

# IWA Wave and Freestyle Sailing Instructions

These Sailing Instructions (SI's) are intended to ensure that the best competitor wins through individual skill, good fortune, and quality of equipment alone, and not as a result of procedural devices or legalistic argument.

They should be read in conjunction with the Championship Rules and the relevant Notice of Event.

## 1. RULES

1. The IWA Wave and Freestyle events will be governed by the ISAF Windsurfing Competition Rules 2009-2012 (WCR) (which is a part of The Racing Rules of Sailing (RRS)), the Notice of Event (NoE), the Championship Rules (CR), and these Sailing Instructions (SI's).
2. Failure to comply with the rules may result in disqualification.

## 2. SAFETY

### 1. Responsibility

1. The safety of the sailboard and her entire management including insurance shall be the sole responsibility of the competitor using the sailboard who must ensure that the sailboard is adequate to face the conditions that may arise in the course of the event. Neither the establishment of these sailing instructions nor the inspection of the board under these conditions in any way limits or reduces the absolute responsibility of the competitor for his/her board and the entire management thereof.
2. The event organisers, the event committee and officials will not be responsible for any loss, damage, death or personal injury howsoever caused to the competitor as a result of their taking place in the event.
3. It is the sole responsibility of each competitor to decide whether or not to start or continue in the event.
4. Any competitor needing assistance shall try to signal by making the international distress signal (waving both arms above the head making an 'X' with open hands). If no assistance is needed the competitor shall signal by waving one hand with closed fist. If the event committee or its delegated representative deems any competitor to need assistance, the competitor shall accept this assistance and shall follow the directions given.
5. All junior competitors shall, if directed, wear above the waist a jacket or vest with a minimum buoyancy of 4kg uninflated in fresh water. The buoyancy shall be tested with a metal (lead) weight of 4kg, which shall remain supported for a minimum of 5 minutes.
6. Failure to comply .The penalty for infringement of Safety Rules may be disqualification from the round. A repeat infringement may mean disqualification from the event. When the Event Committee disqualifies a competitor for such an infringement it need not protest him or her. This Amends RRS. 63.1

### **3. SAILOR IDENTIFICATION**

Identifying streamers - Competitors shall collect their streamer from the beach marshal no sooner than two heats before their own. The streamers must be returned immediately after their heat. Late return may lead to disqualification.

### **4. NOTICES TO COMPETITORS**

Notices to competitors will be posted on the Official Notice Board (ONB)

### **5. CHANGES TO SAILING INSTRUCTIONS**

Any changes in the SI's will be posted on the official notice board (ONB) at least 30 minutes before they take effect. In exceptional circumstances the Event Director or Head Judge may announce such changes orally at a briefing.

### **6. SIGNALS MADE ASHORE**

#### **1. Location**

Signals made ashore shall be displayed on the official flagpole at or near the ONB.

#### **2. Postponement/Abandonment.**

When the postponement flag is flown ashore all heats are postponed. In the event of a heat being abandoned after it has been started, boards should return to the beach and standby for announcement and/or signals. The Heat Schedule may be changed.

The postponement flag signal to be used will be a black flag.

The abandonment flag signal to be used will be the raising of all heat signal flags and the postponement flag, i.e. Black, Red, Yellow and Green

#### **POSTPONING AND ABANDONING A HEAT**

The Event Committee may:

- (a) before the starting signal postpone a heat for any reason,
- (b) after the starting signal abandon a heat because of insufficient wind, or for other reasons directly affecting the fairness of the competition. The time limit for such an abandonment shall be 5 minutes after the finish of the heat.
- (c) postpone or abandon a heat at any time for safety reasons.

### **Postponement**

A postponement shall be signalled by the raising of the postponement flag (black flag) accompanied by two sound signals. After a postponement the ordinary heat signals shall be used. The postponement signal shall be lowered, accompanied by a sound signal, one minute before the first warning signal is made.

### **Abandonment**

The raising of all heat signal flags including the postponement flag, i.e. Black, Red, Yellow and Green accompanied by three sound signals, shall signal that the present heat is abandoned.

When the abandonment is followed by ‘No more competition today’ then this will be communicated to the sailors orally and on the official notice board.

## **7. DAILY SCHEDULE**

1. The briefing on the first day of the event will be at the time and location published in the Notice of Event. Further briefings may be held as required.
2. First Start. The first possible Warning Signal will be 30 minutes after the Heat Schedule is posted on the ONB
3. Last possible start. The last possible start will be at the discretion of the event committee, unless published in the Notice of Event.
4. Heat schedule. The Schedule of heats shall be posted on the O.N.B. at least 30 mins before the start of competition. It shall be the sole responsibility of each competitor to know in which heat they will be competing.

## **8. COMPETITION AREA**

1. The competition area will be illustrated on the ONB and/or described at the briefing no later than 10 minutes before the starting signal for the first heat. A board shall be scored only while sailing in the course area.
2. A board not competing who fails to keep clear of the competition area shall be penalized. The penalty shall be at the discretion of the protest committee and exclusion may be deemed appropriate.

## **9. Outside Help for Expression Competition**

Reference RSS 41.2 An assistant may provide replacement equipment to a board but shall keep clear of other boards competing. A board whose assistant fails to keep clear shall be penalized. The penalty shall be at the discretion of the protest committee. [B4.4]

### **Assistance**

Each competitor's efforts on the water shall be individual with only two possible means of assistance being permissible:

- (a) When a competitor suffers an equipment breakage during a heat another windsurfer, known as a "caddy," may assist by supplying replacement equipment, and shall keep clear of all competitors except for the one being assisted. A caddy shall attempt to remove the equipment, which the competitor has abandoned from the competition area.
- (b) A caddy may also assist with an equipment change during a heat of a competitor who's equipment is not damaged. The caddy shall not step into the water during this change. This change can only be done on dry land.

No forms of communication shall be permitted between a competitor and any team member or representative during competition. For the purposes of this rule: items such as radio communication devices and other electronic forms of communication shall be prohibited along with any purpose built mechanical communication system. No hand signals shall be permitted from the beach by anyone trying to assist a competitor during a heat.

This will be considered outside assistance, which could lead to disqualification from that round or heat if, in the opinion of the judges, such assistance materially prejudiced the result.

## **10. HEAT SIGNALS AND DURATION**

1. The start and finish of a heat shall be signalled as follows.
  - Warning signal (2 mins) – red flag displayed with 1 sound signal.
  - Preparatory signal (1 min) – yellow flag displayed with 1 sound signal
  - Start signal (0 min) – green flag displayed with 1 sound signal.
  - End of heat warning (1 min. remaining) – green flag lowered with 1 sound signal
  - End of heat (0 mins remaining) – red flag displayed, with sound signal.
  - Each flag will be lowered when the next is raised.
  - Programme Break. The postponement signal shall be used to indicate a break in the competition and it shall be lowered one minute before the next warning signal.
  - The duration of the heats will be written on the ONB before the start of a round. Any change in heat duration shall be announced by the race committee no later than 15 minutes before the starting signal for the first heat in the next round.

## **11. HEAT SIZE, ELIMINATION SYSTEM AND SEEDING PROCEDURE**

An event shall consist of one, or more, elimination series of heats/rounds. The Event Committee will publish the details of the elimination system to be used on the ONB before or at the close of registration. The selected form of competition shall not be changed while a round remains un-completed. The Event Committee decision is absolute and cannot be protested.

A repechage system will be used with the principle that any sailor (with the exception of seeded sailors if applicable) will sail at least twice in any given elimination series. The elimination system will dictate how sailors advance from their heats. The boards in each heat to advance to the next round shall be announced by the race committee no later than 10 minutes before the starting signal for the first heat. The number advancing may be changed by the protest committee as a result of a redress decision.

Seeding at events will take place if there are a sufficient number of entrants to make it beneficial in reducing the running time of an elimination series and / or to ensure a fair bias and distribution of seeded sailors in the heats. Any first-round byes, if used, shall be assigned to the highest-seeded boards. When a seeding or ranking list is used to establish the heats of the first round, places 1–8 (four heats) or 1–16 (eight heats) shall be distributed evenly among the heats. For a subsequent elimination series, if any, boards shall be reassigned to new heats according to the ranking in the previous elimination series. The initial seeding for the first round of the first event of the calendar year will be based on the previous year's IWA ranking list and the head judge's discretion for sailors not on said list. Subsequent first rounds for other events in a calendar year, the seeding will be based on the previous event's results list and the head judge's discretion for sailors not on said list. The organizing authority's seeding decisions are final and are not grounds for a request for redress.

## **12. MINIMUM CONDITIONS**

There is no minimum wind or swell size. The Event Committee shall decide if the conditions are suitable to start competition, and if to proceed with or cancel the event/heat.

## **13. RIGHT OF WAY RULES**

### **1. COMING IN AND GOING OUT**

A board coming in shall keep clear of a board going out. When two boards are going out or coming in while on the same wave, or when neither is going out or coming in, the board on port tack shall keep clear of the one on starboard tack.

## **2. BOARDS ON THE SAME WAVE COMING IN**

When two or more boards are on a wave coming in, a board that does not have possession shall keep clear.

## **3. CLEAR ASTERN, CLEAR AHEAD AND OVERTAKING**

A board clear astern and not on a wave shall keep clear of a board clear ahead. An overtaking board that is not on a wave shall keep clear.

## **4. TRANSITION**

A board in transition shall keep clear of one that is not. When two boards are in transition at the same time, the one on the others port side or the one astern shall keep clear.

### **Definitions**

1. Coming in/going out  
A board sailing in the same direction as the incoming surf is coming in.  
A board sailing in the direction opposite to the incoming surf is going out.
2. Competing  
A board is competing from its preparatory signal until the end of the heat, or until the heat has been postponed or abandoned.
3. Mark  
A mark is any object specified in the sailing instructions which delineates the competition area.
4. Possession  
The first board sailing shoreward immediately in front of the wave has possession of that wave.  
When it is impossible to determine which board is first the windward board has possession.
5. Overtaking  
A board is overtaking from the moment she gains an overlap from clear astern until the moment she is clear ahead of the overtaken board.
6. Jumping  
A board is jumping when she takes off at the top of a wave while going out.
7. Surfing  
A board is surfing when she is on or immediately in front of a wave while coming in.

8. Recovering  
A board is recovering from the time her sail or, when water-starting, the competitor is out of the water until she has steerage way.
9. Transition  
A board changing tacks, or taking off while coming in, or one that is not surfing, jumping, capsized or recovering is in transition.
10. Capsized  
A board is capsized when her sail or the competitor is in the water.

## **14. PROTEST**

1. A protest shall be made in accordance with the rules governing protests for competitors in heats i.e. RRS 61.2.b. Written protests are not required.
2. All parties to the protest must report immediately to the Protest Committee.
3. The Protest Committee will hear the protests as soon as possible.
4. Appeals. There shall be no appeal except against decisions under rule 69 – gross misconduct.  
RRS 70.6 applies.
5. A €50 deposit, refundable on a decision in your favour must accompany formal protests.

## **15. MISCONDUCT**

The event committee may penalise a competitor for misconduct, without a hearing, for the following reasons:

1. Sailing in the course/ competition area when not competing
2. Littering
3. Audible and visible abuse
4. Unsportsmanlike conduct: competitors shall at all times conduct themselves in a sportsmanlike manner and give due regard to the authority of officials and the rights of opponents, spectators, members of the media or other persons. For the purposes of this rule, unsportsmanlike conduct is defined as any misconduct that is clearly abusive or detrimental to the sport, but does not fall within the prohibition of any specific on site offence contained within these rules. In addition, unsportsmanlike conduct shall include but not be limited to the giving, making issuing, authorising or endorsing any public statement within the precincts of the event site or at event functions having or designed to have an effect prejudicial or detrimental to the best interests of the sport.
5. Other abusive or aggressive behaviour.
6. Non attendance of event opening or closing ceremonies.
7. Competitors hinder or otherwise distract scorers or officials carrying out their duties in the course of competition, or otherwise obstruct the progress of the competition.

## 16. SCORING

Each board in an Elimination Series will be scored points using the Alternative System as follows:

Position- Points

1 – 0.7

2 – 2

3 – 3 etc as per position

dne = number of entries +1 (RRS A4.2)

### **Reference Expression Competition Scoring RSS A4.5 [B8.6]**

- (a) Expression competition shall be scored by a panel of three judges. However, the panel may have a greater odd number of members, and there may be two such panels. Each judge shall give points for each manoeuvre based on the scale stated in the sailing instructions.
- (b) The criteria of scoring shall be decided by the race committee and announced on the official notice board no later than 30 minutes before the starting signal for the first heat.
- (c) A board's heat standing shall be determined by adding together the points given by each judge. The board with the highest score wins and others shall be ranked accordingly.
- (d) Both semi-final heats shall have been sailed for an elimination series to be valid.
- (e) Except for members of the race committee responsible for scoring the event, only competitors in the heat shall be allowed to see judges' score sheets for the heat. Each score sheet shall bear the full name of the judge.
- (f) Scoring decisions of the judges shall not be grounds for a request for redress by a board.

### **EXPRESSION COMPETITION RSS A8.2**

- (a) In a heat, if there is a tie in the total points given by one or more judges, it shall be broken in favour of the board with the higher single score in the priority category. If the categories are weighted equally, in wave performance competition the tie shall be broken in favour of the board with the higher single score in wave riding.

If a tie remains, in wave performance competition it shall be broken in favour of the board with the higher single score in the category without priority



(b) If there is a tie in the series score, it shall be broken in favour of the board that scored better more times than the other board. All scores shall be used even if some of them are excluded scores.

(c) If a tie still remains, the heat shall be resailed. If this is not possible, the tie shall stand as the final result.

Information regarding ties in freestyle heats is contained in the freestyle judging guidelines.

Further information regarding ties to decide event and championship placings is contained in the Championship rules.

## **WAVE PERFORMANCE JUDGING GUIDELINES**

Each Judge may award each competitor for each manoeuvre points on a scale from 1 to 12 in increments of 0.5 of a point, according to the spectacle, variety and quality of performance. Only the best scored manoeuvres in each category shall be taken into account to determine the winner. The total points in each category shall be multiplied by a certain factor. The resulting number shall be totalled to determine the winner: highest points wins. The number of manoeuvres and number of categories to be counted towards the result and the multiplication factor for each category shall be decided by the Head Judge and then posted on the Official Notice Board no later than 30 minutes before the starting signal for the first heat. Any change in criteria shall be announced no later than 15 minutes before the starting signal for the first heat in the next round.

### **WAVE RIDING**

Competitors will be judged primarily on the fundamental principles of good wave riding - speed, fluidity, power and their proximity to the critical section of the wave. In general a more vertical approach to the lip, initiated by a committed, powerful bottom turn will score more highly than a more horizontal "down the line" style of ride. Directional changes will be assessed on the degree to which direction is changed and on the speed and fluidity with which this change is achieved. The amount of spray thrown out during the turn will tend to indicate the severity of the directional change.

Cutbacks will be scored considering the vertical aspect of the approach, the proximity to the critical section of the wave, how deep inside the lip the turn is made and the speed and power with which the manoeuvre is executed. The sailor who is committed deep into the face of the wave will score more highly.

Aerial manoeuvres will enhance the score but there should be clear differentiation between simple hops after riding straight down the line and aerials that are performed by bottom turning back up the face and hitting the lip. Aerials should be executed in a

controlled fashion and a manoeuvre that is cleanly “tweaked” shall score more highly than one that is ragged or twitchy in the air. The sailor that uses the wave and “hits” the lip to create the aerial will score more highly than one who simply hops off the top of the wave.

Freestyle manoeuvres will only enhance the wave score if integrated into the wave ride and are performed in a critical part of the wave. Sailors who simply set up for one freestyle move on the wave will not be scored higher compared with a sailor who has ridden the wave. It should always be considered that this is the waveriding category, however pushing the sport with radical manoeuvres will be rewarded.

To gain maximum points sailors should demonstrate as wide a variety of different skills as possible. A sailor who performs both cutbacks and aerials should in general score more highly than a sailor who performs the same move repeatedly as should a sailor who includes front and backside riding and any number of other manoeuvres during the ride. Sailors who simply blast down the line and perform one big move will not be scored as highly as those who really ride the wave, but only if the turns and manoeuvres performed are of a high standard. In general quantity should not be scored more highly than quality.

Whilst wave selection is a factor in scoring, it should only influence scoring between 2 equally well ridden waves. In general, a sailor who rides a smaller wave well shall score more highly than a sailor that takes a bigger wave but does not ride it as well as the smaller one.

Sailors who take risks and perform more radical manoeuvres should be rewarded more than sailors who “play safe” provided that manoeuvres are completed in a reasonably controlled fashion.

Notes:

- a. One-handed manoeuvres enhance difficulty and score, but the difficulty of the basic manoeuvre should be taken into account. A sailor who performs a much more difficult manoeuvre should be more highly rewarded than a sailor who simply removes one hand during an average manoeuvre.
- b. To encourage progress in wave manoeuvres, new moves will be scored highly, but only if executed in a controlled fashion.
- c. If it is difficult to clearly determine individual waves, then the entire sail in may be scored as one wave. Sailors will be informed of this at the skippers meeting or at the check in.
- d. If a sailor is on a wave at the end of a heat, that wave will continue to be scored until the sailor exits the wave.

Generalisation of highest scoring wave manoeuvres

1. Off the lip back loops.
2. Off the lip 360 deg. (Takas, Goiters etc)
3. Off the lip forward loop.
4. Table top aerials.
5. Off the lip aerials.
6. Forward loop in the chop.
7. Body drags.
8. Chop hops.

## JUMP SCORING

The generalisation of highest scored manoeuvres to lowest scored manoeuvres is below. These are guidelines for perfectly executed manoeuvres of equal height and should only be taken as general guide. Jumps of particular height or style, as well as jumps performed in different conditions may score more highly than jumps listed higher in the list below. Judges will evaluate the jumps on a day to day basis, based on the conditions, wave height and wind strength.

1. Double Back Loop (DB), Push Loop Forward (PF)
2. Double Forward (DF)
3. Push Loop Table Top (PTT)
4. Table Top Forward (TTF), Air Chacho (AC), Clew First Forward (CFF)
5. Shakka (SK), Push Loop (P), Back Loop (B)
6. Table Top (TT), Crazy Pete (CP)
7. Forward (F)
8. Cheese Roll (CR)
9. High Jumps
10. Long Jumps

The judges shall mark each jump with an abbreviation specifying which particular jump the competitor has performed.

Jumps are scored from a scale of one to twelve – Below is a table giving a very broad example of how this may be assigned. The scores next to them are just to give a guideline for judges and a not a rule.

|     | Low                  |   |   |   |    |    | High |
|-----|----------------------|---|---|---|----|----|------|
| 1.  | DOUBLE BACK LOOPS    | 7 | 8 | 9 | 10 | 11 | 12   |
| 2.  | DOUBLE FORWARD LOOPS | 6 | 7 | 8 | 9  | 10 | 11   |
| 3.  | TABLE TOP FORWARDS   | 5 | 6 | 7 | 8  | 9  | 10   |
| 4.  | PUSH LOOPS           | 4 | 5 | 6 | 7  | 8  | 9    |
| 5.  | CLEW FIRST LOOPS     | 4 | 5 | 6 | 7  | 8  | 9    |
| 6.  | BACK LOOPS           | 4 | 5 | 6 | 7  | 8  | 9    |
| 7.  | TABLE TOPS           | 3 | 4 | 5 | 6  | 7  | 8    |
| 8.  | FORWARD LOOPS        | 2 | 3 | 4 | 5  | 6  | 7    |
| 9.  | CHEESE ROLLS         | 2 | 3 | 4 | 5  | 6  | 7    |
| 10. | HIGH JUMPS           | 1 | 2 | 3 | 4  | 5  | 6    |
| 11. | LONG JUMPS           | 0 | 1 | 2 | 3  | 4  | 5    |

Jump Scoring continued :

All jumps will be classed in one of these 4 categories.

F - Forward rotating jump

C - Combined jump (Table/forward, Table/push, Double)

B - Backward rotating jump

J - Normal jump

Please note a maximum of 2 jumps will be scored from any one category in the gold fleet. (This encourages a variety of manoeuvres and eliminates the need to mark down repeated moves.)

Tweaked variations such as Table Top Forward Loops and Push Loop Table Tops shall only be scored as different jumps if the Table Top aspect is clear and distinguishable from the normal manoeuvre.

A jump is marked higher for being higher, stalled, one handed and landed well (clean/planing)

One handed or one footed manoeuvres shall be scored more highly if completed with equal height and in control, but shall not be scored as a different jump.

A jump is scored lower for being low, messy, out of control and crashed landings. A very high jump will not be marked down much if the landing is wet as long as the sailor is in a water start position. As a general rule, the judges want to see what you can do, not what you are learning to do. New manoeuvres are encouraged, but only if executed in a controlled fashion.

## **IWA Freestyle Judging Guidelines**

### **Freestyle Scoring**

The defining principle of the discipline is in the name 'Free'. A competitor may perform whichever moves that they feel can best express their abilities to the judges.

### **Formats**

IWA Freestyle contests will be judged using the “Best Move Format” or the “Overall Impression format”. The Event Committee will decide which format will be used and their decision will be final.

### **Best Move Format**

The Head Judge, in consultation with the committee, shall decide upon a maximum number of manoeuvres that a competitor may attempt during a heat. This may be a maximum number of manoeuvres in total, or a maximum number on each tack. From this maximum number of manoeuvres, the Head Judge shall specify how many manoeuvres are to count towards the result of the heat.

For example, the Head Judge may specify a maximum of 8 manoeuvres on each tack of which the best 5 on each tack shall be taken into account when giving scores at the end of the heat.

The judges shall then observe the heat, noting down the manoeuvres each sailor performs.

Once a competitor has completed or attempted the maximum number of moves on each tack, the judges shall no longer score them for the remainder of that heat. A sailor may continue to perform in the interests of putting on a show for the public, provided that they do not inhibit any other competitor in the heat.

At the end of the heat, the judges shall select the relevant number of moves as specified by the head judge and give scores in the following categories, based only on the specified number of counting moves in the heat.

**Diversity** – The number of different manoeuvres and variations performed during the heat – moves performed on different tacks will be considered different and will increase the variety.

**Technical Skill** – The difficulty of moves attempted during the heat. Moves that are not completed with control will not enhance the technical skill.

**Style** – The personal flamboyance and attitude of the sailor when performing on the heat.

These three scores shall then be added together and the sailor with the highest score shall be the winner.

### **Ties**

Where there is a tie, the Style and Technical Skill scores of each competitor shall be multiplied together to give a tie break score. The sailor with the highest tie break score shall be declared the winner.

If the tie remains, then the sailor with the highest score for Technical Skill shall be declared the winner.

If the tie remains, then the sailor with the highest score for Style shall be declared the winner.

If the tie remains, then the sailor with the highest score for Diversity shall be declared the winner.

If the tie remains, then the remaining moves, up to the maximum number specified in the heat shall be taken into consideration by the judge(s) in question and they will nominate a winner based on the entire heat and their overall impression of the sailor(s) in the heat.

If the tie remains, a sail-off between the competitors in question may be permitted if reasonably possible.

If the tie still remains, it shall stand as the final result.

## **Notes**

Sailors who can exhibit a variety of different manoeuvres shall score more highly than those who perform the same manoeuvre repeatedly regardless of its difficulty.

All moves should be performed cleanly and stylishly in order to score highly. Manoeuvres that appear scrappy or disjointed shall score less highly.

Sailors who demonstrate the ability to perform difficult and complicated manoeuvres will score highly but variety must also be taken into account.

## **Overall Impression Format**

In Overall Impression, Judging will be based on an entire heat not on individual manoeuvres. A sailor who performs just one 'big' manoeuvre in a heat and little else will not be scored as highly as a sailor who can perform manoeuvres of a high standard throughout the heat.

Overall Impression, which will be based on the following.

**Diversity** – The number of different manoeuvres and variations performed during the heat – moves performed on different tacks will be considered different and will increase the variety.

**Technical Skill** – The difficulty of moves attempted during the heat. Moves that are not completed with control will not enhance the technical skill.

**Style** – The personal flamboyance and attitude of the sailor when performing in the heat.

Sailors who can exhibit a variety of different manoeuvres shall score more highly than those who perform the same manoeuvre repeatedly regardless of its difficulty.

All moves should be performed cleanly and stylishly in order to score highly. Manoeuvres that appear scrappy or disjointed shall score less highly.

Sailors who demonstrate the ability to perform difficult and complicated manoeuvres will score highly but variety must also be taken into account.

In general the judges will look for a sailor's ability to perform a "routine" where more than one manoeuvre is performed in sequence to present a well-organised and "choreographed" performance.

The sailor who demonstrates a greater degree of fluidity in individual manoeuvres, between different manoeuvres in a routine and in the heat as a whole shall be scored more highly than those who perform a broken and disjointed heat.

The Judges shall watch the heat noting down the different moves performed on each tack. At the end of the heat, the judges will note down scores for Diversity, Technical

Skill and Style. These scores will all be multiplied by a factor of 1. The judges shall then give a score for Overall Impression, which will be multiplied by a factor of 3. The scores will then be totalled and the sailor with the highest score will win the heat

### **Ties**

Where there is a tie, the tie will be broken in favour of the board with the higher score for overall impression.

If the tie remains, the Style and Technical Skill scores of each competitor shall be multiplied together to give a tie break score. The sailor with the highest tie break score shall be declared the winner.

If the tie remains, then the sailor with the highest score for Technical Skill shall be declared the winner.

If the tie remains, then the sailor with the highest score for Style shall be declared the winner.

If the tie remains, then the sailor with the highest score for Diversity shall be declared the winner.

If the tie remains, a sail-off between the competitors in question may be permitted if reasonably possible.

If the tie still remains, it shall stand as the final result.