

# Paddles Up - Fun Slalom (2005 Rules)

## Activities/Gates

- Attempt activities/gates in their numbered order
- You may decide to miss out the “harder” ones
- Once you attempt a subsequent activity/gate, you cannot go back and try a missed one

## **Novelty activities**

- **Honker** – squeeze it firmly, so it honks clearly
- **Suspended ball** – whack the ball with your paddle
- **Sign** – touch the sign with your hand (*not your paddle!*)
  - 👉 Each failed activity ⇒ 50 penalty points
- **Limbo** – go under the bar, without touching rope/bar
  - 👉 Touch rope/bar ⇒ 2 penalty points
  - 👉 Body not under bar ⇒ 50 penalty points
- **Paddle throw** – toss paddle over bar/thru tyre, without touching bar/tyre/rope
  - 👉 Touch bar/tyre/rope ⇒ 2 penalty points
  - 👉 Paddle not over bar/thru tyre ⇒ 50 penalty points

## **Slalom gates**

- **RED poles** = upstream gate (*go past gate and paddle thru from below*)
- **GREEN poles** = downstream gate (*go with the flow*)
- Head and shoulders must go under the white bar in the correct direction, without any part of the body, kayak or gear touching the side poles
- Deck of kayak may go under or outside poles
  - 👉 Touch pole/bar by mistake ⇒ 2 penalty points
  - 👉 Missed gate/wrong direction thru gate ⇒ 50 penalty points
  - 👉 Deliberately move a pole ⇒ 50 penalty points

## **Roll gate**

- An un-assisted 360° roll (*down one side/up the other side*) is required
  - 👉 Promptly-executed 360° buddy rescue (*or* H-assist rescue) using another team member’s kayak ⇒ 2 penalty points
  - 👉 180° rolls or buddy rescues (*down one side/up the same side*) ⇒ 50 penalty points
  - 👉 Undue delay getting ready/”psyched up” to do roll/buddy rescue ⇒ 50 penalty points [*one minute allowed from when first boat arrives to when last person completes roll*]
  - 👉 Safety boater has to perform rescue ⇒ 50 penalty points

## Timing

- Clock starts when first team member is released
- Clock stops when third team member crosses finish line
- All three team members must cross the finish line within 15 seconds of each other (so wait up before the finish line)
  - 👉 Team members cross line outside 15 second limit ⇒ 50 penalty points

## Disqualification

- Team not ready for their start ⇒ DNS for that team’s run
- One swimmer out of kayak ⇒ DNF for that team’s run (remaining team members continue directly to finish line without attempting any gates. Inform Finish Judge that your team is DNF.)

## Scoring

- Score = team’s time for run (seconds) *plus* team’s penalty points
- Lowest score out of two runs will count