

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. Ask questions so you are fully informed about your job.
- Depending on the type of race and level of race, this will determine the number of gates that you are assigned to. Normally you won't have more than three gates (Slalom), sometimes less (one or two for Giant Slalom, 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. You will be looking uphill for 1 or 2, and downhill for 1 or 2.
- 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 are usually given 4 gatekeeper cards, one for each run and each gender. 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 gate
A 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 see if you have any disqualifications/faults (DSQ's). If you do, 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 you are sure this is what they did - then you just state the facts.
- To pass through a gate correctly, both the skier's feet and ski tips must pass over the line between the turning pole and the outside pole of the gate. If you aren't sure if the racer passed through the gates correctly - go and check the ski marks 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.
- If the racer falls or stops and tries to back up to make the correct passage, you can only say "BACK" or "GO" depending if they passed through the gate correctly. You cannot help physically, unless they have crashed and you know they aren't going to continue the race. Then you can help remove them (if they are not injured) and/or their equipment from the course. A racer disqualified if they receive assistance of any kind.
- A racer can complete a race with three pieces of equipment. If they lose a pole or a ski, they can continue on. 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 any time to get a ski back on, and others will. It will depend on the type and level of race and race rules specific for that race. The Chief of Gates will advise you of the rules.