The area for the computer and operator on the judging tower must have its own power supply. The computer must be installed in a watertight and wind-protected area. Judging terminals must also be protected from the elements. A tent (or similar structure) must cover the whole installation. Additional requirements are as follows: 3 x 10' extension leads, 3 x double adaptors, 3 x 4-point power boards (must have power surge protector), 2 x monitor screens for Announcers and the Head Judge, copy paper
- Timing and priority – An area needs to be allocated for the timing and priority system. The timing disc needs to be near the Announcers or Beach Marshal and the priority disc close to the judging area. Timing discs – need to be a minimum of 1 metre square being green and yellow in colour and placed on judging tower. All priority boards must be approved by the SA Judging Manager and Technical committee and be of the minimal SA standard.
- SA approved priority boards please contact the National Office for dimensions and plans.

- Commentators and PA system – Must be of sufficient quality to announce to the contestants in the water and public. Commentators to be situated within earshot of Head Judge booth preferably with a partition between the announcers and judges. The PA system set up should be capable of reaching the competitors in the water and around the event site but, location of the speakers should not be close to the judging and computer area
- Food and drinks – Judges and officials must be supplied with breakfast and lunch daily. Food should be ready at specific times and will be of a high quality, cold drinks in judges' tower, staff and media areas. Water should be available at all times
- Bleachers and or competitors tents/areas – Separate stands are needed for use by the surfers, media, VIPs and spectators. If possible competitor and VIP areas should also have drinks made available to them
- Electricity/Generator (240 volts) – Electricity connection where available or large commercial size generator. Separate lines for PA and computer. Allow extra power for fridges, urns, media chargers etc
- Waterproof area with power outlet for Surfing Australia Event Manager/Technical Director to set up computer etc. Preferably in or near the media area. Copy machine must be at the event site. Suitable amounts of copy paper and toner. Usually 2-3 reams used per day plus 2 extra toners
- Score, progress and notice boards – to graphically illustrate the progress of the event and to post heat results. One score board for each event needed, i.e. Women's, Longboard, Men's, Trials etc. Small notice boards may be needed for the competitors, media and VIP areas
- Toilets – if insufficient at site then extra for use by public. Check local council sanitary department requirements
- First-Aid – A first-aid kit and qualified first-aid personnel and access for ambulance if required
- Miscellaneous – Clipboards, pens, pencils, staplers, gaffer tape, zip ties etc

5. COMPETITION RULES

1. SURFING AUSTRALIA SANCTIONED EVENTS

First Round Seeding – Attempts should be made to seed all rounds of every event. Methods to obtain a first round seeding are:

- a. If the contest is part of a circuit or State competition round, then a seeding list should be available on the aggregate results of the events to date or at worst on the results of the last contest. The Contest Director or SA Head of Events should make an attempt to seed all competitors.
- b. Once entries are closed then an alternate list can be created and used to take the position of no-show competitors etc.
- c. Heats should be four (4) person according to entries and the available time to conduct the event. A projected time schedule of events should be compiled to ensure that the program can be completed.
- d. In most cases, events should be formatted to accommodate a minimum 50% progression rate in all divisions.
- e. Every heat has a designated amount of competitors, in the case of only 50% or less of the designated competitors have checked-in with the Beach Marshall a walk-through heat can be considered. The Competition/Technical Director will consult with the Head Judge and Beach Marshal to determine if a walk through heat or a shortened heat is warranted based on all circumstances.

Under normal competition procedures the Beach Marshal will notify the Event commentator and in turn the Head Judge and Competition/Technical Director at the 5 minute mark of the current heat in regards to any missing/unchecked competitors for the next heat. The competition commentator will make several announcements calling for all competitors to check-in and or confirmation of no-show competitors.

Usually, definite confirmation of the no-show competitors is needed, this is to ensure that first round or seeded competitors still have the opportunity to arrive late and compete in their designated heat under the remaining heat time.

- f. In the case of a walk through heat, the remaining competitors that have checked in for the heat will be progressed into the next round by:
 1. Seeding order
 2. competition vest colour order.
- g. Competition schedules may be affected by walk through heat/s and in this case the schedule is subject to change and no protest shall be entered into.

2. HEAT TIMING AND WAVE COUNTS

- a. It is recommended that all heats and finals be 20 minutes minimum or up to 40 minutes maximum at the discretion of the Head Judge in consultation with the Contest Director.
- b. The best two (2) waves will be counted as the surfers final heat score.
A ten (10) wave or up to fifteen (15) wave maximum will be set before the heat or final commences, at the discretion of the Head Judge and in consultation with the Contest Director.
- c. No beach starts, all heats are to be started from a marshalling area in the line-up. With the exception of Surfing Australia teams format.
- d. Priority heats usually have unlimited wave counts but this is at the discretion of the Head judge in consultation with the Contest Director.
- e. Siren or horn blasts must be used to start and finish heats (one to start, two to finish). A five minute visual and PA warning is to be given prior to the finish of each heat. The official timing of all heats is to be done by the Head Judge. A large disc/ flag system at least 1 metre square must also be used. Green will signify the start and yellow/ orange for the last five minutes. The disc/flag must be in a neutral position once the commentator reaches zero in his countdown. The commentator must give a five-second countdown before the start and end of the heat, when the countdown reaches zero the heat ends. The first of two sirens must blow immediately as the commentator reaches zero. The end of the heat is the start of the first decibel of sound from the siren.
- f. Any surfer standing up and riding a wave before or after their heat may be fined \$100 per wave ridden.
- g. At the beginning and during the heat, the surfer must be clearly in possession of the wave on the wave face, making a movement to stand, his hands having left the rails (rail grabs excluded) for the wave to be scored.
- h. No automatic starts will be allowed. If the Event Director wishes to use the minimum time delay between heats, of 10 seconds, he/she must provide a marshalling area in the water outside of the lineup.
- i. Time delays between heats once a heat has paddled out must be no more than 2 minutes unless due to some unforeseen circumstance.
- j. Under no circumstance will there be any time extensions once a heat has entered the water. If a heat is interrupted for any reason it will be stopped by the Head Judge and will be resumed at the time it was stopped and will run for the originally set period. Exception is if the Head Judge on consultation with other event officials, feel the entire heat should be re-run because no-one had a definite advantage at the time of cancellation or altered conditions make it impossible for the judges to keep the same scale.

- k. If at the 10 minute mark of any heat, no surfers have caught a wave, and no surfer has an advantage nor colluded with other competitors in not catching waves, then the current heat will be cancelled and the time will be re-started from the beginning. This will be at the discretion of the Head Judge.
- l. The Contest Director is the only person who can give the exact schedule of events. If any other employee of the event or Surfing Australia is asked and wrong information is received, subsequently missing a heat or some other problem, then there is no form of protest. If the Contest Director gives wrong information and a surfer subsequently misses a heat then a protest can be considered.
- m. The Contest Director must have an official notice board where the daily schedule is posted for all the competitors to see. This schedule is always subject to change.
- n. Double banking or 15 minute heats may be allowed, however, not recommended. It is a recommendation that if double banks are utilised that there be a minimum of 50 metres between the outer boundaries of the contest areas. The area between the two contest areas will be classified as the "no competition zone". Surfers may surf into this zone but, cannot takeoff in this zone. Surfers who surf through the "no competition zone" and continue into the other contest area can be penalised with an interference if he or she hinders the scoring potential of another competitive surfer. Likewise surfers should not takeoff in the other contest area as they can be penalised with an interference.

3. GENERAL RULES

- a. There has to be a minimum of 45cm of wave height before surf can be deemed contestable. A special allowance may be made if the surf is rideable. This will be determined by the Contest Director in liaison with the Head Judge and Technical Director/Tour Manager.
- b. Competitors must wear the designated competition singlet/vest upon collection from the Beach Marshal during the course of the heat and up until returning it to the Beach Marshal. Failure to do so may incur an infringement penalty. Under no circumstances can an event sponsor force contestants to wear any boardshorts or wetsuits as a condition of entry into any sanctioned or non-sanctioned event.
- c. Caddies (one per surfer maximum) may not enter the water once a board is lost or broken unless in surf conditions where water caddies are being allowed. If the caddy rides a wave the surfer who he is caddying for will be fined \$100 per wave and if he/she interferes with the other surfers in any way, in the opinion of the judging panel, an interference will also be levied on the surfer for whom he/she is caddying. Water caddies may enter the water in a defined marshalling area if the Head Judge along with the Event Director deem fit.
- d. Surfers may only use replacement equipment carried by their own caddy once their heat has started. The use of any outside craft or equipment e.g. Inflatable boats, water patrols' boards, photographers' craft or previous or current heat competitors'

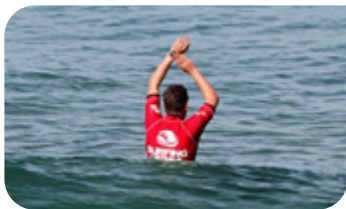
boards or equipment will be deemed an interference if the surfer after using one of them re-enters the competition zone and rides a wave or interferes with any other competitor.

- e. The designated water safety patrol can be lifeguards based on the beach or in the water. If the event officials feel that the surfer is in a life-threatening situation. In this case the water patrol may remove a surfer from the impact zone and position the surfer in a safer place that is no closer to the lineup, from where the surfer may continue their heat.
- f. There is to be a maximum of TWO photographers in the line-up during a heat. The photographer cannot use hard boards and or similar for flotation. After checking in with the Event Director and signing a waiver, if required, they can enter the water only during assigned heats. It is stipulated that photographers wear a suitable helmet when filming from the water. The Event Director and Head Judge can remove the photographer from the water at any time if they deem fit. Priority will be given to recognised event film crew.
- g. Any surfer found to have colluded to fix a heat or competition result shall forfeit all competition points and prize money for the event and may be subject to further fines and disciplinary action. The use of information provided by any third party to gain an unfair competitive advantage shall constitute a breach of this rule and be referred to the National Contest and Technical Committee for determination of further sanctions. See page 104 Incident Management and Competition Penalties for further information.

4. EVENT COMMENTATORS AND ANNOUNCEMENTS

- a. Event commentators must have an understanding of the basic rules and criteria. They will never make judgments in regards to competitors' scores or possible interference scenarios. They can never announce approaching sets or any information that will favour one competitor over another.
- b. The commentator must give a five-second countdown at the beginning and end of each heat. At the end of the heat once the countdown reaches zero, the heat must end. The FIRST of two sirens must blow immediately as the commentator reaches zero. The end of the heat is the start of the first siren. In case of technical problems with the sirens, it is the commentators' responsibility to issue some audible sound/comment to end the heat.
- c. In all heats and finals computer scores must be given throughout the whole heat. Heat results for events where the computer system is operating will be announced as win/ loss points ratio, eg. 1st place on 15.25 points 2nd place on 12.35 points etc. During the heat the commentator should not announce the computer scores or standard of ride until all the judges' scores are entered into the system.
- d. If a score is given by the commentator and it is wrong due to a judge typing error, or for some other reason, then the surfers will have no form of protest.

- e. If any surfer requires information from the water during a heat they must use hand signals as follows:



1. **Time remaining:** One hand touching another above the head.



2. **Priority:** Both arms above the head.



3. **Wave count:** One arm outwards horizontal to the water.



4. **Score situation:** Last score, heat total, score needed to win etc. is both arms out horizontal to the water.

5. PROTESTS

A judging scoring decision once made is irrevocable no matter what proof is available to show otherwise. Once a decision has been made by the judges or officials there is no form of protest other than with the Head Judge or Surfing Australia Technical Director/ Tour Manager. No judges are to be approached over any calls or a fine will be imposed on the offending surfer.

It is recommended that the interference explanation sheet be completed by the event Head Judge in every interference penalty situation.

Lodging Protests

The process for lodging a protest with the Head Judge is as follows:

- a. Within 30 minutes after the heat has finished the surfer must submit in writing on the official protest sheet the details of the incident to the Beach Marshal. The Beach Marshal will submit the protest sheet to the Contest Director or SA Technical Director/ Tour Manager.
- b. The Contest Director or SA Technical Director/Tour Manager passes the protest sheet to the Head Judge who will then confer with the surfer either at the conclusion of the day's surfing (30 minutes maximum), or at the Head Judge's discretion.
- c. Competitors, coaches, parents and non-event officials may not be allowed to access the official judging area.

Note: Video evidence is inadmissible unless it is an extreme circumstance which highlights an obvious and clear discrepancy. National Competition Technical Committee will adjudicate on the admissibility of the video evidence, prior to reaching a decision on the incident.

6. WAVE MAXIMUMS

The Head Judge is to set wave maximums and best waves (see timing and wave counts).

- a. An attempt will be made to inform the competitor at the completion of their maximum number of rides.

If more than the maximum number of waves is ridden within the time limit, the surfer can be penalised by being fined for every extra wave ridden.

In addition, a surfer who remains in the water after their maximum number of waves will be penalised for an interference if:

- i. A surfer rides any extra waves that obviously deprive another competitor of an available ride.
- ii. A surfer interferes with any other competitor by paddling, positioning, or some other reason.

7. WAVE TABULATION

- a. Computer tabulated heats. Tabulation for these heats is different to manual tabulation, in that the highest and lowest judges' scores are eliminated for each wave with the remaining judges' scores totalled then divided by the number of remaining judges to give an average score out of ten rounded to two decimal places. At the end of the heat a surfer's best 2 waves are totalled for his end tally. The surfer with the highest tallied score is the winner. Occasionally the computer scoring system will round up or down to two decimal places in regards to individual wave score averages or tied score averages. The computer score averages cannot be disputed and no correspondence will be entered into.
- b. Manually tabulated heats. To decide a winner in events using 3/4 person heats the best 2 waves will be counted on each judge's sheet. The tabulated totals and placings are then given on each judge's sheet. The placings are then transposed to a master sheet with all the judges' placings. The highest and lowest placing for each surfer is crossed off and the remaining places added to obtain the results (when using 3 judges all placings are added). The lowest total is first, next lowest second, next lowest third, etc.
- c. Dual Final Tabulation. In Open and Age divisions where there is not enough competitors to make the minimum and even amount of heats the method of tabulation will be:

There will be two straight finals and heat scores will be tabulated as above (7.b)

1. The placings of both finals will be added together for each surfer. the lowest score will win, the second lowest is second ect.(If there is a tie see point 2)
2. The combined total from the two finals will determine the overall placings. (If there is still a tie see point 3)
3. If there is a tie on the combined totals there will be a count-back to the single highest scoring wave of the tied surfers.

8. TIES

- a. Manually and computer judged heats should be split by counting back to the BEST wave of the 2 wave total. If the tie is still not broken, the tabulator goes to the best 3, 4 or 5 waves and so on. Only totally unbreakable ties will be re-surfed. In the event of a re-surf not being possible advancing procedure to the next round will go as per higher seeding.
- b. In a four man heat, where the computer is not used, a general judging consensus using plus/minus system on the judging master sheet must break ties. In the case of a three way tie, then the plus and minus system is used to decide the best two surfers, then used again to split those two surfers. If the tie still cannot be broken, the tabulator goes back to the best wave on the tied sheet or best 3, 4 or 5 etc. until the tie is broken.

- c. In the case of a tie where one competitor has an interference marked against them any count back will result in them winning as they have already had one wave deducted.

9. 'SURF TEAM' COMPETITION RULES (REVISED 2025)

- A typical match can consist of any number of surfers in teams of 2, 3, 4 or 5. Nominated team surfers cannot surf twice. Only 1 team member from each team will be allowed in the water at any one time
- Each surfer must commence from the allocated beach or water start line as nominated by the Contest/Technical Director or Head Judge
- The team order of surfing cannot be changed once submitted at 'check in time'
- The Contest Director/Technical Director will nominate the team composition criteria Each surfer can catch a maximum of 2 or 3 waves.
- The best 1 wave of 2 or the best 2 waves of 3 may be used. NB: All of these parameters will be set by the Head Judge and Contest Director's discretion
- When a surfer achieves the nominated amount of rides scored they must return to shore, and make contact with the beach marker or the next surfer.
- Team surfers must make contact with the beach marker or the next surfer to release the next team surfer. The next team surfer must stay behind the start line or allocated buoy/paddle from point until this time
- Heat times will be at the discretion of the Contest Director/Head Judge/Technical Director
- A typical heat time for a 4 team event is 60 minutes. NB: The time will be set at the Head Judge and Contest Director's discretion
- The Contest Director/Head Judge designates the start line and beach/water markers Final results are achieved by adding total scores together
- Interference penalties as per the rule book. Please see below the scoring penalties
- In the event of an interference, the Head Judge may award a replacement wave within the heat time period to the surfer who has been interfered with. The surfer will receive an optional extra wave over the 2/3 wave maximum. The surfer will be notified of the option to catch an extra wave by the PA system and announcers. The surfer must still complete his/her allotted wave limit and return to the beach marker/ next surfer within the official heat time
- Age eligibility - For the teams event at the National Titles; a competitor may surf as a nominated competitor in an older or open age divisions. A competitor if nominated for older age divisions in the main event will not be allowed to surf in younger age divisions in the teams event

SCORING PENALTIES

1. Surfer competes out of turn. Loss of 5 points
2. Surfer catches more than allocated wave limit Loss of 5 points (per wave)
3. Riding Interference. Loss of 5 points + Interfering wave is marked as a zero.
4. Paddling Interference/Other Interferences. Loss of 5 points
5. Surfer tags/breaks outside of the team zone/box Loss of 5 points
6. Team fails to catch wave limit within heat time, the final surfer must be returned to the team zone/box before the allocated 'match time' expires Loss of 5 points
7. Any nominated team surfer that substitutes for another team member (surfs twice) will result in team disqualification.



6. INTERFERENCE RULES

1. BASIC RULE

- a. The surfer deemed to have the initial inside position for a wave, has unconditional right-of-way for the entire duration of that ride. Interference will be called if, during that ride, a majority of judges feel that a fellow competitor has hindered the scoring potential of that surfer deemed to have right-of-way for the wave.
- b. Anyone who stands up in front of a surfer with right-of-way in non priority one-on-one heats has the chance to ride or kick out of the wave without being called interference, unless they hinder the scoring potential of the surfer with right-of-way by any means. This includes excessive hassling, leg rope pulling or breaking down a section.
- c. Anyone riding a wave in priority one-on-one heats has the chance to kick out of the wave immediately without being called interference when the priority surfer using their right-of-way catches that wave, unless they hinder the scoring potential of the surfer with right-of-way by any means. This includes excessive hassling, leg rope pulling or breaking down a section or other applicable paddling interferences. If they continue to ride the wave in any direction and they do not hinder the scoring potential of the surfer with right-of-way, they will be scored a zero and the wave will count as one of their maximum allowable rides but not as one of their scoring rides.



2. RIGHT-OF-WAY IN THREE & FOUR PERSON AND NON PRIORITY ONE-ON-ONE HEATS

Wave possession or right-of-way in these situations will vary slightly under the following categories, and is determined by the nature of the contest venue. Basically it is the responsibility of the judge to determine which surfer has the inside position based on whether the wave is a superior right or left, but never on which surfer is first to their feet.

Exception:

- a. If at the initial point of takeoff neither the right nor left can be deemed superior, then the right-of-way will go to the first surfer who makes a definite turn in their chosen direction by "making an obvious right or left turn".
- b. Two peaks that eventually meet. The surfer who is first to their feet will be deemed to have right-of-way.

1. Point Break (Single Direction)

When there is only one available direction on any given wave, the surfer on the initial inside position shall have unconditional right-of-way for the entire duration of that wave.



2. One Peak Break (Reef or Beach)

- a. One peak situation - if there is a single well defined peak with both a left and a right available.

At the initial point of takeoff the judges will decide whether it is a superior right or left, if neither the right or left can be deemed superior

then the right-of-way will go to the first surfer who makes a definite turn in their chosen direction by making an obvious right or left turn.

- b. A second surfer may go in the opposite direction on the same wave without incurring a penalty, providing they do not interfere with the first surfer who has established right-of-way.

They may not cross the path of the first surfer in order to gain the opposite side of the peak unless they do so without hindering, in the majority of judges' opinion, the inside surfer.



3. Multiple Peak Situation

In conditions with multiple random peak situations, wave possession may vary slightly according to the nature of an individual wave:

- a. With a wave with two peaks, there will be cases where one swell will have two separate, defined peaks far apart that eventually meet at some point.



Although two surfers may each have inside position on those respective peaks, the surfer who is first to their feet shall be deemed to have entire wave possession and the second surfer must give way by cutting back or kicking out before hindering the right-of-way surfer.

- b. If two surfers stand at the same time on two separate peaks that eventually meet, then:
 1. If they both give way by cutting back or kicking out, so that neither is hindered, there will be no penalty.
 2. If they cross paths and collide or hinder one another, the judges will penalise the surfer who has been the aggressor at the point of contact.
 3. If neither surfer gives way, by cutting back or kicking out, and both share responsibility for the confrontation, then a double interference will be called.

3. THE RIGHT-OF-WAY CRITERIA

The choice of right-of-way criteria for each of the above possible situations is the responsibility of the Head Judge or the senior available judge in that order.

4. SNAKING

- a. The surfer who is farthest inside at the initial point of takeoff and has established wave possession is entitled to that wave for the duration of their ride, even though another surfer may subsequently takeoff behind them. The judges will not penalise the surfer because they have right-of-way even though they are in front.
- b. If the second surfer has not hindered the original surfer with right-of-way, then the judges may choose not to penalise them and will score both surfers' rides.
- c. If in the opinion of the judges, the second surfer has interfered with (snaked) the original surfer with right-of-way, by causing them to pull out or lose the wave, then interference may be called on the second surfer, even though they are behind the first when the penalty was called.
- d. A surfer may not takeoff on the other side of a fully broken wave peak to gain possession of the opposite wave face when a surfer has already established possession of the opposite wave face.

An interference will be called if the majority of the judges feel that the surfer riding from behind the broken peak has hindered the scoring potential of the surfer who has already established possession/right-of-way in that direction.

- e. The above situations apply only to multiple surfer heats or one-on-one in non priority situations.

5. PADDLING INTERFERENCE

In 3/4 person heats or non priority one-on-one situations another surfer paddling for the same wave should not excessively hinder a surfer who has inside position.

Positioning at the correct point of takeoff for a wave is an integral part of surfing skill and each competitor must be allowed to reach this chosen point unhindered.

Paddling interference tactics in the general contest area can be, but will not be restricted to:

- a. Blocking the direct pathway of an opponent to the takeoff position by paddling across his/her line, other than by taking and holding the natural inside paddling position.
- b. Blocking/hindering a direct/natural pathway of an opponent into the line up from the beach paddle out position.
- c. The offending surfer makes contact with or forces the inside surfer to change their line while paddling to catch the wave causing loss of scoring potential.
- d. The offending surfer obviously causes a section to break down in front of the inside surfer which would not normally have done so, and causes loss of scoring potential of the surfer with right-of-way.
- e. When a surfer is put in a position while paddling out that they cannot get out of the way and a collision happens due to this, it is up to a majority of the judges to call an interference unless it is felt that the rider contributed to the collision by selecting an unreasonable and aggressive line across the wave.



6. INTERFERENCE PENALTY SCORING PROCEDURES

- a. At least three of the four/five judges must call interference to be considered a majority. Interference will be shown as a triangle on each judge's scorecard:
1. The triangle placed around their score if caused by riding.
 2. The triangle will be above their score if they ride a wave but cause interference while paddling for that wave ridden.
 3. The triangle will be between scores if caused by paddling for that ride.
- In all of the above situations an arrow to the rider's score will denote which surfer has been interfered with.
- b. A Head Judge may be included to achieve a majority decision, and in this case the interference would be determined on three of five/six judging sheets.
- c. If a majority of judges call an interference, then that ride will count as a zero score on the judges score sheets. This applies to a riding, paddling and priority interference, where the surfer catches that particular wave. A loss of the lowest scoring ride applies for a straight paddling interference. If a surfer has less than the required minimum scoring rides and receives an interference then they will be scored on one less wave, i.e., if they have caught only one wave and the best two count then their one wave will be scored as zero. Until the surfer catches another wave, then the 50% deduction rule will apply.
- d. Under best two (2) waves the interfering surfer will be penalised with a loss of 50% of his second best scoring ride in non priority situations only. In priority interference situations the second highest wave of the interfering surfer is counted as a zero score in the surfers final tally and result. When halving the second best score the computer scoring system will either round up or round down to the nearest one hundredth of a point. The computer averaging cannot be disputed and no correspondence can be entered into.
- e. Any interfering surfer must be penalised and an interference decision once made is irrevocable. The judges and/or Contest/Technical Director will not enter into any discussion over the interference call. All discussion must be directly with the Head Judge, if they wish to discuss the situation.
- f. The rider, who is interfered with, will be allowed an additional wave, beyond their original wave maximum, set within the prescribed time limit. Exception to this is a double interference where neither surfer gets an extra wave. An extra wave or heat delay as decided by the Head Judge at the time will also apply to interference from water photographers, water security personnel or other outside interferences.

- g. Where any surfer incurs 2 or more interference penalties they must immediately leave the competition area. Failure to do so will result in a fine and/or disqualification.

In addition, a surfer who remains in the water after their maximum number of waves will be penalised for interference if:

1. A surfer rides any extra waves that obviously deprive another competitor of an available ride.
2. A surfer interferes with any other competitor by paddling, positioning or some other reason.

7. RIGHT-OF-WAY IN PRIORITY ONE-ON-ONE HEATS

- a. In a priority one-on-one heat the priority disc system will determine wave possession.

The surfer with priority has unconditional right-of-way for both directions on the wave they select.

The second surfer cannot takeoff on the same wave as the priority surfer, regardless of direction or the distance between them, unless the surfer does not hinder the scoring potential of the surfer with priority.

- b. As soon as the priority surfer begins to stand on their chosen wave the second surfer must stop paddling at that point and give way. If a surfer continues to paddle or ride the same wave as a priority surfer, they will be called priority interference, unless the surfer does not hinder the scoring potential of the surfer with priority.
- c. If they incur an interference penalty they will also lose priority.

8. PRIORITY RULES

GENERAL PRIORITY RULES

Before Priority has been established between all or any of the competitors, all non-priority interference rules and penalties will apply.

For heats where priority applies, the priority system will determine which Surfer has priority to a wave at that time. The Surfer with priority has the unconditional right of way and can paddle for and ride any wave they select.

The Surfer's opponent/s can paddle for and ride the same wave in any direction and be scored providing they do not:

- Hinder the scoring potential of the Ride for the Surfer with priority.
- Cross in front of or bottom turn around the Surfer with superior priority causing a hindrance of scoring potential, regardless if the Surfer is up and Riding a wave or in the process of catching a wave.

The Priority Judge will make any call on Priority using a coloured display system corresponding to the Surfer's competition jersey colours in the water to indicate priority and may consult the judging panel for close calls.

If a Surfer is not in the Primary Take Off Zone when the heat starts and arrives late, the Surfer will be allocated the appropriate priority position as determined by the Priority Judge at the time when the Surfer reaches the Primary Take Off Zone.

If a surfer rides a wave prior to the start of the heat, that surfer will be allocated the lowest priority position in the heat. E.G 4th priority.



Establishing or maintaining wave priority

Allocation is based on who the Priority Judge believes has reached the Primary Take Off Zone first. In cases where Surfers appear to reach the Primary Take-Off Zone at the same time, priority will go to the Surfer who did not have the last priority.

Once a heat has ended all priority ceases. If a surfer is riding on a wave as the heat ends, they can't be interfered with by any Surfer (even if that Surfer had higher priority before the heat ended). If an interference occurs the violating Surfer will receive a priority situation interference.

Priority display systems

There are two priority types of display systems:

One is a manual slide board or a LED electronic display board

With all display systems, if vertical then order of priority will be from top to bottom and if horizontal then order will be from left to right.

Once Priority has been established, it is the Surfer's responsibility to check the priority system for their priority position at all times.

PRIORITY INTERFERENCE PENALTIES

If a Surfer without priority does not comply to the above, a priority interference penalty will be called against them.

If a Surfer incurs an interference penalty, they will lose priority.

The Priority Judge will determine the new priority position of the Surfers in the heat.

The interfering surfers ride will be scored as a zero and they will lose the entire 2nd scoring ride.

In a heat with priority and there is has not been any priority allocated between two surfers and an interference occurs, the interfering surfer will be penalized under the normal Interference penalty.

The surfers' ride will be scored as a zero and they will lose half of their 2nd scoring ride.

The Blocking Rule in Non-Priority Situations

For all Events with a Priority Judge, a Surfer with the inside position will be allocated lowest priority applicable at the time if they:

- Make a committed paddle for a wave and block a Surfer from catching that wave;
- Position themselves in the take-off zone and block another Surfer from catching a wave.

Excessive Hassling in Non-Priority situations

For all Events with a Priority Judge, in the opinion of the Priority and Head Judge, if a Surfer excessively hassles, blocks or hinders another Surfer from paddling in the line-up they will be allocated lowest Priority applicable at the time.

If the behaviour is aggressive or unsportsmanlike then an interference may also be called for unsportsmanlike Conduct.

Wave priority is lost as soon as a Surfer Rides a wave or makes a committed paddle to catch and misses a wave.

In 3-Surfer or 4-Surfer heats if the Surfer is:

- a. Paddling alongside a Surfer with higher Priority, who then catches the wave.
- b. They are blocked by a Surfer with higher Priority by paddling or positioning.

If a Surfer inside has second or third priority and their opponent paddles for, but misses a wave, the inside Surfer automatically assumes the higher priority.

Therefore, if they also paddle for, but miss the wave, then they have also lost priority. That is, both Surfers have then lost priority even though only one wave has passed and there was not sufficient time to change the priority.

The Blocking Rule in Priority Situations

The Priority Surfer will lose priority if in the opinion of the Head Judge or Priority Judge they:

- a. Paddle in front of the non-Priority Surfer to deliberately impede them from catching a wave.
- b. Position themselves in the take-off zone to prevent another Surfer from catching a wave.
- c. Use their priority by either paddling for or taking off on a wave to block their opponent when the Surfer with priority appears to have had no intention to score. In this situation priority can be awarded regardless of which Surfer reaches the take-off zone first after the Ride.

If Surfer with superior priority paddles outside the Primary Take-off Zone and sits on inside position, they will have their Priority suspended until he re-enters the Primary Take-off Zone.

If the Surfer does not re-enter the Primary Take-off Zone, they will no longer be the Priority Surfer.

The Priority Judge will determine the Surfer's new priority position in the heat. All attempts will be made to verbally announce the Priority Surfer as they start to leave the Primary Take-off Zone by a verbal warning via the PA system.

Suspended Priority

If a surfer with superior priority paddles outside of the Primary Take-off Zone and sits on the inside position, they will have their Priority suspended until they re-enter the Primary Take-off Zone.

If the surfer does not re-enter the Primary Take-off Zone, they will no longer be the priority surfer. The Priority Judge will determine the surfer's new priority position in the heat.

At the discretion of the Priority Judge, if a surfer's equipment is damaged and they actively make their way to their replacement equipment or if a surfer with priority is washed out of the Primary Take-off Zone by a current or set of waves. The priority Judge will:

- Suspend the surfer's priority by indicating on the priority display system "No Priority" by leaving their allocated priority position blank.
- Reinstate the surfer's priority position once they return to the Primary Take-off Zone

It is recommended that events provide a microphone for the PA to the Priority Judge for this purpose that is able to override the beach announcers, to relay Priority decisions like this although Surfers should not rely on the same and rather always rely on the Priority Disc for the Event.

Priority interference may be called individually by the Head Judge only if the majority of the judging panel do not see the incident.

2-Surfer Heat Priority

2 surfer Heat priority works in the following manner:

At the start of a heat once the first wave has been ridden, the second Surfer gets automatic priority for any other wave they choose unless, the Surfer rides the wave before the heat starts or if the Surfer is not in the Competition Area before the start of the heat.

A Surfer cannot lose second priority by paddling for and missing a wave but if the Surfer catches the wave and their hands leave the rails, as they attempt to stand, they lose second priority.

Allocation is based on who the Priority Judge believes has reached the Primary Take off Zone first.

In cases where Surfers appear to reach the line-up at the same time, priority will go to the Surfer who did not have the last priority.

If a Surfer is not in the Primary Take-Off Zone when the heat starts and arrives late, priority will be allocated to the other Surfer at the discretion of the Priority Judge.

3-Surfer Heat Priority

3-Surfer Heat priority works in the following manner:

- The first Surfer to Ride a wave then receives third priority (First Surfer).
- The remaining two surfers in the heat have priority over the First Surfer and may paddle for waves without losing this priority until one of them catches a wave (Second Surfer).

Once the Second Surfer catches a wave, the initial heat priority order is established:

The Surfer yet to catch a wave receives first priority;

The remaining Surfers will receive priority in the order they return to the take-off area.

The Surfer with first priority has priority over both surfers. The Surfer with second priority only has priority over the Surfer with third priority.

If a Surfer is not in the Primary Take-Off Zone when the heat starts and arrives late, the Surfer will be allocated the appropriate priority position as determined by the Priority Judge at the time when the Surfer reaches the Primary Take Off Zone.

4-Surfer Heat Priority

Priority 4-Surfer Heat priority works in the following manner:

- The first Surfer to Ride a wave then receives fourth priority (First Surfer).
- The remaining three surfers in the heat have priority over the First Surfer and may paddle for waves without losing this priority until the next Surfer catches a wave (Second Surfer).
- The remaining two surfers in the heat have priority over the First and Second Surfer and may paddle for waves without losing this priority until the next Surfer catches a wave (Third Surfer).

Once the Third Surfer catches a wave, the initial heat priority order is established.

The Surfer yet to catch a wave receives first priority;

The remaining Surfers will receive priority in the order they return to the take-off area.

The Surfer with first priority has priority over all other Surfers.

The Surfer with second priority only has priority over the Surfers with third and fourth priority.

The Surfer with third priority only has priority over the Surfer with fourth priority.

Heat Interruption, suspension and re-surf

1. In the event of any heat having to be stopped due to the occurrence, or potential occurrence, of an extremely dangerous situation as decided by the Event Head Judge and Technical Director (or their designated representative), the following procedures are to be adopted:
 - Head Judge to stop heat, announcer to communicate with surfers, start continuous horn blasts, and move timing disc system to off or neutral position.
 - If available, communicate with jet skis drivers to remove Surfers from the Competition Area to safety.
 - When it is determined by the same event official(s) who stopped the heat that conditions are again safe, the heat will restart with the time left from when the heat was stopped unless the Head Judge deems that conditions have changed or that fair competition between the Surfers would be compromised. In these situations, the heat will restart for the full time period.
2. If a Surfer feels they are in danger due to unforeseen circumstances like extreme weather, lightning, shark or similar risk of animal attack and they leave the water, the Head Judge may stop the heat to warn fellow heat Surfers even if the Head Judge cannot see the danger.
3. Where an incident occurs that deems a heat may be re-surfed in accordance with a Rule of this Rule Book, the heat will be called as “under review.” The relevant Surfers (as determined by the Head Judge) will be notified within 15 minutes of the end of the heat and should a re-surf be declared, the results earned in the heat that caused the re-surf will be substituted by the re-surf heat results for official purposes.

Surfers not involved in the incident may not participate in the re-surf heat regardless of the heat result, this decision is at the discretion of the Head Judge, Contest Director and Technical Director.
- d. Where unforeseen circumstances occur relating to a heat, the Technical Director will consult with the Head Judge and Contest Director to determine a resolution, which may include a re-surf of the heat.
- e. Where the National Competition Technical Committee determines that a re-surf is required, participation by all affected surfers is mandatory. Any athlete or coach who refuses or fails to participate in the re-surf shall forfeit their position in the heat. The official heat results shall be amended accordingly, and the participating surfer(s) shall be advanced.
- f. The Technical Director in consultation with the Head Judge can suspend a heat (indicated by a single horn blast) at any time to review an incident that may affect the current heat situation. Upon completion of the review and a decision being made, the heat can either;
 - i. Continue from the time it was suspended; or

- ii. Restart if the incident was deemed to affect the current heat situation. The Head Judge will consult with the Technical Director or others deemed relevant by the Head Judge at the time, and Surfers will be notified of (i) or (ii) by beach commentators.

7. JUDGING

1. THE JUDGING CRITERIA

It's important to note that the emphasis of certain elements of each criteria is contingent upon the location and the conditions on the day, as well as changes of age based skill levels and conditions during the day. Surfers must perform to the judging key elements to maximize their scoring potential. Judges analyse the following major criteria elements when scoring a ride:

a. Standard Judging Criteria:

Commitment and Degree of Difficulty
 Innovative and Progressive manoeuvres
 Combination of Major manoeuvres
 Variety of manoeuvres
 Speed, Power and Flow



b. Longboard Judging Criteria:

Judges will analyse the following major elements when scoring rides.

"The Longboard surfer must perform controlled manoeuvres in the critical section of the wave utilising the entire board and wave using traditional longboard surfing. The surfer who performs this to the highest degree of difficulty with the most style, flow and grace will receive the highest score for a ride."

Further to that above, the following are key elements for the judges to consider.

- Nose riding and rail surfing
- Critical section of the wave
- Variety
- Speed and Power
- Commitment
- Control
- Footwork

In Respect to the Australian Longboard Masters Age divisions, the judges will also consider:

"Tail surfing and major manoeuvres in the critical sections with control"

c. Prone Bodyboard Criteria:

"A bodyboarder must perform radical, controlled manoeuvres in the critical section/s of a wave with speed, power and flow to maximise scoring potential. Innovative/progressive surfing as well as variety of repertoire (manoeuvres) and single major manoeuvres, will be taken into account when awarding points for bodyboarding.

Multiple-element aerial manoeuvres that have a high degree of difficulty will attract the highest possible scores if cleanly executed with continued, controlled momentum on the wave after landing.

The bodyboarder who meets these criteria with the maximum degree of difficulty and commitment on their waves will be rewarded with the higher scores."

d. Dropknee Bodyboard Criteria:

"A dropknee bodyboarder must perform radical, controlled manoeuvres maintaining the DK stance, utilising the critical section/s of a wave and demonstrating speed, power and flow to maximise scoring potential.

Innovative/progressive surfing as well as variety of repertoire (manoeuvres) with an emphasis on single major manoeuvres is to be taken into account when awarding points for dropknee riding.

The dropknee bodyboarder who meets these criteria with the maximum degree of difficulty and commitment on their waves will be rewarded with the higher scores."

e. Aerial Event Judging Criteria:

To be successful in an aerial event, a surfer must land and ride-out with forward standing momentum.

"A surfer must perform committed, radical aerials in the most critical section of a wave with speed, power and flow in order to maximise scoring potential.

Height, rotation, technical difficulty, creativity (innovation) and the smoothness of landing with control, will be taken into account when rewarding points for aerials that are completed.

The surfer who executes the manoeuvres with the highest degree of difficulty and commitment on the wave shall be rewarded with the higher scores."

f. SUP Event Judging Criteria:

- Commitment and Degree of Difficulty
- Innovative and Progressive Manoeuvres
- Combination of Major Manoeuvres
- Variety of Manoeuvres
- Speed, Power and Flow
- Use of the Paddle to give greater degrees of leverage and thus the creation of increasingly radical moves

NOTE: It's important to note that the emphasis of certain elements is contingent upon the location and the conditions on the day, as well as changes of conditions during the day.

g. Standard 9ft SUP Surfing Criteria:

"A 9 foot plus SUP surfer must perform traditional major manoeuvres with the highest degree of difficulty and control in the critical sections of the wave to receive the higher scores.

Judges will reward the SUP surfer's performance with reference to style, flow and visual appeal. Furthermore, the use of the entire length of the surfboard, commitment, nose riding and clean footwork will be important elements in the judge's decision making.

Functional use of the paddle to increase the intensity of the manoeuvres will be considered when awarding points for 10 foot plus SUP surfing.

The SUP surfer who executes these criteria with the maximum degree of difficulty and commitment on the waves will be rewarded with the higher scores."

2. EQUIPMENT SPECIFICATIONS

Longboard Specifications

- The board length is minimum 9 feet measured from the nose to the tail on the deck of the surfboard
- The width dimensions are to be a total minimum 47 inches in aggregate. This is the total of the widest point, plus the width 12 inches up from the tail and 12 inches back from the nose

SUP Specifications

- All race boards must be of a single mould and with a fixed fin (except Prone 18' open rudder)
- No straps will be allowed for SUP surfing events at the National Titles
- All ocean racing SUP boards will be a maximum of 14 feet in length unless otherwise specified
- All prone race boards will be stock and a maximum 14 feet in length unless otherwise specified

NB. Team Australia competitors will have to compete to the ISA standard lengths at the World Championships.

Bodyboard Specifications

- The board must be constructed of an extruded foam core (e.g., polypropylene, polyethylene or hybrid/composite variations), extruded foam deck, slick plastic bottom (e.g., Surlyn or HPDE) and may contain stringers and/or mesh internally to stiffen the board. Rails are generally of extruded foam construction

- The bodyboard should not be of hard construction (i.e., fiberglass, metal, dense plastic or wood)
- The tail shape may vary from crescent to bat tails
- The bodyboard may have different features such as nose bulbs, channels and deck contours (hip grooves, elbow pads etc.)
- Leashes/straps used may be wrist, bicep or leg-rope types and these are connected with a single plug
- Boards may vary in length from 38" to 46" and are generally no wider than 25" at the widest point (approximately $\frac{3}{4}$ of the way from tail to nose). Boards will mainly taper in at the nose to a blunt edge no less than 10" wide. Boards will commonly taper in slightly (by 1-2" on each side) from the widest point to the tail. Some variations are allowable but extreme variations outside the above parameters will not be allowed
- Bodyboarders should, for their own safety and to assist with quick propulsion and control while surfing, wear a pair of swim fins on their feet. These are usually made of rubber and are quite short, the type specially designed for use in surf conditions

3. SCORING GUIDELINES

Officials' Responsibility

As our sport progresses there are new disciplines of surfing in terms of competition it is the responsibility of every Contest Director and Judge to promote the below concepts and criteria, to ensure all competitors develop a standard approach and understanding of what is expected from an elite performer of these disciplines.

Longboard Scoring Guidelines and Manoeuvres

The following manoeuvres are considered to be more traditionally based and should be considered when scoring Longboard surfing in a competition environment.

There are some manoeuvres that “cross-over” all surfing disciplines however there can be a more traditional approach with controlled manoeuvres in the critical sections using the entire length of the surfboard. This relates to the use of footwork in particular, cross-stepping to and from the nose.

The words: continual motion, flow, style and grace directly relates to how the surfer reads the wave and performing the manoeuvres that “fit” to the wave. Stylish and flowing traditional elements will become obvious when the surfer is committing to the entire criteria.

Classic nose rides are usually best when the walk to the nose is set up by a tail stall or directly in from the arc of a turn.

- Nose rides – touch 5 and 10's and extended 5's and 10's
- Cheater 5 nose rides
- Cross-stepping and reverse walks
- Layback cutbacks
- Cutbacks – Drop knee, cross step, roundhouse
- Tube rides – Cover-ups
- Re-entries – Off the face and lip



Minor and transitional manoeuvres are considered to have little scoring potential in the competition system.

- Bottom turns
- Fade takeoffs
- Stalling and trimming
- Side slides
- Hawaiian pullout

Bodyboard Surfing Guidelines and Manoeuvres

It is of particular importance to note that there are two sub-disciplines of bodyboarding that are completely different in style and technique and these should be recognised and differentiated.

“Prone” riding is where the bodyboarder lies prone on the board and grips the board with both hands for an entire ride. This style of riding is the most commonly used at the elite professional level, as it allows for the lowest possible centre of gravity and the most control, affording the rider greater opportunities to execute radical aerial manoeuvres.

“Dropknee” or “DK” riding is where the rider places their front foot towards the nose of the board and the lower part of the back leg from the knee down to the foot on the deck towards the tail. Essentially DK stance is a half standing/half kneeling position.

This style of riding allows the rider to perform similar manoeuvres to standard short board stand-up surfing moves (carving turns, cutbacks/snaps and re-entries, floaters, standard aerials and tube rides) as well as forward and reverse 360 degree spin variations.

DK has its own separate Division at all amateur and professional levels, as being a completely different style of bodyboarding it is really incomparable to prone riding.

Please note: In a prone heat, no part of any wave ridden DK, including where manoeuvres are performed can be scored and a wave ridden DK in a prone heat for the entire ride must be scored a zero.

In a DK heat, no part of any wave ridden prone, including where manoeuvres are performed can be scored and a wave ridden prone in a DK heat for the entire ride must be scored a zero.

Special note should be taken of the “momentum” rules in relation to when a bodyboarder in a competition is deemed to be “up and riding” and how this relates to interferences.

Note that a prone rider is deemed to be “up” (or actually “riding” on a scoring wave) once they have completely stopped any paddling with their arms and are not forcing momentum by using their swim fins – to the extent that they have clear forward momentum on the wave under the waves’ own power.

In terms of interferences, the following rules should be observed primarily for both prone and DK:

- “The first rider to gain momentum from the wave shall be deemed to have unconditional wave possession. The rider must have an unimpeded path across the face of the wave in the direction they have chosen to ride.”
- “If two or more riders gain momentum at the same time on the same wave and wish to ride the wave in the same direction, the rider on the inside shall have right of way.”

Special points worth noting are:

- Criteria in relation to multiple-element aerial manoeuvres as in prone bodyboarding will not be emphasised due to the extreme difficulty of executing such moves in DK stance. Rather, the basic criteria in relation to speed, power and flow is emphasised and judges are primarily looking for “rail to rail” riding incorporating strong turns off the bottom and top of the wave as the basis for awarding higher scores
- DK manoeuvres must be completed in DK stance (and not prone) in order to be scored as functional DK manoeuvres
- DK spins where used to either regain balance out of a turn or in a non-functional manner such as single or multiple 360’s on the open face are not encouraged and should not be awarded high scores
- Non-functional spins are to be distinguished from those demonstrating speed, power and flow (including air 360s, critical spins on steep sections or in the barrel and controlled reverse hacks with massive spray preceded by strong bottom-turns, all of which are potentially high scoring manoeuvres)
- If a radical manoeuvre is executed in DK stance in a controlled manner without the assistance of grabbing the rail for stability (to enable landing) then as a rule it will be scored higher than a similar manoeuvre performed with the assistance of a grab. This is due to the higher degree of control, difficulty and commitment required to execute such a move without a grab
- With respect to the above point, modern DK riding as with modern surfboard riding now incorporates grabs to enhance both the aesthetic appeal (style) and technicality (the progressive nature) of aerial manoeuvres. Consequently, scores should not be discounted for rail grabs exhibiting these characteristics or where a radical DK move would likely not have been possible at all without a grab

SUP Scoring Guidelines

- The judging scale will be the normal 10 point scale with normal ISA/SA contest rules applying. The aggregate of the best 2 rides will decide the final score for each surfer
- The surfer must have forward momentum under the wave generated power, to be deemed a scoring ride
- To the best of a rider's ability he/she is expected to stand up on the board at all times throughout the heat, unless the situation of safety dictates otherwise. Judges will monitor all contestants and where this rule is not being respected they (in majority) will instruct the beach announcer to deliver their first and only warning. If the situation continues or a second situation arises during the heat the judges can score a non-priority interference
- Entry into the wave should be by paddling in the standing position to enable the maximum score
- Footwork, nose riding and flow points will be scored, but this will be done in their relationship to the criteria and degree of difficulty and critical nature of board positioning
- In some cases, and speciality events, beach starts can be used as an alternative method to start a heat, under the consultation of the Contest Director and Head Judge
- The paddle is used in turns as a brace, a pivot, and a force multiplier. A surfer will be scored higher when he uses the paddle in some, or all, of these three ways to achieve sharper or more powerful turns
- Use of the paddle on the inside rail or the outside rail will have no difference on the degree of difficulty of the manoeuvre
- Tricks such as twirling or otherwise using the paddle in a non-functional manner will earn no extra score for the surfer

4. SUP RACING RULES

- Life jackets and leg ropes are to be worn and are compulsory at the National Titles for the Marathon race. Type 1/2 or 3 including inflatable type 1
- PFD's need to be worn or carried on person, not attached to board
- Life jackets are to be provided by the competitor
- Dependent on the conditions and at the discretion of the Contest Director, a cut off time at a certain race point can be used for safety reasons
- Leg ropes are compulsory for the Technical race
- Both Marathon and Technical race circuits will be decided by the Event organisers prior to the Australian SUP Championships
- The Technical race will feature an offshore course that will challenge the competitor's technical, surfing and athletic skills. Technical race competitors will complete multiple laps of an offshore circuit that will include an exchange area where they must beach their equipment for a short sand run around a course flag. The race will have a beach start and beach finish
- The Marathon races will be a point to point open ocean race with both men and women races held together with a staggered start for each race
- If the conditions do not permit safe offshore courses in either Marathon or Technical races the organisers may choose to utilise a suitable alternative flat water venue



5. JUDGING PRINCIPLES & PANEL SELECTION CRITERIA

- a. No competitors can officiate. Judges of Surfing Australia sanctioned events cannot have any perceived vested interests. This includes being a relative, coach or manager. All judges must be currently accredited and registered with Surfing Australia, with absolutely, no exceptions.
- b. In all heats there shall be a minimum of 5 judges with 4/5 judges rostered on per heat as well as an approved, accredited and registered Surfing Australia Head Judge.
 - The Head Judge of each event is to be responsible for assuring that nationally accredited and registered judges serve on the panel for all sanctioned events. A database of accredited and registered judges for events is available from the Surfing Australia Judging Manager upon request
 - In exceptional circumstances where the chances of finishing an event are in jeopardy, split 3 person panels can be used
 - The wave scoring will be done from 0.1 to 10.0, broken into one-tenth increments. 7.2 etc. A judge will score a ride using commonly accepted and taught principles
 - In the case of a computer malfunction the results will be tabulated for the heat in which the malfunction took place as per the computer scoring system averaging. Should the condition carry over to further heats, all tabulation/ results will revert to the manual tabulation system
 - Judges should be visually separated, and it is the responsibility of the Head Judge to see that the judges do not discuss scores or interference calls.
 - Judges may not change their scores or interference calls either on the computer terminal or on the manual judging sheets. In the event that a mistake has been made the judge should have the Head Judge make the correction for him.
 - If a judge misses a wave, or any part of a wave, they should ask the Head Judge for an average on that particular wave. This wave will be included into the sheet/ scoring system by the Head Judge on the basis of comparison to the scores on the other judges' sheets

- At times, errors of a special nature occur with respect to judging. This includes priority, timing and judges' scores. The Technical Director, along with the event director, a surfer representative and the Head Judge, will rule on these special circumstances, case by case. At their discretion the Technical Director may consult with those qualified observers, (defined as off-duty judges, spotters or other officials), who may have witnessed the incident in question

Judging performances will be kept on all judges by every event Head Judge and passed onto the Surfing Australia Judging Manager for the evaluation of the qualified judges

Judges must wait until the completion of the tabulators' work before checking the completed tally sheets

No judge of a Surfing Australia event may pass comment on a surfer's chances in any event, to the public, media, or other contestants, or that judge may be dismissed from the panel and other action will be taken by the Board

- A day's judging is considered 8 hours from start of competition unless on hold. If on hold the day begins at the original start time not actual start time. Judges will only work for a maximum of 10 hours per day unless extra hours are needed due to special circumstances and then only if agreeable with the judges. Overtime rates will be applicable
- It is recommended that extra special events held at any competition event be run at the end of the day and not during actual competition hours. If held during these hours the judges are not obliged to judge them unless agreeable with the judging panel. This does not include a final day team's event

6. THE ROLE OF THE HEAD JUDGE

The Head Judge holds the highest position of authority and responsibility within the judging panel. The Head Judge's role is to organise, supervise and instruct the panel of judges so that they can meet their responsibilities fairly, promptly and efficiently.

The Head Judge's main responsibilities are to ensure consistency in scoring, eliminate obvious discrepancies and to advise the judges of conditions throughout the day that may affect their scale.

The Head Judge performs the following duties:

- Selection of judging panel for each event
- Organises and delivers a pre-contest and post-contest briefing for the judging panel
- Directs a pre-judging warm up with the rest of the panel before the event starts
- Organises a pre-contest briefing to be delivered to competitors by the Beach Marshal
- Assigns judges to various heats using a roster system
- Allocates an official to check the manual score sheets against the computer sheets for every heat
- Helps judges establish an appropriate scale during the first heats of an event, day, new division or after any significant changes in surf conditions



- Monitors the consistency of the scale used by all judges
 - Assists Scoring Judges on technical matters and answers questions relating to judging e.g. criteria, rules, interferences, scale, heat timing, wave counts, missed waves, average scores, use of computers
 - Delegates responsibility when required, usually to the next most senior judge, to ensure that every heat is properly overseen
 - Is the sole judge of priority one-on-one heats
 - Chooses the location of the priority buoy for one-on-one heats
 - Reports interference calls to the Contest Director, Tabulator and Announcer
- Directs the Announcer and Beach Marshal to inform competitors on various situations during a heat
- Acts as the sole representative for all judges with respect to communicating with other contest officials, competitors and the press
- Discusses official protests made by competitors at the end of the round or at the end of the day
 - Handles any complaints and disciplinary action in relation to the panel
 - Assesses the performance of the scoring panel by collating and analysing information and statistics in regards to individual judging performances

The Role of the Scoring Judge

The role of the judge is to compare and evaluate each surfer's performances against one another by applying the basic judging criteria consistently, accurately and fairly.

The duties of a scoring judge are as follows:

- Judge heats assigned to them by the roster
- Score each wave ridden in a heat using a scale of 0.1 to 10.0 and record scores on the score sheets provided (computers may also be used)
- Correctly fill in the details on the judging score sheets Rule on any interference situation
- Call competitive riders' singlet colours as they are "up and riding"
- Provide wave counts and other information when required by the Head Judge or other judges
- Undertake various duties assigned by the Head Judge (e.g. acting as the Head Judge when the Head Judge is forced to leave the judging podium for any reason)
- Provide input to pre and post contest briefings under direction of the Head Judge Have a thorough knowledge of the SA Rule Book as it applies to judging
- Judges should not have mobile phones on or near the judging tables/work station

6 Person Panel

Judges Name	Heat 1	Heat 2	Heat 3	Heat 4	Heat 5	Heat 6	Heat 7	Heat 8	Heat 9	Heat 10	Heat 11	Heat 12
	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X	X
	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X
	X	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF
	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X	X
	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X
	X	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF

More judging & priority rosters are available on request to the SA Judging Manager or available on line at www.surfindustralia.com

6 Person + Priority Panel

Judges Name	Heat 1	Heat 2	Heat 3	Heat 4	Heat 5	Heat 6	Heat 7	Heat 8	Heat 9	Heat 10	Heat 11	Heat 12	Heat 13	Heat 14
	P	X	X	OFF	X	X	OFF	P	X	X	OFF	X	X	OFF
	OFF	P	X	X	OFF	X	X	OFF	P	X	X	OFF	X	X
	X	OFF	P	X	X	OFF	X	X	OFF	P	X	X	OFF	X
	X	X	OFF	P	X	X	OFF	X	X	OFF	P	X	X	OFF
	OFF	X	X	OFF	P	X	X	OFF	X	X	OFF	P	X	X
	X	OFF	X	X	OFF	P	X	X	OFF	X	X	OFF	P	X
	X	X	OFF	X	X	OFF	P	X	X	OFF	X	X	OFF	P

7 Person Panel 4 International 3 Regional

Judges Name	Heat 1	Heat 2	Heat 3	Heat 4	Heat 5	Heat 6	Heat 7	Heat 8	Heat 9	Heat 10	Heat 11	Heat 12	Heat 13	Heat 14	Heat 15	Heat 16
	X	X	X	OFF	X	X	X	OFF	X	X	X	OFF	X	X	X	OFF
	OFF	X	X	X	OFF	X	X	X	OFF	X	X	X	OFF	X	X	X
	X	OFF	X	X	X	OFF	X	X	X	OFF	X	X	X	OFF	X	X
	X	X	OFF	X	X	X	OFF	X	X	X	OFF	X	X	X	OFF	X
Regional	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X	X
Regional	X	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X
Regional	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF	X	X	OFF



8. INTEGRITY IN SURFING

Surfing Australia adopted the National Integrity Framework (developed by independent government agency Sport Integrity Australia) to keep Surfing safe, fun, fair and inclusive for all participants, from grassroots to our Olympians.

The [National Integrity Framework](#) (NIF) is a suite of policies which sets out rules for unacceptable behaviour (known as 'Prohibited Conduct') in sport (for us, that's Surfing), and explains the way complaints about breaches of these rules are managed.

The Framework covers integrity threats such as:



Bullying



Harassment



Child abuse



Match-fixing



Sports betting



Improper use of medicines
and supplements



Illegal drugs

The National Integrity Framework is made up of 5 policies:

1. [Safeguarding Children & Young People Policy](#)
2. [Member Protection Policy](#)
3. [Competition Manipulation & Sport Gambling Policy](#)
4. [Improper Use of Drugs & Medicines Policy](#)
5. [Complaints, Disputes and Discipline Policy](#)
(the top four policies are underpinned by this policy)

Who does the National Integrity Framework (NIF) apply to?

In policy terms, the NIF applies to all 'Relevant Persons' and 'Relevant Organisations'.

In Surfing terms, 'Relevant Organisations' are your State and National governing bodies, and organisations such as boardrider clubs, and 'Relevant Persons' are those involved in Surfing, such as State members, competitors at all levels, boardrider club members, program participants, staff, contractors, volunteers, etc.

[Click here](#) for the National Integrity Framework Factsheet Catalogue that includes more information and how the NIF applies to you.

What's not covered by the National Integrity Framework?

The Framework doesn't cover every matter considered an integrity issue. While the NIF covers a broad range of topics, there are several that fall outside of its scope, including:

- [Code of Conduct](#) breaches
 - [Anti-doping](#) (these matters are managed under the Anti-Doping Policy provided by Sport Integrity Australia).
 - Whistle-blower disclosures
 - Selection disputes
 - Personal grievances
 - Governance misconduct
 - Employment disputes
 - Competition-related rules
- Surfing Australia have our [own policies](#) and procedures to manage these issues.

Who should you contact with a complaint or concern?

CONTACT SPORT INTEGRITY AUSTRALIA FOR:	CONTACT SURFING AUSTRALIA FOR:
<ul style="list-style-type: none"> • Any issues relating to misconduct with a child, including sexual misconduct, inappropriate touching, verbal or physical abuse, body shaming, breaching safety practices, supplying drugs or alcohol to a minor, or any other concerning behaviour • Any issues relating to discrimination based on race, age, disability, sex, sexual orientation, or religion • Any suspicions of doping 	<ul style="list-style-type: none"> • Issues relating to misconduct between adults • Heat-fixing or other types of competition manipulation • Code of Conduct breaches • Selection disputes • Any other complaints or concerns
<p>SAFE SPORT HOTLINE: 1800 161 361 7am-7pm (AEDT), 7 days a week, 365 days a year</p> <p>GENERAL ENQUIRIES HELPLINE: 1300 027 232 9am-4:30pm (AEDT) Monday to Friday</p> <p>EMAIL: contactus@sportintegrity.gov.au</p> <p>WEB: https://www.sportintegrity.gov.au/contactus/make-an-integrity-complaint-or-report</p>	<p>SURFING AUSTRALIA HAS A NATIONAL INTEGRITY MANAGER</p> <p>EMAIL: integrity@surfingaustralia.com</p> <p>PHONE: 02 6671 0000 (Surfing Australia National Integrity & Complaints Manager)</p> <p>WEB: www.surfingaustralia.com/sportintegrity</p>

What's your responsibility as a contest organiser?

Ensure event staff, contractors and volunteers, and competitors **are aware they're bound by National Integrity Framework and Surfing Australia's supporting policies** via documents such as appointment contracts and event entry forms (this has already been set up on JustGo's Event Competitor Waiver form). **Below is the required wording** if you need to use independent of JustGo:

By ticking this box, I acknowledge and agree that:

1. I am bound by and must comply with all Surfing Australia Policies (including your relevant State Organisation), including, but not limited to, the National Integrity Framework (5 Policies), Anti-Doping Policy, Code of Conduct and Social Media Policy, which can all be found [here](#).
2. I acknowledge that I am bound by these Policies, and it is my responsibility to be familiar with these Policies;
3. A breach of these Policies could result in further action being taken, as outlined in the complaints or discipline procedures for the respective policy.

NATIONAL INTEGRITY FRAMEWORK (5 POLICIES):

1. [Member Protection](#)
2. [Safeguarding Children & Young People](#)
3. [Competition Manipulation & Sport Gambling Policy](#)
4. [Improper Use of Drugs & Medicines Policy](#)
5. [Complaints, Disputes and Discipline Policy](#)

SUPPORTING POLICIES INCLUDING, BUT NOT LIMITED TO:

- [Surfing Australia Code of Conduct](#)
- [Australian Anti-Doping Policy](#)
- [Surfing Australia Policies](#)

Safeguarding Children & Young People at Events

Surfing Australia is committed to ensuring the safety and wellbeing of all children/young people that are involved in our sport. Our policies and procedures seek to address risks to child safety and to establish child safe culture and practices.

The Children and Young People Safe Practices have been developed to identify and prevent behaviour that may be harmful to **children and young people (U18)** participating in sport, and are defined within the National Integrity Framework's [Safeguarding Children & Young People Policy](#).

They include rules around:



Filming and photography of children



Transportation of children



Giving children gifts or favours



The tone and language we use to talk to children



Physical contact with children



The use of online and electronic communication with children



Welcome involvement of parents



Pick-ups and drop offs



Overnight stays



Changing room arrangements

As event organiser, it's your responsibility to:

- Ensure your event adheres to **Safeguarding Children & Young People**. Ask your State Surfing Body for the '**Safeguarding Events Pack**' that contains a list of tips plus check items you need to tick off, and resource guides to deliver to your staff, contractors, volunteers and photographers and videographers.

Sport Integrity Australia and Surfing Australia have a heap of amazing resources:

- [Safeguarding Children & Young People Safe Practices Do's & Don'ts](#) booklet
- [Safeguarding resource hub](#) with document specific for events
- Surfing Australia's [Integrity hub](#)

Australian National Anti-Doping Policy

The *Australian National Anti-Doping Policy* implements the *World Anti-Doping Code 2021*. The purpose of the *Australian National Anti-Doping Policy* is to have a single and consistent set of anti-doping rules across all sports in Australia, which includes Surfing.

Click here: [Australian National Anti-Doping Policy | Sport Integrity](#)

Warning to Athletes and Other Persons (including, but not limited to, support personnel, staff, contractors and volunteers involved in Surfing, members of the Sporting Administration Body (including clubs)).

- You are responsible for knowing what the anti-doping rule violations are.
- You must find out which substances and methods are prohibited.
- Ignorance is no excuse.
- You must be aware of the rules in this Anti-Doping Policy.
- This Anti-Doping Policy adopts the strict liability principle.
- Athletes are responsible for anything found in their system.
- You must be aware of the sanctions that could be applied to you in this Anti-Doping Policy.

9. SHARK RISK MANAGEMENT INFORMATION

1. PURPOSE OF THIS INFORMATION

- 1.1. As the national governing body of surfing in Australia, we aim to provide successful, safe and enjoyable events across the country. Competitor safety is absolutely paramount and our number one concern.
- 1.2. Surfing Australia and its member State bodies listed in Schedule 1 (the States) have a strong national events portfolio. In partnership with the States we manage and execute events each year to a standard that is recognised by key stakeholders to be of benchmark standard.
- 1.3. This Surfing Australia Shark Risk Management Information will work towards providing a safe surfing environment at events and includes informed decision-making protocol and specific information on shark risk management and emergency procedures.
- 1.4. Unlike many sports, our sport operates in an uncontrolled and, at times, uncontrollable environment, the ocean. There have been an increased number of shark attacks in recent years. The explanation for this is unknown. Whilst various explanations have been offered by experts, there is no clear explanation for why this has occurred. This document attempts to address managing the risk of shark attacks through a variety of different measures, but the reality is that the risk will remain.
- 1.5. This document applies to surfing events conducted by Surfing Australia and the States. Surfing Australia encourages all affiliated boardriders clubs to comply with this policy.

2. SHARK SMART PRINCIPLES

- 2.1. From time to time State Government departments and other organisations issue guidelines for shark safety. Surfing Australia has had regard to these guidelines in developing this policy. It is to be noted that guidelines vary significantly across Australia and regard needs to be made for specific circumstances and knowledge in particular locations. Examples of shark smart guidelines are as follows:
 - a. Avoid areas with signs of baitfish or fish feeding activity
 - b. Do not rely on the presence of dolphins to indicate the absence of sharks
 - c. Avoid running events where animal, human or fish waste enter the water
 - d. Obey lifesavers' and lifeguards' advice, and heed all sign and safety warnings
 - e. Avoid running events after dusk, at night, or before dawn as these times may be more dangerous

3. SHARK RISK MANAGEMENT INFORMATION APPROACH

Surfing Australia will:

- 3.1. Follow the procedures set out in this information at its events to seek to minimise the risk of shark attack.
- 3.2. Work with the States to have the States adopt Shark Risk Management procedure. The States may have different methods of dealing with their unique and specific risks and circumstances.
- 3.3. Work with the States and their key stakeholders through regular communication on this process to ensure surfers' safety in competitions is number one priority.
- 3.4. Monitor and renew this policy annually or more frequently as required.
- 3.5. Apply this procedure consistently

4. SHARK INCIDENTS REPORTS

- 4.1. In all shark incidents the Police and emergency services acts as the first point of call for the event organiser. If a shark incident occurs the event organiser should call the emergency number 000.

5. SHARK SIGHTING IN OR CLOSE TO THE COMPETITION AREA

In the event of a shark sighting in or close to the competition area, the following actions are to be implemented;

- 5.1. The competition should be suspended.
- 5.2. The competition area should be closed.
- 5.3. All surfers should leave the water until such time as the shark is no longer in the area and the situation is deemed safe.
- 5.4. The competition may recommence once the situation is deemed safe.
- 5.5. If it is observed that the shark is a very small, shark which is unlikely to present danger to competitors or other swimmers, or is of a nature which is non-threatening to competitors or other swimmers, the Contest Director only may determine to continue the event.
- 5.6. It is not required that all shark sightings be reported however it is recommended that sharks that cause suspension or cancellation of the event should be reported. In all other states the local lifeguards and or local council should be notified.

- 5.7. It is a matter for all event organisers as to whether they record a log of shark sightings. In many cases it may serve no useful purposes, but it is a matter for individual event organisers to make its own determination.

6. SHARK ATTACK IN OR CLOSE TO THE COMPETITION AREA

In the event of shark attack in or close to the competition area the following steps shall be taken:

- 6.1. Immediately clear the water – horn blasts/P.A./whistle blasts.
- 6.2. Initially, jet-ski operators to be directed to negate any immediate threat. After an attack, jet-ski operators to assist in bringing victim to shore
- 6.3. If jet-ski is not present, event coordinator to contact local SLSC, Lifeguard and SES to assist in negating any immediate threat and assisting to bringing victim to shore
- 6.4. Event Manager to call 000 or Emergency Services
- 6.5. Senior First-Aid Officer to stabilize the victim until ambulance arrives
- 6.6. Event staff to direct ambulance to emergency access point

7. INTERRUPTION OF COMPETITION

In the event of any heat having to be stopped by a shark sighting as decided by the Contest Director, Head Judge or Event Manager, the following procedures are to be adopted:

- 7.1. Head Judge to stop heat and start continuous horn blasts or whistle blast and moving of timing disc/flags to heat off position.
- 7.2. Use public address system to communicate to surfers to get out of the water immediately or if public address system is unavailable use a whistle to notify surfers of the risk.
- 7.3. If available, communicate with jet skis to remove surfers from the competition area to safety.
- 7.4. When it is determined by the Contest Director that conditions are again safe, the heat will restart with the time left from when the heat was stopped unless the Head Judge deems that conditions have changed or that fair competition between the surfers would be compromised. In these situations, the heat will restart for the full time period.

- 7.5. Where an incident occurs that deems a heat may be re-surfed, the heat will be called as "under review." The relevant surfers will be notified immediately and should a re-surf be declared, the results earned in the heat that caused the re-surf will be substituted by the re-surf heat results for official purposes.
- 7.6. Officials decision about how the heat will be restarted or re run is final and there is no right of appeal.

8. ADDITIONAL MEASURES

Where there is identified that increased risks exist extra measures may be implemented such as:

- 8.1. Aerial surveillance may be implemented
- 8.2. Close beach and arrange alternate schedule if necessary
- 8.3. Cancel the event if sharks are in the area and are not moving on.
- 8.4. Ensure a water craft and senior qualified experienced first aid officer are on duty.

9. CONSULTATION AND CONSIDERATIONS

- 9.1. The Contest Director may consult with such persons as he sees fit in relation to the postponement or cancellation of the event and the determination of the "result" of the event but the Contest Director's decision is final. It is not subject to review or appeal.
- 9.2. It is acknowledged that surfing events may either be of significant commercial value or, at an amateur level, competitors may have travelled and paid for the opportunity to compete in the event and that postponing or cancelling events from that perspective is highly inconvenient and unfortunate. The personal safety of competitors must be of paramount importance. Those factors will not be taken into account in relocating postponing or cancelling the event.
- 9.3. If the event is concluded because of postponement or cancellation by the Contest Director, that is a necessary result of providing a safe environment the Contest Director shall determine the outcome of the event in circumstances where the event is postponed or cancelled.
- 9.4. Sightings may occur during events and at other times within the competition area and outside. It is a matter for individual States and event organisers as to whether they record a log of shark sightings. In many cases this may serve no useful purposes but it is a matter for individual organisations to make their own determination.

10. DECISION MAKING

- 10.1. The priority is the safety of the competitors. The primary person to make a decision is the Contest Director, but in the event of a shark sighting in a competition area or a shark attack, the Contest Director, Head Judge and Event Manager are all authorised to make a decision to protect the safety of competitors and stop the event.
- 10.2. There is a clear need for immediate response and there is no requirement for any of these people to consult with anyone else in making determinations as to immediate action. It is recommended that Contest Directors, Head Judges and Event Managers consult with each other where there is the opportunity to do so, particularly with respect to restarting an event. These officials are not required to and should not engage with other individuals, either participants, participants' parents, local authorities and sponsors. Officials should keep detailed diary and notes of the processes followed, discussions held and timing of decisions where any aspects of this Policy are implemented. Officials may consult with such persons as they believe will assist in managing any risks, including lifesavers, lifeguards and local boardrider associations, Police, paramedics etc.
- 10.3. The decision to restart the competition shall be made only by the Contest Director.
- 10.4. In the occurrence of a shark attack, the competition shall be suspended for the day and if it is the final day of the event, the event shall be cancelled.



SCHEDULE

Surfing Queensland Inc.

Surfing NSW Inc.

Surfing Victoria Inc.

Surfing Tasmania Inc.

Surfing South Australia Inc.

Surfing Western Australia Inc.

12. DANGEROUS CONDITIONS RULES

- 12.1. At all times the safety and wellbeing of our competitors is of the utmost of importance. A safe surfing environment at events will be determined by the nominated competition officials. There are certain surf and weather conditions that can be classified as hazardous concerning the safety and wellbeing of all competitors.
- 12.2. In the event of surf or weather conditions that could be considered to be dangerous the Contest Director, Head Judge and Event Manager (Officials) will consult and are all authorised separately to make a decision to protect the safety and wellbeing of all competitors by immediately suspending the competition for all or some competitors until such time as the Contest Director, Head Judge and Event Manager can meet to make a final determination.
- 12.3. Where there are concerns about conditions or where an Official has suspended the competition, a meeting between the Contest Director, Head Judge and Event Manager will be convened at the earliest possible time to decide the appropriate course of action. Where a heat in progress has been suspended the Competition Officials will record the time in the heat where the suspension occurred. On recommencing the suspended heat the time will restart with the time left from when the heat was stopped unless the Competition Officials deems that conditions have changed or that fair competition between the Surfers would be compromised. In these situations, the heat will restart for the full time period with no scores counting from the suspended heat.
- 12.4. After consultation between the Contest Director, Head Judge and Event Manager the competition can be suspended, cancelled or re-scheduled until surf conditions or weather improves.
- 12.5. Where a competition has been suspended by one or all of the Officials, the competition may not recommence without a unanimous decision of the Contest Director, Head Judge and Event Manager.
- 12.6. There may be a need to suspend, cancel or re-schedule some surfing divisions based on the skill level of the competitors in that division due to the hazardous surf and weather conditions.
- 12.7. The decision by Surf Life Savers or Beach inspectors to close the beach for swimming is a matter to be considered by the Officials but that decision to close the beach does not require mandatory cessation or suspension of the competition.

10. COMPETITION FORMATS

The Contest/Technical Director can adjust formats to suit entry numbers and in keeping with the general concepts of the selected format.

The use of heat of "Natural" or "cross-over" progression order is the Technical Directors decision.

Natural progression means after the first round seeding the competitors that advance together will meet in future rounds to the final.

Cross-over progression means that the advancing surfers of each heat will be separated eliminating the possibility of surfing against the same surfer in the next round. This is dependent on the size of the format and may not include quarter's , semi's and grand finals.

6 SURFER FORMAT. STRAIGHT KNOCKOUT. 50% PROGRESSION.

Rd1	Ht1		1
R	1		
W	3		
B	6		

Rd1	Ht2		2
R	2		
W	4		
B	5		

Rd2	Final		3
R	1.1		
W	2.1		
Y	1.2		
B	2.2		

8 SURFER FORMAT. STRAIGHT KNOCKOUT. 50% PROGRESSION.

Rd1	Ht1		1
R	1		
W	4		
Y	5		
B	8		

Rd1	Ht2		2
R	2		
W	3		
Y	6		
B	7		

Rd2	Final		3
R	1.1		
W	2.1		
Y	1.2		
B	2.2		

Example - Natural Progression

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

12 SURFER FORMAT. STRAIGHT KNOCKOUT. 50% PROGRESSION.

Rd1		Ht1	1
R	1		
W	6		
Y	7		
B	12		

Rd1		Ht2	2
R	3		
W	4		
Y	9		
B	10		

Rd1		Ht3	3
R	2		
W	5		
Y	8		
B	11		

Rd2		Semi Final Ht 1	4
R		1.1	
W		2.2	
B		2.3	

Rd2		Semi Final Ht 2	5
R		2.1	
W		1.2	
B		1.3	

Rd3		Final	6
R		1.4	
W		2.4	
Y		1.5	
B		2.5	

16 SURFER FORMAT. STRAIGHT KNOCKOUT. 50% PROGRESSION.

Rd1		Ht1	1
R	1		
W	8		
Y	9		
B	16		

Rd1		Ht2	2
R	4		
W	5		
Y	12		
B	13		

Rd1		Ht3	3
R	3		
W	6		
Y	11		
B	14		

Rd1		Ht4	4
R	2		
W	7		
Y	10		
B	15		

Rd2		Semi Final Ht 1	5
R		1.1	
W		1.2	
Y		2.3	
B		2.4	

Rd2		Semi Final Ht 2	6
R		2.1	
W		2.2	
Y		1.3	
B		1.4	

Rd3		Final	7
R		1.5	
W		2.5	
Y		1.6	
B		2.6	

Example - Natural Progression

LEGEND: R = Red, W = White, Y = Yellow, B = Blue



24 SURFER FORMAT. STRAIGHT KNOCKOUT. 50% PROGRESSION.

Rd1		Ht1	1
R	1		
W	12		
Y	13		
B	24		

Rd1		Ht2	2
R	6		
W	7		
Y	18		
B	19		

Rd1		Ht3	3
R	4		
W	9		
Y	16		
B	21		

Rd1		Ht4	4
R	3		
W	10		
Y	15		
B	22		

Rd1		Ht5	5
R	5		
W	8		
Y	17		
B	20		

Rd1		Ht6	6
R	2		
W	11		
Y	14		
B	23		

Rd2		1/4 Final 1	7
R		1.1	
W		2.1	
Y		1.2	
B		2.2	

Rd2		1/4 Final 2	8
R		1.3	
W		2.3	
Y		1.4	
B		2.4	

Rd2		1/4 Final 3	9
R		1.5	
W		2.5	
Y		1.6	
B		2.6	

Rd3		Semi Final 1	10
R		1.7	
W		2.8	
B		2.9	

Rd4		Final	12
R		1.1	
W		2.1	
Y		1.11	
B		2.11	

Rd3		Semi Final 2	11
R		2.7	
W		1.8	
B		1.9	

Example - Natural Progression

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

32 SURFER FORMAT. STRAIGHT KNOCKOUT. 50% PROGRESSION.

Rd1	Ht1	1
R	1	
W	16	
Y	17	
B	32	

Rd1	Ht2	2
R	8	
W	9	
Y	24	
B	25	

Rd1	Ht3	3
R	5	
W	12	
Y	21	
B	28	

Rd1	Ht4	4
R	4	
W	13	
Y	20	
B	29	

Rd1	Ht5	5
R	3	
W	14	
Y	19	
B	30	

Rd1	Ht6	6
R	6	
W	11	
Y	22	
B	27	

Rd1	Ht7	7
R	7	
W	10	
Y	23	
B	26	

Rd1	Ht8	8
R	2	
W	15	
Y	18	
B	31	

Rd2	1/4 Final 1	9
R	1.1	
W	1.2	
Y	2.3	
B	2.4	

Rd2	1/4 Final 2	10
R	2.1	
W	2.2	
Y	1.3	
B	1.4	

Rd2	1/4 Final 3	11
R	1.5	
W	1.6	
Y	2.7	
B	2.8	

Rd2	1/4 Final 4	12
R	2.5	
W	2.6	
Y	1.7	
B	1.8	

Rd3	Semi Final 1	13
R	1.9	
W	2.10	
Y	1.10	
B	2.9	

Rd4	Final	15
R	1.13	
W	2.13	
Y	1.14	
B	2.14	

Rd3	Semi Final 2	14
R	1.11	
W	2.12	
Y	1.12	
B	2.11	

Example - Natural Progression

LEGEND: R = Red, W = White, Y = Yellow, B = Blue



48 SURFER FORMAT. STRAIGHT KNOCKOUT.
50% PROGRESSION.

Round 1

Rd1		Ht1		1	
R	1				
W	24				
Y	25				
B	48				

Rd1		Ht9		9	
R	8				
W	17				
Y	32				
B	41				

Rd1		Ht2		2	
R	12				
W	13				
Y	36				
B	37				

Rd1		Ht10		10	
R	5				
W	20				
Y	29				
B	44				

Rd1		Ht3		3	
R	6				
W	19				
Y	30				
B	43				

Rd1		Ht11		11	
R	11				
W	14				
Y	35				
B	38				

Rd1		Ht4		4	
R	7				
W	18				
Y	31				
B	42				

Rd1		Ht12		12	
R	2				
W	23				
Y	26				
B	47				

Rd1		Ht5		5	
R	3				
W	22				
Y	27				
B	46				

Rd1		Ht6		6	
R	10				
W	15				
Y	34				
B	39				

Rd1		Ht7		7	
R	4				
W	21				
Y	28				
B	45				

Rd1		Ht8		8	
R	9				
W	16				
Y	33				
B	40				

Example - Natural Progression

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

Round 2

Rd2	Ht1	13
R	1.1	
W	2.1	
Y	1.2	
B	2.2	

Rd2	Ht2	14
R	1.3	
W	2.3	
Y	1.4	
B	2.4	

Rd2	Ht3	15
R	1.5	
W	2.5	
Y	1.6	
B	2.6	

Rd2	Ht4	16
R	1.7	
W	2.7	
Y	1.8	
B	2.8	

Rd2	Ht5	17
R	1.9	
W	2.9	
Y	1.10	
B	2.10	

Rd2	Ht6	18
R	1.11	
W	2.11	
Y	1.12	
B	2.12	

Quarter Finals

Rd3	1/4 Final 1	19
R	1.13	
W	2.14	
B	2.15	

Rd3	1/4 Final 2	20
R	2.13	
W	1.14	
B	1.15	

Rd3	1/4 Final 3	21
R	1.16	
W	2.17	
B	2.18	

Rd3	1/4 Final 4	22
R	2.16	
W	1.17	
B	1.18	

Semi Finals

Rd4	Semi Final 1	23
R	1.19	
W	2.19	
Y	1.20	
B	2.20	

Final

Rd5	Final	25
R	1.23	
W	2.23	
Y	1.24	
B	2.24	

Rd4	Semi Final 2	24
R	1.21	
W	2.21	
Y	1.22	
B	2.22	

64 SURFER FORMAT. STRAIGHT KNOCKOUT. 50% PROGRESSION.

Round 1

Rd1		Ht1		1	
R	1				
W	18				
Y	47				
B	64				

Rd1		Ht9		9	
R	4				
W	20				
Y	45				
B	61				

Rd1		Ht2		2	
R	13				
W	29				
Y	36				
B	52				

Rd1		Ht10		10	
R	10				
W	26				
Y	39				
B	55				

Rd1		Ht3		3	
R	11				
W	27				
Y	38				
B	54				

Rd1		Ht11		11	
R	16				
W	32				
Y	33				
B	49				

Rd1		Ht4		4	
R	5				
W	21				
Y	44				
B	60				

Rd1		Ht12		12	
R	6				
W	22				
Y	43				
B	59				

Rd1		Ht5		5	
R	15				
W	31				
Y	34				
B	50				

Rd1		Ht13		13	
R	12				
W	28				
Y	37				
B	53				

Rd1		Ht6		6	
R	7				
W	24				
Y	41				
B	58				

Rd1		Ht14		14	
R	8				
W	23				
Y	42				
B	57				

Rd1		Ht7		7	
R	9				
W	25				
Y	40				
B	56				

Rd1		Ht15		15	
R	14				
W	30				
Y	35				
B	51				

Rd1		Ht8		8	
R	3				
W	19				
Y	46				
B	62				

Rd1		Ht16		16	
R	2				
W	17				
Y	48				
B	63				

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

Round 2

Rd2	Ht1	17
R	1.1	
W	1.2	
Y	2.3	
B	2.4	

Rd2	Ht2	18
R	2.1	
W	2.2	
Y	1.3	
B	1.4	

Rd2	Ht3	19
R	1.5	
W	1.6	
Y	2.7	
B	2.8	

Rd2	Ht4	20
R	2.5	
W	2.6	
Y	1.7	
B	1.8	

Rd2	Ht5	21
R	1.9	
W	1.10	
Y	2.11	
B	2.12	

Rd2	Ht6	22
R	2.9	
W	2.10	
Y	1.11	
B	1.12	

Rd2	Ht7	23
R	1.13	
W	1.14	
Y	2.15	
B	2.16	

Rd2	Ht8	24
R	2.13	
W	2.14	
Y	1.15	
B	1.16	

Quarter Finals

Rd3	1/4 Final 1	25
R	1.17	
W	1.18	
Y	2.17	
B	2.18	

Rd3	1/4 Final 2	26
R	2.19	
W	2.20	
Y	1.19	
B	1.20	

Rd3	1/4 Final 3	27
R	1.21	
W	1.22	
Y	2.21	
B	2.22	

Rd3	1/4 Final 4	28
R	2.23	
W	2.24	
Y	1.23	
B	1.24	

Semi Finals

Rd4	Semi Final 1	29
R	1.25	
W	2.26	
Y	1.26	
B	2.25	

Final

Rd5	Final	31
R	1.29	
W	2.29	
Y	1.30	
B	2.30	

Rd4	Semi Final 2	30
R	1.27	
W	2.28	
Y	1.28	
B	2.27	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

6 SURFER FORMAT. 2ND CHANCE FORMAT

Round 1

Rd1		Ht1	1
R	1		
W	3		
B	6		

Rd1		Ht2	2
R	2		
W	4		
B	5		

Round 2

Rd2	Ht1	3
R	1.1	
W	2.1	
Y	1.2	
B	2.2	

Requalify 1

	Ht1	4
R	3.3	
W	4.3	
Y	3.1	
B	3.2	

Final

	Final	5
R	1.3	
W	2.3	
Y	1.4	
B	2.4	

8 SURFER FORMAT. 2ND CHANCE FORMAT

Round 1

Rd1		Ht1	1
R	1		
W	4		
Y	5		
B	8		

Rd1		Ht2	2
R	2		
W	3		
Y	6		
B	7		

Requalify 1

	Ht1	3
R	3.1	
W	4.1	
Y	3.2	
B	4.2	

Round 2

Rd2	Semi Final Ht 1	4
R	1.1	
W	2.1	
B	2.3	

Rd2	Semi Final Ht 2	5
R	1.2	
W	2.2	
B	1.3	

Final

	Final	6
R	1.4	
W	2.4	
Y	1.5	
B	2.5	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

12 SURFER FORMAT. 2ND CHANCE FORMAT

Round 1

Rd1	Ht1	1
R	1	
W	6	
Y	7	
B	12	

Rd1	Ht2	2
R	3	
W	4	
Y	9	
B	10	

Rd1	Ht3	3
R	2	
W	5	
Y	8	
B	11	

Requalify 1

	Ht1	4
R	3.1	
W	4.2	
B	4.3	

	Ht2	5
R	4.1	
W	3.2	
B	3.3	

Requalify 2

	Ht1	6
R	1.4	
W	2.4	
Y	1.5	
B	2.5	

Round 2

Rd2	Semi Final 1	7
R	1.1	
W	2.1	
Y	2.2	
B	1.6	

Rd2	Semi Final 2	8
R	1.2	
W	1.3	
Y	2.3	
B	2.6	

Final

	Final	9
R	1.7	
W	2.7	
Y	1.8	
B	2.8	

Example - Cross-over progression LEGEND: R = Red, W = White, Y = Yellow, B = Blue

16 SURFER FORMAT. 2ND CHANCE FORMAT

Round 1

Rd1	Ht1	1
R	1	
W	8	
Y	9	
B	16	

Rd1	Ht2	2
R	4	
W	5	
Y	12	
B	13	

Rd1	Ht3	3
R	3	
W	6	
Y	11	
B	14	

Rd1	Ht4	4
R	2	
W	7	
Y	10	
B	15	

Requalify 1

	Ht1	5
R	3.1	
W	4.1	
Y	3.2	
B	4.2	

	Ht2	6
R	3.3	
W	4.3	
Y	3.4	
B	4.4	

1/4 Finals

Rd2	Ht1	7
R	1.1	
W	2.2	
B	2.5	

Rd2	Ht2	8
R	1.2	
W	1.2	
B	1.5	

Rd2	Ht3	9
R	1.3	
W	2.4	
B	1.6	

Rd2	Ht4	10
R	1.4	
W	1.4	
B	2.6	

Semi Finals

	Semi Final 1	11
R	1.7	
W	2.7	
Y	1.8	
B	2.8	

	Semi Final 2	12
R	1.9	
W	2.9	
Y	1.10	
B	2.10	

Final

	Final	13
R	1.11	
W	2.11	
Y	1.12	
B	2.12	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

20 SURFER FORMAT. 2ND CHANCE FORMAT

Round 1

Rd1	Ht1	1
R	1	
W	6	
Y	15	
B	20	

Rd1	Ht2	2
R	3	
W	8	
Y	13	
B	18	

Rd1	Ht3	3
R	4	
W	9	
Y	12	
B	17	

Rd1	Ht4	4
R	5	
W	10	
Y	11	
B	16	

Rd1	Ht5	5
R	2	
W	7	
Y	14	
B	19	

Semi Finals

Semi Final 1		13
R	1.9	
W	2.9	
Y	1.10	
B	2.10	

Semi Final 2		14
R	1.11	
W	2.11	
Y	1.12	
B	2.12	

Requalify 1

Ht1		6
R	3.1	
W	3.2	
B	4.3	

Ht2		7
R	4.1	
W	4.2	
Y	3.4	
B	3.5	

Ht3		8
R	3.3	
W	4.4	
B	4.5	

1/4 Finals

Rd2	Ht1	9
R	1.1	
W	2.2	
Y	1.6	
B	2.7	

Rd2	Ht2	10
R	2.1	
W	1.2	
Y	2.6	
B	1.7	

Rd2	Ht3	11
R	1.3	
W	1.4	
Y	2.5	
B	2.8	

Rd2	Ht4	12
R	2.3	
W	2.4	
Y	1.5	
B	1.8	

Final

Final		15
R	1.13	
W	2.13	
Y	1.14	
B	2.14	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

24 SURFER FORMAT. 2ND CHANCE FORMAT

Round 1

Rd1	Ht1	1
R	1	
W	12	
Y	13	
B	24	

Rd1	Ht2	2
R	6	
W	7	
Y	18	
B	19	

Rd1	Ht3	3
R	4	
W	9	
Y	16	
B	21	

Rd1	Ht4	4
R	3	
W	10	
Y	15	
B	22	

Rd1	Ht5	5
R	5	
W	8	
Y	17	
B	20	

Rd1	Ht6	6
R	2	
W	11	
Y	14	
B	23	

Requalify 1

Ht1	7
R	3.1
W	3.2
Y	4.3
B	4.4

Ht2	8
R	4.1
W	4.2
Y	3.5
B	3.6

Ht3	9
R	3.3
W	3.4
Y	4.5
B	4.6

Requalify 2

Ht1	10
R	1.7
W	2.8
B	2.9

Ht2	11
R	2.7
W	1.8
B	1.9

1/4 Finals

Rd2	Ht1	12
R	1.1	
W	2.2	
Y	1.3	
B	2.10	

Rd2	Ht2	13
R	2.1	
W	1.2	
Y	2.3	
B	1.10	

Rd2	Ht3	14
R	1.4	
W	2.5	
Y	1.6	
B	2.11	

Rd2	Ht4	15
R	2.4	
W	1.5	
Y	2.6	
B	1.11	

Semi Finals

Ht1	16
R	1.12
W	2.12
Y	1.13
B	2.13

Ht2	17
R	1.14
W	2.14
Y	1.15
B	2.15

Final

Final	18
R	1.16
W	2.16
Y	1.17
B	2.17

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

32 SURFER FORMAT. 2ND CHANCE FORMAT

Round 1

Rd1	Ht1	1
R	1	
W	16	
Y	17	
B	32	

Rd1	Ht2	2
R	8	
W	9	
Y	24	
B	25	

Rd1	Ht3	3
R	5	
W	12	
Y	21	
B	28	

Rd1	Ht4	4
R	4	
W	13	
Y	20	
B	29	

Rd1	Ht5	5
R	3	
W	14	
Y	19	
B	30	

Rd1	Ht6	6
R	6	
W	11	
Y	22	
B	27	

Rd1	Ht7	7
R	7	
W	10	
Y	23	
B	26	

Rd1	Ht8	8
R	2	
W	15	
Y	18	
B	31	

Requalify 1

Ht1	9
R	3.1
W	3.2
Y	4.3
B	4.4

Ht2	10
R	4.1
W	4.2
Y	3.3
B	3.4

Round 2

Rd2	Ht1	13
R	1.1	
W	2.2	
Y	1.9	
B	2.10	

Rd2	Ht2	14
R	2.1	
W	1.2	
Y	1.3	
B	2.9	

Rd2	Ht3	15
R	2.3	
W	1.4	
Y	2.5	
B	1.10	

Rd2	Ht4	16
R	2.4	
W	1.5	
Y	1.6	
B	2.11	

Rd2	Ht5	17
R	2.6	
W	1.7	
Y	2.8	
B	1.12	

Rd2	Ht6	18
R	2.7	
W	1.8	
Y	1.11	
B	2.12	

Requalify 1 cont.

Ht3	11
R	3.5
W	3.6
Y	4.7
B	4.8

Ht4	12
R	4.5
W	4.6
Y	3.7
B	3.8

1/4 Finals

Rd3	Ht1	19
R	1.13	
W	2.14	
B	1.15	

Rd3	Ht2	20
R	2.13	
W	1.14	
B	2.15	

Rd3	Ht3	21
R	1.16	
W	2.17	
B	1.18	

Rd3	Ht4	22
R	2.16	
W	1.17	
B	2.18	

Semi Finals

Ht1	23
R	1.21
W	2.21
Y	1.22
B	2.22

Ht2	24
R	1.23
W	2.23
Y	1.24
B	2.24

Final	Final	25
R	1.25	
W	2.25	
Y	1.26	
B	2.26	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

SA CHAMPIONSHIP DRAW - RND OF 6

Round 1

(1st to Final - 2nd & 3rd to Round 2)

Rd1	Ht1	1
R	1	
W	3	
Y	6	

Rd1	Ht2	2
R	2	
W	4	
Y	5	

Round 2

(1st & 2nd to Final)

Rd2	Ht1	3
R	2.1	
W	3.1	
Y	2.2	
B	3.2	

Final

Ht1	Final	4
R	1.1	
W	1.2	
Y	1.3	
B	2.3	

SA CHAMPIONSHIP DRAW - RND OF 8

Round 1

(1st & 2nd to Semi's - 3rd & 4th to Round 2)

Rd1	Ht1	1
R	1	
W	4	
Y	5	
B	8	

Rd1	Ht2	2
R	2	
W	3	
Y	6	
B	7	

Round 2

(1st & 2nd to Semi Finals)

Rd2	Ht1	3
R	3.1	
W	4.1	
Y	3.2	
B	4.2	

Cross-over Progression

Semi Finals

(1st & 2nd to Final)

Semi	Ht1	4
R	1.1	
W	2.2	
Y	2.3	

Semi	Ht2	5
R	1.2	
W	1.3	
Y	2.1	

Final

Final	6
R	1.4
W	2.4
Y	1.5
B	2.5

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

SA CHAMPIONSHIP DRAW - RND OF 10

Round 1

(1st & 2nd to Semi's - 3rd, 4th & 5th to Round 2)

Rd1	Ht1	1
R	1	
W	4	
Y	5	
B	8	
Bl	10	

Rd1	Ht2	2
R	2	
W	3	
Y	6	
B	7	
Bl	9	

Semi Finals

(1st & 2nd to Final)

Semi	Ht1	5
R	1.1	
W	2.2	
Y	1.3	
B	2.4	

Semi	Ht2	6
R	1.2	
W	2.1	
Y	1.4	
B	2.3	

Round 2

(1st & 2nd to Semi Final)

Rd2	Ht1	3
R	3.1	
W	4.2	
Y	5.1	

Rd2	Ht2	4
R	3.2	
W	4.1	
Y	5.2	

Cross-over Progression

Final

	Final	7
R	1.5	
W	2.5	
Y	1.6	
B	2.6	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue, Bl = Black

SA CHAMPIONSHIP DRAW - RND OF 12

Round 1

(1st, 3rd & 4th to Round 2)

Rd1	Ht1	1
R	1	
W	7	
Y	12	

Rd1	Ht2	2
R	4	
W	5	
Y	9	

Rd1	Ht3	3
R	3	
W	6	
Y	10	

Rd1	Ht4	4
R	2	
W	8	
Y	11	

Round 2

(1st & 2nd to Semi Finals)

Rd2	Ht1	5
R	2.1	
W	2.2	
Y	3.3	
B	3.4	

Rd2	Ht2	6
R	2.3	
W	2.4	
Y	3.1	
B	3.2	

Cross-over Progression

Semi Finals

(1st & 2nd to Final)

Semi	Ht1	7
R	1.1	
W	1.2	
Y	1.5	
B	2.6	

Semi	Ht2	8
R	1.3	
W	1.4	
Y	1.6	
B	2.5	

Final

	Final	9
R	1.7	
W	2.7	
Y	1.8	
B	2.8	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

SA ADVANCED SEED CHAMPIONSHIP DRAW - RND OF 16

Round 1

(1st to Rd 3 - 2nd & 3rd to next round)

Rd1	Ht1	1
R	State seed 5	
W	12	
Y	16	

Rd1	Ht2	2
R	8	
W	9	
Y	13	

Rd1	Ht3	3
R	7	
W	10	
Y	14	

Rd1	Ht4	4
R	State seed 6	
W	11	
Y	15	

Round 2

(1st & 2nd to Quarter Finals)

Rd2	Ht1	5
R	2.1	
W	2.2	
Y	3.3	
B	3.4	

Rd2	Ht2	6
R	2.4	
W	2.3	
Y	3.2	
B	3.1	

Cross-over Progression

Quarter Finals

(1st & 2nd to Semi Finals)

QF	Ht1	7
R	State seed 1	
W	1.4	
Y	2.5	

QF	Ht2	8
R	State seed 4	
W	1.3	
Y	1.5	

QF	Ht3	9
R	State seed 3	
W	1.2	
Y	2.6	

QF	Ht4	10
R	State seed 2	
W	1.1	
Y	1.6	

Semi Finals

(1st & 2nd to Final)

Semi	Ht1	11
R	1.10	
W	1.9	
Y	2.8	
B	2.7	

Semi	Ht2	12
R	1.7	
W	1.8	
Y	2.9	
B	2.10	

Final

	Final	13
R	1.11	
W	2.11	
Y	1.12	
B	2.12	

SA ADVANCED SEED CHAMPIONSHIP DRAW - RND OF 20

Round 1

(1st & 2nd to Quarter Finals - 3rd & 4th to Round 2)

Rd1	Ht1	1
R	State seed 5	
W	12	
Y	13	
B	20	

Rd1	Ht2	2
R	8	
W	9	
Y	16	
B	17	

Rd1	Ht3	3
R	7	
W	10	
Y	15	
B	18	

Rd1	Ht4	4
R	State seed 6	
W	11	
Y	14	
B	19	

Semi Finals

(1st & 2nd to Final)

Semi	Ht1	11
R	1.10	
W	1.9	
Y	2.8	
B	2.7	

Semi	Ht2	12
R	1.7	
W	1.8	
Y	2.9	
B	2.10	

Round 2

(1st & 2nd to Quarter Finals)

Rd2	Ht1	5
R	3.1	
W	3.2	
Y	4.3	
B	4.4	

Rd2	Ht2	6
R	3.4	
W	3.3	
Y	4.2	
B	4.1	

Cross-over Progression

Quarter Finals

(1st & 2nd to Semi Finals)

QF	Ht1	7
R	State seed 1	
W	1.4	
Y	2.1	
B	2.5	

QF	Ht2	8
R	State seed 4	
W	1.3	
Y	2.2	
B	1.5	

Rd3	Ht3	9
R	State seed 3	
W	1.2	
Y	2.3	
B	2.6	

Rd3	Ht4	10
R	State seed 2	
W	1.1	
Y	2.4	
B	1.6	

Final

	Final	13
R	1.11	
W	2.11	
Y	1.12	
B	2.12	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

SA ADV' SEED CHAMPIONSHIP DRAW - RND OF 24

Round 1

(1st to Rd 3 - 2nd & 3rd to Round 2)

Rd1	Ht1	1
R	7	
W	17	
Y	24	

Rd1	Ht2	2
R	9	
W	14	
Y	19	

Rd1	Ht3	3
R	12	
W	15	
Y	21	

Rd1	Ht4	4
R	11	
W	16	
Y	22	

Rd1	Ht5	5
R	10	
W	13	
Y	20	

Rd1	Ht6	6
R	8	
W	18	
Y	23	

Quarter Finals

(1st & 2nd to Semi Finals)

QF	Ht1	16
R	1.10	
W	1.11	
Y	2.12	
B	2.13	

QF	Ht2	17
R	1.14	
W	1.15	
Y	2.10	
B	2.11	

QF	Ht3	18
R	1.11	
W	1.10	
Y	2.14	
B	2.15	

Round 2

(1st & 2nd to Round 3)

Rd2	Ht1	7
R	2.1	
W	2.2	
Y	3.3	
B	3.4	

Rd2	Ht2	8
R	2.3	
W	2.4	
Y	3.5	
B	3.6	

Rd2	Ht3	9
R	2.5	
W	2.6	
Y	3.1	
B	3.2	

Cross-over Progression

Semi Finals

(1st & 2nd to Final)

Semi	Ht1	19
R	1.18	
W	2.17	
Y	2.16	

Semi	Ht2	20
R	1.16	
W	1.17	
Y	2.18	

Round 3

(1st & 2nd to Quarter Finals)

Rd3	Ht1	10
R	State seed 1	
W	1.6	
Y	2.7	

Rd3	Ht2	11
R	State seed 6	
W	1.5	
Y	1.7	

Rd3	Ht3	12
R	State seed 4	
W	1.4	
Y	2.8	

Rd3	Ht4	13
R	State seed 3	
W	1.3	
Y	1.8	

Rd3	Ht5	14
R	State seed 5	
W	1.2	
Y	1.9	

Rd3	Ht6	15
R	State seed 2	
W	1.1	
Y	2.9	

Final

	Final	21
R	1.19	
W	2.19	
Y	1.20	
B	2.20	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

SA ADV' SEED CHAMPIONSHIP DRAW - RND OF 30

Round 1

(1st & 2nd to Rd 3 - 3rd & 4th to Round 2)

Rd1	Ht1	1
R	7	
W	18	
Y	19	
B	30	

Rd1	Ht2	2
R	12	
W	13	
Y	24	
B	25	

Rd1	Ht3	3
R	9	
W	16	
Y	21	
B	28	

Rd1	Ht4	4
R	10	
W	15	
Y	22	
B	27	

Rd1	Ht5	5
R	11	
W	14	
Y	23	
B	27	

Rd1	Ht6	6
R	8	
W	17	
Y	20	
B	29	

Round 2

(1st & 2nd to Round 3)

Rd2	Ht1	7
R	3.1	
W	3.2	
Y	4.3	
B	4.4	

Rd2	Ht2	8
R	3.3	
W	3.4	
Y	4.5	
B	4.6	

Rd2	Ht3	9
R	3.5	
W	3.6	
Y	4.1	
B	4.2	

Round 3

(1st & 2nd to Quarter Finals)

Rd3	Ht1	10
R	State seed 1	
W	1.6	
Y	2.1	
B	2.7	

Rd3	Ht2	11
R	State seed 6	
W	1.5	
Y	2.2	
B	1.7	

Rd3	Ht3	12
R	State seed 4	
W	1.4	
Y	2.3	
B	2.8	

Rd3	Ht4	13
R	State seed 3	
W	1.3	
Y	2.4	
B	1.8	

Rd3	Ht5	14
R	State seed 5	
W	1.2	
Y	2.5	
B	2.9	

Rd3	Ht6	15
R	State seed 2	
W	1.1	
Y	2.6	
B	1.9	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

Quarter Finals

(1st & 2nd to Semi Finals)

QF	Ht1	16
R	1.10	
W	1.11	
Y	2.12	
B	2.13	

QF	Ht2	17
R	1.12	
W	1.13	
Y	2.10	
B	2.11	

QF	Ht3	18
R	1.14	
W	1.15	
Y	2.10	
B	2.11	

Semi Finals

(1st & 2nd to Final)

Semi	Ht1	19
R	1.18	
W	2.17	
Y	2.16	

Semi	Ht2	20
R	1.16	
W	1.17	
Y	2.18	

Final

	Final	21
R	1.19	
W	2.19	
Y	1.20	
B	2.20	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

SA ADV' SEED CHAMPIONSHIP DRAW - RND OF 32

Round 1

(1st to Rd 3 - 2nd & 3rd & to Round 2)

Rd1	Ht1	1
R	9	
W	23	
Y	32	

Rd1	Ht2	2
R	15	
W	17	
Y	29	

Rd1	Ht3	3
R	13	
W	19	
Y	27	

Rd1	Ht4	4
R	11	
W	21	
Y	25	

Rd1	Ht5	5
R	11	
W	21	
Y	25	

Rd1	Ht6	6
R	14	
W	20	
Y	28	

Rd1	Ht7	7
R	16	
W	18	
Y	30	

Rd1	Ht8	8
R	10	
W	24	
Y	31	

Round 2

(1st & 2nd to Round 3)

Rd2	Ht1	9
R	3.1	
W	3.2	
Y	4.3	
B	4.4	

Rd2	Ht2	10
R	3.3	
W	3.4	
Y	4.5	
B	4.6	

Rd2	Ht3	11
R	3.5	
W	3.6	
Y	4.7	
B	4.8	

Rd2	Ht4	12
R	3.7	
W	3.8	
Y	4.1	
B	4.2	

Round 3

(1st & 2nd to Quarter Finals)

Rd3	Ht1	13
R	State seed 1	
W	1.8	
Y	2.9	

Rd3	Ht2	14
R	State seed 8	
W	1.7	
Y	1.9	

Rd3	Ht3	15
R	State seed 5	
W	1.6	
Y	2.10	

Rd3	Ht4	16
R	State seed 3	
W	1.5	
Y	1.10	

Rd3	Ht5	17
R	State seed 4	
W	1.4	
Y	2.11	

Rd3	Ht4	18
R	State seed 6	
W	1.3	
Y	1.11	

Rd3	Ht5	19
R	State seed 7	
W	1.2	
Y	2.12	

Rd3	Ht6	20
R	State seed 2	
W	1.1	
Y	1.12	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

Quarter Finals

(1st & 2nd to Semi Finals)

QF	Ht1	21
R	1.13	
W	1.14	
Y	2.15	
B	2.16	

QF	Ht2	22
R	1.15	
W	1.16	
Y	2.17	
B	2.18	

QF	Ht3	23
R	1.17	
W	1.18	
Y	2.19	
B	2.20	

QF	Ht4	24
R	1.19	
W	1.20	
Y	2.13	
B	2.14	

Semi Finals

(1st & 2nd to Final)

Semi	Ht1	25
R	1.24	
W	1.23	
Y	2.22	
B	2.21	

Semi	Ht2	26
R	1.21	
W	1.22	
Y	2.23	
B	2.24	

Final

	Final	27
R	1.25	
W	2.25	
Y	1.26	
B	2.26	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

SA ADV' SEED CHAMPIONSHIP DRAW - RND OF 40

Round 1

(1st & 2nd to Rd 3 - 3rd & 4th to Round 2)

Rd1	Ht1	1
R	9	
W	24	
Y	25	
B	40	

Rd1	Ht2	2
R	16	
W	17	
Y	32	
B	33	

Rd1	Ht3	3
R	14	
W	19	
Y	30	
B	35	

Rd1	Ht4	4
R	12	
W	21	
Y	28	
B	37	

Rd1	Ht5	5
R	11	
W	22	
Y	27	
B	38	

Rd1	Ht6	6
R	13	
W	20	
Y	29	
B	36	

Rd1	Ht7	7
R	15	
W	18	
Y	31	
B	34	

Rd1	Ht8	8
R	10	
W	23	
Y	26	
B	39	

Round 3

(1st & 2nd to Quarter Finals)

Rd3	Ht1	13
R	State seed 1	
W	1.8	
Y	2.1	
B	2.9	

Rd3	Ht2	14
R	State seed 8	
W	1.7	
Y	2.2	
B	1.9	

Rd3	Ht3	15
R	State seed 6	
W	1.5	
Y	2.3	
B	2.10	

Rd3	Ht4	16
R	State seed 3	
W	1.5	
Y	2.4	
B	1.10	

Rd3	Ht5	17
R	State seed 4	
W	1.4	
Y	2.5	
B	2.11	

Rd3	Ht6	18
R	State seed 5	
W	1.3	
Y	2.6	
B	1.11	

Rd3	Ht7	19
R	State seed 7	
W	1.2	
Y	2.7	
B	2.12	

Rd3	Ht8	20
R	State seed 2	
W	1.1	
Y	2.8	
B	1.12	

Round 2

(1st & 2nd to Round 3)

Rd2	Ht1	9
R	3.1	
W	3.2	
Y	4.3	
B	4.4	

Rd2	Ht2	10
R	3.3	
W	3.4	
Y	4.5	
B	4.6	

Rd2	Ht3	11
R	3.5	
W	3.6	
Y	4.7	
B	4.8	

Rd2	Ht4	12
R	3.7	
W	3.8	
Y	4.1	
B	4.2	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

Quarter Finals

(1st & 2nd to Semi Finals)

QF	Ht1	21
R	1.13	
W	1.14	
Y	2.15	
B	2.16	

QF	Ht2	22
R	1.15	
W	1.16	
Y	2.17	
B	2.18	

QF	Ht3	23
R	1.17	
W	1.18	
Y	2.19	
B	2.20	

QF	Ht4	24
R	1.19	
W	1.20	
Y	2.13	
B	2.14	

Semi Finals

(1st & 2nd to Final)

Semi	Ht1	25
R	1.24	
W	1.23	
Y	2.22	
B	2.21	

Semi	Ht2	26
R	1.21	
W	1.22	
Y	2.23	
B	2.24	

Final

	Final	27
R	1.25	
W	2.25	
Y	1.26	
B	2.26	

LEGEND: R = Red, W = White, Y = Yellow, B = Blue

12. NATIONAL COMPETITION EVENT ALLOCATIONS

Australian Shortboard Titles

Division	NSW	QLD	VIC	WA	SA	TAS	WC/SAWC	Rd Size
U21 Men	6	3	2	2	0	1	6	20
U21 Women	4	3	2	2	0	1	8	20
Open Men	8	3	2	2	1	1	3	20
Open Women	4	3	2	2	1	1	7	20
Masters Men Over 30	8	4	2	2	0	1	3	20
Masters Women Over 30	2	2	0	1	0	1	2	8
Grand Masters Men Over 40	8	3	2	2	1	1	3	20
Grand Masters Women Over 40	4	2	1	1	0	1	3	12
Grand Kahunas Men Over 50	8	3	2	2	1	1	3	20
Womens Over 50	2	0	0	1	1	0	4	8
Dukes Men Over 55	6	2	2	2	1	0	3	16
Grand Dukes Men Over 60	4	2	2	2	1	0	1	12
Womens Over 60	1	0	0	0	0	0	5	6
Legends Men Over 65	4	1	2	2	1	1	1	12
Total	59	25	17	19	8	8	38	214

BASE STATE TOP SEED

(Invoiced 3 mths prior to the competition)

Reserved allocations TBD

(Invoiced 3 mths prior to competition)

State WC/SAWC open for nomination

(Paid by individual through SA entry portal on confirmation of WC)

Australian Longboard Titles

Division	NSW	QLD	VIC	WA	SA	TAS	WC/SAWC	Rd Size
U18 Junior Men	4	3	1	1	0	1	2	12
U18 Junior Women	4	2	1	1	0	1	3	12
Open Men	4	4	4	3	1	2	2	20
Open Women	4	3	4	2	1	2	4	20
Grand Masters Women Over40	4	2	2	2	0	1	1	12
Grand Masters Men Over 40	4	2	4	2	0	2	6	20
Grand Kahunas Men Over 50	4	2	3	2	0	2	7	20
Womens Over 50	1	2	1	1	0	1	4	10
Dukes Men Over 55	6	2	3	2	0	0	7	20
Grand Dukes Men Over 60	6	2	2	2	1	1	6	20
Womens Over 60	1	1	1	0	0	1	4	8
Legends Men Over 65	2	2	2	2	0	0	2	10
Grand Legends Men Over 70	2	2	2	1	1	0	4	12
O70 Women	0	0	0	0	0	0	6	6
Total	46	29	30	21	4	14	58	202

BASE STATE TOP SEED

(Invoiced 3 mths prior to the competition)

Reserved allocations TBD

(Invoiced 3 mths prior to competition)

State WC/SAWC open for nomination

(Paid by individual through SA entry portal on confirmation of WC)

Australian Bodyboard Titles

Division	NSW	QLD	VIC	WA	SA	TAS	WC/SAWC	Rd Size
Open Men	4	4	3	2	0	0	7	20
Open Women	2	0	1	2	0	0	1	6
U18 Junior Men	4	1	0	1	0	0	2	8
U16 Cadet Open	4	0	0	1	0	0	1	6
U14 Grommet Open	4	0	0	0	0	0	2	6
Masters Men Over 35	4	4	2	2	0	0	0	12
Kahunas Men Over 45	2	3	2	2	0	0	1	10
Open Drop Knee Men	4	2	2	0	0	0	0	8
Total	28	14	10	10	0	0	14	76

Australian SUP Titles

Division	NSW	QLD	VIC	WA	SA	TAS	WC/SAWC	Rd Size
Open Men	4	1	2	2	0	0	3	12
Open Women	2	1	1	1	0	0	3	8
Grand Masters Men Over 40	4	0	1	2	0	0	3	10
Grand Masters Women Over 40	2	0	1	1	0	0	2	6
Grand Kahunas Men Over 50	4	1	1	2	0	1	3	12
Womens Over 50	1	1	1	1	0	0	2	6
Grand Dukes Men Over 60	1	0	1	2	0	0	2	6
U18 Junior Men	0	0	0	0	0	0	6	6
U18 Junior Women	0	0	1	0	0	0	5	6
9ft + SUP Open Men	2	0	2	0	0	0	2	6
9ft + SUP Open Women	0	0	0	0	0	0	6	6
Grand Kahunas Men O50 9ft + SUP	1	1	2	1	0	1	2	8
Grand Masters Women Over 40 9ft + SUP	0	1	1	0	0	0	4	6
Grand Dukes Men Over 60 9ft + SUP	1	0	1	1	0	0	3	6
Total	22	6	15	13	0	2	46	104

Australian Junior Surfing Titles

Division	NSW	QLD	VIC	WA	SA	TAS	WC/SAWC	Rd Size
Under 18 Junior Men	8	6	5	5	2	2	2	30
Under 18 Junior Women	8	6	5	6	2	2	1	30
Under 16 Cadet Boys	8	6	5	5	2	2	2	30
Under 16 Cadet Girls	8	6	5	6	2	2	1	30
Under 14 Grommet Boys	8	6	5	5	2	2	2	30
Under 14 Grommet Girls	8	6	5	6	1	2	2	30
Total	48	36	30	33	11	12	10	180
School MR Shield	4	4	4	4	4	4	4	28

BASE STATE TOP SEED

(Invoiced 3 mths prior to the competition)

Reserved allocations TBD

(Invoiced 3 mths prior to competition)

State WC/SAWC open for nomination

(Paid by individual through SA entry portal on confirmation of WC)

13. INCIDENT MANAGEMENT & COMPETITION PENALTIES

Surfing Australia's commitment to keeping competition and participation safe, respectful and fair.

- 13.1 Event organisers of a Surfing Australia-sanctioned competition, or a public event run by a Surfing Australia-affiliated Boardrider Club, must ensure an **inclusive entry framework**. If you wish to block an individual from entering for reasons outside of eligibility, capacity or upholding an existing 'sanction', you must seek a case-by-case assessment from the relevant Surfing State Body in consultation with Surfing Australia's National Integrity Manager and Head of Events.
- 13.2 Surfing Australia, or any Surfing Australia 'Relevant Organisation' hosting a Surfing Australia-sanctioned competition or event, shall appoint a Competition/Event Disciplinary Committee ('Committee') comprising:
- Contest Director
 - Head Judge
 - Event Manager
- 13.3 The Committee is empowered to act immediately onsite to investigate any observations or allegations of misconduct by a competitor or 'Relevant Person' who:
- Breaches, fails or refuses to comply with any provision in the Surfing Australia Rule Book, relevant constitution or Surfing Australia's policies, including the National Integrity Framework and Code of Conduct, found on Surfing Australia's website here.
- 13.4 If the misconduct is substantiated (more likely to have occurred than not), the Committee may apply penalties on the spot that are appropriate, proportionate and fair, prioritising the safety and well-being of all participants to an Athlete, Participant or 'Relevant Person'. Penalties may include (but are not limited to):
- forfeiture of titles or trophies won at the competition,
 - immediate expulsion of individuals, teams and/or clubs from competition and/or the competition venue,
 - formal censure and/or,
 - other penalties deemed appropriate.

13.5 The Committee shall use its best judgment to act swiftly and decisively, ensuring any disciplinary action is **fair and proportionate to the misconduct**, upholding a **safe, fair and respectful** experience for all participants. As an exhaustive list of misconduct is impractical, decisions will be at the Committee's discretion.

Examples of on-the-spot Disciplinary Action are (but not limited to):

- **LOW-LEVEL MISCONDUCT:** A verbal and/or written reminder of obligations under Surfing Australia's Rule Book and policies, including the National Integrity Framework and Code of Conduct.
- **MEDIUM-LEVEL MISCONDUCT:** A verbal and/or written reminder of obligations under Surfing Australia's Rule Book and policies, including the National Integrity Framework and Code of Conduct, and a warning that repeated misconduct may result in expulsion from the competition/event.
- **HIGH-LEVEL MISCONDUCT:** Immediate expulsion from the competition/event and the competition/event area.

- 13.6 The Committee must **report any criminal conduct to law enforcement** immediately. The offending participant may be removed from competition or participation until law enforcement arrives, even if this affects their ability to progress through heats or accrue points.
- 13.7 As soon as practicable, the Committee must **report in writing** its enquiries and decisions to any other relevant **competition/event authority**, the applicable **State Body** and **Surfing Australia's National Integrity Manager** (integrity@surfingaustralia.com).
- 13.8 A breach, defined as Prohibited Conduct under [Surfing Australia's National Integrity Framework and supporting Policies](#), may result in further action being taken under the [Complaints, Disputes and Discipline Policy](#). Complainants should refer to Surfing Australia's [Lodge a Complaint page](#).
- 13.9 Fines on page 105 may still apply in conjunction with the above disciplinary action.
- 13.10 These guidelines are not designed to deal with incidents or complaints that occur once Athletes, Officials, Staff, Members and any Relevant Persons have left the competition area or occur in its vicinity but are clearly unrelated to the event or competition.
- 13.11 Alternative sanctions and processes should be considered when dealing with children and young people.
- 13.10 Sport Integrity Australia's resources on complaint management and sanctions provide additional guidance and can be found on their website via the following links: [Guidance for Complaint Management & Sanctions](#) and [Standards & Prohibited Conduct: A Guide](#) and [Investigation of Complaints Guidelines](#).

SCHEDULE ONE

INFRINGEMENTS

MINIMUM PENALTIES

Assaulting a judge	\$1000
Rude gesture to judges	\$150
Swearing out loud at judges	\$150
Ripping up judging sheets	\$150
Writing on judging sheets	\$150
Swearing loudly in official area	\$150
Assaulting event staff	\$1000
Equipment abuse in event and competition areas	\$150 plus cost
Damage to event property	\$150 plus cost
Damage to property in event locality	\$500 plus cost
Damage to surfing image caused by misbehaviour	\$100-\$1000
Knowingly wearing event vest incorrectly	\$100
Not wearing vest to and from the beach marshal	\$100
Free surfing in competition area during heats	\$100
Surfing during next heat	\$50 per wave
Surfer's caddy rides a wave	\$50 per wave
Abusing media	\$500
Assaulting media	\$1000
Failing to attend media functions if asked	\$100
Failing to attend events entered (without doctor's certificate)	\$50 plus entry fee
Stay in water after two interferences	\$100
Heat fixing/bribes	\$1000

NB. Fines at all National Title events will be levied against the offender and to be paid to Surfing Australia.

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