



## ISSA 2007 Contest Sanction Application Rev 3.0

Name, phone, email of contest organizer: Jack Smith (submitted by Fluitt on behalf of Smith)

<b>Date of Contest:</b> July 11,12,13 2008		<b>Title of Contest:</b> [Sponsor here] U.S. Nationals	
<b>Location of Contest:</b>  Historic Morro Bay, California		<b>Number and type of events at this contest (hybrid, tight, etc):</b>  3 events, Super G, Hybrid, Tight (The TS and HS designations may shift more toward GS & HS if the MB Blvd. hill is repaved in time for this race. Otherwise it will be Main and Pacific streets.	
<b>Sanction status desired (Basic, Prime, Main, Major, Worlds)</b>  MAJOR		<b>Classes of competitors:</b> (Pro/Am, Open, Jr, Women, etc)  Pro, Open, Jr., Womens, & Open Masters (must be 45 in 2008)	<b># Of runs per competitor, qualification method, bracketing method:</b>  Standard format qualification and brackets.
<b>Permits, insurance, arrangements for road closures, etc:</b> Permitted and endorsed by City of Morro Bay and Insured by ASSA.			
<b>Prizes and value of prizes to be awarded:</b> Big trophies, typical Pro cash purse from entry fees, but the whole schwag thing is out of control and a major burden on the race director and staff. If there is schwag, it will be for kids, and juniors, and staff, not for competitors. Competitors compete for trophies and cash. Schwag goes to the volunteers who suffer all day in the Sun and behind the computer screen making this happen.			
<b>Venue description (surface, pitch, length, cone distance, etc). Please describe the hill and course as completely as possible:</b> Planning on Main street for TS (heavy crown, decent pitch, downtown venue), Pacific St. for Hybrid (grippy, wide, not terribly steep, will require strong pumping skills), and the legendary Turri Rd. for the Super G. Grippy, off camber turns, 25-30 mph.			
<b>Venue attractions (local attractions for non-skaters):</b> Beaches, Surfing, Many State Parks, SLO farmers markets, Los Osos Skatepark, ample Camping, and the antics of Johnny Miller.			
<b>Press Coverage:</b> Local news, Concrete Wave, Skateboarders Journal, Fish, the usual. Maybe Fox Fuel as they seem to be getting more interested again.			
<b>Competitor amenities (lodging, meals, gifts, etc):</b> Morro Bay has plenty of hotels and eateries. Competitors are free to choose. Race after party locations will be selected closer to race date.			
<b>Race Equipment (ramps, timing system, displays, safety gear, etc.):</b> Ramps, timing, safety gear as			

per usual. Safety gear rules will be enforced, in practice as well as racing. Any racer practicing without a helmet on will be DQ'd no questions asked.

**Race Personnel (experience, training, etc) Please include Contest Organizer and contact info:**  
Is this really necessary to answer? Worlds 2000-2004, FCR 2001-2004, about 100 races produced over the years (going back to the 70's). I reckon that's enough.

**Spectators (expected number, other attractions for spectators, provision for, etc.)**  
Morro Bay in the summer usually attracts a couple of hundred spectators on Main Street. Fewer on Pacific, none on Turri.

**Rules: Describe ALL exceptions to the ISSA rules, clarification of rules, competitors allowed or restricted, and any other special rules that will apply to this contest. [ISSA RACING RULES](#)**  
**2008 US National Slalom Skateboarding Championships Proposed Racing Format**  
**2008 US National Slalom Skateboarding Championships Proposed Racing Format**

Double Elimination Racing is a DIFFERENT kind of racing. Only experience and time will determine if it is better. The differences, though, are readily obvious:

- Less Clock
- Less Math
- Less Arbitrary Race-Day Rules
- Less time between runs
- Less Doubt About Victory
- More Opportunities For Every Racer
- More Emphasis on the Starting Line
- More Emphasis on the Finish Line
- More Emphasis on SPEED
- No more wondering if a cone is .1 or .2. Cones are cones
- Different courses, though, will allow different max cone allowances
- More fun for spectators
  
- Better for television
  
- Fewer Cone Heads
  
- Fewer cone counting errors

As with anything different the most important difference a racer can bring to a double-elimination event is an open mind. Consider qualifying as a first step. The Winner's Bracket is another step. The Do-or-Die bracket is an opportunity to race again with better odds. Cones should be thought of as course markers and not as course penalties. The 'starting line' is just that: the start. It's no longer an arbitrary idea with a plus-or-minus at a racer's discretion.

And most importantly: the racer who stays in the course and crosses the finish line first wins.

**Qualifying:**

Each racer gets two runs. One per lane.

No per cone penalty.

There will be a maximum cone penalty.

Number of cones allowed will be determined after the course is set.

**Seeding:**

Number of racers advancing to the head to head racing will be based on number of entries in each class.

Seeding will be done in the usual 1-32, 2-31 method.

**Head to head racing:**

Fastest qualifier in each heat has LANE CHOICE.

No per cone penalty.

There will be a maximum cone penalty.

Number of cones allowed, same as qualifying.

False start is a DQ (loss).

Failing to make the course is a DQ (loss).

Two racers run the course. One run. No switching lanes.

First racer (without a False start or DQ) across the finish line wins.

Winner goes to winner's bracket.

Loser goes to "Do or Die" bracket.

**Winners Bracket – Double DQs**

IF there is a double DQ that means both racer have a LOSS.

NO ONE WITH A LOSS can stay in the Winner's bracket.

So, Double DQ in the winner's bracket. Do over.

Winner GOES TO THE LOSER'S BRACKET to fill out the heat.

Loser is DONE

In the next round of the Winner's bracket someone has a bye.

**Do or Die Bracket – Double DQs**

In the event of a double DQ both racers now have two losses so they are both eliminated.

In the next round of the "Do or Die Bracket" someone has a bye.

EVERYONE does get a second run: in the "Do or Die".

In a 32-man bracket 16 skaters will not advance. They move to the losers bracket.

Same rules: fastest qualifier gets lane choice.

You keep racing until you have TWO losses. (One in the "main" bracket and one in the "loser's" bracket.) Eventually, everybody will have two losses EXCEPT the skater who wins the winner bracket.

The way it works is that through the course of the race, EVERYBODY BUT ONE RACER will go to the "Do or Die" bracket and from there have to work their way back to have a chance to beat the one skater who's stayed undefeated all the way through the main bracket. And there will always be just one racer at the conclusion of the winner's bracket that has no losses.

Again, no need to calculate time differentials or DQ penalties. A DQ just means you've lost. You either get to go to the Loser's Bracket or you've already had your two losses and you are done. There is an excellent chance a bunch of slower skaters are going to run in the "slow" lane twice. That's the breaks. Want to pick your lane? Qualify faster.

**Advantages:**

Less time between races for racers due to less counting of cones,  
and no time penalty calculations.

Typically, in the first round of the current system a lower qualifying racer will be eliminated from the race after his first heat with the high qualifying racer. In the new system a lower qualifier who is defeated in the first round of the winner's bracket will move to the "Do or Die" bracket and race someone closer to their qualifying position.

Another scenario: A "top racer" has a bad qualifying round and is seeded against another "top racer" in the first round, in the current system, we lose a "marquee racer" in the first round. In the new system it is possible for the one-loss "marquee racer" to fight his way back to the winner's bracket and end up competing for the championship with the racer who beat him in the first round.

No DQ worries. A DQ just means you lost. Thank you very much. Come again.  
No calculating time differential  
No spectator wondering if someone won this time or last time or the next time.  
Everyone who wins is a winner and moves on.

**Overall Placings:**

Champion and 2<sup>nd</sup> Place determined by a head to head race ( two in the event that the winner of the "Do or Die " bracket defeats the Winner's bracket champion in their first championship heat.

3<sup>rd</sup> Place – Loser of Round 8 of "Do or Die" bracket.

4<sup>th</sup> Place – Loser of Round 7 of "Do or Die" bracket.

5<sup>th</sup> Place – Loser of Round 6 of "Do or Die" bracket with higher qualifying position.

6<sup>th</sup> Place – Loser of Round 6 of "Do or Die" bracket with lower qualifying position.

7<sup>th</sup> Place – Loser of Round 5 of "Do or Die" bracket with higher qualifying position.

8<sup>th</sup> Place – Loser of Round 5 of "Do or Die" bracket with lower qualifying position.

9<sup>th</sup> Place – Loser of Round 4 of "Do or Die" bracket with highest qualifying position.

10<sup>th</sup> Place – Loser of Round 4 of “Do or Die” bracket with next highest qualifying pos.  
11<sup>th</sup> Place – Loser of Round 4 of “Do or Die” bracket with next highest qualifying pos.  
12<sup>th</sup> Place – Loser of Round 4 of “Do or Die” bracket with next highest qualifying pos.

13<sup>th</sup> Place – Loser of Round 3 of “Do or Die” bracket with highest qualifying position.  
14<sup>th</sup> Place – Loser of Round 3 of “Do or Die” bracket with next highest qualifying pos.  
15<sup>th</sup> Place – Loser of Round 3 of “Do or Die” bracket with next highest qualifying pos.  
16<sup>th</sup> Place – Loser of Round 3 of “Do or Die” bracket with next highest qualifying pos.

17<sup>th</sup> Place – Loser of Round 2 of “Do or Die” bracket with highest qualifying position.  
18<sup>th</sup> Place – Loser of Round 2 of “Do or Die” bracket with next highest qualifying pos.  
19<sup>th</sup> Place – Loser of Round 2 of “Do or Die” bracket with next highest qualifying pos.  
20<sup>th</sup> Place – Loser of Round 2 of “Do or Die” bracket with next highest qualifying pos  
21<sup>st</sup> Place – Loser of Round 2 of “Do or Die” bracket with next highest qualifying pos.  
22<sup>nd</sup> Place –Loser of Round 2 of “Do or Die” bracket with next highest qualifying pos.  
23<sup>rd</sup> Place – Loser of Round 2 of “Do or Die” bracket with next highest qualifying pos  
24<sup>th</sup> Place – Loser of Round 2 of “Do or Die” bracket with next highest qualifying pos

25<sup>th</sup> Place – Loser of Round 1 of “Do or Die” bracket with highest qualifying “position.  
26<sup>th</sup> Place – Loser of Round 1 of “Do or Die” bracket with next highest qualifying pos.  
27<sup>th</sup> Place – Loser of Round 1 of “Do or Die” bracket with next highest qualifying pos.  
28<sup>th</sup> Place – Loser of Round 1 of “Do or Die” bracket with next highest qualifying pos  
29<sup>th</sup> Place – Loser of Round 1 of “Do or Die” bracket with next highest qualifying pos.  
30<sup>th</sup> Place – Loser of Round 1 of “Do or Die” bracket with next highest qualifying pos.  
31<sup>st</sup> Place – Loser of Round 1 of “Do or Die” bracket with next highest qualifying pos  
32<sup>nd</sup> Place –Loser of Round 1 of “Do or Die” bracket with next highest qualifying pos

### ***Contest Description:***

Replace this text with a description of this contest. Try to describe why this contest deserves the desired sanction status. This could include past event history, sponsorships, organization, community support, etc.

### ***Race Event #1 description:***

Replace this text with a description of Event #1 in this contest. Create a section for each event in this contest. Be as clear as possible in describing the race event to the competitors so they know what to expect. PLEASE INCLUDE: Who will set the course, when will the course be set, as complete description of the course and surface as possible...