INSTRUCTIONS FOR GATE JUDGES

- 1. Upon arriving at your assigned gate(s) remove your skis and place them on the ground parallel to course, outside fencing and away from any spill zone.
- 2. Stand where you can best see all your gates while maintaining a position of maximum security. You may be assisted in this task by your Section Chief, Chief of Gate Judges or the Jury.
- 3. Fill out the front of the card and then immediately draw a picture of your assigned gates. Draw the symbol to indicate your position. Mark all blue gates with a diamond symbol and all red gates with a circle symbol.
- 4. Mark only DSQ's/faults and note the racer's number in the responding box.
- a. Draw a detailed diagram of the DSQ's/fault committed on the pre-drawn gate picture.
- b. Be prepared to explain all faults.
- c. The adjacent Gate Judge can be consulted in order to confirm your notes otherwise do not discuss the fault except with the Chief of Gate Judges or Jury.
- d. If you are a witness to a fault be prepared to attend a jury meeting and do not leave the finish area until dismissed by the Chief Gate Judges. This rule applies even if the fault occurs at a gate that you are not assigned (ie witness).
- e. Gate Judge decisions must be clear and unbiased. Declare a fault only when convinced that a fault has been committed.
- 5. Record on the card the circumstances of any interference with a racer's run.
- A competitor in case of an error or a fall can ask if a fault was committed, the Gate Judge if asked must inform a competitor if he has committed a fault that would lead to a DSQ.
- 7. If you are capable, replace any gate poles to the exact spot or dye mark in the snow, replace gate flags and maintain course conditions until assistance from the Race Crew arrives.
- 8. Remain in place until your card is picked up by your Section Chief or Chief of Gate Judges.

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DSQ's/Faults:

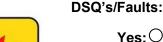
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Gate Judges Card

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Gate Judges Card

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