



## **NILE RIVER FESTIVAL 2016**

January 21<sup>st</sup> to 24<sup>th</sup>

(version 2 - 19<sup>th</sup> Jan 2016)

### **GENERAL RULES:**

- All competitors must sign in and pay entry fees on (or before) the 21st January during the afternoon's registration. No entry fees = no competing. Entry fees must be paid in cash only. Registration will be at Explorers Campsite, Bujagali.
- Event registration will also be taking place at Adrift, Nalubale and Nile River Explorer's raft bases for their employees.
- The decisions by the organisers on all matters relating to the Festival are final.
- Any complaints regarding judging decisions will have to be submitted within 20 minutes of the relevant event finishing.
- There will be four events as outlined below. Events can be entered individually or as a group.
- All competitors must have their own travel insurance and must provide a copy to the organisers at registration on request.
  
- Only playboats to be use for all races and freestyle competition. You must use the same kayak for the endurance, freestyle and Itanda Falls race. You do not need to use the same kayak for the big air ramp event
  
- All competitors compete completely at their own risk and should understand that the competition and the organisers are in no way responsible for the paddlers' safety during any part of the competition.

## **BIG AIR RAMP RULES .**

- There aren't any scoring rules, other than impress the crowd! The cooler it looks, the higher you are likely to score.
- Judging will be done with a mix of kayakers and non-kayakers, each will have score cards from one to ten, and will hold them up after each attempt.
- Competitors must have a helmet and buoyancy aid on for every attempt.
- Competitors compete at their own risk. Big air ramps present risk of high impacts on landing and other potential injury risks as well.
- **This event does not count towards your overall ranking**

## **EXTREME ENDURANCE RACE RULES .**

- **Competitors must enter in groups of 2/pairs for safety purposes.**
- At least one competitor per team must be familiar with the section
- Mass start for all competitors from below Silverback dam.
- Team competitors/pairs must arrive within 30 seconds of each other at the finish line of the NRE take out and must be within 30 seconds of each other at any point down the river. Failure to comply with this means that the individuals are not sufficiently able to provide safety for their teammate and the team will be disqualified.
- Safety is provided by your teammate, not by the event organisers, so take all the normal precautions you would on a normal day on the river.
- All competitors should be at a sufficient ability level to paddle all the rapids they choose competently.
- No Dead Dutchman, Kalagala or Hypoxia channels. Other than this, competitors may choose the lines and channels they wish, so long as they are choosing lines that they are comfortable running and at least one of the team knows well.
- Competitors must complete the assault course at the finish line and a beer funnel before the time stops. Any non-drinkers will have to do a soda funnel.
- Playboats only for the race. You have to use the same playboat for all the river events (the big air ramp you can use whatever you want).

## **NILE SPECIAL FREESTYLE RULES .**

### *Event format:*

Prelims: Competitors will be split into groups. We will run a jam session format of around 20/30 minutes per group. Max. 1 min per surf. If a paddler stays on the wave after 1min, a whistle will be blown to indicate this, their moves after the whistle will not be scored.

Finals: Top 5 paddlers will enter a final (subject to change depending on numbers/time/water levels). Assuming suitable numbers there will be a separate women's final. Final will be judged using the same format as prelims: a designated time slot (of 20-30 minutes) will be used and the scoring system described below will be used.

### *Nile Special scoring system*

- From the whole jam session, each competitor's **best three moves** will be counted.
- Any separate move can only be scored once (e.g. a paddler does right blunt and a left blunt, they will only score it once). This is to encourage variety.
- Only aerial moves are counted. This is to encourage people to go big.
- The moves are scored in the following way:

1pt: Blunt

2pt: Backstab, Panam, Sidekick, Flashback.

3pt: Donkey Flip, Flip Turn

4pt: Airscrew (landing on hull), Silly Flip, Pistol Flip, Back Panam, Helix

5pt: any 'new move' or single move that is awesome and not a standard move (such as Back Airscrew or similar).

- Bonuses will be added to encourage people to do awesome cool things and make it look spectacular:

1pt: big

2pt: huge (can't score big and huge on same move)

1pt: clean (not using your paddle)

1pt: stuck on the wave

0.5pts will also be awarded for spins and roundhouses. For these two moves, bonuses will be awarded at 50% of their score. For example a clean spin stuck on the wave would score 0.5pts for the spin plus 0.5pts for being clean and 0.5pts for staying on the wave

**Moves can still be scored if they flush**, this is because some moves are amazing but don't quite stay on the wave afterwards, but a bonus will be given if a move sticks (because its even more awesome if you do something cool and it stays on the wave).

1pt: extra flair at the judges' discretion, if a move looks especially nice, or the paddler does a paddle twirl or something else cool they can have a flair bonus!

1pt: combo - If a paddler does a blunt to backstab, he will score the whole combo as one of his moves, e.g. blunt 1pt, backstab 2pts, combo bonus 1pt = 4pts.

- **Paddlers can use the same individual moves in different combos** e.g. paddler can score 'blunt to backstab' and 'blunt to McNasty' as two different combos, but can't score 'blunt to backstab' twice. Spins are eligible for combos.
- Each move can score bonuses in the combo. e.g. clean blunt to huge backstab would score: blunt 1pt, clean 1pt, combo bonus 1pt, backstab 2pt, huge 2pts

**Judging will be fair and impartial!**

## **HENDRI COETZEE MEMORIAL ITANDA FALLS EXTREME RACE RULES -**

**\*\*This race is dangerous. If you do not have the skills to race this rapid or are uncertain in any way, just watch and a Red Bull on the bank!\*\***

Hendri Coetzee put the following rules in place many years ago through many discussions about the potential for a race. They are non negotiable and if you don't like them, don't compete. Entry will be by invite only or competitors must prove their ability to run Itanda Falls competently through video footage or at least two referees (known by organisers).

### *Prelims:*

- Race will be two paddlers racing together 'head to head' with times for each competitor being recorded.
- Start will be in the eddy above the ramp on river left.
- **Finish line is just behind the Bad Place in the eddy on the right.**
- Any competitor who takes the chicken line (right of bad place) will be disqualified and presented with a funnel.
- **Competitors must hit the bad place, the V line, or go left of the bad place.**

### *Finals:*

- **Fastest 6 competitors will go through to a final judged on style.**
- The scoring system will be simple. We want your grandmother to see who is winning. It should be that obvious.
- The scoring system does not put constraints on the paddler, who is free to be creative, imaginative and to do whatever they feel to be most impressive.
- Judging will be in a "strictly come dancing" format (yes, you did read that right). There will be 4 judges: 2 kayakers and 2 non-kayakers. They will have a number between 1 and 10. If they like what they see you will get a good score. Organisers will ensure judges are fair and impartial. **Compulsory finish line is the centre of the bad place.** Skirting the bad place on either side will result in scoring 0 points. You have to be 18 years old or older to compete in the Itanda Race.

# ENTRY FEES AND COSTS

A NRF t-shirt is included with any event entry.

Event 1. Big Air Ramp - 15\$USD (or 15,000ugx for UG citizens)

Includes: Entry into the big air ramp comp, a free beer and an NRF t-shirt.

Event 2. Extreme Endurance Race - \$20USD or 20,000ugx for UG citizens

Includes: Entrance into the endurance race, transport to Silverback from NRE campsite, transport back at the end to Bujagali for those who want it, a meal and water at the take out and an NRF t-shirt.

Event 3. Nile Special Freestyle - \$20 or 20,000ugx for UG citizens

Includes: Entrance into the freestyle competition, entrance into the Saturday night party at NRE, transport to/from the river and a free beer/soda and an NRF t-shirt.

Event 4. Hendri Coetzee Itanda Falls Memorial Race - \$20 or 20,000ugx citizens

Includes: Entry to the Itanda race, transport to/from Bujagali/Itanda, a free beer and an NRF t-shirt.

**Entry to all 4 events 70\$USD or 70,000ugx for Ugandan citizens.**

**OVERALL WINNER** - The overall winner of the Festival will be worked out as a total from events two, three and four. It does not include the ramp event.

- The winner of each event will get 50pts, 2nd place 49pts, 3rd place 48pts, etc
- The totals will be tallied up after each event.
- The overall winner of the Festival will be the competitor with the most points at the end.
- In the case where multiple people are tied on points at the end, then the best result will split the tie... e.g. a 1st, 3rd and 5th will beat three 3rds.

2 x mens and 1 x women's place at the WWGP 2017 are available! This is calculated using the above system, however only your result in the freestyle and Itanda race counts.

Any questions: [info@kayakthenile.com](mailto:info@kayakthenile.com) or call +256 772 880 322