



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:

$$115.65 + 6 = 121.65 \text{ (2min 01s 65)}$$



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

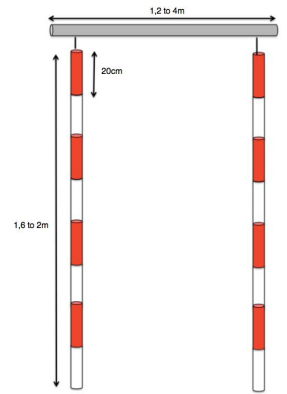
7. ICF format competition

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	

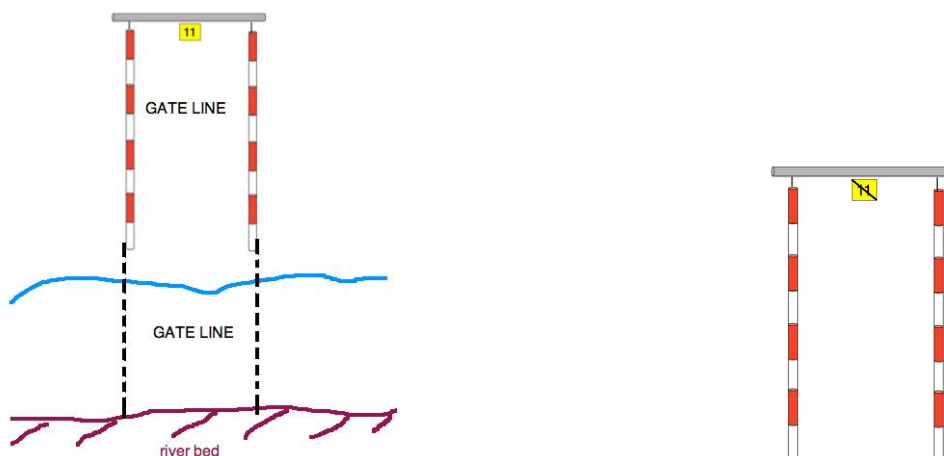
The start order of semi is the reverse of the heats results. The start order of final is the reverse of the semi results.



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 capsize when the competitor (or a competitor in C2) has left the boat completely.
- Eskimo roll is not considered to be a capsize. 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.

• **The Gate Judge** is responsible for observing and recording a competitor's passage through their assigned gates. A Gate Judge may be assigned one or more gates for which they will bear the responsibility of the final decision of the competitor's passage.

• **Video Judges** carry the same responsibility as a Gate Judge and act as an additional resource to determine the correct decision for a competitor on any gate. The Video Judge reports any discrepancy to the Chief Judge who may change the decision of a Gate Judge when the video demonstrates clear and conclusive evidence

9. Wording

- DNF= Did Not Finish
- DSQ= Disqualified
- DSQ-R= Disqualified for the Run
- DSQ-B= Disqualified for the competition





C. JUDGE FORM




International Canoe Federation

Section N° Judge Name Nom du Juge Date/Time Date/Heure Page Number

Category Categorie 1st Run/ 1ère manche 2nd Run/ 2ème manche Semi-Final Demi-Finale Final Finale

Bib n°	Gate n° Porte n°	Gate n° Porte n°	Gate n° Porte n°	Gate n° Porte n°	Gate n° Porte n°	Gate n° Porte n°
Note						
Note						
Note						

A - Missed gate in sequential order 
 B - Head & part of the boat Not in the gate together 
 C - Passed through gate in wrong direction 
 D - Washed back through gate line 

E - Paddlers didn't go through as one unit 
 F - Intentionally moved Gate 
 G - Upside down in gate 

Judges Signature
