INSTRUCTIONS FOR THE GATE JUDGE

1. Upon arriving at your assigned gate(s) remove your skis and place them in a safe and away designated area.
2. Stand where you can best see all your gates while maintaining a position of maximum security.
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 FAULTS (F) and note the racer's 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 Head Gate Keeper 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 Head Gate Keeper. 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.
5. Record on the card the circumstances of any interference with a racer's run.
6. If a racer questions a Gate Judge or commits an error that might lead to disqualification the Gate Judge must communicate with the racer by saying "GO" or "BACK".
7. If necessary replace any gate poles and/or reattach any gate flags until assistance from the Race Crew arrives.
8. Remain in place until your card is picked up by your Head Gate Keeper.

~~~~~~~~~~ REMEMBER ~~~~~~~~~~

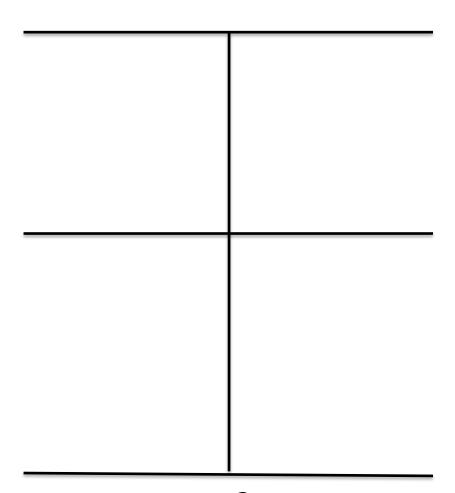**BOTH SKI TIPS AND BOTH BOOTS MUST CROSS THE IMAGINARY LINE JOINING BASE OF TURNING POLE(S)**

Gate Judges Card

Race:_____

Date:_____

Men ☐   **Women** ☐   **Run #**_____

SL ☐   **GS** ☐

Faults ☐   **No Faults** ☐

Gate No(s):_____

Name:_____

Signature: _____

BIB NUMBER	GATE NUMBER	BIB NUMBER	GATE NUMBER

DIAGRAM

◊ - Blue   O - Red   @ - Your Location