



## WELLFLEET OYSTERFEST SHUCK OFF RULES AND PROCEDURES

1. All rulings by judges are final.
2. Shuckers may wear gloves, use their own knives and carry an extra knife for use in case the first breaks. ALL knives used must be approved by the Chief Judge prior to the start of the contest.
3. Each contestant will receive a bag of 26 oysters randomly selected by the SPAT committee.
4. The shucker removes the oysters from his/her container and arranges them for shucking. S/he must give back two oysters of the 26 so that s/he has 24 oysters total. It is her/his choice which two oysters to return based on preference. The shucker is responsible for counting the oysters to make sure there are 24. Any more or less will cost penalties.
5. At the signal of the emcee, the timekeepers will start their stopwatches and the shuckers will commence shucking.
6. Contestants place each oyster on an unbroken half-shell and arrange them neatly on the tray provided.
7. When a contestant has finished shucking and is satisfied with his/her arrangement of the shucked oysters, he/she will raise their hands and the timekeepers will stop their stopwatches. The shucker is not allowed to touch the oysters or the tray once s/he puts his/her hands in the air. The trays will then be brought to the judges for evaluation.
8. NOTE: Presentation is of utmost importance. An appetizing arrangement of oysters is rewarded over a "sloppy" or "hacked" presentation of oysters. PENALTIES. Judges will add seconds to shucking time accordingly:
  - An oyster not completely severed from shell add 3 seconds
  - An oyster presented on a broken shell add 1 second
  - An oyster presented with grit, blood or other foreign substance add 3 seconds
  - A cut oyster add 3 seconds
  - An oyster not placed properly in the shell add 2 seconds
  - A missing Oyster add 20 seconds
  - BONUS  
Judges may, at their own discretion, award a bonus reduction of ten (10) seconds as an award for a tray whose presentation is deemed outstanding.
9. The winner will be determined by the shucker with the fastest time, including all penalties and bonuses