



Judging Guidelines 2025 - presented by Lakeside Surf – Home of the Continental Surf Cup, The Gerry Lopez River Surf Invitational and the Battle of the Butte

JUDGING CRITERIA SUMMARY

Statement of Judging Philosophy

The judging of Lakeside Surf hosted events is focused on rewarding surfers who execute maneuvers at the highest levels. Judges will evaluate not only the degree of difficulty of a surfer's run but also the quality of execution. All runs are scored on a 0.1-10.0 scale. For all standard heats, judges will utilize a 60-40% ratio. Surfers can get a maximum of 6.0 points (60%) for surfing, and up to an additional 4.0 points (40%) for tricks when the two aspects are combined. Incomplete maneuvers will not be rewarded. Best Trick & Surfing Classic's Rounds will not use the 60/40 split. For further information on how judges will specifically evaluate surfing & tricks, please see the Judges Detailed Guide.

Overview Judging Criteria

Surfers must perform to the judging key elements to maximize their scoring potential.

1. Speed, power and flow Maintaining speed in surfing rail to rail, utilizing the full potential of the wave will be rewarded. Focus will be on exciting surfing style and radically controlled turns.

2. Combination of major maneuvers Surfers must execute radical and controlled maneuvers. Focus will be on good surfing style rather than tricks. The combination of turns and tricks will be rewarded highest.

3. Variety of maneuvers A full repertoire with a variety of maneuvers shows a complete skill package, which is essential for obtaining excellent scores.

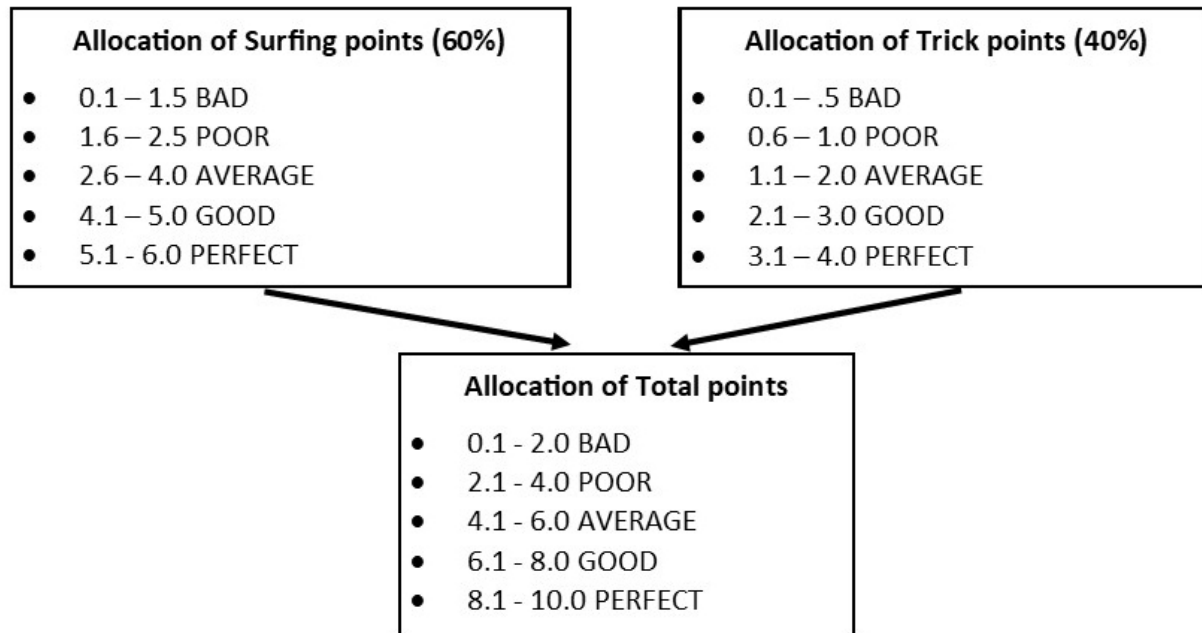
4. Commitment and degree of difficulty Performing maneuvers with a high degree of difficulty and full commitment, taking risk instead of surfing safe will be rewarded.

5. Innovative and progressive maneuvers Progressive surfing as well as innovative 'new school' (aerials) performance is what judges are looking for.

6. Style and creativity of maneuvers Focus will be on style of execution of maneuvers and turns.

7. Drop In Starting the run with a drop in can give extra value if it crosses over into fluent surfing. If it does not flow directly to fluent surfing, then it will count just as well as a seated start.

(See Point Allocation charts page 2)





JUDGES DETAILED GUIDE

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BASELINE JUDGING INFORMATION: 60/40

River surfing is a combination of traditional surfing skills, maneuvers and style mixed with the ability to execute tricks. To highlight this mix in a judged environment 60% of surfers run will be based on speed, flow, style, turns, use of the entire wave and creating creative lines. The other 40% will be based on executing tricks. Surfers will see higher scores if they can seamlessly integrate their run with both criteria at high levels. Surfers can maximize their scores by minimizing the loss of speed, flow and style when integrating their tricks into their run. This judging criterion is the standard for any heat that is not specifically designed to highlight a certain aspect of surfing (i.e: Best Trick).

FACTORS THAT CAN INCREASE/DECREASE A SCORE

Amplitude

A combination of vertical height and horizontal travel. More specifically, how far a surfer performs their trick ABOVE the lip, in addition to how far they travel across the wave from point A (takeoff) to point B (landing). Higher scores should be generated for tricks performed above the lip and with further distance covered. High amplitude tricks should also score higher if they are landed with flow on the transition part of the wave, with lower scores coming from airs that are popped forward and landed in front of the wave in the flats/trough.

Landings

How smoothly a surfer completes their trick. Hand drags, flailing arms or other balance maneuvers used to complete a trick should decrease the overall score of the trick. During full runs, landings should transition into the next maneuver seamlessly for the highest scores.

Grabs

Adding a grab to any of the air maneuvers should greatly improve its value. Solid/Creative/Difficult/Tweaked grabs should highly increase the difficulty level of an air trick. Not all grabs are the same and scoring should reflect that. Touching your board is different than a prolonged grab.

Rotation

How far a trick is rotated in the air vs on water.

Flow

How smoothly a surfer enters and exits each maneuver/trick, and how good do they look doing it. "Flow" is how the surfer moves from each part of their run into the next (carves, airs, surface tricks, power maneuvers, etc). Surfers linking tricks/carves/maneuvers smoothly and fluidly (without pause) should score higher than those who don't "flow" from one trick to their next maneuver. Simply put, completing tricks/maneuvers without a break in momentum is the goal. Factors such as commitment and speed will add to a surfer's flow, and a variation of smooth and radical surfing will create higher scores.

Style

How a surfer looks while on the wave. Style is very subjective for each judge, but in general, surfers with a good style make tricks look both easy and impressive. Style can include tweaking a grab, or other simple things like pushing the back foot out further when making a power carve. "Flow" is a big part of style regards to how a surfer looks between the tricks they're doing.

Lines

The surfer should choose creative lines/paths on the wave face, including the trough/flat area in front of the face. Surfers should avoid repetitive surfing and increase creative use of the entire surfable wave canvas.

Switch

Maneuvers performed switch (opposite foot forward) may score higher than the same maneuver completed regular foot forward (if amplitude, landing, style, etc. are comparably similar between tricks/maneuvers). Judges should be able to identify if a trick is being performed switch by observing the leash attached to the surfer's front foot. In general, surfing switch is much more difficult than surfing regular, so judges should keep that in mind when scoring a basic switch trick against a more difficult trick that's performed with the surfer's normal foot forward. In no way will judges lower expectations of execution, only enhancing a run by up to .5 points if they feel a surfer has executed switch surfing and tricks at a comparable high level as regular riding.

Acid Drops

Acid dropping into the wave to start a run may score higher than a seated start, so long as the acid drop is a creative, impressive or a trick-based drop-in. Starting a run with a difficult acid drop can increase a surfer's overall score because starting a run like this is HIGHLY risky. Basic acid drops that don't increase a surfer's speed, lack amplitude or don't show confidence should be scored similarly to seated starts. High quality acid drops that enhance the beginning of a run and flow naturally into the run may earn surfers up to an additional .5 points on their score.

New Trick Statement

Creative & New tricks that are not listed below should be subjectively scored by judges. New/Creative tricks that progress the sport should always be scored high.

As a surfer, it's important to educate judges/event coordinators about any new tricks that aren't listed. Some new tricks may be obvious in their difficulty level, and thus, likely won't require education to be scored properly. However, new tricks featuring subtle or potentially complicated differences will only be scored properly if judges are educated about the trick BEFORE the event. If a surfer prefers to educate the judging panel, they should do so PRIOR to the competition. The more notice given, the better.

IMPORTANT SCORING REMINDER

The trick list below shows the general difficulty level of a variety of tricks. Judges MAY award a higher score to a trick listed lower on the list IF it is performed in a more complete and impressive manner than a trick that is considered more difficult. Some key factors that raise and/or lower trick scores are amplitude, landings and grabs. Even a well-performed surface trick has the potential to outscore a poorly executed air trick. Surfers must be aware that judges will value highly executed and well performed tricks over sloppy and poorly performed tricks.

TRICKS & MANEUVERS LISTED BY GENERAL DIFFICULTY LEVEL

The following list of tricks should help judges break down and properly score surfing tricks during citywave® & Lakeside Surf hosted events.

AIR TRICKS (Hardest to Easiest):

For clarification, the FS and BS (frontside and backside) terms are describing the way in which the surfer or surfboard is rotating, not what direction/position a surfer is surfing on the wave.

Standard/General Trick List:

- Club Sandwich/Inverted/Off-axis Maneuvers
- Kickflip
- FS Big Spin (Board spins FS 360 Shuv-It combined with FS body varial 180)
- BS Big Spin (BS-spinning 360 Shuv-It combined with BS body varial 180)
- 360 Shuv-It
- FS Alley-Oop 360 (Surfing backside, Rotating frontside, FULL rotation)
- Finger Shuv-It (spinning board 180 degrees by grabbing it)
- FS Shuv-It 180 (Board Spin Direction - Tail of board is pushed toward chest)
- BS Shuv-It 180 (Board Spin Direction - Tail of board is pushed toward back)
- Backside Air Reverse (Surfing backside, rotating backside)
- Frontside Air Reverse (Surfing frontside, rotating frontside)
- BS Alley-Oop 360 (Surfing Frontside, rotating backside)
- FS/BS Grabbed Straight Air
- Superman (completed to feet)
- Straight Airs
- Body Varial 360 (Body Spins 360, Board stays straight, BS harder than FS)
- FS Body Varial 180 (Body Spins frontside 180, Board stays straight, landing is switch)
- BS Body Varial 180 (Body rotates backside 180, Board stays straight, landing is switch)

Tiered/Grouped Trick List – Each Tier has Tricks with Same/Similar Difficulty Levels:

TIER 1 (highest difficulty):

- Club Sandwich
- Inverted/Off-axis Maneuvers

TIER 2:

- Kickflip
- FS Big Spin (Board spins FS 360 Shuv-It combined with FS body varial 180)
- BS Big Spin (BS-spinning 360 Shuv-It combined with BS body varial 180)
- 360 Shuv-It

TIER 3:

- Finger Shuv-It (spinning board 180 degrees by grabbing it)
- FS Shuv-It 180 (Board Spin Direction - Tail of board is pushed toward chest)
- BS Shuv-It 180 (Board Spin Direction - Tail of board is pushed toward back)
- FS Alley-Oop 360 (Surfing backside, Rotating frontside)

TIER 4:

- BS Alley-Oop 360 (Surfing Frontside, rotating backside)
- Backside Air Reverse (Surfing backside, rotating backside)
- Frontside Air Reverse (Surfing frontside, rotating frontside)
- Superman (completed to feet)

TIER 5 (lowest difficulty):

- FS/BS Grabbed Straight Air (Feel free to ask Ben for a detailed difficulty list of specific grabs)
- Straight Airs
- Body Varial 360 (Body Spins 360, Board stays straight, BS harder than FS)
- FS Body Varial 180 (Body Spins frontside 180, Board stays straight, landing is switch)
- BS Body Varial 180 (Body rotates backside 180, Board stays straight, landing is switch)

SURFACE TRICKS (Hardest to Easiest):

- FS/BS Alley-Oop
- Ungrabbed FS 360
- BS 360
- Grabbed FS 360
- Hang 5
- FS/BS Board Stalls
- Board Walking