# SALMON RIVERFEST EVENT COMPETITIONS Event Description & Rules

## YOU MUST REGISTER TO COMPETE IN ANY EVENTS AT ISLAND PARK

Register on Friday 5-9PM at Sweet Water Hollow or at Veterans Park at 1:30-2:30 PM. (No registration needed for the Blessing of the Boats Community Float but you do still need to sign a waiver available at www.salmonwhitewaterpark.org.)

## **PADDLE BOAT SLALOM:** This will be a team race.

- 1. Paddle boats must range in size of 9ft-18ft.
- 2. Teams of 2+
- 3. Check-in with the registration table prior to the race for Race Number, Course Map, Details and Scoring.
- 4. Course starts at the marked entry point (150 meters above bridge follow gravel road up bank).
- <u>5. Course consists of 3 eddy grabs, 3 gates and one basket in hoop ending at gate hanging from highway bridge.</u>
- 6. Scored based on time and successful gates
- 7. Must have number taped to the outside of the boat unless there is an obvious boat theme and NAME given at registration.
- 8. Runs begin at 2:30 PM every minute.

#### PADDLE BOAT SLALOM RULES.

- 1. All participants must have life jackets and appropriate clothing for swimming.
- 2. Teams must successfully complete the course with <u>3 eddy grabs</u>, <u>3 gates and one basket in hoop ending at gate hanging from the pedestrian bridge</u>.
- 3. No alcohol on boats during competitions please.
- 4. Please do not let intoxicated friends participate.
- 5. Please don't hang on any gates or hoops.

\$20/boat Entry Free & must sign waiver to compete.

## SCORING

Scored based on time with deductions for Gate & Hoop performance.

- +5 seconds for missing an eddy or gate.
- +2 seconds for touching a gate.
- +1 missing a basket through a hoop hanging from the pedestrian bridge.
- -2 seconds for surfing across the entire wave.

#### **Prizes**

GRAND PRIZE BASKETS FOR EACH EVENT AVAILABLE FOR VIEWING AT SWEET WATER HOLLOW ON FRIDAY NIGHT AND SATURDAY NIGHT PRIOR TO AWARDS.

## KAYAK CROSS SLALOM: Individual race

- 1. Kayaks must be seaworthy and contain at least 1 float bag.
- 2. Course starts at starting entry point (200 meters above the pedestrian bridge).
- 3. Course consists of 2 eddy grabs, surf across wave (surfers left to right), 3 gates & a roll before final gate under highway bridge.
- 4. Scored based on finishing place in heat and gate performance.
- 5. FINAL HEAT with 1st and 2nd place winners of each individual heat.

#### KAYAK CROSS SLALOM RULES.

- 1. Must have a helmet and life jacket to compete.
- 2. No turning other boards over with your hands or feet.
- 3. No pulling spray skirts
- 4. No undoing drain plugs before or during race.
- 5. No touching other participants with paddle, hands or feet. No slashing.
- 6. You may touch other participants kayak with your paddle.

\$20/boat Entry Free & must sign waiver to compete.

#### **Prizes**

GRAND PRIZE BASKETS FOR EACH EVENT AVAILABLE FOR VIEWING AT SWEET WATER HOLLOW ON FRIDAY NIGHT AND SATURDAY NIGHT PRIOR TO AWARDS.

# PADDLE BOARD CROSS: Individual race

- 1. Soft or hard boards are allowed.
- 2. Mass start 150 meters above walking bridge.
- 3. 5 boards per heat.
- 4. Course consists of 1 eddy grab and 3 gates. See registration table for course details.
- 5. Scout swim to eddies.
- 6. Scored based on placing in heat and gate performance.
- 7. FINAL HEAT WITH 1st & 2nd place finishers in each heat.

## PADDLE BOARD CROSS RULES.

- 1. Must have a break away leash, helmet and life jacket and appropriate clothing to compete.
- 2. No boarding other boards.
- 3. No letting air out of boards.
- 4. No intentional touching of other participants.

\$20/boat Entry Free & must sign waiver to compete.

**Prizes:** GRAND PRIZE BASKETS FOR EACH EVENT AVAILABLE FOR VIEWING AT SWEET WATER HOLLOW ON FRIDAY NIGHT AND SATURDAY NIGHT PRIOR TO AWARDS.

## **BIG BALLS CHALLENGE** (teams of 2)

- 1. Teams consist of 2 kayakers with corresponding numbers on boats (see registration table).
- 2. Mass start 400 meters above the pedestrian bridge and ends at the gate from the highway bridge.
- 3. First team with all 2 members and ball through the course, making one successful basket through hoop hanging from the pedestrian bridge, wins each heat.
- 4. Final heat with 1st and 2nd place teams from each heat.

#### **BIG BALLS RULES.**

- 1. Must have a teammate, kayak, helmet and life jacket and appropriate clothing to compete.
- 2. No intentional turning over other kayaks.
- 3. No pulling spray skirts
- 4. No undoing drain plugs before or during race.
- \*Teams playing good offense and defense at the same time usually win.

\$20/boat Entry Free & must sign waiver to compete.

#### Prizes:

GRAND PRIZE BASKETS FOR EACH EVENT AVAILABLE FOR VIEWING AT SWEET WATER HOLLOW ON FRIDAY NIGHT AND SATURDAY NIGHT PRIOR TO AWARDS.

# FREESTYLE SURF COMP (individual event)

- 1. Launch lineup on river right side eddy just below eddy
- 2. 3 runs per boat not more than 3 minutes each.
- 3. Total points combined from each run for final score.
- 4. See Freestyle Scoring Sheet at Registration Table and Online at www.salmonwhitewaterpark.org (Jason McClure)

## FREESTYLE COMP RULES

- 1. See Registration table for final details.
- 2. Have fun and be sportsmanlike.

\$20/boat Entry Free & must sign waiver to compete.

#### Prizes:

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# RIVER BOARD SURF COMP (individual event)

- 1. Launch lineup on river right side eddy just below eddy
- 2. 3 runs per board not more than 2 min.
- 3. Total points from each run.
- 4. See scoring sheet at Registration Table or online before event.

## RIVER BOARD SURF COMP RULES

- 1. Surf boards only
- 2. Must have breakaway leashes and dress appropriately for cold water.
- 3. 3 sessions per board not more than 3 min. Each.
- 4. All competitors must scout swim to eddies prior to participating.

\$20/boat Entry Free & must sign waiver to compete.

#### Prizes:

GRAND PRIZE BASKETS FOR EACH EVENT AVAILABLE FOR VIEWING AT SWEET WATER HOLLOW ON FRIDAY NIGHT AND SATURDAY NIGHT PRIOR TO AWARDS.

# **ANYTHING SURFS COMP (individual event)**

- 1. Launch lineup on river right side eddy just below eddy.
- 2. See Registration Booth for lineup.
- 3. 3 runs per craft/toy not more than 30 seconds.
- 4. Total points from each run for the final score.
- 5. You are responsible for retaining the craft in the event of a swim.
- 6. All competitors should scout swim eddies prior to participating.

#### **RULES**

- 1. Make sure you have signed a waiver available online or at the Registration table.
- 2. You must clear participation and craft with the Registration table prior to participation.

\$20/boat Entry Free & must sign waiver to compete.

#### Prizes:

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