



Judging and Points

Events are comprised of rounds and those rounds are made up of heats with anywhere from two-to-four surfers looking to lock in their two highest-scoring waves -- both out of a possible 10 points for a possible 20-point heat total. A panel of five judges scores each wave on a scale of zero to ten. For every scoring ride, the highest and lowest scores (of the five judges) are discounted and the surfer receives the average of the remaining three scores. There is no limit on the number of waves that will be scored, but the two best scoring waves (each out of a possible 10) are added together to become a surfer's heat total (out of a possible 20).

Judges analyze the following elements when scoring waves:

- Commitment and degree of difficulty
- Innovative and progressive maneuvers
- Combination of major maneuvers
- Variety of maneuvers
- Speed, power and flow

Judging scale:

[0.0 — 1.9: Poor]

[2.0 — 3.9: Fair]

[4.0 — 5.9: Average]

[6.0 — 7.9: Good]

[8.0 — 10.0: Excellent]

Priority

The surfer with priority has the unconditional right of way to catch any wave they choose. Other surfers in the heat can paddle for, and catch, the same wave, but only if they do not hinder the scoring potential of a surfer with priority. A surfer loses priority once they catch a wave and/or a surfer paddles for but misses a wave. If two or more surfers catch a wave, the first surfer to make it to the take-off zone will get priority.

Interference

A surfer who hinders the scoring potential of a surfer with priority over them will be given an interference penalty. In most situations, this means that their heat score will be calculated using only their best scoring wave. Two or more surfers surfing the same wave in the same direction, the surfer closest to the curl during take-off, will have priority on that wave unless the surfer is not in priority.