

INSTRUCTIONS FOR GATE JUDGES

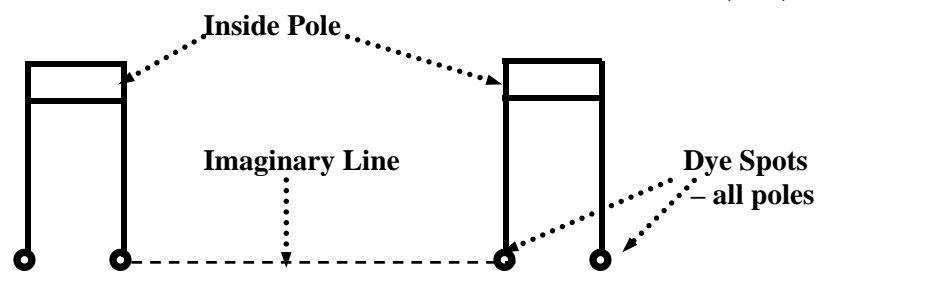
DH, GS, SG

Wear clothing appropriate for varying and unknown weather conditions.

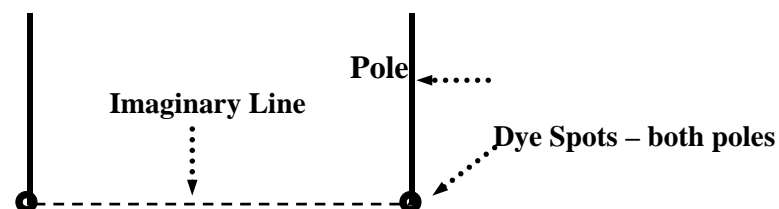
1. Stand where you can see all your gates and can take prompt action to repair course.
2. Record all faults (F):
 - a. Mark all faults (F) and OKs immediately. If F, draw a diagram and indicate which gate was the source of the fault and mark the athlete's bib # next to the diagram
 - b. Be prepared to explain all faults.
 - c. Do not discuss the fault with anyone except the Chief Gate Judge or Jury members.
 - d. If you have reported an F, it is sometimes necessary to attend a jury meeting. Check with the Chief Gate Judge after the race.
 - e. Do not report an F if you are in doubt. Give the racer the benefit of the doubt.
3. Record on card the circumstance of any interference to a racer's run.
4. 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".
5. Avoid conversations and other distractions. Concentrate on your job.
6. Avoid interference of any kind with a racer.
7. Maintain the course in equal condition for all racers, if possible.
 - a. Replace broken poles in exact position and keep vertical.
 - b. Put flags back in place.
 - c. Maintain and repair course.
 - d. Keep spectators, photographers and other competitors clear of course.
8. Remain in place until notified that race is over.

REASONS TO DECLARE A FAULT

1. Racer trains on a course closed to competitors.
2. Racer alters the course.
3. Racer behaves in an unsportsmanlike manner.
4. Racer trains and/or inspects contrary to Jury instructions.
5. Racer fails to give way to an overtaking competitor at the first call.
6. Racer fails to pass through the gate line with both ski tips and both feet.
7. Racer does not comply with security regulations.
8. Racer accepts outside help in any form.

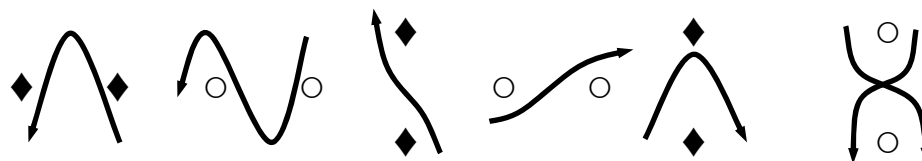


SL



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:

1. He knocks down one or all poles of a gate,
2. He slides through the gate on some part of his body other than his feet,
3. He hikes back up to a gate,
4. He enters and exits from the same side,
5. He enters gates from a direction that differs from other racers,
6. He passes through the gates out of their numerical order.