

## INSTRUCTIONS FOR GATE JUDGES

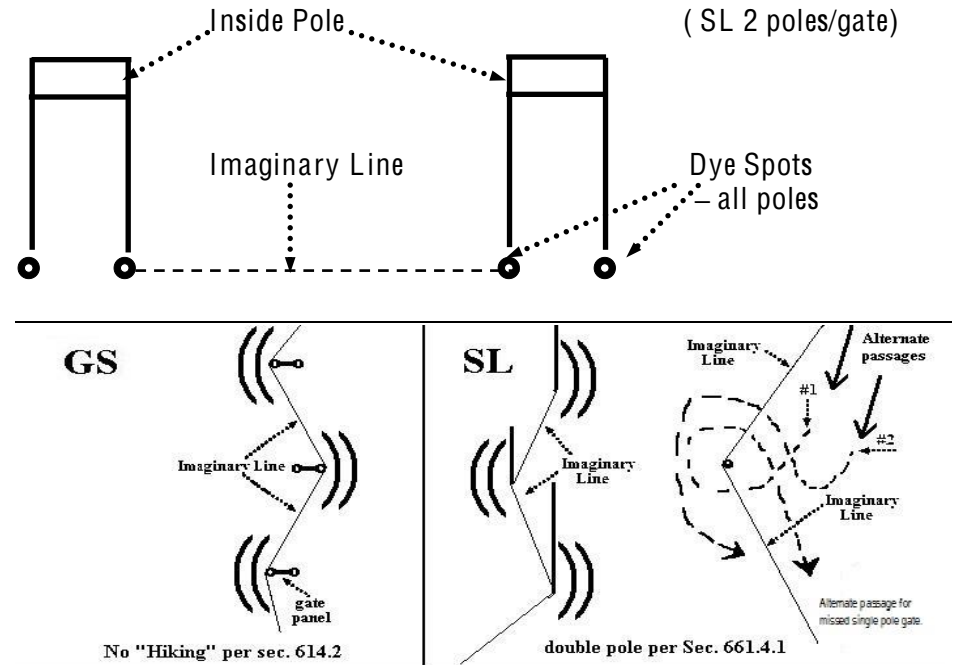
Wear clothing appropriate for varying and unknown weather conditions.

- Stand where you can see all your gates and can take prompt action to repair the course.
- Record all faults (F):
  - Mark all faults (F) and OKs immediately. If F, draw a diagram and indicate which gate was the source of the fault and mark the athlete's bib # next to the diagram
  - Be prepared to explain all faults.
  - Do not discuss the fault with anyone except the Chief Gate Judge or Jury members.
  - If you have reported an F, it is sometimes necessary to attend a jury meeting. Check with the Chief Gate Judge after the race.
  - Do not report an F if you are in doubt. Give the racer the benefit of the doubt.
- Record on card the circumstance of any interference to a racer's run.
- If a racer questions a Gate Judge or commits an error that might lead to disqualification, the Gate Judge **MUST** communicate with the racer by saying "GO" or "BACK".
- Avoid conversations and other distractions. Concentrate on your job.
- Avoid interference of any kind with a racer.
- Maintain the course in equal condition for all racers, if possible.
  - Replace broken poles in exact position and keep vertical.
  - Put flags back in place.
  - Maintain and repair course.
  - Keep spectators, photographers and other competitors clear of course.
- Remain in place until notified that race is over.

### REASONS TO DECLARE A FAULT

- Racer fails to pass on the proper side, or fails to cross a gate line with both ski tips and both feet.
- Racer continues on course after coming to a complete stop. (exception: SL)
- Racer fails to give way to an overtaking competitor at the first call.
- Racer behaves in an unsportsmanlike manner.
- Racer trains and/or inspects contrary to Jury instructions.
- Racer trains on a course closed to competitors.
- Racer accepts outside help in any form.

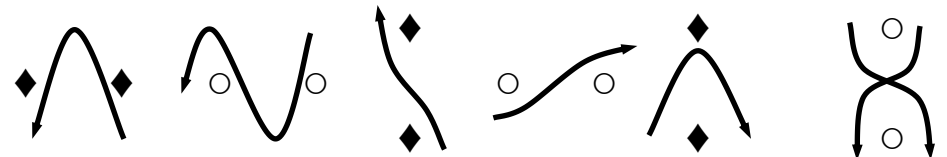
DH, GS, SG  
(SL 2 poles/gate)



### GATE PASSAGE LINES IN SINGLE POLE EVENTS

#### WATCH THE SKI TIPS AND THE FEET

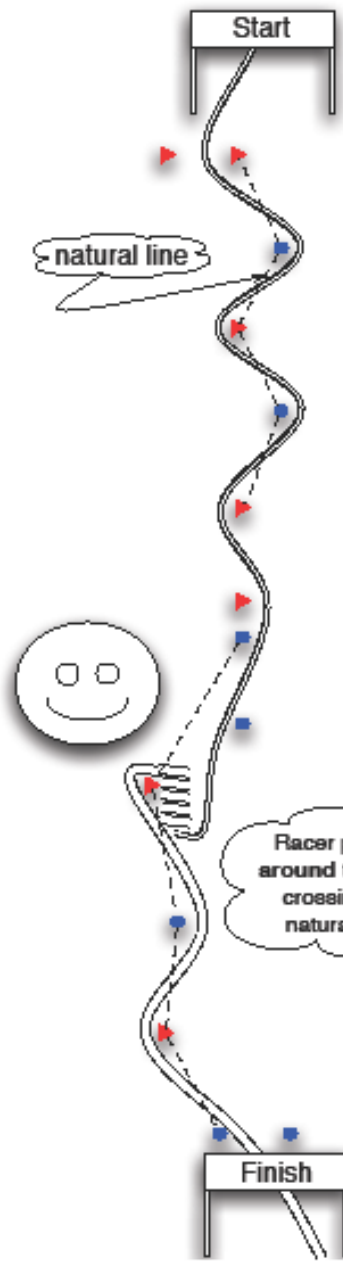
At each gate **BOTH SKI TIPS AND BOTH FEET** must cross the imaginary line joining the bases of the inside poles. They may cross from any direction to any direction (forward, backward, left, right, in and out the same side, etc.) and at any distance above the snow.



As long as **BOTH SKI TIPS AND BOTH FEET** cross the imaginary line, the racer is OK, even though:

- He knocks down one or all poles of a gate,
- He slides through the gate on some part of his body other than his feet,
- He enters and exits from the same side,
- He enters gates from a direction that differs from other racers,
- He passes through the gates out of their numerical order.
- In SL, he hikes back up through a gate, or loops around a missed turning pole.\*

SLALOM INSTRUCTIONS



Where there is no outside pole, both feet and ski tips must have passed the turning pole on the same side, following the natural race line of the slalom. The natural race line is an imaginary line from the turning pole to turning pole, which the racer has to cross. If the racer has not correctly passed the natural race line, then he has to climb back up and pass around the missed turning pole.

Racer passed around the pole, crossing the natural line.

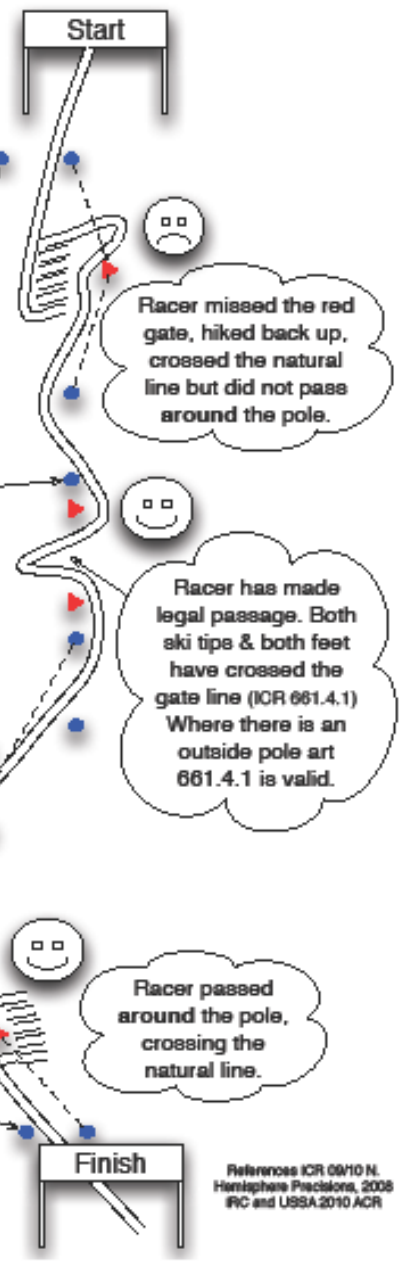


Both ski tips and both feet have not crossed the gate line. The gate line in Slalom is the imaginary shortest line between the turning pole and the outside pole.

Racer did not pass the turning pole following the natural line.

Single Pole Slalom has no outside pole, except for the first and last gate, a delay gate and combinations.

Course Setter D. Chayes  
Referee P. Van Slyke  
Version 1.3



Racer missed the red gate, hiked back up, crossed the natural line but did not pass around the pole.

Racer has made legal passage. Both ski tips & both feet have crossed the gate line (ICR 661.4.1) Where there is an outside pole art 661.4.1 is valid.

Racer passed around the pole, crossing the natural line.

References ICR 09/10 N.  
Hemisphere Preclions, 2008  
IRC and USSA 2010 ACR