

## WJR Gatekeeping Instructions

There will be a designated Head Gate Keeper for each course.

Each gatekeeper will be assigned gates to watch. There will be a gate keeper meeting prior to each of the races. They will explain your responsibilities. Please pay close attention.

- Do not assume that the racers will be on the course in numerical order. Pay attention to the bib numbers they are wearing.
- Stand where you can best see all your gates while maintaining a position of maximum safety.

Each gatekeeper should have a set of poles to signal with-if you do not have a pair, stop at race headquarters.

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 and all red gates with a circle symbol.

Mark only faults (**F**) and note the racers number in the corresponding box.

- a) Draw a detailed diagram of the fault on the pre-drawn gate picture.
- b) Be prepared to explain all faults.
- c) Do not discuss the fault with anyone except the Chief of Gate Judge or Jury Members.
- 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 Judge. This rule applies even if the fault occurs at a gate that you are not assigned (i.e. witness).
- e) Do not record a fault if in doubt. Give the athlete the benefit of the doubt.

### **A racer is disqualified if:**

- He/she misses a gate and continue through the finish
- He/she straddles a gate (both skis must go around the gate).
- He/she accepts outside help during the race.

Respond to questions asked of you by a racer. FOR EXAMPLE: Did I make that gate?

RESPOND: “**YES**”, “**NO**”, “**GO**” or “**Back Red**” or “**Back Blue**”. If the racer stops/falls and seems confused you must volunteer information. FOR EXAMPLE: “Back” or “GO”

**Do Not** assist a racer by retrieving equipment unless it is determined that the racer is injured and unable to complete the run.

### **If a skier falls and is injured**

Assist them and signal for ski patrol. Communicate to all above that a skier is down. To signal up the hill to temporarily stop a race for a reason, hold your poles above your head in the form of an “X”. This is especially important for those gate keepers on the headwall to signal the starter as the starter can not see past the headwall.

### **If a skier falls and a ski comes off**

If not hurt, instruct and assist the skier if necessary to clear the course, and to proceed off course. If a skier falls, does not lose a ski, but decides to “give up” and not hike up to the missed gate, instruct them to ski off the course. They will be given a DNF.

 Instruct them **NOT** to cross the finish line.

**NOTE:** There is an exception to this rule, and that is if a skier loses a ski with only 2 gates to go of the finish, they may continue the finish on one ski.

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## **Replacing Gates/Panels**

- If necessary, replace any gate poles and/or retie any gate panels until assistance from the Race Crew arrives. Gates must be replaced in the same position. Do it as quickly as possible.
- If you are in the process of replacing a gate and a racer comes down the course, leave the course immediately.
- If you are replacing a gate or in any other way obstructing the course, a racer may leave the course and request a rerun. If a skier is obstructed by a person or piece of equipment and looks to you for instruction, tell them to ski off the course, do not cross the finish and they will be granted a re-run. The racer must leave the course immediately. This action should be noted on the gatekeeping card. The racer should report to the finish referee without crossing the finish line.

Keep all spectators, photographers and other competitors clear of the course.

**Watch the ski tips and the feet.** At each gate, **both ski tips and both feet** must cross the imaginary line joining the bases of the inside of the pole gate. They may cross from any direction to any direction (forward, backward, left right, in and out the same side, etc.) and at any distance above the snow.

**As long as both ski tips and both feet cross the imaginary line, the racer is OK, even though:**

- a. He knocks down one or all poles of a gate.
- b. He slides through the gate on some part of his body other than his feet.
- c. He hikes back up to a gate.
- d. He enters and exits from the same side.
- e. He passes through gates out of their numerical order.

A racer must give way to an overtaking competitor at your first call. If not, the racer in violation receives a fault.

Remain in place until your card is picked up by your Section Chief or the Chief Gate Judge.

Return your bucket to the finish line or the WJR trailer after the completion of the race day.

## **REMEMBER**

**BOTH ski tips and BOTH boots must cross  
the imaginary line joining the base of the poles.**