

## Duties & Responsibilities of the Chief Gate Judge - updated for 2012-13

The primary responsibility of the Chief Gate Judge (CJG) is to assure that Gate Judges are prepared to fulfill their responsibilities and duties as race officials. This requires that you have a clear understanding of the rules as they relate to gate judging and the duties of a Gate Judge. Please watch the USSA Gate Judge video, read the document titled "Gate Judge Duties", and take the Gate Judge certification exam before continuing with this document. The video and these documents are available on the BRSEF gate judge page.

The Chief Gate Judge must interact with the race Jury and understand their functions. Additional information about the Jury and rules pertaining to the responsibilities of the Chief Gate Judge can be found at the end of this document.

**Prior to the gate judge meeting.** Inspect the course, noting the color of the first gate (all odd # gates should be the same color as #1). Check to make sure all gates are numbered. If not, place tape around the gate pole. (***Important: place the tape at a height that would be below the level of the bottom of gate panels even if panels are not used***) and number the gates with a marker. On a notepad, write down the first gate number of all combinations and delays (see side diagram). This will help you in placing more experienced and certified Gate Judges at difficult areas, and in keeping track of gate numbers. Report your gate count to a member of the jury as a confirmation of their count. If time and location permits, attend the Team Captains meeting to find out revised start times and other relevant information.

PA Cup 5 Run 1 SL			
Gate	Type	Color	Stop
1		R	
8	Hairpin	B	13 R
17	Hairpin	R	
24	Delay	B	
31	Flush	R	39 R
41	Hairpin	R	
48 gates, 47 Direction Changes			
<i>Use the Stop column to note the gate number of gates where you were interrupted or stopped in your gate count.</i>			

**The Gate Judge meeting** The purpose of the meeting is to distribute supplies and possibly lift tickets, review the schedule, and provide training for volunteers. Take extra supplies with you on the hill in case you need to provide replacements or if you have to fill in for a Gate Judge who needs a break while the race is under way.

### **Items to review & explain in the Gate Judge meeting:**

1. Take a count of the gate judges present at the meeting, and note which ones are certified. Use certified judges at combinations, delays, and the finish if possible.
2. Legal gate passage for GS, SG, DH and double pole SL – both feet and both tips must cross the imaginary line between the innermost poles of the turning and outside gates in any direction and any order (for example, gate 12 can be passed before gate 11 and it is not necessary to pass through gate 12 again). Use a marker and erasable board or large paper to diagram legal passage.
3. Legal gate passage for single pole SL & single gate GS – both tips and both feet must pass the imaginary gate line between the turning pole of the gate being passed and the one previous to it, AND around the turning pole following the natural course of the slalom or GS. If a racer must hike to a missed gate in single pole/gate set, the fastest way is to loop around the gate in either direction. In

single pole/gate sets, the first & last gates, and all combinations and delays will be set as double pole gates. Double pole gate passage as described in #2 above applies with these gates.

4. If the event is GS, SG, or DH explain that coming to a complete stop or hiking on course is not permitted and is a DNF. Competitors that continue on course after coming to a complete stop are DSQ and faulted on the gate card. All faults require a diagram.
5. Watch the tips and boots, not the body. Inspect tracks in snow if necessary. Benefit of doubt goes to the athlete. Watch the feet & tips – not the body – and freeze vision momentarily on the base of the gate as the skier passes to get mental “snapshot” of passage, then immediately move vision back to feet & tips for the next gate (especially important for SL combination gates).
6. Do not allow spectators or coaches to influence your opinion. Ask people to move out of your line of vision if necessary. If a spectator or coach gives commands whether contrary to yours or not, ask them to stop, and note the bib number of the competitor involved.
7. Correct commands are “Go” or “Back”. Gate judges may point to or say the color of the gate that needs to be passed. Be loud and clear. May add command to loop around gate in single pole SL or single gate GS sets.
8. Explain Interference: any outside object that causes the skier to change their line or affects their speed i.e. broken or missing gates, hiking skier, course maintenance worker, equipment in the race line, etc. Most Juries will not allow a provisional rerun for interference if the racer crossed the finish and got a time. If there is interference, the racer should immediately pull off the course and request a provisional rerun from the nearest gate judge. Problems with the competitors’ personal equipment are not grounds for interference.
9. What to do in the event of interference if the racer pulls out – tell competitor to report to the Finish referee or a member of the jury. Document what you saw – you will be asked if you thought there was interference. Only the jury has the authority to allow a provisional rerun for interference or any other reason.
10. What to do in the event of interference if skier does not pull out – document what happened – you might be asked to explain it.
11. What to say to a hiking skier if they are about to be passed – pull them off course and tell them they may NOT continue on course after being passed.
12. Document & diagram anything you witness that is unusual even if on adjacent gates (interference, straddle, fall with a lot of snow spray, unsportsmanlike conduct, etc.)
13. Explain the difference between DNF & Fault (DSQ) and how to note them on the card – DNF does not require a drawing. DNF should be noted as DNF in fault column, not as fault. Faults are where a skier does something that would lead to disqualification and continues on course after the fault.
14. Every skier that enters your gates should be noted on the gate card – not just faults. Do not pre-number your gates.

15. Work as a team - ask a nearby judge if you miss a bib number or could not see an incident that might lead to a fault.
16. How to prepare a gate card – make multiple drawings of your gates on the back of your cards & fill out all header information. Use separate cards for men & women. First drawing should show your gates, a line showing the fastest legal passage through your gates, a number beside each gate corresponding to the number of the gates you are watching, and draw an “@” where you are standing in relationship to your gates. Explain how to draw a straddle and an incorrect hike. Every drawing of a fault should include the bib # of the skier who faulted and an explanation of the diagram. If multiple skiers make the same fault, the same drawing can be used with multiple bib numbers on it.
17. Remove fallen competitor’s equipment and replace knocked out gates as quickly as possible. Replace gate panels if necessary. Get out of racing line as quickly as possible. Do not interfere with an oncoming racer unless there is a serious and imminent safety situation that might require stopping the racer. Gate panels may not be twisted or tied into a “bowtie”.
18. Set time to meet at the top of hill – or bottom for hikers (set time at least 20 minutes prior to start because many will show up late). They should be in place and filling out their gate cards at least 10 minutes prior to scheduled start time.
19. Beware of gate judges who do not pay attention in the gate judge meeting. These are frequently the ones who will not prepare their cards properly, will not come to the finish after the run, and will not take their responsibilities seriously. They can affect the fairness of a race or delay the start. Ask the ROC to replace them if necessary.

### **Place Judges on the Hill**

1. Write down gate numbers as you go and the name of person assigned to them
2. Position gate judge so that competitors can pick them out for instruction if needed (not standing in crowd) and where they will have the best view of their gates. The best view of combinations gates is usually the opposite side that the skier has to pass through i.e. place the gate judge for a hairpin with a left turn on the skier's left side of the gates (middle gate poles between the judge and the normal racing line).
3. Place more experienced and certified Gate Judges at combinations, delays, and at the finish if possible (explain 0-1-2 rule for finishing on one ski or without skis to the Gate Judge watching the finish). Try to place the more confident gate judges where the coaches will congregate.
4. There are no rules that specify the number of gates that each judge should watch. It is up to the ROC to recruit a sufficient number. Try to assign no more than 3 GS gates and 4 slalom gates per judge if possible. This is another good reason for the CGJ to inspect the course and count the gates prior to the gate judge meeting so he/she can assign the correct number of gates per judge. If there is an insufficient number of gate judges, request that the ROC recruit more, and alert a member of the jury about the situation.

### **After Placing the Gate Judges**

1. Report to a member of the Jury or the Chief of Timing that gate judges are in place and the number of gates & direction changes you have counted – usually the TD or Referee is at the finish for the start of the race.
2. Go back to the top and review each judge's cards for correct header information and proper drawings. Confirm they are watching the correct gates.
3. Review the information covered in the gate judge meeting with non-certified judges that missed the meeting.
4. Remind judges to report to the finish after the run and personally give their cards to you. They may not leave the area until dismissed by the Referee or TD even if they have no faults. They may not give their card to another judge to turn in for them.
5. Ski through occasionally. Ask about the number of faults they have recorded and glance at their card to make sure they are doing their job correctly. If they have faults, check the drawings and notes for clarity. Do not talk to the gate judge while competitors are passing their assigned gates. While moving on course, stay out of the racing line as much as possible, and freeze in position as a competitor is approaching you so you do not distract him/her.
6. Document all faults, interference and DNF's you see. Make your own diagrams of faults.
7. After you are convinced the judges are performing their duties, position yourself near problem areas of the course and/or near the least experienced judges.

### **After Completion of the Run**

1. Ask judges to stay until dismissed by the Referee or TD.
2. Announce the time to meet at the top for second run and remind that being late might delay the start
3. Collect cards from all Judges – check for correct header information. Keep in numerical order to confirm you have all cards.
4. If they have faults, inspect the drawings and notes for accuracy and review with the Referee – ask for clarification if necessary.
5. Ask the Referee if judges without faults may be dismissed.
6. If the Referee dismisses Judges with faults before the end of the protest period (15 minutes after posting the Referee report), ask those Judges where they will be during the protest period if needed to testify in the event of a protest.
7. At the end of the race, help the ROC collect the supplies distributed to the Gate Judges during the Gate Judge meeting.

## **The Jury and Additional Procedures Pertaining to the Chief Gate Judge**

(reprinted from the USSA Alpine Officials Manual and the Alpine Competition Guide)

### **COMPOSITION OF THE JURY**

According to current rules, with the exception of World Championships and Olympic Winter Games, the Jury for USSA/FIS speed events is composed of:

#### **Technical Delegate**

- is appointed by and represents sanctioning association
- is from outside the host organization
- upon appointment, becomes a member of the Organizing Committee

#### **Referee\***

- is appointed by Technical Delegate
- represents the competitors and coaches
- upon appointment, becomes a member of the Organizing Committee

#### **Assistant Referee\***

- is appointed by Technical Delegate
- represents the competitors and coaches
- assists the Referee
- upon appointment, becomes a member of the Organizing Committee

#### **Chief of Race**

- is appointed by the host organization
- is a member of the Organizing Committee

\* Referee and Assistant Referee should be the most qualified, appropriately certified (Referee) individuals present. Inasmuch as these individuals are the competitors' representatives on the Jury, the Referee and Assistant Referees should be appointed from among the coaches present for the event. Referees and Assistant Referees must be certified USSA Referees and Course Setters must also be certified. For USSA technical events, an Assistant Referee may be appointed for training purposes only. They have neither voice nor vote in Jury meetings, are not members of the Organizing Committee and their names do not appear on the official documentation.

In addition to the Jury members mentioned above, there are two "Jury Advisors": the Start Referee and the Finish Referee who are appointed by the host organization (ROC). These persons serve as "eyes of the Jury". They should be at their respective positions during the course inspection, training and the race but are not members of the Jury. The term "Jury Advisor" is a USSA term used to recognize two officials who are an integral part of the competition.

### **PRIMARY RESPONSIBILITIES OF THE JURY AND USSA JURY ADVISORS**

The Race Jury and its Advisors see to it that the rules are adhered to throughout the competition as well as throughout the official training. They consider the on-hill security/protection of the competitors, officials and spectators as well as the propriety of local procedures at respective areas. They also make decisions regarding all issues and questions not covered by the rules. Please refer to the current editions of the USSA ACR as well as the FIS ICR and its Precisions for more specific duties of each Jury member as well as the Start Referee and the Finish Referee.

The primary responsibilities of the **Technical Delegate** are:

1. Serving as the official representative of USSA/FIS
2. Making sure that all rules and directions of USSA/FIS are adhered to before, during and after the event(s).
3. Functioning as the tie-breaking vote on the Jury.
4. Selecting the Referee (and Assistant Referee for speed events).
5. Assuring that the timing and scoring are accurate.
6. Confirming the emergency medical plan and athlete security measures are adequate and comply with the homologation report.
7. Assuring that the event runs as smoothly as possible
8. Advising the organizers within the definition of his duties.

The primary responsibilities of the **Referee** are:

1. Supervising the Drawing of start numbers, either by “Double Draw” or computer-generated draw
2. Inspecting the course after it is set, alone or accompanied by members of the Jury and Team Captains.
3. Changing the course by taking out or adding gates if necessary.
4. Receiving the reports of the Start and Finish Referees, other race officials, and the Chief Gate Judge concerning infractions of the rules and/or gate faults after each run/race and signing and posting the Report by the Referee with a list of competitors who did not start, did not finish or who are disqualified. The Report by the Referee should be posted as quickly as possible after the conclusion of each run. Protests against disqualification must be presented with the appropriate form and deposit within 15 minutes of the posting of the Report.

For speed events, the **Assistant Referee** is expected to assist the Referee in all of the above duties, and is a voting member of the Jury.

The primary responsibility of the **Chief of Race** is supervising the entire race operation to make sure the venue is set up properly, and to implement the requests of the TD and Referee(s) as related to course setting and athlete security. The Chief of Race represents the ROC on the jury.

**If you would like to take the Chief Gate Judge Certification exam, click [HERE](#) to return to the BRSEF gate judge page.**

Thank you for your commitment to helping make this program successful.