

BEST IN THE WORLD



GATE JUDGES' GUIDE FOR CORRECT PASSAGE OF A MISSED SINGLE-POLE GATE

THE CHIEF GATE JUDGE

- Organizes and supervises the work of the Gate Judges
- Provides required materials: cards & pencils (Start Lists are provided at ROC's discretion)
- Makes sure the gates are numbered/marked: *Positions adhesive markers at the bottom of the outside pole just above the sheath to eliminate residue.*
- Designates the gates each will supervise and places them in position
- Collects the Gate Judge cards at the end of each run
- Offers course control/maintenance assistance

BEST
IN THE
WORLD



THE GATE JUDGE

- Is an active and necessary volunteer
- Is fair and concise and helps deliver consistency
- Accurately records all observations at his/her position
 - Records gate faults (incorrect passage)
 - Reports situations involving requests for a rerun
 - Reports situations involving outside help
- When asked, provides directions to competitors:
 - “GO” – continue on course, or
 - “BACK” – hike
- When required, delivers testimony to the Jury regarding rerun requests or incorrect passage

BEST
IN THE
WORLD



PREPARATION

- Is ready: Pack extra clothing layers, snacks, water
- Arrive at venue early and attends Gate Judge Meeting
- Completes/signs “USSA Volunteer Race Worker Registration” (if not current USSA member; must be 18+)
- Verify receipt of required materials
- Verify delivery method for completed cards
- Arrive at designated gate(s) at appointed time
- Completes card header information: Name, Gate numbers, Run #, Event (SL, GS, SG, DH), Cell Phone # in case clarification of a fault is required and the Gate Judge is not readily available
- Draw multiple diagrams of assigned gates in order to document gate fault(s) **THIS IS A MUST!**
- Verify BIB #'s - do not pre-number your card!
- Be accurate and consistent with your observations & your recording
- Verify issue(s) with adjacent Gate Judge(s) – **NOT THE PUBLIC!**

**BEST
IN THE
WORLD**



“FAULT ONLY” GJ CARD, p1.

Used to only mark gate faults/incorrect passage

INSTRUCTIONS FOR THE GATE JUDGES

1. Upon arriving at your assigned gate(s) remove your skis and place them in a designated area.
2. Stand where you can best see all your gates while maintaining a position of maximum security. Most often you will be assisted in task 1 & 2 by your Section Chief, the Chief Gate Judge or the Technical Delegate.
3. Fill out the front of the card and then immediately draw a picture of your assigned gates. Draw the @ symbol to indicate your position. Mark all blue gates with a diamond ◊ symbol and all red gates with a circle ○ symbol.
4. Mark only faults (F) and note the racer's bib number – not start number – in the corresponding box.
 - a. Draw a detailed diagram of the fault on the pre-drawn gate picture.
 - b. Be prepared to explain all faults.
 - c. Do not discuss the fault with anyone except the Chief Gate Judge or Jury Members.
 - d. If you are a witness to a fault be prepared to attend a jury meeting and do not leave the finish area until dismissed by the Chief Gate Judge. This rule applies even if the fault occurs at a gate that you are not assigned (i.e. witness).
 - e. Do not record a fault if in doubt. Give the athlete the benefit of the doubt.
5. Record on the card the circumstances of any interference with a racer's run.
6. 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."
7. If necessary replace any gate poles and/or retie any gate flags until assistance from the Race Crew arrives.
8. Remain in place until your card is picked up by your Section Chief or the Chief Gate Judge.

*****REMEMBER*****
BOTH SKI TIPS AND BOTH BOOTS MUST CROSS THE
IMAGINARY LINE JOINING THE BASE OF THE POLES.



Gate Judges Card

Race: _____

Date: _____

Men Women Run # _____

DH GS SL SG SC/K

Faults No Faults

Gate No(s): _____

Date: _____

Name: _____

Cell: _____

Signature: _____

**BEST
IN THE
WORLD**



IMPORTANCE OF DIAGRAMS

- The Gate Judge must verify a fault with a diagram
- If the Gate Judge marks a bib # as having committed a fault and does not supply an accurate diagram,
- **THE FAULT WILL NOT BE VALID!**

**BEST
IN THE
WORLD**



CORRECT PASSAGE: DOUBLE GATE & DOUBLE POLE

- Gate Line: Imaginary shortest line at snow level between two inner poles (DH, SG, dual-gate GS, have 2 pairs of poles – inner & outside – with flags between each pair; dual-pole SL has an inner & outside pole)
- Correct Passage: Both the competitor's ski tips and both feet must cross this gate line.
- Correct Passage does not require that the competitor be in actual contact with the snow

BEST
IN THE
WORLD



GJ CARD: INSTRUCTIONS & THE “IMAGINARY” LINE

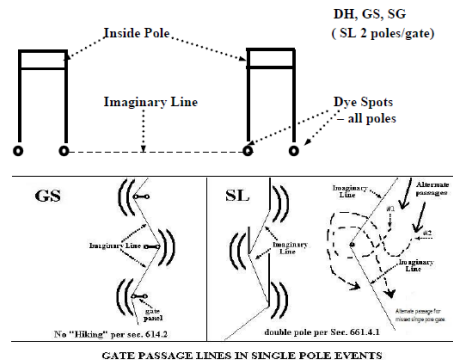
INSTRUCTIONS FOR GATE JUDGES

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.



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.*

13-14

Both Tips & Both Feet!



COMPETITIVE
IMAGE

BEST
IN THE
WORLD



Both Tips & Both Feet!



**BEST
IN THE
WORLD**



CORRECT PASSAGE: SINGLE POLE SL & SINGLE GATE GS

- Correct Passage - No Outside Pole/Gate: Both feet & ski tips must pass the turning pole *of the turning gate* on the same side following the normal race line & *crossing the imaginary line from turning pole to turning pole.*

BEST
IN THE
WORLD



SETTING A COURSE: SINGLE POLE/SINGLE GATE

- Single pole / single gate courses are mostly set using only a turning pole
- Some double poles / double gates are required:
 - First and last gate for SL & GS
 - Combinations, e.g.
flushes, hairpins, delays for SL & delays for GS

BEST
IN THE
WORLD

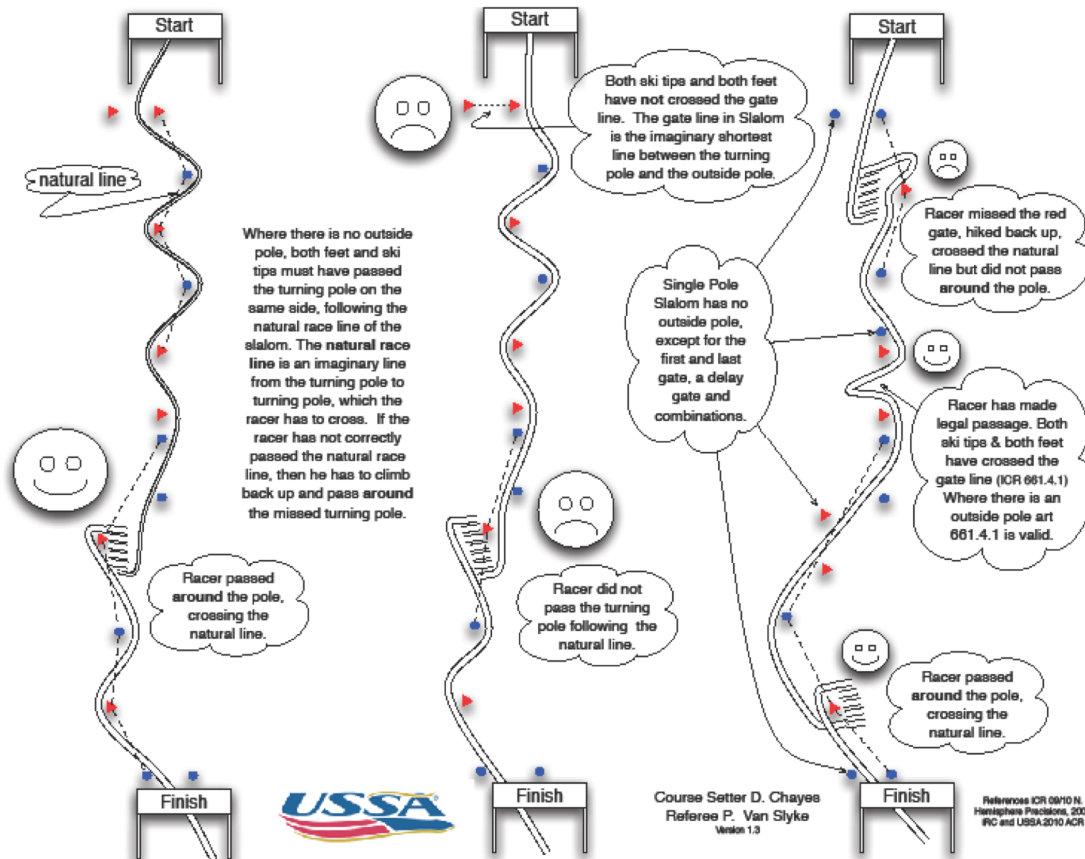


DOUBLE POLE -vs- SINGLE POLE

- Completing correct passage of a missed double pole gate, requires the competitor to hike up and cross the imaginary line that extends from inner pole to inner pole (from either direction) with both feet and both tips
- Completing correct passage of a missed single pole gate, requires the competitor to hike up and loop around the top of the turning pole (in either direction) with both feet and both tips
- **Hiking is only allowed in Slalom events** and only as long as:
 - There is no interference for next competitor
 - Hiking competitor is not passed

BEST
IN THE
WORLD





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

References ICR 0910 N.
 Hemisphere Fractions, 2008
 IFC and USSA 2010 ACR

HOW DOES THE ATHLETE COMPLETE PASSAGE OF A MISSED SINGLE POLE GATE: (Click to Play)



**BEST
IN THE
WORLD**



USSA & FIS: Interdiction to Continue

If a competitor misses a gate he must no longer continue through further gates.

If a competitor comes to a complete stop (e.g. after a fall), he must no longer continue through previous (hike) or further gates. This is valid in all events with a fixed start interval **(DH, SG, GS)**.

A competitor who continues to race after committing a gate fault or after stopping (614.2.2, 614.2.3), is subject to a Jury penalty. (628.8)

**BEST
IN THE
WORLD**



USSA & FIS: SLALOM HIKING

- A competitor who misses a gate in Slalom may hike *as long as the competitor does not interfere with the run of the following competitor.*
- *A competitor who has been passed may not continue on course.*
- A competitor who continues to race after committing a gate fault or after stopping (614.2.2, 614.2.3), is subject to a Jury penalty. (628.8)

BEST
IN THE
WORLD



THANK YOU!

For training in other areas of alpine officiating, please consider attending a USSA Alpine Officials' Clinic in your state/division/region.

But always remember:

Gate Judges are “the most important people on the hill!”

**BEST
IN THE
WORLD**

