# **American Kneeboard Association**



## JUDGE'S DEVELOPMENT PROGRAM

### **SLALOM JUDGES**

Refer to AKA Rule Book Rule 2.0 - 2.15, page 11

#### Rerides and Protests

The key words in this rule are option, mandatory, and same direction.

\*Remember -- Where the boat speed is slower than allowable on any pass, a re-ride is mandatory; where faster, a re-ride is at the contestant's option.

What to do -- If the timer records a slow speed, thus a mandatory re-ride. Hold up a red flag to indicate mandatory re-ride, turn the boat around and pull the contestant through the un-scored portion of the run, and pull the contestant again in the same original direction. The slow pass that caused the mandatory re-ride is not scored. A fall during the un-scored run to return the contestant to the original direction ends that contestants run.

What to do -- If the timer records a fast speed, thus an optional re-ride. Immediately following such a pass and before entering the slalom course for the next pass, the boat shall be stopped and the kneeboarder shall be notified he may repeat the pass.

What to do -- If more than one pass in any run is disallowed due to incorrect speed the kneeboarder shall have the option of requesting a five minute rest before continuing. The next contestant in order skis and the re-ride shall be taken at the conclusion of the kneeboarders run during which the five minute rest period expires.

Request for re-rides may be initiated by a judge for the event before the next contestant starts or may be initiated as soon as possible by the contestant. In either case, the re-ride shall be decided upon before any further contestants start. If, in the opinion of the judges for the event, the request was not initiated as soon as possible after the contestant skied, the request shall be denied.

Discussion topics

#### **SLALOM EVENT QUIZ**

The following questions reference specific rules and officials' responsibilities that apply during the slalom event. Both of these areas were discussed/reviewed during the slalom event section. This is an open book test, so that you can refer to the rule book if necessary However, try to answer as many questions as you can without the rule book.

Slalom	Pass:	
1. T	F	A completed slalom pass shall be established when a competitor enters the course and passes around six consecutive outside or inside buoys and proceeds through the end or "exit" gates.
2. T	F	The entrance gates in the slalom event are optional for all divisions.
Handle 3. T	e Throw:	A competitor may refuse to enter the slalom course on any pass by throwing the
		handle in the air before the entrance gate.
4. The	ere will be	ber of Passes: e a maximum of passes allowed per competitor in the novice slalom event for all ll other age divisions are allowed passes.
Scorin	g Slalom:	:
5		int shall be scored for rounding an outside buoy and crossing the first boat wake continuing wards the next successive buoy point will be scored for passing outside of
	a b	uoy, but not initiating a turn towards the next successive buoy.
6	po	ints shall be awarded for the entrance gates in Open Division.
	e boat sp	eed is too fast and the competitor falls or misses, a reride is  eed is too slow, a reride is
Ties/R	un off Pr	ocedures:
9. T	F	In the case where a tie exists with a competitor at different boat speeds, the
10. T	F	competitor with the faster boat speed would be declared the winner.  Both competitors will receive overall points for the position for which they first tied in the event.
Compi	uting Slal	lom Scores:
	ore the fo	llowing Men II slalom passes:  22 mph, 22' off, scores entrance gates plus 6 with continuation
		24 mph, 22' off, scores entrance gates plus 5 with continuation
		: 24 mph, 28' off, scores entrance gates plus t with continuation
		: 24 mph, 32' off, scores entrance gates plus 4 1/4: Total Score
		FINAL SCORE
12. Sc		llowing Open Men slalom passes:  24 mph, 28' off, scores entrance gates plus 6 with continuation
	Pass #2	: 24 mph, 32' off, scores entrance gates plus 6 with continuation
	Pass #3	: 24 mph, 35' off, scores no entrance gates plus 2 1/2: Total Score
		FINAL SCORE