

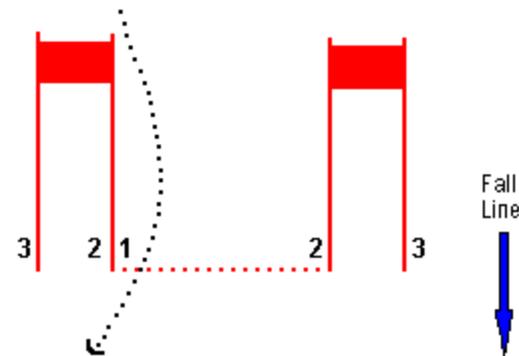
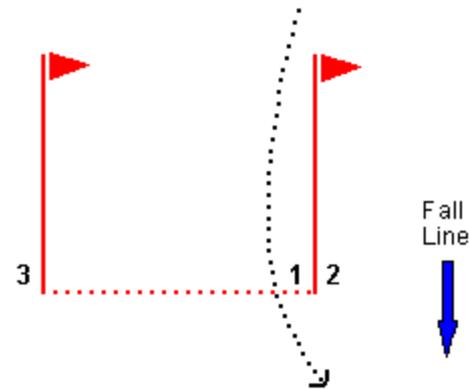


THREE RIVERS LEAGUE GATEKEEPER TRAINING



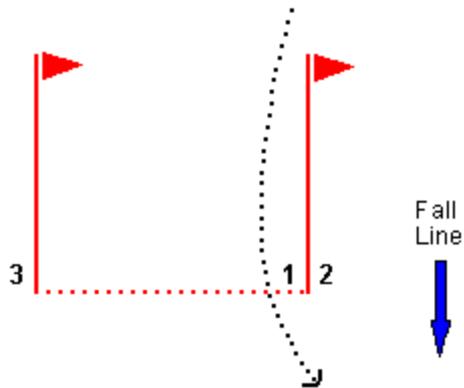
WHAT IS A GATE?

- A “gate” is the imaginary line joining the points where a pair of gate poles enter the snow
- Note: Not all parts of the course will have an outside pole or for GS races, poles



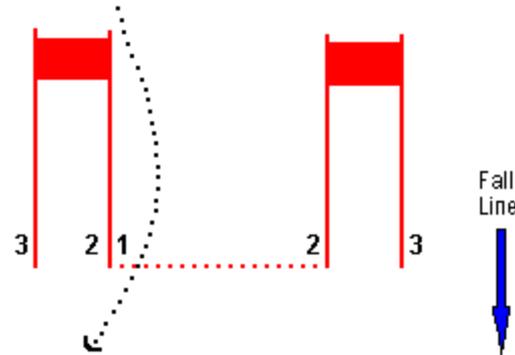
TYPE OF COURSE

◉ Slalom (SL) Gate



1. Turning pole
2. Inside pole
3. Outside pole

◉ Giant Slalom (GS) Gate

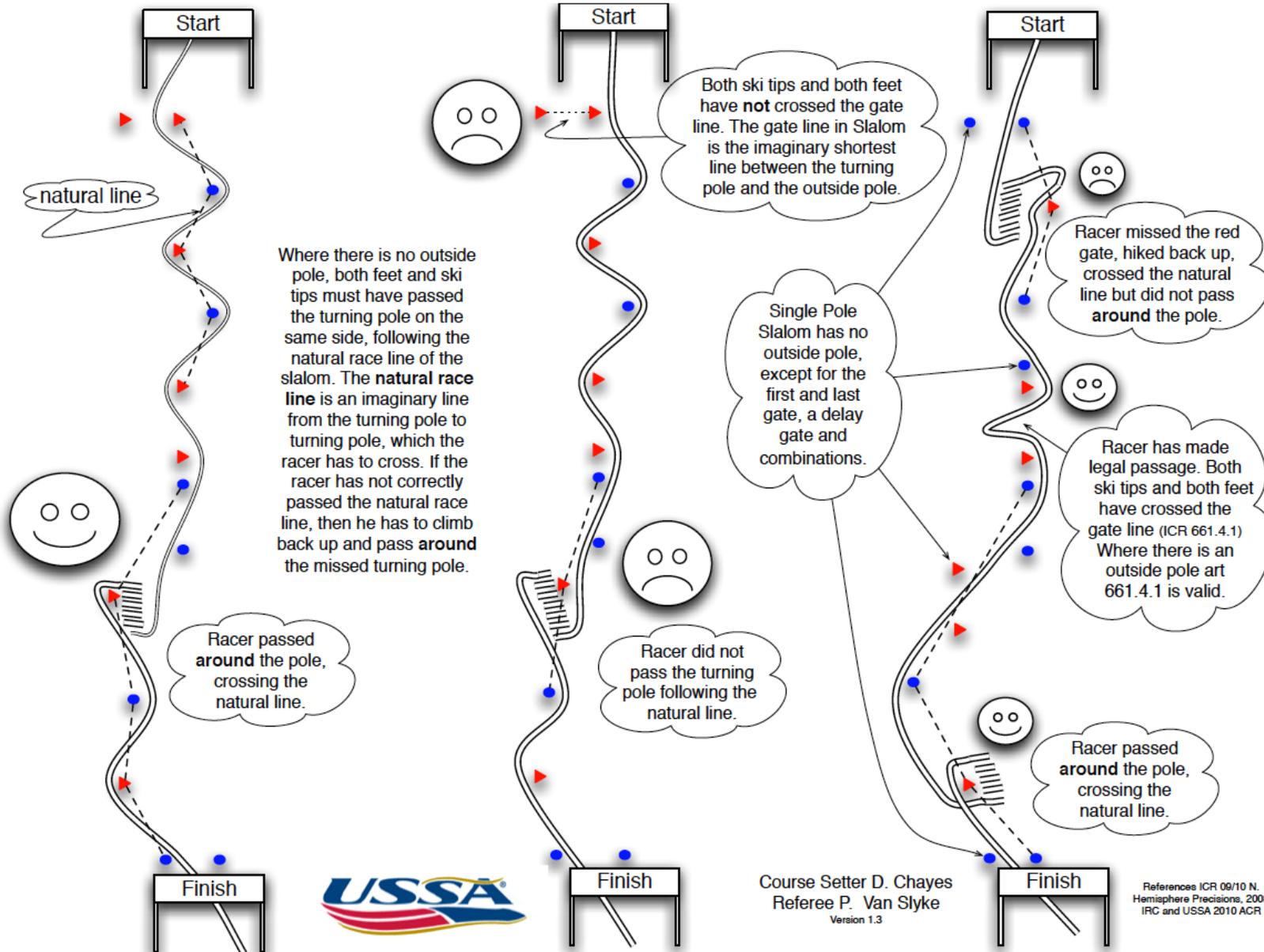


Often times in GS, when there is no outside set of poles the turning pole and outside pole (the two poles with a flag attached), is still referred to as a gate.

CORRECT PASSAGE - SL

Slalom Course

- ◉ A gate has been passed correctly when both ski tips and both feet, with mounted skis, have passed across the gate line (the line between inside pole and outside pole)
- ◉ If a racer does not ski through the gate correctly (misses the gate or straddles the turning pole) then he/she may hike back and cross the gate line with both skis and both feet (SL race only!)
- ◉ A traditional “open” gate has no outside pole, thus no imaginary gate line. The racer must ski with both skis and both feet on the same side of the turning pole, following the Natural Race Line of the race course
- ◉ The remedy for a missed “open” gate is to hike all the way around the turning pole, from either side, and then continue on the Natural Race Line of the course.
- ◉ If the turning pole is knocked out or missing, the racer must still ski in the Natural Race Line, as if the pole was still in place



Basically the same rules apply to GS (except no uphill hiking allowed), the only difference is that in place of a single pole, the GS course uses two poles attached at the top by a flag.

CORRECT PASSAGE - GS

Giant Slalom Course

- ◉ A gate has been passed correctly when both ski tips and both feet, with mounted skis, have passed across the gate line, the line between the two sets of gates (poles)
- ◉ If a racer does not ski through the gate correctly (misses the gate or straddles the turning pole) then he/she may NOT hike back uphill in a GS race! (note: that in many cases a straddle will cause a crash since there is a flag mounted between the two poles!)
- ◉ Where there is no outside gate, both feet and ski tips must have passed the turning pole of the turning gate on the same side, following the Natural Race Line of the Giant Slalom
- ◉ If the racer has not correctly followed the Natural Race Line, and would be forced to therefore climb back up and pass around the missed turning gate, they are immediately disqualified and should removed themselves from the race course.
- ◉ If the turning pole is knocked out or missing from the gate, the racer must still ski in the Natural Race Line around the turning pole, as if the turning pole was in place

CROSSING THE FINISH LINE

A competitor must:

- ⦿ Cross on both skis, or
- ⦿ Cross on one ski, if the loss of the ski occurred after the last two turning gates, or
- ⦿ In the case of a fall in the immediate finish area, the time is taken when any part of the competitor's body or equipment stops the timekeeping system.



BINDING RELEASES

⦿ Slalom or Giant Slalom

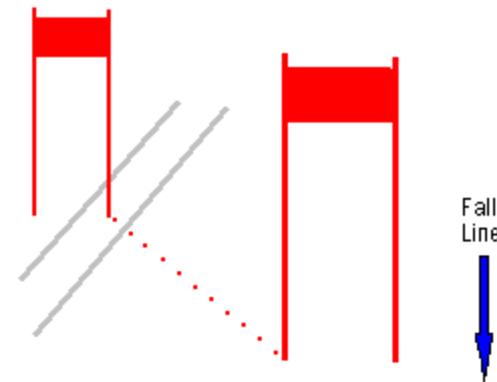
- No binding (ski) release allowed (automatic DQ)
 - Note: racer should no longer ski the race course after the loss of a ski
- Only exception, see Crossing the Finish Line rules
- Make a note of any ski release



STRADDLE

One ski correctly pass the pole,
the other does not

- Skier may NOT stop and hike back uphill to correct this fault in a GS race
- Very difficult to judge
- Remember, if the racer has straddled a pole, you should notice the pole pass between the racers legs
- If possible, inspect the ski track marks in the snow
- Give the benefit of your doubt to the racer



GATEKEEPER COMMUNICATIONS

- ◉ If a racer misses a gate, you should not give any verbal directions unless the racer asks
- ◉ If the racer asks, either yell:
 - “Go” if there was no fault
 - Point to the gate(s) missed (applies to a Slalom race only), yell “Back”, followed by the color of the missed gate, such as, “Back to Blue”
 - Keep yelling “Back, Back, Back...”
- ◉ Once the racer has cleared the gate, yell “Go”
- ◉ Never, ever yell “Go Back”
- ◉ Yell more clearly than spectators, please be commanding
- ◉ If a racers misses a gate in GS and begins to climb uphill, please instruct the racer that he/she is disqualified and get of the course.



OVERTAKING



- ◉ The oncoming racer has the right of way
- ◉ If an overtake situation develops near your gate, loudly yell “Course” Note: the same is true for a course worker. If see an oncoming racer, yell “Course” at the worker!
- ◉ Instruct the overtaken racer to get off the course, do not allow the racer to resume his/her run
- ◉ The racer that has been overtaken is automatically disqualified
- ◉ Record this event with both racer’s numbers and gate number where event occurred
- ◉ If there is any question by either racer they should proceed to the finish line and check with the Finish Referee

RACER INTERFERENCE

- ◉ Blocking by official, course worker, spectator or animal
- ◉ Blocking by fallen competitor who did not clear soon enough
- ◉ Blocked by a competitor who is slower
- ◉ Objects in the course such as skis, poles, ropes and gates
- ◉ Malfunction of timing system
- ◉ Absence of a gate



RE-RUN CONDUCT

- ⦿ Racer must stop immediately
- ⦿ The competitor must leave the course immediately,
- ⦿ Must notify the nearest race official (note: gate judges are not race officials)
- ⦿ May not ski any further through the course
- ⦿ Must not cross the finish line
- ⦿ Proceed to the finish area and ask the Finish Referee for a re-run



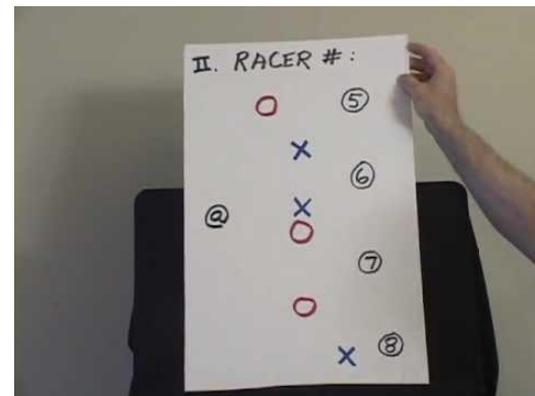
BEHAVIOR FAULTS

- ⦿ Excess profanity - Write down enough to capture what was said
- ⦿ Unsportsmanlike conduct - Such as throwing equipment after a fall
- ⦿ Course Shadowing - Racers are not allowed to ski the pattern of the gates alongside the race course



YOUR GATE CARD

- After arrival at your set of gates and before the race starts, complete the following:
 - Date
 - Gate #'s
 - Course (e.g. JV Boys)
 - Run 1 or 2
 - Your name
 - Your cell number
- Draw a picture of the gate set-up and correct race line of passage on the back of the card



INFORMATION TO RECORD

- Incorrect passage
- Binding (ski) releases
- If the racer gets outside help
- If a racer behaves in an improper way
- Any other observation of unusual happenings
- Remember your notes can and will help the jury if DQ is protested



AFTER EACH RUN

- ⦿ Gate cards will be collected by the Chief Gatekeeper after each run
- ⦿ Make sure your gate card is completely filled out
- ⦿ If you record a disqualification, please let the Chief Gatekeeper know
- ⦿ Do not leave your gate until you are dismissed by the Chief Gatekeeper!

AFTER LUNCH



- If we go in for lunch, return promptly! We can't run a race without you!!
- Often times the second run time will be announced before you leave for lunch, ask the Chief Gatekeeper
- Generally a course is reset for the second run
- You may have slightly different numbered or positioned gates upon your return
- The Chief Gatekeeper will return to assist you if there are changes in your responsibility
- Fill out new cards and make new drawings

STAYING COMFORTABLE



- ◉ Dress for the weather
- ◉ Bring extra layer(s) in case you need them
- ◉ Take food & drink, in the case of a race delay we may not stop for lunch!
- ◉ Bathroom breaks are only allowed after each run is completed
- ◉ Generally there is not a break between girls and boys runs

THEME

- ◉ BENEFIT of the DOUBT goes to the RACER
- ◉ You are there for the Racers!
- ◉ Insure a fair race
- ◉ Have FUN!!

