

LANZAROTE QUEMAO CLASS REGULATIONS

1. DATES

The QUEMAO CLASS is a non-fixed date event, taking place within a 6-month waiting period determined by the organization.

2. GEOGRAPHICAL SCOPE

The QUEMAO CLASS is held at the QUEMAO wave in La Santa, Tinajo, Lanzarote, Canary Islands.

3. CATEGORIES

The competition will be held in the following disciplines:

- Surf
- Bodyboard

4. PARTICIPANTS

Only competitors invited by the organization and who have properly completed their online registration, and have paid the entry fee within the period and manner set by the organization are eligible to participate.

5. COMPETITION RULES

The competition rules contained in these regulations must be applied. If there is a specific regulation for the competition in question, it must be consulted alongside the general rules.

In situations that, for whatever reason, are not covered by this regulation or require further clarification, they may be resolved outside of it by the Competition Committee, referencing the regulations of the Canary Surf Federation, the European Surfing Federation (E.S.F.), and the International Surfing Association (I.S.A.), or as captured therein, at the discretion of the Competition Committee.

Amendments to the rules will only apply to championships held after their approval. Ignorance of this Regulation does not exempt one from the obligation to comply.

5.1 Competition

The Quemao Class (or any designated name) or the surfing qualifiers in all its forms will be coordinated directly by the QUEMAO CLASS organization, possibly establishing collaborations with federations, clubs, or national and regional public and/or private entities as deemed necessary by the organization.

A delegate from the QUEMAO CLASS organization or the technical director of the QUEMAO CLASS will be present to ensure compliance with this regulation and the guidelines previously established by the organizer.

The organization will have a Competition Director appointed by the organization and accepted by the chief judge of the championship.

5.2 Schedule (Seeding)/ Notice Board / Results

The Competition Director along with the organizer are the only ones authorized to set or change the schedule, with the possibility of consulting the chief judge. Any other source is not official.

The competition schedule should include the expected time and duration for registration, registration confirmation, meetings with competitors and technicians, competition start, the preliminary order of heats, approximate finals schedule, and prize-giving. After the start-of-day check-in, the official information for the day will be displayed, which can be modified to ensure the smooth running of the event.

The start time can be delayed but not brought forward from the announced times unless agreed upon by all involved participants and the organization.

If a competitor leaves or fails to arrive at the championship area at the check-in time and misses their heat based on any other source, they will be considered absent and will have no right to claim. If for any reason a heat is held after the Competition Director announces its postponement and some participants do not attend, the heat can be repeated.

A results and announcements board will be available where the composition of each phase will be published in advance, with the names of the participants and their corresponding colors. A rough schedule for participants may be given, which will not be binding for the organization. On this board, the results of the phases and heats will be published as soon as possible after precise verification by the Chief Judge. If there is a computer system, the use of paper can be minimized.

5.3 Competition Committee

A competition committee will be established for the championship, comprising the following members: a representative of the organization, the chief judge, and the competition director.

This committee will also be constituted in the absence of any of the aforementioned positions, or the confluence of any of them in one person, but in any case, it's essential that it consists of at least two people, of which one will belong to the organization. The Competition Committee will be responsible for resolving, in the first instance, all issues affecting the normal course of the event.

6. COMPETITION RULES

6.1 Heats

Heats will consist of, at most, five competitors (preferably 4 or fewer), distinguished by the color of their lycras. 50% of competitors will advance to the next round, except in exceptional cases with 5 competitors in trial heats, where only 2 may advance.

Heats will start with a sound on an instrument like a horn or siren and will end with two sounds. The first end sound is understood to signal the end of the heat. The Chief Judge will indicate when a heat is about to start. A competitor who takes off during the starting sound will have their wave counted, if done before, it will count as zero points and, if applicable, will be given the last priority. A competitor who takes off (releases hands or begins to slide on the wave wall) during the first end sound or afterward will not have their wave counted.

A visual signal (flag, LED, disk, or square) with green and yellow/red colors will be used. The green signal will be displayed at the beginning of the heat, and with 5 minutes left, the yellow (or red) signal will be displayed. The signal should have a neutral position (no color) for times when no heats are taking place.

5 minutes before the end of the previous heat, without disturbing the competitors still in action, competitors for the next heat can paddle out and must gather outside the competition peak. Competitors will be penalized if they interfere with a competitor in the unfinished heat. The penalty will be considered an interference (up-before) and will be acted upon accordingly. If any competitor starts paddling out without permission from the Competition Director, they may be asked to exit the water completely and re-enter. If they don't follow the director's instructions, their waves shouldn't be scored.

If possible, the commentator will give a 5-second countdown, both at the start and end of the heats.

At least two devices must be used for time control.

Between the end of one heat and the start of the next, there must be at least a 10-second gap.

When color PRIORITIES are used, there will be a panel with the lycra colors to indicate each competitor's priority. There will be an operator who will follow the instructions of the priority judge and the chief judge of the test. Ideally, have an LED panel directly connected to the computer system.

Only unbreakable ties will be resurfed. Only the tied athletes should be involved in the re-surf, and not for more than 15 minutes. These ties must decide essential classifications for a subsequent round; otherwise, points are shared (sum and division).

7 - Heat Times and Wave Counting

Heats will be 15, 20, or 25 minutes long. Each competitor can catch a maximum of 10, 12, or 15 waves. The competitor should be informed by the announcer when they have caught their penultimate and last wave, but it is their responsibility to keep track of their own wave count. Scores will be based on the 1, 2, 3, or 4 best waves (preferably the 2 best waves). In special events, there may be no maximum wave limit.

Finals will last 20 to 30 minutes. Each competitor can catch a maximum of 12 or 15 waves (the competitor should be informed by the announcer when they have caught waves 14 and 15), or even an unlimited number of waves. Scores will be based on the 1, 2, 3, or 4 best waves (preferably the top 2).

The competition director, after consulting the head judge, must decide on the heat durations, maximum number of waves, and the number of waves to be counted.

Any competitor who surfs a wave after their heat ends and continues when the next begins may be penalized and won't get credit for that wave. The penalty will be an UP-AFTER interference and will be marked by the head judge, who will immediately inform the competition director. Competitors are advised to exit the water lying down without performing maneuvers after their heat.

For a wave to be scored, the competitor must clearly possess the wave and initiate the take-off by releasing both hands from the board (excluding maneuvers with edge grips). Bodyboarders must ride the wave's face, defining their direction, or complete a maneuver for it to score. In general, the competitor's glide should clearly be due to the wave's push, and there should be a defined direction.

No time extensions will be given for a heat that has already started. If a heat needs to be paused for any reason, it will resume at the point it was paused and will continue for the originally scheduled duration. An exception to this rule will be if the competition director feels the conditions have changed dramatically and there isn't a standout competitor, in which case the heat will be rerun.

The competition director and the organizer will decide the order of events and will officially announce them after the day's check-in on the notice board. Changes due to competition conditions may be made, and competitors must be informed in advance and pay close attention to official announcements.

When heats are in progress, any unauthorized competitor in the competition area may be penalized. After a warning, penalties may include immediate disqualification from the event and any further decisions made

by the Discipline Committee based on a report from the competition director.

Judge sheets will be collected daily by the head judge, and any inconsistent judge may be removed from the panel and assigned other duties (e.g., lookout or spotter). The competition director, head judge, and the FESurfing delegate will decide together if a judge needs to be removed.

Judge score sheets will be available for competitors to review, preferably on the results board. If they need to request them from the organizers, they will be reviewed in the presence of the competition director or his/her delegate.

Any competitor or coach found guilty of unsportsmanlike conduct in competition, in the competition zone, or in the designated event area may be excluded or disqualified from the competition, and any subsequent decisions will be made by the Discipline Committee based on a report from the competition director.

Heats will start on time, even if they are not full. Competitors are obligated to pick up their rash guards at least 5 minutes before their heat starts. If they do not pick up their rash guard by the end of the designated time, they will be considered a no-show and will not be ranked, unless they are advancing from a previous round, in which case they will receive the last position in the heat.

If a heat has only two competitors, in trials, they may automatically advance to the next round without entering the water. If this happens from the round of 16 onwards, the heat's duration can be halved, and both competitors will advance to the next round. If, before this shortened duration ends, another competitor picks up their rash guard, the heat will continue with its usual duration.

If only one competitor shows up for their heat, the competition director may end the heat without the need to enter the water, and the competitor will advance to the next round. If in a heat with 3 or 4 competitors, 2 or 3 do not catch waves, the competitor with the best ranking will advance to second place.

If they don't have a ranking, the competitor with the best score in the previous round will advance. If none exists, all those who didn't surf waves will be eliminated.

Competitors are required to properly wear and remove the competition rash guard in the designated area in the presence of the Beach Marshall (beach judge) and must wear it on their way in and out of the water.

Failure to adhere to this rule will result in a penalty, and the competitor may even be immediately disqualified from the competition upon a report from the competition director.

Competitors are obligated to wear the competition rash guard at all times deemed necessary by the competition director (e.g., award ceremonies, interviews, presentations, etc.).

Competitors are obligated to attend the event's opening and award ceremonies. If a competitor fails to attend the award ceremony (without a justified reason) or acts in a manner that negatively impacts the image of the federation, the event organizers, officials, or event sponsors, they may be disqualified.

Competitors, coaches, and other attendees must show respect for the decisions of the judges and event officials. Any act of disregard or disrespect towards their duties may result in disqualification from the event.

8 - GENERAL

b) A maximum of 3 photographers will be allowed in the competition area during a heat. Photographers cannot use hardboards for...

c) The competition director and head judge can ask photographers to leave the water when deemed necessary.

d) In the event of an electrical storm, all competitors must immediately leave the water and seek shelter. Competition can resume once the storm has passed.

e) If a competitor is in serious trouble, the heat may be paused until the safety situation is resolved.

9 - COMPLAINTS

Any competitor has the right to object to the results of a heat. All objections must be in writing and submitted on behalf of the competitor by their coach, or if they don't have one, by the competitor themselves, to the competition director. The points of each objection will be considered by the competition director and the head judge, who will resolve the issue.

Complaints must be made promptly. If they pertain to registration issues, they must be raised before the event starts or during the open registration period. If they relate to something that happened during a heat, they must be raised in the minutes following its conclusion and before the start of the next round.

In the event that a competitor is called for an interference, the announcer will be notified as soon as possible by the head judge, as well as the affected

party (if any) about the possibility of catching a new wave. Any complaints related to the interference must be submitted in writing within 10 minutes after the heat ends.

The result of the resolution will be communicated to the coach, or if necessary, to the competitor by the competition director, and their decision is final. Claims regarding the judges' scores have no possibility of subsequent appeal.

10 - MAXIMUM NUMBER OF WAVES

If a competitor takes more than their allowed number of waves, they may be penalized, especially if they have been warned over the loudspeaker. If they remain in the water after their quota of waves has ended, they will be penalized with an interference if:

- 1) They take an extra wave that obviously prevents another competitor from getting a wave.
- 2) They interfere with another competitor by paddling, positioning themselves, or for any other reason.

11 - MANUAL SCORING SYSTEM FOR THE HEAT.

The manual system should only be used in emergencies or if there are problems using the computer system. At the end of the heat, the scores from the judges' sheets will be transferred to calculate the average score for each wave, discarding the highest and lowest score (not in the case of 3 judges). Then, the two best wave scores are added together to determine the standings, with the athlete with the highest total score taking first place and so on.

11.1 Emergency manual tabulation system:

The classification of the heat is carried out on each judge's sheet by adding the best established waves (usually the best 2). The positions obtained on each judge's sheet are transferred to a tabulation sheet by position, where the best and worst position from each judge for a competitor is eliminated (if there are 3 judges, no elimination is done). Finally, the positions for each competitor are added up, and the heat classification is made from the lowest to the highest number of points.

Ties on each judge's sheet must be broken. If it is not possible to break the tie, the tied positions are added together and divided by two.

12 - TIES.

In the event of a tie in the total score of two athletes, the following procedure is followed:

1. First, check the best wave score. If they differ, the one with the higher scoring wave will be first.
2. If this does not resolve the tie, the next best waves are added up, i.e., the total of the 3 best waves.
3. If the tie persists, then the 4th, 5th, etc., best waves are added up until the tie is broken.
4. Only unbreakable ties will be repeated.

13 - TIE IN POSITION TABULATION.

In the event of a tie, the positions of the previously eliminated judges are first used, adding them all together. If the tie persists, the number of times each tied competitor is ranked higher is checked to break the tie (using the more-or-less criterion).

14 - COMPUTER SCORING.

Using a computer system in the QUEMAO CLASS is advisable, except in specific cases or due to technical or weather-related issues. When the computer system is used, scoring is done wave by wave. The highest and lowest score for each wave doesn't count if there are more than 3 judges. The average score is calculated from the remaining two or three.

15 - JUDGE RATING IN MANUAL MODE.

The final result of the heat is taken and compared to the positions on each judge's sheet. The following mistakes are assigned:

- 1 mistake for each change in positions.
- 2 mistakes if the position change disqualifies (1st or 2nd) a competitor who eventually advanced to the next round.
- 1 mistake for each missed wave.

16 - JUDGING.

The judging panels for each heat will consist of 3, 4, or 5 judges who will rotate on the panel. Each judging panel will operate under the control and direction of the head judge.

Judges must report to the head judge at least 30 minutes before the start of the 1st heat of the day. This gives them ample time to get a realistic view of the waves and the type of surfing, thus adapting the work scale to the conditions of the test.

Before the next heat starts, the heat and judge's number assigned to the panel should be filled in the appropriate section of the judge's sheet.

The judges' sheets must be handed in promptly at the end of the heat. Judges should not adjust the sheets or alter their scores. If a score is unclear and needs correcting, erase the box and use the next one. All alterations must be confirmed by the head judge.

Each judge must give their utmost effort. Maximum concentration is essential to ensure personal preferences are eliminated, and total accuracy is achieved.

The assistance of one or more spotters may be needed to prevent any chance of missing waves, at the request of the head judge.

Judges must score each wave of each competitor.

Judges are responsible for interference calls.

Once the competition is over, the judges will remain available until there is no chance of claims arising.

Wave scores will range from 0 to 10. Decimals in increments of 0.1 will be used, with the use of the tenths 2, 3, 5, 7, 8 recommended.

Judges must be visibly separated, and it is the head judge's responsibility to ensure that judges do not discuss scores or interference calls.

Judges should not change their scores or interference calls on the computer terminal or manual scoring sheets. If a mistake has been made, the judge should ask the head judge to correct it.

If a judge misses a wave or part of it, they should mark an "M" in the corresponding box on the manual sheet or computer, and the arithmetic average of the scores of the other judges will be applied.

Occasionally, special nature mistakes occur related to scoring, including scores and timings. The competition director, along with the head judge, will decide on these special circumstances on a case-by-case basis. The competition director may consult with qualified observers such as off-duty judges, spotters, or other officials who might have witnessed the incident in question.

No judge should disclose what has happened in the judging booth to team managers, media, or other competitors. A judge who reveals what happened in the booth will be excluded from the judging panel by the technical director, competition director, and head judge. A report will be sent to the judging committee, and they may take further actions against him.

17 - CRITERIA FOR SCORING AND SUGGESTIONS

17.1 Before scoring.

Ensure you participate in the meeting prior to the championship, where the criteria and rules to be used are established. The judge must be on the judging platform promptly. This means, one heat before their first heat. In this way, the judge can check the environment conditions and be available in case a judge does not show up. Be prepared for all situations, and if necessary, bring warm clothing, a towel, trousers, or a raincoat for cases of rain. Judges should know the rules and be able to apply them in any situation. Carefully study the criteria mentioned below.

17.2 Criteria for use in scoring.

Surfers should perform their maneuvers to maximize the scoring potential. Judges analyze the following main elements when scoring a surfed wave:

- Commitment and difficulty level
- Depth, flow, and time inside the tube
- Speed, power, and fluidity
- Innovative and progressive maneuvers
- Combination of major maneuvers
- Variety of the maneuver repertoire

NOTE: It's important to highlight that the emphasis on certain elements of the criteria is linked to the conditions of the QUEMAO wave, its difficulty and requirements, as well as the possible changes in conditions throughout the day.

Scoring.

The scoring system from 0 to 10 is divided into the following sections:

- 0 – 1.9 poor
- 2 – 3.9 below average
- 4 – 5.9 average
- 6 – 7.9 good
- 8 - 10 excellent

To establish differences in the early waves, use whole and half points as much as possible during the heat. Resort to tenths when necessary. Try to use the 0 to 10 scale throughout the heat in relation to existing conditions. Score good waves high and bad waves low. Avoid scoring higher or lower as the heat progresses; maintain the scale. The score of the last wave should be consistent with the first wave scored in the heat. Remember the main reference waves of the heat. It's important for a judge to focus on scoring individual waves and ignore the final outcome of the heat.

No competitor is identical, so try to differentiate between all scored waves, especially the best ones. Do not deliberate over your scores.

If a judge misses a wave or part of it, mark an "M" in the corresponding box and immediately notify the Chief Judge so that the wave is recorded on the Chief Judge's sheet or on the Technical Director's sheet. "M" marks will be replaced by the average of the scores from the rest of the judges on the panel.

Judges should not exchange scores or interfere with another judge's scores. If an error is made, the judge should have the Chief Judge make the correction. Avoid being influenced by spectators, commentators, friends, or other external influences. Have confidence to stick to your own criteria. Continuously check the number of waves during the heat to ensure none are missed. Do not express your opinion to other judges; speak with the Chief Judge.

17.3 Scoring method.

It's essential to correctly score the first good wave of the heat, as this sets the scale for the rest of the heat. Score it according to the poor, below average, average, good, or excellent scale used for those conditions.

Try to leave at least one point between the 1st and 2nd scored wave. This way, if the next wave is between the first two, you still have a good margin. Comparing scores is imperative in a heat. Try to see waves in terms of scoring potential. Do not deduct points for a competitor's fall from what they did previously.

Each judge should give 100% effort. Maximum concentration is essential to ensure personal biases are eliminated, and their contribution to the panel is significant.

17.4 Scoring in poor conditions.

Many events are held in marginal conditions. Every location can experience poor surfing conditions, so judges must adapt. In these conditions, focus on competitors using the scant wave power to perform explosive maneuvers and combine them with the greatest possible fluidity, without needing to paddle or hop to connect sections. Look at the quality of the maneuver execution and the speed competitors impart.

17.5 Scoring challenging heats.

Challenging heats should be viewed as a challenge for a Judge. This means scoring methodically, being extremely critical, observing details, and representing the entire wave in your mind. In each competition, there will always be some heats more challenging than others; either because they

are the first of the day, conditions worsen, or because of the surfing level being performed, whether good or bad. This is when the best judges shine.

Consider the following factors:

1. Where the first maneuver is executed.
2. How well it's executed (quality).
3. How maneuvers are linked together (fluidity).
4. Whether the competitor turns in the different sections offered by the wave or bypasses them.
5. Compare maneuvers in the Outside (furthest break) with the Inside (break closer to the shore).
6. Compare the take-off point and the competitor's depth when doing it.
7. Consider how the competitor uses the wave's power.
8. The competitor's ability to pass sections and the functionality of maneuvers in each one.
9. Whether the competitor completed the maneuver and did so with control.
10. The maneuver's verticality and the depth of the bottom turn before performing it.
11. What the competitor does before falling.
12. Comparing the first and last waves is extremely important; inexperienced judges tend to forget what happened during the heat and don't make the comparison with the first waves, which alters the heat's outcome.

Translating the provided text, keeping in mind the specialized vocabulary and context from the world of surfing:

17.6 Scoring in 4-man heats.

Focus is key at 100%. Not just to correctly score each wave, but also to aid the Head Judge with wave or interference notifications. In these heats, it's of utmost importance to be able to instinctively score the wave in one's mind and to place the score automatically at the wave's end.

When multiple competitors are surfing simultaneously, it's crucial to watch each one. However, judges should pay special attention to the critical sections. The beginning of the wave is generally where the most crucial maneuvers occur, while the wave's end tends to have less potential. It's essential to jot down scores as quickly as possible and continuously track the number of waves ridden.

If unsure about a score, never ask a colleague since they might have missed a part of the wave or be on a different scale than you. Always ask the Head Judge for guidance, as that's their role.

18 - INTERFERENCE CASES.

BASIC RULE (wave priority)

The surfer deemed to have the inside position on a wave (closer to the peak or foam) has UNCONDITIONAL PRIORITY THROUGHOUT THE WAVE'S DURATION. Interference will be called if the majority of judges find that another surfer has hindered the scoring potential of the surfer with wave priority.

Anyone who takes off on a wave in front of another surfer with priority in a 4-man heat has the option to exit the wave without it being deemed interference, unless it hampers the scoring potential of the surfer with priority, like breaking a section or forcing the other surfer to alter their line...

Wave priority depends on the specific rules of the event. It's primarily the judge's responsibility to determine who has the inside position or which way the wave has more scoring potential, left or right. If it's unclear which direction is better from the initial take-off point, priority goes to the surfer who commits to their chosen direction.

19- INTERFERENCE RULES.

Typical conditions at "El Quemao" wave

El Quemao is a peak with both left and right waves of equal quality at the take-off point. Priority goes to the first surfer who commits to a direction (left or right). Another surfer can ride the wave without interference if they go the opposite direction or the same without disturbing the surfer with priority.

If special conditions arise, making the wave break primarily in one direction on any given set, the surfer in the INNER POSITION OF THE WAVE HAS UNCONDITIONAL RIGHT OF PRIORITY THROUGH ITS ENTIRE DURATION.

The surfer who stands up first next to their peak has wave priority, and the second surfer must exit the wave before crossing paths to avoid interference. The bodyboarder who first commits to a direction has absolute priority on the wave, and the second must exit before crossing paths to avoid interference.

If both surfers stand up simultaneously or if both bodyboarders execute or define their direction at the same time:

- If both exit the wave, no penalty is given.
- If they cross paths and collide or hinder one another, the judges will penalize the aggressor at the point of contact.

- If neither surfer yields by exiting the wave and both share the responsibility of the clash, a double interference will be called.

20 - PRIORITY CRITERIA.

Choosing the interference rule criteria applicable to competition conditions is the responsibility of the Head Judge and must be displayed on the notice board along with other competition information.

21 - SNAKING.

If a surfer takes off on a wave, in the foam, behind the take-off point of another surfer who clearly has wave priority and in any way hinders the lead surfer, interference will be called. A surfer can take off behind the one with possession as long as they don't disturb them. The wave counts for both.

22 - PADDLING INTERFERENCE.

When a surfer has established their priority, another participant will commit paddling interference if:

- They hinder them, forcing them to change direction, or prevent them from catching the wave, including when paddling out or paddling into the same wave.
- They break a section in front of the surfer with priority.

These interferences can be committed by a surfer paddling with the one who has priority or by one paddling back out to the lineup. If two surfers paddle for the same wave that breaks in two directions, the one who turns later must yield to the other.

In case of dispute, the judges will determine priority based on which wave direction has a higher scoring potential. If it's impossible to determine the better direction, preference goes to the surfer who first committed to a direction. If it's still not possible to establish priority and there's contact between the two surfers, a double interference will be applied.

23 - WHAT HAPPENS WITH AN INTERFERENCE.

For interference to be called, the majority of judges must mark interference on their individual sheets. In the case of counting 3, 4... best waves, the surfer will get a zero on one of their waves in the final tally. (When counting

the 3 best waves, only the top 2 will be considered for the surfer with interference). This rule applies to all types of interference.

For best 2 waves: If interference is called by the majority of judges, the wave where the offending surfer caused interference will be scored as a zero '0' on the tally sheet. In the offender's final tally, 50% of the value of their worse of the 2 waves will be taken. If a surfer has fewer waves at the end (only one wave), the 50% rule will apply to their only wave.

For best 2 waves: If it's paddling interference, in the final tally of the penalized surfer, 50% of their worst wave will be taken. If a surfer has fewer waves at the end (only one wave), the 50% rule will apply to their only wave.

If a surfer commits a second interference, they will be automatically disqualified from the heat, taking the last position, and must immediately leave the water without disturbing the remaining competitors. If they fail to do so, they may be penalized with disqualification from the event and no points or prizes awarded.

The Head Judge may be considered, counting towards the majority, when calling interference.

Judges mark interference on the scoring sheets, marking the score of the surfer causing the interference inside a triangle, indicating who and on which wave interference was made with an arrow.

With paddling interference, the triangle is placed between the two scores if there are no waves. With a wave, it'll be marked with a triangle inside the wave's box, but not enveloping the score.

All interferences must be penalized, and the decision to annul them can only be made after the resolution of an official complaint.

The surfer who suffered the interference may catch one more wave in their heat; if the maximum was ten waves, they may catch 11 waves.

In the case of double interference, neither surfer is entitled to an extra wave.

If a competitor incurs an UP AFTER or an UP BEFORE, harming another competitor, they will be penalized with interference, deducting 50% of their second-best wave and re-ranking the heat with the new situation.

24 - UNSPORTSMANLIKE TACTICAL INTERFERENCE (TPI).

Following the I.S.A. rule, unsportsmanlike paddling tactics should be penalized. A heat is decided by the waves surfed, and tactics that aim to reduce the opportunity for opponents to surf waves are detrimental to the heat's progress. Being on the inside part of the wave entitles a surfer not to be disturbed on the wave they choose and should not be used as a tactic to

prevent opponents from catching waves. It can be used in heats without priorities.

Unsportsmanlike tactical interference (TPI) is defined as:

Taking the inside position on a wave relative to an opponent and intentionally aborting the take-off repeatedly (at least twice), preventing the opponent from catching the wave.

Execution process:

Judges will identify a TPI situation for the first time (aborting take-off) and will note the competitor.

The second time, they will give a WARNING of Unsporting Tactical Interference to the competitor using this tactic (done at least twice).

If the situation repeats and another TPI situation occurs (third time), the competitor will be penalized with double interference and will be disqualified.

TPI can occur with different opponents.

25 - HEATS WITH 3-4 COMPETITOR PRIORITY

This rule will be applied if the Competition Director and the head judge agree that conditions are suitable to enforce the rule reliably. There must be a 4 (minimum 3) priority signal system visible and a dedicated priority judge. Its use makes the TPI rule from point 22.7 unnecessary.

In priority heats, the order gives unconditional preference on the wave. Another surfer without priority can paddle or surf the same wave if:

They DON'T harm the scoring potential of the surfer with priority, even with their paddling.

They DON'T cross the path or do the 'bottom turn' around the surfer with priority, whether the surfer is surfing a wave or in the process of catching it.

If a surfer without priority doesn't comply with these points, they should be flagged for priority interference. If a surfer commits priority interference, they lose their priority, and the priority judge sets their new position.

When no wave has been surfed, the basic interference rules without priorities described in this article 22 will be followed.

The priority judge will indicate Priority using the color system corresponding to the competitors' lycras in the water. Indicating priority and consulting the head judge in tighter cases. In vertical systems, priority

is ordered from top to bottom. In horizontal systems, it's from left to right. It's the surfers' responsibility to continuously monitor the priority system to know their status. The commentator can reinforce the information on tighter situations and sudden changes under the head judge's supervision.

Blocking rule in situations of surfers WITHOUT ASSIGNED PRIORITY:

In events with priorities, a surfer in the inside position can be demoted to the lowest priority if:

They clearly paddle a wave, preventing another surfer from catching that wave.

Position themselves in the take-off zone and block another surfer from catching that wave.

If in situations WITHOUT PRIORITY, the head judge and the priority judge believe a surfer is overly aggressive in their paddling, blocking or interfering with other surfers' paddling, they can award the lowest possible priority. If aggressive or unsportsmanlike, an interference can be marked, and other penalties for unsporting behavior may be applied, issuing a report to the disciplinary committee.

Priority on the wave is lost as soon as a surfer surfs a wave or merely paddles with the intention of catching it (even if missed).

This does not apply in the following situations:

The surfer paddles a wave at the same time as another of higher priority, and the latter catches it.

The surfer suffers a blocking situation by a surfer of higher priority.

Blocking rules in situations of assigned priority:

A surfer may lose priority if the Priority Judge or the Head Judge believes:

They paddle in front of another surfer without priority deliberately to prevent them from catching the wave (paddling block). In this case, the competitor with lower priority doesn't lose it.

They position themselves in the take-off area, preventing another surfer from catching the wave.

Use their priority by paddling or doing a take-off to block an opponent without intending to score when the latter is already surfing the wave.

If a surfer with higher priority paddles out of the primary take-off zone (OUTSIDE) and positions themselves closer to the shore (INSIDE), their priority will be suspended until they return to the OUTSIDE area. If they don't return, they won't gain priority. When they return, the head judge will

determine the surfer's new priority order. Such attempts to leave the take-off zone should be announced to the surfer over the loudspeakers.

If a surfer's equipment is damaged or a surfer is dragged out of the primary take-off zone by a set, the surfer's priority can be suspended, indicating with a "colorless" position that they held before the incident. The surfer's priority may be reinstated once they return to the primary take-off area.

Priority interference can be marked individually by the Head Judge if the majority of the judges on the panel don't see the incident, and he/she is sure of the situation.

In cases where a dispute arises from the malfunctioning of the priority system, the priority judge will consult with the head judge and the competition director to determine the resolution, which may include restarting the heat from that point.

Resurf following an incorrect interference call:

If some of the heat's surfers have their positions mathematically decided, even in the case of an incorrect call, these surfers DO NOT participate in the resurf. In other words, the resurf should only involve the surfers whose results are affected.

If the simple correction of the interference due to an erroneous priority call is sufficient to correct the situation without potential changes, there's no resurf.

If a resurf occurs, it should start at the moment the error occurred. Correcting the priorities, previous scores, and elapsed time. The heat ends with the involved surfers. Only if the head judge decides due to significant condition changes or the impossibility of returning to that moment, it starts from scratch (maximum of 15 minutes).

Positioning is based on who reached the take-off zone first, according to the Priority Judge. In cases where surfers seem to reach the line at the same time, priority goes to the one who didn't have it the moment before.

Once the time ends, priorities disappear. A surfer can't interfere with another's wave, even if they had a higher priority before the heat's end. If this interference occurs, it will be penalized with a priority interference situation.

26 - PRIORITY IN HEATS WITH 3 SURFERS

The first surfer to ride a wave is given the 3rd priority.
The remaining two surfers share the first priority.
When one of them catches a wave, the priority order of the heat is established.

First priority: surfers who have not ridden any waves yet.
Second priority: is given based on reaching the take-off point.
The surfer with first priority has precedence over the other two; the one with the second has precedence only over the one with the third priority.

27 - PRIORITY IN HEATS WITH 4 SURFERS

The first surfer to ride a wave is given the 4th priority.
The remaining three surfers will have priority over him, which they will only lose by riding a wave.
If one of the three loses their priority, the other two will share the first priority until they lose it.
Once a third surfer loses their priority, the order for the heat is established:

First priority goes to the one who hasn't ridden a wave.
The rest receive priority in the order they return to the take-off zone.
The surfer with first priority has preference over the others; the one with second priority has precedence over those with third and fourth; the one with third only over the one with fourth.

28 - PRIORITY INTERFERENCE

In heats with priority, the order grants unconditional preference on the wave. Another surfer without priority may paddle or ride the same wave if:

They do NOT hinder the scoring potential of the surfer with priority, even with their paddling.
They do NOT cross the path or make a 'bottom turn' around the surfer with priority, regardless of whether the surfer is riding a wave or in the process of catching it.

If a surfer does not respect the priorities, they will be penalized with a priority interference. A surfer penalized with interference will lose their priority, which will be reassigned by the Priority Judge.

Priority interference will be marked if the majority of the judges indicate it. The wave ridden during the interference will score ZERO, and the second-best wave of the final count will also be ZERO. Judges should mark with a triangle on their sheet around the score of the ridden wave (not writing zero; this is done by tabulation) pointing to the one who committed the infringement.

Paddle interference on the surfer with priority will be marked if the majority of the judges indicate it. They will lose their worst score of the final count; if it's two waves, the second will score ZERO. If they have only one, 50% will be applied to that score.

29 - DUTIES OF THE HEAD JUDGE

Call a meeting of the judging panel on the first day of the competition, or if possible, the day before. This meeting is for instruction, standardizing procedures and methods, as well as setting up a series of tests during which the judges' skills will be assessed and evaluated.

The Head Judge will also call a meeting with all the judges every competition day before the first heat hits the water. The purpose of this meeting is to update the judges on any changes and discuss mistakes made the previous day.

Judges whose skill is considered below average in the opinion of the Head Judge and the technical director will be removed from the judging panel and will not be allowed to judge that event further. They may perform other duties such as spotting.

The Head Judge will organize the remaining judges into shifts so that, if possible, they can only judge three consecutive heats.

The Head Judge will frequently scrutinize the judges' score sheets and identify those who do not maintain an acceptable level.

They will inform the event director, and a decision will be made to remove the judge or not.

During the heats, the Head Judge will examine the score sheets to ensure a consistent standard between one heat and the next and that the full score range (0 to 10) is used by the judges. They will ensure that interference rules are applied correctly. They must inform a judge whose averages or criteria are not in line with the rest of the panel. Such measures should be taken by the Head Judge between the end of one heat and the start of the next.

The Head Judge is responsible for keeping count of the waves in each heat and ensuring that judges can orderly identify the waves. The Head Judge is responsible for counting the waves, which can be done by the Spotter or Watcher. The Head Judge must allocate missed waves and determine the appropriate score.

They must give timely orders to the commentator (speaker) to notify the competitor who has been interfered with that they have an extra wave.

Indicate to the commentator when to give information to the competitors, after checking its accuracy.

Control priorities alongside the priority judge in heats with a priority system of 3 or 4 competitors.

30 - THE COMPETITION DIRECTOR

The competition director is appointed by the QUEMAO CLASS organization and is under its supervision. They are in charge of all the technical aspects of a competition.

They work in coordination with the Head Judge, the organization's representative, and the technical director or representative if present. If no other person is available, they are the organization's representative to sponsors and personalities.

They ensure registrations are within the rules and, if necessary, require supporting documents. They manage the competition schedule, update it if needed, and make it public. They determine the competition conditions in conjunction with the Head Judge and announce them. They handle competitors' complaints firsthand and make decisions in line with the competition's rules.

Here's the translation of the given text:

31 - DUTIES OF THE TABULATION JUDGE.

a. Upon receiving the score sheets from the head judge after a round is completed, they will immediately check to see if:

- All sheets from the judges have been handed in.
- The correct number of waves has been noted on each sheet.
- Any interference calls have been noted.

b. In a round where an interference call is noted by the majority of the judges, the tabulation judge will notify the Competition Director of this fact.

c. The official result of a round won't be reported once added until the Competition Director gives approval.

d. If in a round, a judge misses a wave, marking an "M" in the corresponding box, the sum judge will find the arithmetic mean from the other judges for that same wave and will place the result in the corresponding box. This operation must be supervised by the Competition Director.

e. The sum judge will use a calculator or computer system to calculate the average of each wave for the competitors, using the scores of the judges for each wave. Eliminating the highest and lowest score for the wave (from 3 judges) and taking the average of the remaining scores. Once all the averages are done, they will sum the 2, 3, or 4 best waves of each competitor, and the one with the highest score will take the 1st position and so on. In the event of a tie, the tabulator will resolve it by the wave subtraction method.

f. If the tabulation is by position, the corresponding process should be carried out.

32 - THE PRIORITY JUDGE.

a. Their role will be necessary in the case of applying the PRIORITY rules for 3 or 4 competitors.

b. They will be in charge and responsible, along with the head judge, for granting priorities to competitors in a round. They will follow the rule established in section 22.8 of these regulations.

c. They will clarify to the judges the priority situations in case of doubts so that they make the correct decisions.

33 - DUTIES OF THE COMMENTATOR.

In competitions using a computerized scoring system, the Commentator (speaker) becomes part of the panel of judges and will be under the orders of the head judge and the Competition Director. The rules of discretion regarding what happens in the booth and punctuality will be the same as those applicable to the judges. The information provided by the commentator must always be authorized by the head judge or by the Competition Director.

The Competition Committee may dismiss and impose a financial penalty on the Commentator if they observe a breach of these rules or any other action that may be considered damaging to the competition's image.

If the commentator gives a result and is mistaken, for whatever reason, the competitor has no right to claim.

The commentator cannot give any notice or alert about the wave condition (e.g., alerting the arrival of a wave set) as it might benefit one participant over another. Only if they are indications from the head judge or Competition Director for the safety reasons of the competitors.

The signals from the water that athletes can use and the commentator must interpret are:

- i) Remaining time of the round, one hand touching the other over the head.
- ii) Number of waves, one hand out horizontally to the water.
- iii) Point information and round status, both hands out horizontally to the water.

34 - BEACH MARSHALL.

Their main task will be to ensure that competitors from different rounds collect and return the competition lycras properly. They will keep written

control and notify the Competition Director of any irregular situations (athlete not presented, athlete not returning his lycra properly...). They must have a copy of the rounds and schedule, continuously updated by the Competition Director.

They may also be in charge of time signals, both sound (horn) and visual (lollipop) and must keep the round time in coordination with that of the head judge.

35 - CANCELLATION OF A CHAMPIONSHIP.

35.1 Cancellation during the event days.

If a championship has to be suspended for any reason, it will be considered whether the quarter-final rounds have been held. The undetermined cash prizes will be divided among the competitors who have reached the last phase of the quarter-finals without being eliminated.

If not all of the quarter-final rounds have been held, the championship will be suspended and considered not celebrated, returning the registration amount to the competitors, and the prizes won't be distributed.

Suspension or postponement before the event.

The Competition Director, after consulting with the organization, head judge, based on all possible forecasts and data, must make the decision to suspend an event about 60 hours before it starts (if an event begins on a Saturday at 8:00, the decision should be published before 8:00 pm on Wednesday).

36 - PARTICIPANTS NOT PRESENTED TO THEIR HEATS.

If any participant directly qualified for a round, or a TOP directly qualified for the round of 16, does not show up for their round, they will receive no points for that round, nor will they be replaced by another competitor. If the participant who is missing comes from previous rounds, they will achieve the score corresponding to their last position in the round.

A participant is considered presented if they pick up their lycra from the beach marshal judge. In the event of an injury, the competitor must inform the Competition Director.

37 - MATCHING FOR HEAT DRAWS ORGANIZATION.

The previous year's ranking should be taken into account when organizing the rounds, ordering the list of registered participants within the established period based on this criterion. Those not on the ranking will enter in order of registration. If a participant registers late and is accepted, they will lose their ranking and fill the first available spot in the bracket.

Round progression in the brackets mixes the first and second places of two consecutive rounds. This attempts to equalize the rest times for competitors and separate (whenever possible) the top-ranked until the final. The semi-finals would be:

- semi-final 1: the first and second of the first two quarters
- semi-final 2: the first and second of the last two quarters (See model of

38 - UNSPECIFIED CASES.

It will be the responsibility of the organization to resolve any case that is not regulated in this document. They may refer to other regulations such as the European Surf Federation, I.S.A., or, failing that, international circuits like WSL or APB.

39 - MAN-ON-MAN HEATS.

This competition format consists of elimination rounds or series of two competitors, where the one who achieves a higher score in the end will qualify.

40 - HEATS: DURATION AND NUMBER OF WAVES.

Rounds in this format will be 15 to 25 minutes, at the discretion of the technical director. Each participant may take a maximum of 10, 12, or 15 waves, of which the two best will score. The finals can be up to 40 minutes and a maximum of 15 waves for each participant.

41 - CADDIES.

Participants may have an assistant under the same conditions as in the Team Championship. If a caddie disturbs the opponent, the competitor they are assisting will be penalized with interference.

Sure, here's the continuation of the translation with specific surfing vocabulary:

Except with the permission of the director for the safety of the athletes, the surfboard may not be handed over in the water; however, it can be thrown into the water from shore. Non-compliance with this rule will result in an interference penalty.

42 - REGULATIONS.

Man-to-Man championships will be governed by these rules and by the Championship's Regulation, Competition Rules, and Supplementary Rules.

43 - WAVE RIGHT IN THE MAN-TO-MAN FORMAT.

In this type of competition, we must differentiate between the WAVE PREFERENCE outlined in the general regulation and the PRIORITY specific to this format.

At the start of the heat, there is no priority, with interference rules applied. Once a surfer catches a wave, the other surfer gains priority.

Priority is earned by paddling to a point marked by a buoy or by paddling to the outside line where the waves start breaking, as defined by the head judge. The first surfer to reach this point will obtain first priority, and the other surfer will get the second priority upon arrival.

43.1 PRIORITY REGULATIONS.

- BASIC RULE: The participant with (first) priority has the unconditional right to the wave they choose on a given peak, even if it breaks in two directions.
- The second surfer cannot drop in on the same wave in the same direction as the one with priority on a peak.
- Once the surfer with priority begins to stand up or set their direction on the wave, the second surfer must stop paddling and give way. If they don't, an interference penalty will be marked against them.
- If the surfer with second priority rides the same wave as the surfer with first priority but in the opposite direction or the same direction but on sufficiently distant peaks without connecting, they will be scored for that wave.

A surfer can lose priority if:

- a. They surf a wave.
- b. They paddle for a wave and miss it.

If the surfer with second priority is in a better position closer to the peak of a wave, and their opponent tries but fails to catch it, the second surfer will automatically gain first priority. Therefore, if they also try and fail to catch it, they lose their priority. Meaning, in one wave, both surfers could lose their priority.

If a surfer with priority paddles in front of their opponent to deliberately prevent them from catching a wave, they lose priority.

When priority isn't defined, if both surfers ride the same wave in two different directions, both waves are valid, and priority goes to the first to stand up. If they stand up simultaneously, or it's unclear who stood first, no priority is assigned. If a surfer interferes when priority isn't defined, besides the penalty, priority is automatically given to the opponent.

Once a surfer's priority is used up, it switches to the other surfer if they hold second priority.

Reasons for losing priority:

- Riding a wave, even if not completed.
- Paddling for a wave and missing it when the opponent has second priority.
- Committing interference.
- Catching a wave before the heat starts.

There should be a visual priority signal, like a priority disc or flag, in colors other than green-red (timing disc) and typically matching the colors of the surfers' rash guards (red-white). The PA system should inform surfers of changes as directed by the head judge.

Under certain conditions, it's possible to hold a Man-to-Man competition without priority rules, just using the basic rules of wave preference. This decision must be made by the competition committee, preferably after a meeting with the competitors.

CLAIM FORMS, MANUAL TABULATION, AND JUDGE SHEETS

LANZAROTE QUEMAO CLASS

Claim Form

Name: _____ Date: _____

Stage: Heat: Rash guard color: _____

Please explain in detail the incident that, in your opinion, justifies the claim.
Use the rash guard colors to name the competitors.

Signature of the competitor: _____

Section reserved for the event technicians.

Decision: (to be continued on the back of this sheet)

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.....
.....

Head Judge

Competition Director