



GENERAL REGULATION FOR ATHLETES WHO AND HOW THEY PARTICIPATE

The sending of the initial material and acceptance of this regulation is taken as
"registration"

Event period: March 11-25th

MATERIAL TO SHARE & COMPETE

1. Participate with ONE (01) Wave by Heat, each video without editing and in the quality that is available to the athlete. Can be made with any device, the quality or professionalism of the videos will not be evaluated, Copyrights and credits are free from anyone who has recorded each video.
2. The videos can be filmed anytime from Jan 1st, 2020 thru entry deadline date of Feb 15th 2021 videos that have not been used in current sws events. Videos can be filmed anywhere in the US other than Hawaii or wave pools.
3. Videos can be submitted from the competition announcement up to february 15th.

4. If the surfer sends Drone footage, all the surf on the wave must appear from start to finish. Slow-Motion videos are not accepted.

5. Athletes have to send a lifestyle presentation, it must be a personal video, showing face half body "selfie" style, must say full name, age, what is their local beach, hello, goodbye and end in less than 10 seconds.

6. Keep in mind that if an athlete advances the round then they must be prepared to send the video for next heat in maximum 4 hours from the moment they are contacted by the SWS team.

7. The videos of Round 1 and 2 cannot be changed, they will be immovable in the competition.

8. Once they advance through Round 3, the competitor will strategically choose one (1) wave of those sent to the organization depending on their opponents.

9. Each participant, by accepting to compete, transfers all the rights from image and video recording to the organizers & Surf Web Series they are exempt from any situation of copyright that this derives.

10. Surfers who advance directly from Round 1 to Round 3 will be able to relocate the wave that I had put for Round 2 (Repechage)

11. All surfers must send their best wave videos to the Surf Web Series team

through a form in which you need to send personal and contact information, profile and surfing photos, your videos and the beaches in which the videos were filmed:

https://docs.google.com/forms/d/e/1FAIpQLSdCRK3YhB9eY69KuH0GQJTnuh_vzGm_67984MeJGZmJ1RjHPNQ/viewform

JUDGING

1. There will be 4 professional judges utilizing a criteria based on evaluating the performance of the surfer on each wave, so the quality of it will not matter as much as the way that is utilized. The focus will be on the surfers performance with no "best wave" criteria being applied. Regarding the size of the waves, waves of 0.30 meters (01ft) to 2.40 meters (08ft) face height will be accepted, from 2.40 (08ft) onwards they are considered BIG WAVES, you must use your "shortboard".
2. AUDIENCE VOTES: audience would become the 5th Judge, accounting for the final result.
3. Rounds 1,2 and 3 will be heats with 4 competitors, they advance 1st and 2nd, round 04 semifinals of "man to man" as well as final.
4. The results of each heat will be given 24 hours after the completion of the round.

5. The results are definitive, everything necessary to make this competition as transparent as possible is considered, the participants are asked not to present any unsubstantiated public complaint, as these events are to raise the status of surfing in the world as an Olympic sport.

BRACKETS (keys or crosses of heats)

48 participants

18 heats + end

1st ROUND 12 HEATS OF 04 ATHLETES

2nd ROUND 2 HEATS OF 06 ATHLETES

3rd ROUND 8 HEATS OF 04 ATHLETES

4th ROUND 4 HEATS OF 03 ATHLETES

5th ROUND QUARTERS 4 HEATS OF 02 ATHLETES 6th ROUND

SEMIFINALS 02 HEATS OF 02 ATHLETES 7th FINAL 2 ATHLETES

MAILING AND RECEIPT OF MATERIAL

The registration will be validated with the sending of the first video of each participant, the registration must be made simultaneously and this first delivery, if an athlete passes the round he must prepare his next delivery.

ADVANCE DELIVERY OF MATERIALS WILL HELP TO SPEED UP ALL PROCEDURES. Participants are encouraged to comply with this due to external causes that may occur such as internet failure.

