

A Guide to Gate Judging

Gate Judges determine the penalties to be given to paddlers for touching or missing gates; and manage paddlers to prevent them from interfering with each other. Gate judges will work on judging stations in pairs or threes and be assigned up to 6 gates to review. Two judging stations may be given the same gate to judge (eg judging station 1 may judge gates 1-5 and judging station 2 may judge gates 5-9) . One judge will be the primary gate judge for any given gate. Each judging station will also assign a 'transmission judge' who is responsible for recording penalties on the iPad (if using) and communicating any penalties not correctly received by Compiling over the radio/headset. Please see Appendix 2 for how to refresh an iPad.

Key Responsibilities

- Determine, according to the ICF rules, whether a competitor has incurred a gate penalty (touch / miss). See separate Appendix.
- Clearly mark judging sheets with judge's name, sheet number, bib number of competitor and penalties.
- Prevent slower paddlers from interfering with faster paddlers by ordering slower paddlers to interrupt their paddling to let the faster paddler through (whistle signal)
- The Primary Judge will record the penalty against the bib and gate numbers on the Judging sheet, with notes regarding what was observed and why the penalty was given if required or the penalty is likely to be queried.
- The Transmission Judge will record the penalty awarded by the Primary Judge on the iPad.
- The Transmission Judge will communicate with Compiling to clarify any penalties recorded or any penalties that have not transmitted correctly to compiling.
- The Transmission Judge will refresh the iPad where required, for example if communication with compiling is lost – see Appendix 2 for process.
- The Transmission Judge will report an overtake or capsize over the radio / headset if it happens in your judging section.

If there is any doubt about a penalty, call for the chief judge to confirm and notify compiling that the penalties are being reviewed.

If compiling calls in asking for penalties to be radioed through, and the section is busy, notify compiling so they do not keep calling, and call back when not busy.

Equipment

- Start List
- Judging sheets
- Pens
- Radio or headset equipment for communication
- iPad



MODULE 1 JUDGING IN CANOE SLALOM



A. WHAT'S THE GAME OF SLALOM COMPETITION

1. Slalom course

- From 18 to 25 gates spread on 200 to 300m of river
- Minimum 6 red gates: go upstream
- The rest are green gates: go downstream

2. Gate

A gate is made of 2 poles: the paddler has to pass between the 2 poles in the correct direction

3. Events

K1 Men and Women, C1 Men and Women, C2 Men, C2 Women, C2 Mixt.

Teams event consists on 3 boats of the same kind racing at the same time.

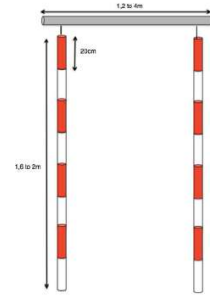
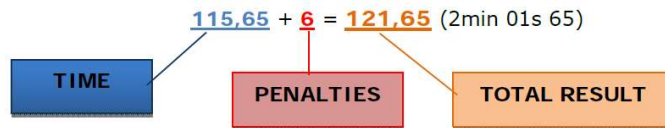
4. Rules

The gates must be passed:

- In numerical order
- In the correct direction
- The course should be completed in the shortest possible time
- With a minimum of penalties

5. What's a run

The result of a run is made with addition of time (from start line to finish line) with penalties:



6. Classic format competition

The competition is made with 2 runs for each competitor.

The final result is the better of the 2 runs (1 second = 1 point):

- 1st run: 121,45 + 0 = **121,45** (2min 01s 45)
- 2nd run: 115,65 + 6 = 121,65 (2min 01 s 65)

The winner is the one who has the less points

7. ICF format competition

The full progression is based on Heats – Semi – Final. At ICF competitions a defined number of competitors will progress to the semi-final phase based on the results from their first heats run.

The 2nd heats run start list will be published minus the 1st heats run qualified competitors. The competitors will compete for the remaining semi-final places.

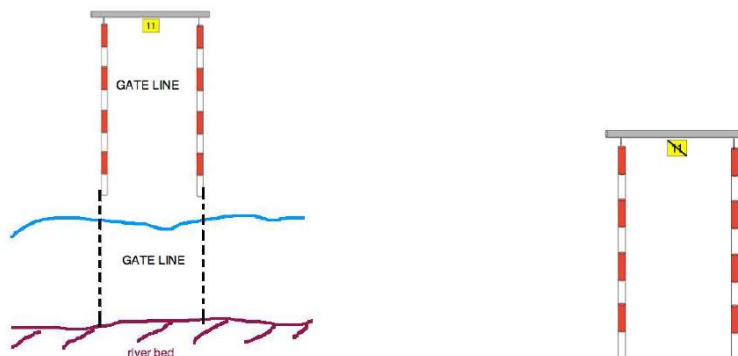
	Heats (1 or 2 runs) Ex: 59 participants	Semi (1 run) 40 participants	Final (1 run) 10 participants
K1M	From run 1	Top 30 from heats run 1	Top 10 from semi
	From run 2	Top 10 from heats run 2	

The start order of semi is the reverse of the heats results. The start order of final is the reverse of the semi results.

B. JUDGING IN SLALOM

1. Gate-Line

- The gate line, in all circumstances is defined as the line between the outside edge of the bottom of the two poles.
- The gate line is defined as the line between the outside edge of the bottom of the pole projected vertically to the river bed
- It is not a steady plane. It could be deformed by a touch, the wind, the water....



2. Negotiation of a gate

- Negotiation of the gate begins when the boat or the body or the paddle touches a pole of the gate or
- part of the head of the competitor (in C2, one of the two competitors) breaks the gate line.
- Negotiation of a gate is ended when the negotiation of any subsequent gate begins or the finish line is crossed.
- All the gates must be negotiated in numerical order.
- All gates may be negotiated in any presentation from the correct side of the gate as displayed by the gate number panels.

3. Correct negotiation of a gate

- The whole head of the competitor or competitors must cross the gate line in accordance with the correct side of the gate and the course plan.
- Part of the boat must cross the gate line at the same instant as the whole head crosses the line.

4. Penalties

At all times, the benefit of any doubt must be given to the competitor.



Zero (0)

- Correct negotiation without touching the pole with any part of the body, equipment, paddle or boat.

Two (2)

- Correct negotiation of the gate, but with a touch of one or both poles.

- Repeated touching of the same or both poles is only penalised once.

Fifty (50)

1. A Touch of a gate (either 1 or 2 poles) without correct negotiation of the gate.
2. Intentional pushing of a gate to allow negotiation. The criteria to judge an intentional push are :
 - a) The Competitor is not in a position to negotiate the gate
 - b) That an unexpected action of the Competitor (stroke or body motion) enables negotiation of the gate.
3. The head of the competitor (in C2 one, or both competitors) breaks the gate line upside down. (For definition of upside down see § 5) unless correctly renegotiated before any subsequent gate is negotiated.
4. Any part of the head of the competitor breaks the gate line in the wrong direction during negotiation of the gate, unless the negotiation of the gate begins in the correct direction and finishes in the correct direction before any subsequent gate is negotiated.
5. Gate left out
Gate(s) left out is determined to have occurred when negotiation of any subsequent gate begins or the finish line is crossed.
6. The last team member failing to cross the finish line within fifteen (15) seconds of the first team member to finish.
7. Part of the head breaks the gate line (in C2, one or both competitors) in the correct direction, with or without part of the boat, unless correctly renegotiated before any subsequent gate is negotiated.
8. Undercutting of a gate by the competitor with any part of their body or equipment, except part of their head, without a touch is not penalised.
9. Repeated attempts at a gate without touching the poles is not penalised if part of the head of the competitor(s) has not broken the gate line in the wrong direction.
10. Fifty (50) penalty seconds is the maximum obtainable by one competitor on any one gate.

5. Upside down and capsized

- The boat is considered upside down when the head of the competitor is entirely under water.
- It is considered to be a capsized when the competitor (or a competitor in C2) has left the boat completely.
- Eskimo roll is not considered to be a capsized. In team runs, members of the team may help each other to Eskimo roll without penalty.

6. Judging a team

- The last team member failing to cross the finish line within fifteen (15) seconds of the first team member to finish brings a 50.
- Penalties on one gate is the sum of the penalties of each paddler of the team

7. Overtaking

- When a competitor is overtaken by another competitor, he/she must give way, if a judge gives repeated blasts on a whistle.
- The overtaking competitor must be attempting to negotiate the course properly. If the competitor is overtaking as a result of missing gates, then they must not hinder the competitor that they are approaching.
- If a competitor is hindered by another competitor, they may repeat the run if so authorised by the chief judge.

8. Flowchart for the judging crew

- **The Chief Judge** must ensure that the competition is run correctly and in keeping with the competition rules. The Chief Judge applies the competition rules and may disqualify a competitor or grant a rerun. The Chief Judge is the final arbiter on all judging matters.
- **The Assistant Chief Judge** will closely co-operate with the Chief Judge
- **The Transmission Judge**, who may also act as a Primary or Secondary Gate Judge, is responsible for the transmission of the final decision of the Primary Judge/s to the Scoring Office.