

Outline for SARA Pre-Season Gate Judge Clinic Preparation for Gate Judge Exam

Welcome & Purpose of Clinic

1. Races are revenue generators and bring prestige to club
2. Host club must provide as many volunteers as possible
3. You will be asked to volunteer here and at away races
4. Gate judges can determine fairness of race – you must understand your duties and responsibilities

Benefits of optional gate judge certification

1. Advance your knowledge
2. Make you more competent & confident
3. Certified gate judges will be offered an additional incentive to volunteer at many away races
4. Can take 30-40 minute exam here or online

Watch the USSA Gate Judge video

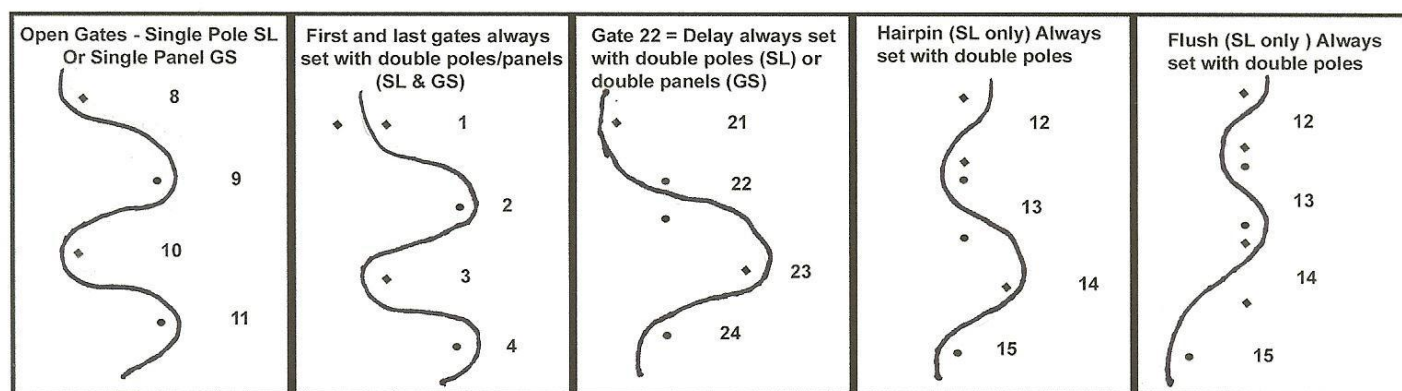
Preparing for the day:

1. Wear clothing for varying and unknown weather conditions.
2. Bring hand warmers, extra gloves, food, and fluids if desired.
3. Portable seating is acceptable only if placed far from fall zones, and not used while racers are on course.

Gate Judge Meeting:

1. Held about 1 hour prior to the race – be on time
2. Lasts about 15 minutes
3. Includes important information such as schedules, a review of the rules, and special circumstances
4. Gate Judge supplies and your lift ticket are distributed at meeting.

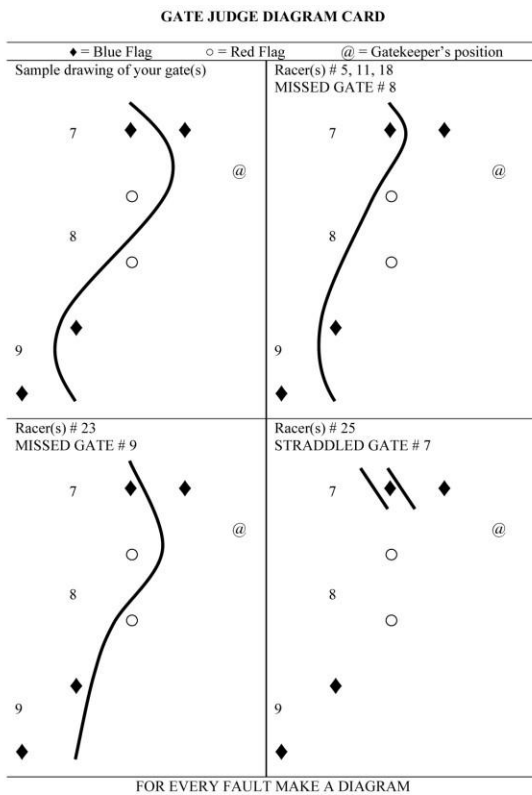
Types of Gates and Combinations:



Placement on the Hill:

1. Meet chief gate judge (CGJ) on time and at location announced at meeting – be on time or you might delay the start
2. CGJ will assign your gates as you descend course
3. Hikers should walk high above the finish so that the CGJ does not have to wait while they hike to their assigned position.
4. Wear your bib so that competitors and jury members can easily identify you.
5. Place your equipment out of fall zones and outside B-netting – lay it down.

6. Be prepared to stand in your position while the race is under way.
7. You may not leave your position without notifying the CGJ or a member of the Jury.
8. Position yourself so:
 - a. Competitors can pick you out from spectators
 - b. Where you have the best view of your assigned gates.
 - c. Where you can quickly make repairs, remove equipment, or inspect tracks.
 - d. So that the middle gate poles of hairpins are between you and the racers.
9. Prepare your gate cards in advance including:
 - a) The header area
 - b) Draw 4 diagrams of your assigned gates.
 - c) The first of these diagrams should include:
 - d) An “@” where you are located in relation to your gates,
 - e) numbers corresponding to the gates you are watching
 - f) A line showing the fastest legal passage through these gates.
10. Use separate gate cards for men & women and for scored & non-scored competitors.



**UNITED STATES SKI AND SNOWBOARD ASSOCIATION
GATE JUDGES CARD**

NO FAULTS FAULTS

Men Women Run # 1 Gate(s) # 7, 8, 9

DH SL GS SG Date 7 January 2001

Gatekeeper (print full name) G. Gatejudge

Alternate (mark at 1st racer) _____

For every racer who reaches your gates note the Bib # and mark the proper column or F. FOR EVERY FAULT ALSO MAKE A DIAGRAM.

✓ = Legally passed F = Fault

BIB NO.	OK	F	BIB NO.	OK	F	BIB NO.	OK	F	BIB NO.	OK	F	BIB NO.	OK	F
1	✓		20	✓										
2	✓		21	✓										
3	✓		22	✓										
4	✓		23		F									
5		F	24	✓										
6		DNF	25		F									
7	✓		26	✓										
8	✓		27	✓										
9	✓		28	✓										
10	✓		29	✓										
11		F	30	✓										
12	✓													
13	✓													
14	✓													
15	✓													
16	✓													
17	✓													
18		F												
19	✓													

Note:

- Sample drawing with “@” to indicate your location and drawing of fastest legal passage
- All gates are numbered
- All diagrams include an explanation of the fault and bib numbers of competitors who have faulted as drawn.
- You may use the same diagram for multiple racers who make the same fault at the same gate
- Diagram for straddle by bib #7.
- Bib #6 was a DNF – no diagram necessary
- Header information is complete

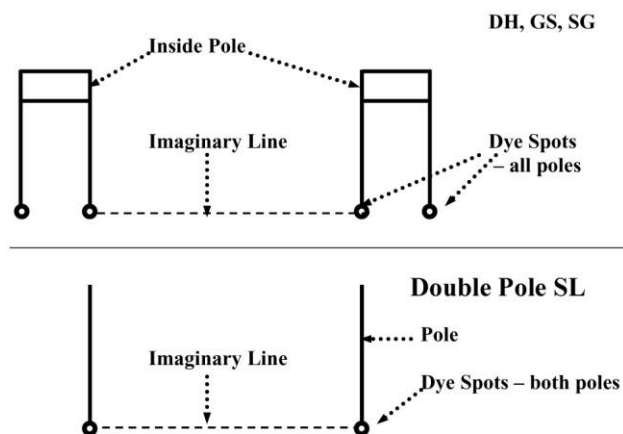
Race Responsibilities

1. Do not allow spectators or coaches to influence your opinion, block your vision, or give commands to a competitor.
2. Do not discuss your decisions with anyone except the CGJ, Jury Advisors, or members of the Jury.

3. Work as a team – ask adjacent Gate Judges for missed bib numbers, and help with course maintenance or equipment removal from adjacent gates if necessary.
4. Communication with competitors
 - a. Reply promptly to a competitor’s request for assistance with either “Go” or “Back”.
 - b. May point to or say the color of the gate that needs to be passed. Be loud and clear.
 - c. May add command to “loop around” gates in single pole SL or GS.
 - d. The competitor is fully responsible for his action, and cannot hold the Gate Judge responsible, but do your best to help racers understand what they must do to avoid a fault.
5. Maintain your gates between racers. Quickly replace gates and gate panels if necessary. Do not “bowtie” panels.
6. Interference
 - a. Interference is any outside object that causes the skier to change their racing line or affects their speed.
 - b. Competitors who believe they have been interfered with must immediately pull off course and request a provisional rerun from the nearest gate judge.
 - c. Gate judge should remind hiking or slow competitors to yield to oncoming racers.
 - d. Remind hikers they may NOT continue on course after being passed. They are DNF
 - e. Be alert for faults and interference above and below your assigned gates – draw diagrams & make notes of all incidents of interference you witness.
 - f. Competitors who have requested a provisional rerun should report to the Finish Referee .
 - g. If you witness interference but the competitor does not immediately pull out, document what you saw. You might be asked to explain what happened.
7. Competitors who lose a ski may not continue on course. They are DNF and do not require a drawing - should be noted as “DNF” in the fault column, not as a fault. See fall in finish rules.
8. Every skier that enters your gates but ONLY skiers that enter your gates should be noted in the OK/Fault columns on your card. Do not pre-number your cards.
9. The Gate Judge must declare a fault only when convinced that a fault has been committed. Benefit of the doubt goes to the competitor.
10. After EACH run:
 - a. ALL gate judges must meet with the Chief Gate Judge (CGJ), usually in the finish area.
 - b. You must personally turn in your gate card even if you have not recorded any faults.
 - c. Each Gate Judge who has reported or witnessed a fault or incidents leading to a request for a rerun must remain in the finish area until dismissed by the CGJ or a member of the Jury.
 - d. If a protest is filed, the Gate Judge must be available to provide additional testimony.
 - e. Gate Judges who report faults or were witnesses to faults should not leave the mountain until 15 minutes after posting of the Referee Report.

Legal Passage: Double pole SL and double panel GS, SG, DH

1. Competitors must pass through every gate. Both feet and both tips must cross the imaginary line between the bases of the innermost poles of the inside and outside gates (the gate line).



2. In SL gates may be passed in any direction and any order (exceptions noted below) as long as both tips and both feet pass through the gate line. A gate may be passed more than once.
3. In SL, GS, SG & DH, a competitor that has been passed may not continue on course and is DNF.
4. A competitor that has been passed and continues on course is DSQ and should be faulted on the gate card with a diagram.
5. In GS, SG & DH, a competitor that has come to complete stop is DNF and must exit the course. Hiking to a missed gate is not permitted in these events.
6. Feet and tips may be off the snow as long they pass through the plane defined by the gate line with the gate poles in their vertical position.
7. A competitor who slides across the gate pole so that only the feet or only the tips have legally passed though the gate line must hike so that only the feet or tips that have not made legal passage have passed through the gate line.

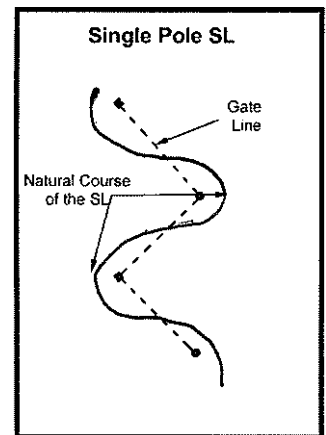


In the photo above, the competitor's ski tips have made legal passage but the feet did not. To complete legal passage, the skier must hike so that both feet cross the gate line. The tips may but do not have to cross the gate line again.

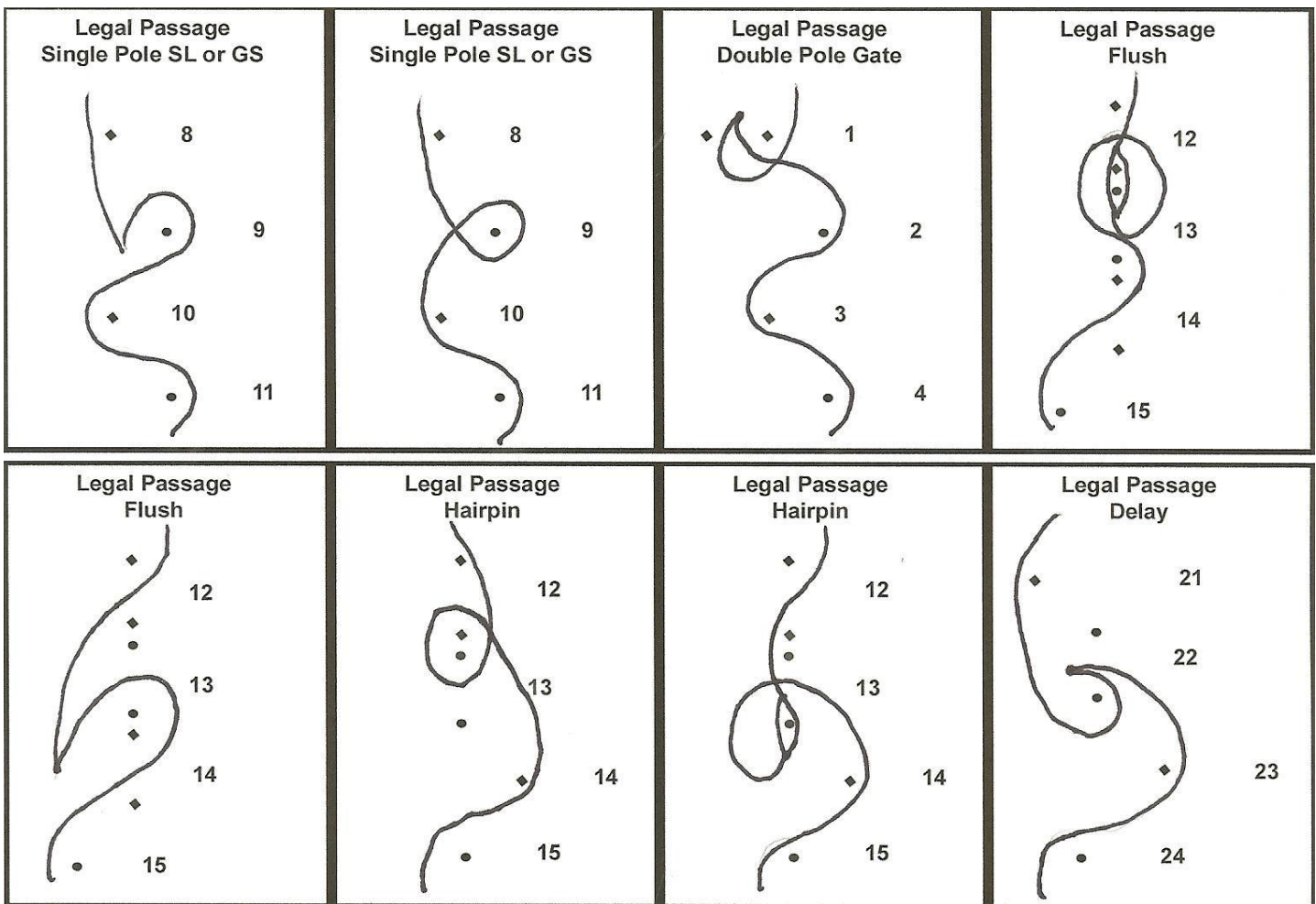
8. If a gate has been knocked out, the hole in the snow where the gate was originally placed will substitute for the gate pole to determine legal passage.
9. Missing gate poles that have altered a competitor's speed or racing line may be legitimate grounds for interference.
10. Competitors may legally enter and exit a gate from the same side as long as both feet and tips cross the gate line – see diagram above and the skier does not come to a complete stop in GS, SG & DH.
11. Tip straddle: ski tips can knock down and pass over the base of turning poles (usually seen in SL). This is a fault unless the tip is deflected and passes over the gate line.
12. Hooked tip: the inside ski tip hooks a pole. Legal if the racer is spun around backwards so that both tips and both feet pass legally through the gate.
13. In some cases, Gate Judges can confirm legal passage by inspecting a racer's tracks in the snow.
14. Watch the feet & tips (not the body) and freeze your vision momentarily on the base of the gate as the competitor passes to get a mental "snapshot" of the passage, then immediately move your vision back to the feet & tips for the next gate.

Legal Passage: Single Pole SL & single gate GS

1. All rules for legal passage of double pole gates apply except:
 - a. The gate line is the imaginary line between the gate being passed and the one immediately previous to it – use the turning poles in GS
 - b. Both tips and both feet must pass around the turning pole on the same side following the natural course of the slalom or GS.
 - c. The fastest way for a hiker to get legal passage is to loop around the top of the gate in either direction. Hiking is not permitted in GS, SG & DH.
2. The first & last gates, all combinations, and delays will be set as double pole or double panel gates. Double pole passage rules apply with these gates.



Following are all legal passages in an event that permits hiking – diagrams not required on gate card for legal passage:



Fall in the Finish Rule for SL, GS & SG:

1. May finish the run on one ski if competitor has legally passed second to last gate.
2. May finish the run without any skis if competitor has legally passed the last gate.
3. If the ski(s) are missing due to a fall, the competitor must cross the finish immediately after the fall. Competitors that have come to a complete stop in GS, SG & DH prior to crossing the finish are DNF.

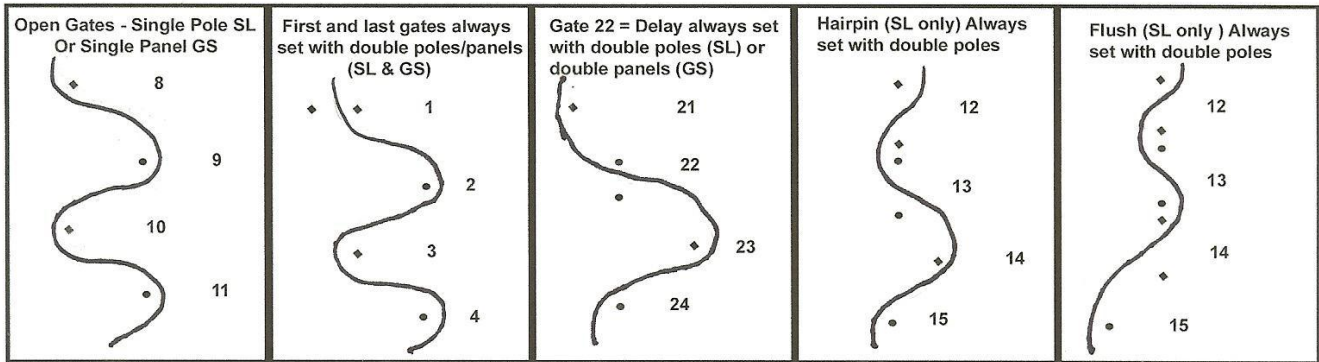
Other Faults: may result in disqualification or other sanction

Gate Judges must watch for and report faults for reasons other than gate passage:

1. Competitor accepts outside assistance in any form.

2. Competitor may not alter the course or use the gate poles for aid.
3. Slow or fallen competitors must yield to overtaking competitors at the first call. If passed they must leave the course immediately.
4. Competitors may not obstruct or interfere with other competitors or with officials performing their duties.
5. Racer trains on a course closed to competitors.
6. Competitors must respect all instructions of officials including those for inspection.
7. Racer does not comply with safety regulations.
8. Competitors must observe good sportsmanship rules including the use of foul language.
9. Competitors who know they have committed a fault must immediately ski off the course.

Types of Gates and Combinations



Good Diagrams of Faults With Notes

