

Gate Judge Cheat Sheet

Before the Race

1. Sign up on a work sheet Saturday morning to work a race or by e-mail by Wednesday before the race. If your name is not on the list, you will NOT get credit for working the race.
2. Be at the top of the hill with your green work card 15 minutes before the race to receive a bib, pencil, and clipboard.
3. Know the rules for disqualification (DQ). If you're not sure, please ask. You are the referee!
4. Position yourself on the hill at least 5 minutes before the race starts so the officials can see the course is ready to go. You are responsible for a section of the course. Make sure the gate judges above and below understand who is covering what.

During the Race

1. You are the judge of whether a racer completed your section correctly or if the run should be disqualified. When in doubt, give the benefit to the racer.
2. Write down the bib numbers of all racers who DQ in your section. Write the reason for the DQ. You may be asked to explain the DQ at the end of the day in a jury meeting. (See the next page for criteria.)
3. If a racer is confused and asks for help, you can respond in two ways:
 - a. “**Back**” if the racer has missed a gate, or
 - b. “**Go On**” if the racer has passed through the gate properly.(Try to be helpful. We're in this for fun!)
4. Do not touch a racer unless the racer has already been disqualified.
5. Re-position race poles that get knocked down in EXACTLY the same locations.
6. Make sure poles lean away from on-coming racers (safety).
7. Help with course repair and maintenance as needed.
8. Know and use pole signals for alerting race officials and other gate judges to conditions and events. (See the next page for details).

After the Race

1. Turn in your work card to the chief of course when the race ends. If you give the card to anyone else you might not get credit for working.
2. Describe any DQs or unusual runs to the recorder in the timing shack. If you don't tell us what happened, we don't know. A common error is that the recorder gives a DQ to the wrong racer. Please double-check any DQs that you witnessed.

Signals

1. Raised crossed poles indicate the last racer disqualified. Signal a DQ **DOWN** the hill to the timing shack below. If there is another racer coming, do **NOT** signal — it can cause confusion (however, take notes).
2. Raised parallel (upright) poles indicate a delay is needed. Signal a delay **UP** the hill to the starter shack.
3. Raised pole with circling motion indicates the delay is over.
4. Make sure that hand/pole signals are passed up or down by other gate judges. **The signals are useless if they are not seen in the start or finish shack.**

Disqualification

1. Missing or straddling a gate is a DQ. (Both feet and ski tips must be on the same side of the pole.) Straddling a gate is the same as missing a gate. In both instances the racer must go back and reenter the course at the missed gate.
2. Losing a ski during the race is a DQ, with the exception of the area between the last gate and the finish line.
3. Interfering with the next racer or being overtaken by the next racer is a DQ for the racer being overtaken. This can happen when a racer falls and cannot get back into the course in time to avoid the next racer. (The next racer gets a re-run.)

Although every racer should have a reasonable chance to finish, this is not a guaranteed right. If a racer falls and you think there is a risk there will be interference with the next racer, DQ the racer who fell and get him or her off the course.

4. A racer can go between the two poles of a gate in either direction. If a racer goes through differently than others but still crosses the line, it is **LEGAL**.
5. A racer climbing up after missing a gate just has to cross both feet between the poles of the gate. When the racer does this, be nice and yell “GO ON!”