



# Introduction to Gate Judging

Slalom (SL)

2022-23 Season

# Gate Judge's Role

- Help maintain safety on race course
  - Gate Judges have best view of course & racers !!



- Determine whether each racer completes **proper passage** through course
  - Record any disqualifications (i.e. missed gate, straddle, overtake, etc.)

# Help with Race Course Safety

- Alert course workers & other personnel on-course of approaching racer
- Alert racer on-course if another racer is approaching (a.k.a. Overtake)
  - Racer downhill must exit course
- **WAVE OFF** approaching racer if unsafe conditions exist downhill
  - Downhill racer unable to exit course, equipment in course, etc.
- Alert course workers or officials about potential safety issues
  - i.e. Equipment in course, unsafe course condition, broken gate, etc.



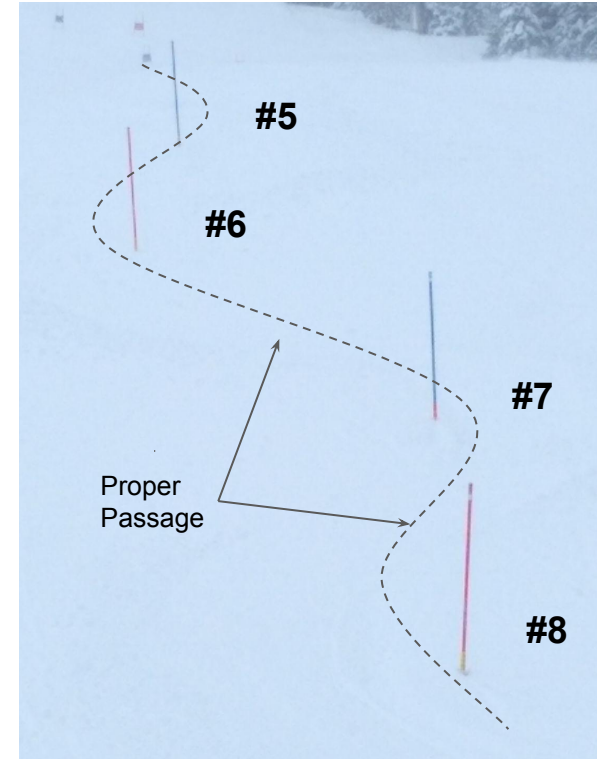
**YELL**



**“COURSE !!”**

# “Proper Passage”

- Each Gate Judge assigned a set of gates on race course
  - Example: Gates #5 through #8
  - Gates assigned by Chief of Gates
- Chief of Gates will explain “proper passage” through assigned Gates
- Each Gate Judge will fill out Gate Judge card
  - Document proper passage through your assigned gates
  - Use to record any disqualification by racer





# Gate Judge Card (Back)

- In upper left box, draw your Gates & Proper Passage

O for Red Gates  
X for Blue Gates

- Number your Gates
- Note your location with @

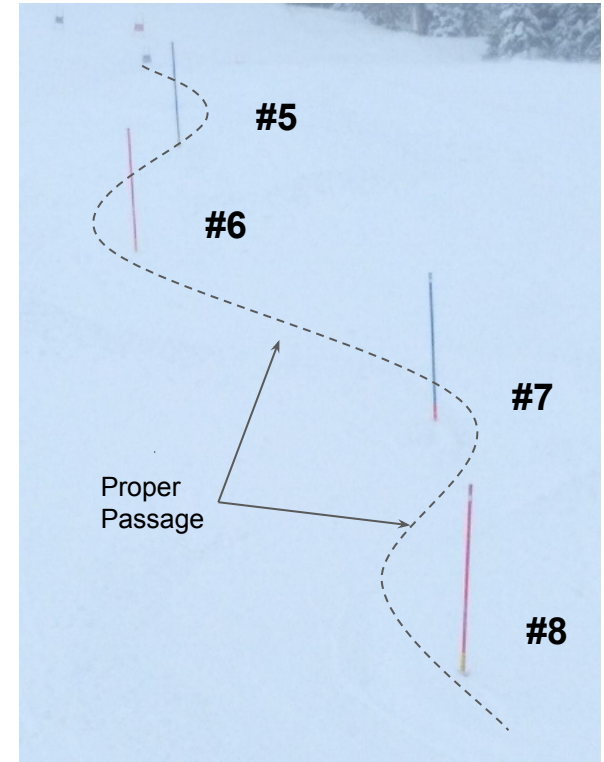
For other 3 boxes, draw just the Gates

Gate Numbers: **5 - 8**

Use these Symbols: X = Blue Pole O = Red Pole @ = Gate Judge's Position

<p>Reference Drawing of your Gates &amp; show Proper Passage</p>	<p>Racer Number(s):</p> <p>X 5</p> <p>O 6</p> <p>X 7</p> <p>O 8</p>
<p>Racer Number(s):</p> <p>X 5</p> <p>O 6</p> <p>X 7</p> <p>O 8</p>	<p>Racer Number(s):</p> <p>X 5</p> <p>O 6</p> <p>X 7</p> <p>O 8</p>

## Your Assigned Gates



# Slalom (SL)

## Types of Disqualification (DSQ):

1. **MG** = Missed Gate      Racer went on wrong side of gate
2. **ST** = Straddle      Only 1 ski went around gate
3. **HK** = Improper Hike      Racer did not hike around gate properly
4. **OV** = Overtake      Racer was passed (or overtaken) by next racer
5. **BR** = Binding Release      Note whether 1 or 2 bindings released
6. **UC** = Unsportsman conduct (excess profanity, throwing equipment, etc.)

**Note: Must see Racer Bib Number !!**

**If you're in doubt about a DSQ, give it to the racer**

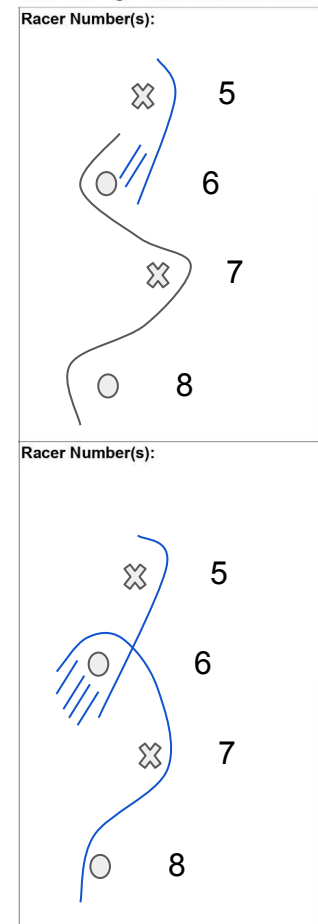




# Hiking in Slalom

- If racer misses a Gate, they may ask Gate Judge for help
- Instruct racer with simple command: **“BACK !”**
  - Point at Red or Blue Gate that was missed
  - You may also yell “BACK Blue!” or “BACK Red!”
- When racer is above the missed Gate: Yell **“GO !”**
  - Note: Racer must hike up & around missed Gate for proper passage
- DO NOT YELL **“GO BACK”** - this will confuse racer

## Examples of Proper Hikes



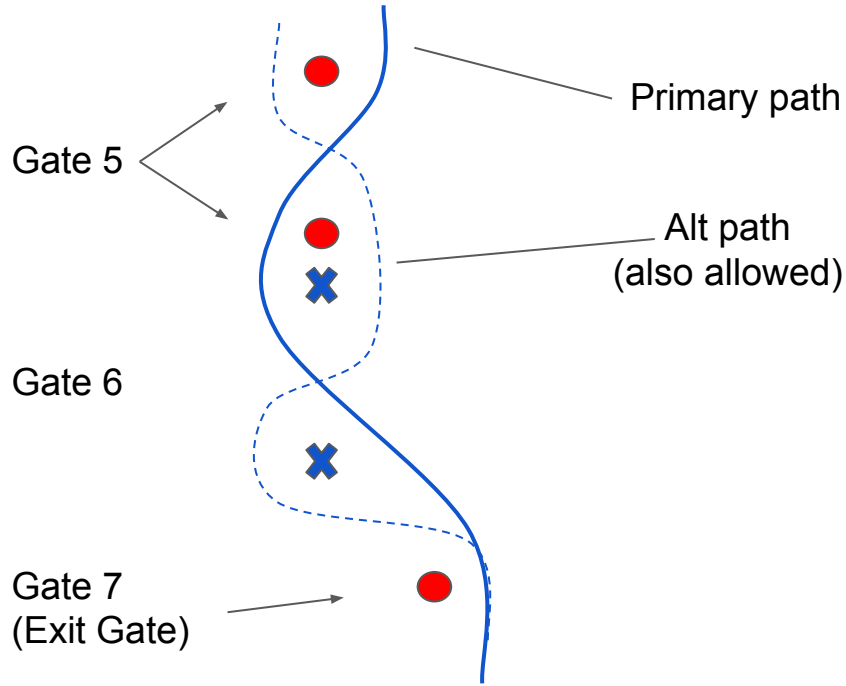
# Interference Rule

- Racer is unable to continue down course due to:
  - Impeded by previous racer still in course
  - Impeded by course worker or official on course
  - Stopped due to unsafe condition on course (i.e. equipment, animal, etc.)
- Interfered racer will seek Gate Judge (or Official) to request re-run
- As Gate Judge, instruct racer to:
  - Ski down side of course (outside of race course)
  - DO NOT CROSS the FINISH LINE
  - Find FINISH REFEREE to request re-run
- Note on Gate Card how racer was interfered with (along w/ Bib #)

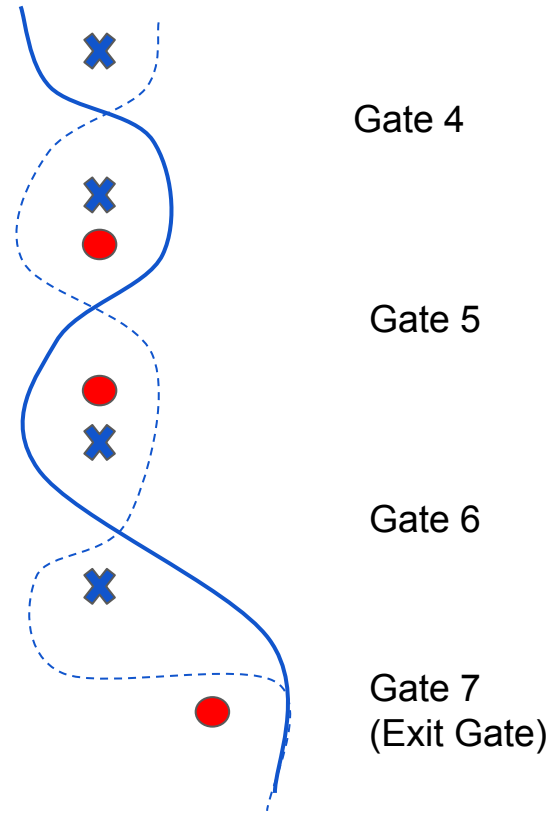
# Slalom Gate Combinations

- Gates set to change rhythm of course
- Each pair of colors count as 1 Gate

**“Hairpin”**



**“Flush”**



- After each Run, Chief of Gates will review & collect Gate Cards
- Do not leave assigned Gates until Chief of Gates has dismissed you
- Please have your cell phone handy in case we need to contact you (after race) about a disqualification

Thank You!

# Example of Race Day Schedule

- 8:00-8:30 am Sign-in at volunteer table
- 8:40 am Gate Judge Meeting
- 9:00 am Lifts-Open
- 9:15 am Gate Judges meet Chief of Gates (COG) at top of race course - COG begin assigning gates
- 9:45 am All Gate Judges in-place
- 10:00 am Run #1 Girls Start (after Girls Run#1 complete, COG will review & collect Girl's Card)
- 11:00 am Run #1 Boys Start
- 12:00 pm Run #1 Complete (COG will review & collect Boy's Cards, dismiss for lunch)
- 1:00 pm Gate Judges return to position on Race course - COG will then reassign gates
- 1:30 pm Run #2 Girls Start (after Girls Run#2 complete, COG will review & collect Girl's Card)
- 2:30 pm Run #2 Boys Start
- 3:30 pm Run #2 Complete (COG will review & collect Boy's Cards, dismiss you from course)

**Note: Schedule can dynamically change during race day, Chief of Gates will alert you of changes**

# Race Days Suggestions

- Bring a pack on the hill to carry:
  - Extra clothing
  - Lunch (along with water)
  - Sunscreen
  - Hand warmers
  - Gear to keep you dry (i.e. in case it rains)
  
- Support your racer, your team, and all other skiers

**Weather can change  
suddenly during the race**

**Be Prepared !**