

## GATE JUDGE Information:

- Arrive early for your gate judging duties. The Chief of Gates should do a training session with all the gate judges prior to heading to the race course. Don't hesitate to ask questions so you are fully informed about your job. Gate Judges should have a thorough knowledge of the competition rules and Gate Judges are also required to follow the instructions of the Jury.
- Depending on the type of race and level of race, this will determine the number of gates that you are assigned to. If there are an adequate number of gate judges normally you won't have more than three gates for Slalom and Giant Slalom, sometimes less and one for Downhill and Super G.
- You should position yourself so that you have a clear view of the line between the turning gate and the outside gate for all the gates you are judging. Your view may be looking both up-hill and down-hill.
- You should be close enough that you can run to your gate quickly in case it requires fixing or you need to look at the tracks that the racer made, before the next racer comes along. You must also ensure that you aren't in the racer's way and that you aren't positioned that if the racer falls he or she won't slide into you (for safety and to avoid interference).
- You should be given a GJ card for each run and each gender and a spare or two cards. It is a good idea to fill out 2 of them before the race starts. You can either mark the diagram as if you are looking up the course or down - always be consistent. This will avoid any questions or confusion if there is a protest or jury meeting.
- The poles are to be drawn as follows:
  - Circle - red turning gate
  - Diamond – blue turning gate
  - Period – outside turning gateA quick way to remember this is that a circle is round, and round and red both start with "R".
- If you use one of your DSQ cards, then you should make up another to always have one and a spare. It is very frustrating to try and draw the diagram, look at the marks in the snow, and fix a gate all before the next racer comes.
- Always stay in place until the Chief of Gates comes to pick up your card and particularly if you have disqualifications/faults (DSQ's). If you have a DSQ, you must be prepared to go to the finish area to discuss the DSQ with the Referee and Finish Referee. If necessary, you may have to go to a Jury meeting to explain your DSQ. Don't be nervous. If you have a plain diagram, you can explain what the racer did, and as you are sure this is what they did, you just state the facts.
- To pass through a gate correctly, both the skier's feet and ski tips must pass across the gate line between the turning pole and the outside pole of the gate. If the competitor loses a ski then the tip of the remaining ski and both feet must have passed the gate line. If you aren't sure if the racer passed through the gates correctly - go and check the ski mark(s) in the snow. If this isn't clear and you aren't 100 % sure whether they did or didn't pass through correctly, then you do **not** disqualify the racer. When in doubt, ALWAYS judge on the side of the competitor.
- A competitor, in case of an error or a fall is permitted to ask you if he have committed a fault. If asked you must inform the competitor if he has committed a fault that would lead to a disqualification (DSQ). You cannot help physically, unless they have crashed and you know they aren't going to continue the race. If they are not injured, you can them if you can help them and/or remove their equipment from the course. A racer is disqualified if they receive assistance of any kind then continues on the course.  
If the racer is injured you should not move them or remove any equipment until the ski patrol and/or medical assistance arrives.
- A racer can complete a race with any number of pieces of equipment. If they are slow and the next racer is overtaking them, they must move out of the way and let the other racer go first. Some races won't allow a racer to get a ski back on and continue and others will. It will depend on the type and level of race and the race rules specific to that race. The Chief of Gates will advise you of the rules.