

SNOWBOARD RULES OF THE UNITED STATES

COLLEGIATE SKI & SNOWBOARD ASSOCIATION

Official Snowboard Competition Rules for the USCSA Conference qualifying meets and Regional Championships leading to the “United States Collegiate Snowboard Championships” (TM).

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0.00 If the USCSA competition is sanctioned by the USASA, then the USASA rules shall govern USCSA snowboard competition in all areas not specifically covered in the USCSA Rule Book. USASA rulings are referenced with (USASA) brackets. USASA rulebooks are available for download at www.USASA.org. USCSA competitions shall be governed first by the USCSA rules; second, in all areas not specifically covered, the USASA Competition rules shall be used.

0.01 If the USCSA competition is sanctioned by FIS (ICR) and USSA, then FIS and USSA rules shall govern USCSA snowboard competition in all areas not specifically covered in the USCSA Rule Book. FIS and USSA rulings are referenced with {FIS} (USSA) brackets. FIS and USSA rule books are available from USSA, PO Box 100, Park City, UT 84060, ph. (435) 649-9090 and from each organizations website. USCSA competitions shall be governed first by the USCSA rules, second, in all areas not specifically covered, the USSA Competition rules shall be used, and third, in all areas not specifically covered the FIS (ICR) shall be used.

0.02 In all instances of competition, the sanctioning governing body should be the primary rule provider. When ambiguity arises by following the rules of the sanctioning governing body, then use of the alternate governing body rules will be used.

1.00 THE START AREA

The start area must be closed off so that only the starting competitors and officials concerned with the start are located in the area. The start area must be protected appropriately against inclement weather. A special roped off area must be, provided for trainers, team captains, etc., in which they may take care of the waiting competitors without being interrupted by the public.

- 1.01 The Start ramp shall be prepared in such a way that the competitors can stand relaxed on the starting line, and can quickly reach full speed after leaving the starting gate. Push off posts will be installed at the starting gate for all events. The specifications will be adjusted to the needs of the specific events.
- 1.02 The posts supporting the Giant Slalom starting gate should be approximately 60-90 cm apart and shall not project more than 50 cm above the snow. The starting gate, consisting of a starting mechanisms connected on to a wand (set below the knee), will be placed so that starting is impossible without its opening.
- 1.03 No official or attendant who could possibly give an advantage to or disturb he starting competitor may be behind him/her. All outside help is forbidden. By order of the starter, the competitor must take his/her place behind the starting gate. The starter must not touch the competitor at the start. Pushing off from the start posts or other similar aids is allowed.
- 1.04 The Starter: After he/she has ascertained that the course is ready, and ten seconds before the start, the starter shall give each competitor a "Ten second" alert. Five seconds before the start he/she shall count "5,4,3,2,1" and then give the audible start command of "GO". The window to start is 10 seconds. For Snowboard Cross, the starter gives the competitor the warning "Riders ready – Go attention –" randomly 1-4 seconds before the doors open.
- 1.05 A competitor who is not ready to start 1 minute after being called, will be disqualified. The Start Referee may, however, excuse such a delay if, in his/her opinion, the delay is due to "force majeure", and allow the start provisionally. (For example, breakdown of a competitor's personal equipment or minor sickness of a competitor does not constitute "force majeure".) In this case, the delayed competitor starts at the end of the current seed. The Start Referee will make the necessary decisions in the case of a late start and must immediately inform the referee, giving the start number and name of the competitor(s) who were to be allowed to start because of late appearance, or who were allowed to start provisionally in spite of late appearance.
- 1.06 Valid and False Starts:
In competitions with a fixed start interval, the competitor must start on the start signal. The start time is valid if it occurs within five seconds before or five seconds after the official start time. A competitor who does not start within that span of time will be disqualified.
- 1.07 A competitor must leave the start with both feet attached to the board.
- 1.08 Immediately after the competition, the start referee will inform the Referee of the start numbers and names of the competitors who made a false start or have compromised the starting rules.

2.00 THE FINISH AREA

- 2.01 The finish area must be plainly visible to the competitor approaching the finish. It must be wide, with a gentle sloped smooth out run. It must be especially well prepared and smoothly packed to make stopping easy.

- 2.02 The finish area is to be completely fenced in. Any unauthorized entry must be prevented.
- 2.03 Snow walls, straw or hay bags, foam rubber or other appropriate safety materials shall be used to prevent any possibility of a collision with the finish structures.
- 2.04 The finish line is marked by two posts or vertical banners that are connected by a horizontal banner marked "finish". In GS and SBX the finish must be no less than 10 m wide. The posts used to mount the timing devices must also be at least as far apart as the finish posts and shall be protected just as carefully and adequately as the finish posts. The timing posts are to be placed directly behind the finish posts or banners, on the downhill side. The finish line must be clearly marked with dye.
- 2.05 With electric timing, the time is taken when a competitor crosses the line between the finish posts with any part of his/her body or equipment and so breaks the contact or beam. The finish line must be crossed with at least one foot attached to the board. In Snowboard Cross the competitor's place of finish is determined when any part of the body or snowboard crosses the finish line.
- 2.06 In case of a fall at the finish, the time can be taken without both of the competitor's feet having crossed the finish line. In this case the time is taken when any part of the competitor's body or equipment stops the timekeeping system. With hand timing, the time is taken when any part of the competitor crosses the finish line.
- 2.07 For this time to become valid, the competitor must immediately completely cross the finish line with at least one foot attached to the board.
- 2.08 Electric Timing: There must be communication (radios) between the start and finish. Photoelectric cells are placed at such a height that a competitor finishing normally, cuts the beam with the lower half of his/her legs, between the ankle and the knee.
- 2.09 In case of a failure in the main electric timing system, the results of the backup electric timing will be valid. Utilization of times taken by hand; hand times may be used in the official results after a correction has been calculated.
- 2.10 Hand Timing. For all competitions back-up hand timing must record the 1/10ths or 1/100ths of a second. It must be completely separate and independent of the electric timing at the start and finish. The watches must be synchronized with the electric timing.

Calculation of the correction (E.E.T.): To calculate the difference between the times taken by hand and the electric times of the 6 competitors starting before the missing time and the 6 starting after or if necessary the 12 nearest competitors. The two times showing the greatest differences are eliminated. The sum of the remaining 10 time differences is divided by 10 to give the correction, which must be applied to the hand time of the competitor without an electric time.

- 2.11 Results:

Organizers shall provide appropriate facilities for continuous visual or acoustic presentation of all registered times or scores of all competitors.

As soon as possible after completion of the competition (race or heat in snowboard cross), unofficial times, scores and disqualification's shall be posted on the official scoreboard/notice board, and at the finish; including names of competitors who have been disqualified and the names of officials who have noted the faults leading to the disqualification's, and include the exact time the disqualification's were posted. The time limit for protests is counted from the moment of this notification. Protests entered later are considered null and void.

In Snowboard Cross a scoreboard/s shall be provided at both the top and the bottom of the course

Unofficial Results: Results shall be considered unofficial until approved by the T.D. Unofficial results shall be posted on a scoreboard, which shall be readily visible from the area provided for the competitors who have finished. Whenever possible, unofficial results should be announced to the public over loudspeakers.

The Chief of calculations is responsible for quick and accurate calculation of results. He/She supervises the immediate duplication of unofficial results and the publication of official results after expiration of the protest interval, or after any protests have been decided.

All results are to be submitted separately for men and women.

Competition results shall include:

- the name of the organizing club or association;
- the name of the competition;
- the date of the competition;
- the location of the competition;
- the type of competition (GS or SBX);
- the T.D., GS & SBX;
- the Chief of Competition, GS & SBX;
- the Chief of Course, GS & SBX;
- the referees (including the assistant, start, finish referees), GS;
- the Head Judge, SBX;
- the start referee, SBX;
- the names of all judges, SBX;
- the start elevation, GS;
- the finish elevation, GS;
- the vertical drop, GS;
- the number of gates, GS;
- the course setters (for each run), GS;
- the length of the course, SBX;
- the degree of inclination of the course, SBX;
- the width of the course, SBX;
- the height of the course, SBX;
- competitor's bib number;
- competitor's name;
- competitor's school name;
- first run time, GS;
- second run time, GS;
- total time, GS;
- competitor's place point/s, SBX;

- competition bracketing, SBX;
- USCSA team results and team time/score, to include the top three times (GS) or scores (SBX) of each scoring member;

3.00 JOINT REGULATIONS OF THE COURSE

3.01 All courses must comply with standards set by USCSA, following the USASA standards if sanctioned by USASA or following USSA and FIS if sanctioned by USSA.

3.02 When visibility is poor, pine boughs or dye shall be used to spread on the sides of the course to aid in depth perception.

3.03 When possible appropriate warm up slopes, closed to the public, must be made available for all courses.

3.04 On a closed course, no one except for the Jury is permitted to change gates, flags etc. or modify the course structure (jumps, bumps, etc.).

3.05 Competitors who enter a closed competition course at times other than those published by the Jury may be disqualified. Trainers, servicemen, coaches etc. who are allowed on a closed competition course are to be determined by the Jury.

3.06 Gates (alpine events): All poles used in the alpine events are divided into rigid poles and flex poles.

Rigid Poles: Round, uniform poles with a diameter between 20 mm and 32 mm, without joints, are allowed as rigid poles. They must be of such a length that, when set, they project at least 1.80 meters out of the snow and they must be made of a non-splintering material (plastic, plasticized bamboo or material with similar properties). Flex Poles: Flex poles must conform to the rigid pole specifications but are fitted with a spring-loaded hinge.

Stubby Poles: Stubby poles are flex poles with not more than 20 cm of pole above the hinge. Stubby poles must be padded on the end.

3.07 The Chief of Course must provide enough of the following:

- blue and red slalom poles;
- a corresponding number of flags, divided by colors;
- sledgehammers, crowbars, drills, wedges, etc.
- gate numbers;
- spare poles;
- and dye for marking the position of the poles.

3.08 Marking Gates: The positions of the gate poles are to be marked with an easily recognizable coloring substance that remains visible throughout the entire race.

3.09 Numbering Gates: The gates must be numbered from top to bottom of the course and the numbers attached to the outside pole. Start and finish are not counted.

4.00 PROTESTS CONCERNING SNOWBOARD EVENTS

- 4.01 Protests Concerning the Course: Obstacles, danger points, visibility, etc., must be given in writing, by a team officer to the Chief of Competition 60 minutes prior to any competition.
- 4.02 Protests During the Competition: A team officer who protests against any action by another competitor or an official during the competition must submit his/her protest to the Referee or any other member of the jury within 15 minutes after the ending of the competition. Submitted at the location designated on the official notice board or at a place announced at a team captains' meeting. For Snowboard Cross, before the next heat begins.
- 4.03 Protests concerning Disqualification's, Timing: A Protest against disqualification's or timing must be given in writing, by a team officer to a voting member of the jury and be accompanied by a cash deposit; for Regionals and Nationals the deposit is \$25.00. Such protest must be received within 15 minutes of the posting of a disqualification or unofficial time. The deposit will be refunded if the protest is upheld. (The \$25 deposit requirement may be waived at conference level competitions.) In Snowboard Cross the protest must be submitted before the next race or heat begins) or, at the latest, within 15 minutes after the announcement of the disqualification and that protests entered after this are considered null and void. In Snowboard Cross it can be decided that protests can be delivered verbally/orally to the referee. The team captains must be informed beforehand.
- 4.04 Protests Concerning False Calculation and Clerical Errors: A complaint, based not on an alleged breach of the rules on the part of an official or competitor, but on an alleged error in, calculating the results, shall be considered if it is sent by, a team officer via registered letter to the Race Committee within one month of the date of the competition. If the mistake is proven correct lists of results shall be published.
- 4.05 Snowboard Cross: Protests/DSQ's will be announced and/or posted immediately after each heat at a designated area at the bottom and top of the course. All protests must be reported to the Chief of Finish before the next heat begins. The protest fee must be paid at or before the conclusion of the competition.

No competitor or spectator will be allowed to approach the judge's area and talk to the judges during competition.

- 4.06 Examination of Protests
- a) The Jury meets to deal with the protests under its jurisdiction at a time predetermined by the Jury and publicly announced on the official notice board. This is a set time following the posting of disqualification's or unofficial results, whichever of these postings occurs later.
 - b) In dealing with a protest against disqualification's, the gate judge in question (and, if need be, the gate judge of the adjacent gate combinations or other involved officials), the competitor in question, and the protesting team officer shall be invited to attend. Further, the requested additional evidence such as videotape, photos, movies, etc. should be checked.

- c) At the vote on the protest, only the jury members are to be present. The Technical Delegate chairs the proceedings. Minutes are to be kept and signed by the Technical Delegate. The decision requires a majority of all members named to the Jury, not just of those present. In case of a tie vote, the Technical Delegate's vote is decisive. The decision is to be made public immediately after the proceedings by posting on the official notice board with notation of the posting time. In Snowboard Cross the decision may be announced orally.

4.07 Appeals

- a) Appeals against Jury decisions are to be submitted within 24 hours after their publication. Appeals against the official results are to be submitted within 14 days to:
 - 1. The Conference Appeals Board (Conference Competitions)
 - 2. The Regional Appeals Board (Regional Competitions)
 - 3. The USCSA Competition/Rules Committee (National Events)
- b) The USCSA Competition and Rules Committee shall hear all protests regarding national events. Any member of the USCSA Competition and Rules Committee who may have served on the jury being protested, or are representatives of schools involved therein, shall be disqualified from the deliberations on that issue.
- c) The appeal, in writing and with substantiating particulars, must always be submitted to the appropriate appeals board, or mailed thereto within 14 days after the announcement of the previous decision on the protests (not counting the announcement day).

5.00 CANCELLATION OF A COMPETITION

- 5.01 The Jury has the right to cancel a competition if the safety of the competitors is endangered or if the proper conduct of the competition can not be guaranteed.
- 5.02 If, however, a protest is lodged with the appropriate appeal board and upheld by that board within 24 hours after cancellation of the race the whole competition must be run again. If there is no protest, the race is canceled.

6.00 GIANT SLALOM (GS)

A giant slalom is a race in which the competitors must follow a course through control gates. A giant slalom should always be decided by two runs. The gates must be reset for the second run. Whenever possible, both runs should be held on the same day.

6.01 Inspection Of The Course

- a) The course will remain closed for training on the day of the competition. The gates must be finally set at least one hour before the start.

- b) Competitors are allowed to study/inspect the course after its final setting, by slowly sliding down alongside the course. (Method to be determined by Competition Jury). Riding through a gate or practicing turns parallel to those required by gates on the course will lead to disqualification. Competitors are not allowed to touch (hold) the gates during inspection. First offence is penalized by a warning, second offense by a disqualification. Competitors must wear their start numbers so that they are easily visible.

6.02 Other Regulations

- a) Marking changes (such as short-cuts for instance) on a closed course is forbidden. A competitor benefiting from such changes shall be disqualified.
- b) No competitor is allowed to go up or down a closed course with or without his or her board.
- c) Helmets are required for participation in giant slalom events. (509)

6.03 The Competition Committee must provide the required number of forerunners for the given conditions. Normally, at least three forerunners must be available to open the race. Forerunners must command sufficient skiing ability to cover the course in racing fashion. In unusual conditions, the Jury may increase the number of forerunners accordingly. The forerunners must be recognizable as such, and must wear forerunners start numbers (bibs). The times of the forerunners may not be announced, or otherwise made public.

6.04 Forerunners are not allowed to inform competitors about snow conditions on the course. Upon request, the forerunners shall report to the members of the Jury regarding snow conditions, the visibility and the race line.

6.05 Competitors disqualified in the first run are not permitted to start as forerunners in the second run. Competitors suspended for disciplinary reasons cannot be named as forerunners.

6.06 Technical Data

- a) The Gates: A Giant Slalom gate consists of one long slalom pole and one stubby pole and one banner. Consecutive gates must alternate in color except banana/delay gates, which must be the same color gates and flags. The slalom poles must carry tri-angular banners matching the color of the pole. The turning pole must be a "Stubby" pole 45 cm. The outside pole must be a rigid pole.

Triangular banner/gate flag: Height long side 110 cm, Height short side 10-20 cm, Base length 130 cm. Triangular banners are fastened between the poles so the lower edge of the banner is on the snow.

Stubby flex pole: Length above snow 45cm (from bottom of hinge to top end), Soft padding 35 cm, Base length 25 cm. The hinge should be as soft as possible.

The triangular banners have to be placed at right angles (90°) to the fall line at the bottom of the gate. The distance between the

nearest poles of two successive gates must not be less than 10 m. The gates must be set so that the competitors can distinguish them clearly and quickly even at high speed. The banner of a gate should be set at right angles to the racing line.

- b) The giant slalom has to be set as follows:
12-16% of the vertical drop in meters = number of turns by rounding up or down of the decimals. It is recommended to set with a distance of between 25-30 meters between turning gates in GS (exception: bananas). The terrain should preferably be undulating and hilly. The course must be at least 30 m wide.
- c) Course Description and Setting. In setting a giant slalom the following principles should be observed: Gates must be finally set at least one hour before the start of competition. Both runs can be set on the same course but the second run must be re-set.

The skillful use of the ground when setting a giant slalom is, in most cases, even more important than for a slalom, since figures play a less important role owing to the prescribed width of the gates and the greater distances between them. It is therefore better to set mainly single gates, while exploiting the ground to the utmost. Figures can be set, but mainly on uninteresting terrain.

A Giant Slalom should present a variety of long, medium and small turns. The competitor should be free to choose his own line between the gates, which must not be set down the fall-line of the slope. The full width of a hill should be used wherever possible. The course should be set "symmetrically" not to favor goofy or regular riders.

7.00 SNOWBOARD CROSS (SBX)

A Snowboard Cross is a competition where, depending on the number of athletes in a race, cluster at the starting line together, and simultaneously ride down a slope studded with various obstacles. The first two to cross the finish line qualify for the next round of competition in this elimination format. The number of riders per round will be decided at the coaches meeting.

7.01 Inspection/Training of The Course

- a) The Jury decides the method of inspection. The competitors are allowed to inspect the course by slowly sliding down through or alongside the course. Inspection times are at the discretion of the race Jury but should be a minimum of 30 minutes. Competitors must carry their start numbers and wear their helmets.
- b) Training times or open running of the course is at the discretion of the race Jury but should be at least 30 minutes to allow all competitors the opportunity to ride through the course a minimum of one time before the official start of the competition.
- c) The setting of the gates must be done before the official training. Minor adjustments in the setting may be necessary during the training to adjust the course for a smooth race line. Any changes

made during training should be announced in the start area so all competitors and Team Captains are aware of such changes.

7.02 Execution of Snowboard Cross

- a) Formats are dependent on the size of the field, 6 riders per heat or 4 riders per heat or such other numbers as determined by the Jury. SBX will be run according to a double knockout format (in certain circumstances where time is a factor a single knockout format is possible). Times are not required for competition. A timed run the day previous to the actual competition may be allowed to seed or qualify riders into the final competition. Event organizer or jury may have the option to use a best one out of two timed trial.
- b) Riders advance as determined by their place of finish in each heat. Place of finish is determined by the first part of the body or snowboard that cross finish line. Whenever possible, a finish line camera (video or photo finish) should be available. In case of a tie only the riders tied for the final place of advancement to the next heat will run again to determine who advances.

All riders shall stop at Scoreboard in finish area to confirm their placement with the Chief of Finish.

- c) Race Bibs: May be 4-6 different colors in each heat or numbered bibs with numbers on front, back and sleeves for better visibility by the course judges.

7.03 Technical Data

- a) Courses for all SBX must be a minimum of 100 meters and a maximum of 300 meters in vertical drop. Average slope inclination should be 15-18 degrees. The course should not include sections where gradients exceed more than 25 degrees for lengths of 45 meters or more.
- b) Gate Description: A SBX gate consists of one long slalom pole, one stubby pole and one triangular banner. Consecutive gates must alternate in color (except banana's/delay gates). The slalom poles must carry triangular banners matching the color of the pole.

Triangular banners must be used. The turning pole must be a stubby pole. The triangular banner size may be either Slalom or Giant Slalom. It is recommended to use the Giant Slalom size whenever possible. Triangular banners must be placed at the bottom of the gate.

The gates must be set so that the competitors can distinguish them clearly and quickly even at high speeds. The banner of a gate should be set at right angles to the competition line. In certain circumstances riders may be required to pass between two gates of the same colors (for example: corridors).

- c) General characteristics of the courses. The slope should preferably be of a medium pitch (not flat/not steep-ideally 15-18 degrees) with varied terrain. The SBX slope must be a minimum of 30 m wide.

Under certain conditions for short sections (50 m or less) the course width may be a minimum of 10 m.

The ideal SBX slope allows for the construction of all or some of the following terrain features: Banks (crescent shaped), Double Banks, Single, Double, or Triple Jumps, Ollie Jumps, Rolls and waves - (Single, double, triple, etc.), Staircase Jumps, Spines and double spines, Pro style jumps, Obelisk or pyramids, Tabletop jumps, and Medium or long GS type turns.

Other terrain features can be built but safety considerations must always be a priority. Gap jumps are not permitted under any circumstances.

The ideal SBX course should be technically challenging, consisting of features suited to the terrain linked by gates to control speed but testing the widest variety of snowboard technique.

It is recommended that gates not be set in the absence of a feature.

- d) The finish must be no less than 15 meters wide. In exceptional cases, the T.D. can only decrease this distance for technical reasons or because of the terrain. The width of the finish is considered to be the distance between the two finish posts of banners.
- e) Course Preparation: The track should be closed to the public at least 20 hours before the training. Terrain features and jumps must be built with sufficient time so that the snow has been compacted to insure that they can be properly maintained during training and competition. The use of artificial means is permitted (salt, water, etc.). In places where the riders may be in danger, protections (willy bags, mattresses, nets, etc.) must be installed.

7.04 Course Setting

- a) The setting of the gates must be done before the official training and should incorporate the skillful use of the terrain with the integration of terrain features and jumps into the setting. Minor adjustments in the setting may be necessary during the training to adjust the course for a smooth race line. Any changes made during training should be announced in the start area so all competitors and Team Captains are aware of such changes.
- b) The total number of terrain features and jumps should be at the discretion of the course designer but will incorporate as many different possibilities as is practical. Blind jumps or terrain features where a rider is unable to see the landing from the take-off should be avoided. The course should be designed so as to separate the riders as quickly as possible after the start (i.e. 3-5 rolls, moguls or other terrain features between the start and the first turn). These terrain features should be placed in a straight line from the start to the first turn. Minimum distance of the straight section of the course between the start and the first turn should be 50 meters. The start should be relatively flat (12-14°).

7.05 Six Rider Format

Qualifier #1: Top two finishers in each heat advance to the next round. 3rd through 6th place go to the LCQ (last chance qualifier) round.

LCQ Round: 8 heats of 4. Winner from each heat advances to quarter final (1 rider only).

Tie for Last Place: In the case of a tie for the last qualifying position, the affected riders will run off before the commencement of the round. The first rider to the finish in the run-off advances.

Quarter Final: 4 heats of 6. Top 3 riders advance to Semi-Finals.

Semi Final: 2 heats of 6. Top 3 riders advance to the Finals. 4-6 from each heat advance to Consolations.

Consolation Round: 1 heat of 6. Determines final rank 7-12.

Final Round: 1 heat of 6. Determines final rank 1-6.

Rank of all riders in the final round will be determined by head to head competition. Riders not qualified for the final will be ranked according to qualifying times.

7.06 Four Rider Format

Qualifier #1: 8 heats of 4. Top rider advances to quarterfinal (rider 2-4 go to LCQ)

LCQ Round: 8 heats of 3. Winner from each heat advances to quarter final (1 rider only).

Tie for Last Place: In the case of a tie for the last qualifying position, the affected riders will run off before the commencement of the round. The first rider to the finish in the run-off advances.

Quarter Final: 4 heats of 4. Top 2 riders advance to Semi-Finals.

Semi Final: 2 heats of 4. Top 2 riders advance to the Finals. 3 & 4 from each heat advance to Consolations.

Consolation Round: 1 heat of 4. Determines final rank 5-8.

Final Round: 1 heat of 4. Determines final rank 1-4.

Rank of all riders in the final round will be determined by head to head competition. Riders not qualified for the final will be ranked according to qualifying times.

7.07 SBX Pairings

Pairings for the finals will be according to the following:

Ranking for 8 heats/4 per heat (32)

Heat #	1st Position	2nd Position	3 rd Position	4 th Position
1	1	16	24	32
2	8	9	17	25
3	6	11	19	27
4	4	13	21	29
5	3	14	22	30
6	5	12	20	28
7	7	10	18	26
8	2	15	23	31

Heat #	1st Position	2nd Position	3 rd Position	4 th Position
1	1	8	12	16
2	4	5	9	13
3	3	6	10	14
4	2	7	11	15

Heat #	1st Position	2nd Position	3 rd Position	4 th Position	5 th Position	6 th Position
1	1	16	24	32	40	48
2	8	9	17	25	33	41
3	6	11	19	27	35	43
4	4	13	21	29	37	45
5	3	14	22	30	38	46
6	5	12	20	28	36	44
7	7	10	18	26	34	42
8	2	15	23	31	39	47

Heat #	1st Position	2nd Position	3 rd Position	4 th Position	5 th Position	6 th Position
1	1	8	12	16	20	24
2	4	5	9	13	17	21
3	3	6	10	14	18	22
4	2	7	11	15	19	23

7.08 The Start

The lane position is based off qualifying time. First of the qualification can chose their lane, the second fastest the next lane and so on in each heat. A missed start is a disqualification. It is the rider's responsibility to arrive at the start in time to Compete.

For each heat the competitors choose their lane in order of their qualifying time.

Start lanes. Each starting position is identified by a number. Looking down the course the positions are set from left to right. (Position 1 is very left looking down - Position 4 / 6 is very right looking down)

7.09 Contact

Intentional contact by pushing, pulling or other means, which causes another competitor to slow down, fall or exit the course, is not allowed and

is an automatic disqualification. Unavoidable "casual contact" may be acceptable. All contact infractions will be at the discretion of the course judges and race Jury.

7.10 Disqualifications/Protests

Disqualifications will be announced and/or posted immediately after each heat at a designated area at the bottom and top of the course.

All protests must be reported to the Chief of Finish before the next heat begins. Protests after this time will not be accepted. Protests need not be in writing but all other rules for protests will apply. The Jury will consist of the T.D., Race Director or Chief of Competition and the Chief of Finish. The protest fee must be paid before the conclusion of the competition.

Gate Judges. Between 4-8 Gate Judges (with radios connected with the finish-referee) on a SBX is necessary. They must be familiar with the rules (Inspection, Training, Gate-DQ's and Contact etc.).

7.11 Equipment

No square tail boards will be allowed in the SBX course.

8.00 JOINT REGULATIONS FOR GIANT SLALOM, SNOWBOARD CROSS

8.01 Seeding: Snowboard

Participating full teams shall have one competitor placed in each of the 5 seeds. The order of teams shall be generated by random selection within each seed. There shall be separate draws for both giant slalom and snowboard cross time trails. All random selection draws by heat will be processed electronically with software that produces the daily seeds based on randomizing each heat individually, without bias to a specific team. *(See Alpine rules section item 2.02 for random draw procedures)*

- a) The seeding of outstanding individual competitors (Regional's and Nationals) for giant slalom and snowboard cross time trails shall be placed between the first and second seed. The random selection of these individual representatives shall be determined by draw at the seeding meeting. (If the number of outstanding individual competitors out-number the teams, they will be seeded in the team manner.)

Special Snowboard Cross Seeding: Times from the Time Trails are used to place racers in heats. If possible, no athletes from the same team shall be in the same 1st round of heats.

- b) The BIBO method of seeding shall be used for giant slalom competition. BIBO seeding is used in the second run of giant slalom events, and *consists of reversing the order of the first 15 finishers, or the number of teams competing, whichever is less, from the first run and then proceeding in time and place order through the rest of the first run finishers. In the event there are fewer than 15 finishers, the first 5 finishers will be reversed for the second run.*

If two or more competitors have the same time or same score, the competitor with the greatest number of seed points will be listed first on the first run results. If it is not a point race, the competitor with the lowest bib number will be listed first, therefore will start before the other competitor in the second run.

- d) Seeding for the second run of alternate competitors shall be at the discretion of the Chief of Competition, to be announced prior to the event.

8.02 Re-Runs

- a) A competitor who is hindered during competition by the error of an official, by a spectator, by an animal, or by any other justifiable causes can apply to any member of the Jury for a rerun immediately after the occurrence of the interference. The team captain of the hindered competitor can also make this claim. The competitor must leave the course immediately after the interference and may not ride further down the course. (Does not apply in snowboard cross.)

Grounds for Interference:

- 1) Blocking of the course by an official, a spectator, an animal, or other hindrance.
 - 2) Blocking of the course by a fallen competitor, who did not clear the course soon enough. (Does not apply in snowboard cross.)
 - 3) Objects in the course such as equipment of a previous competitor. (Does not apply in snowboard cross.)
 - 4) Activities of the first aid service which hinder the competitor.
 - 5) Absence of a gate knocked down by a previous competitor, and not promptly replaced. (Does not apply in snowboard cross.)
 - 6) Malfunction of the scoring system. Other similar incidents, which beyond the will and control of the competitor, cause significant loss of speed or affect the competitor's performance. (Does not apply in snowboard cross.)
 - 8) Competitors who continue after an interference will lose the right to claim a rerun. (Does not apply in snowboard cross.)
- b) If the competitor's explanation appears credible, a re-run shall be granted on condition that the reason for it is later confirmed by the Jury. If the competitor was already disqualified before the incident entitling him/her to re-run, the re-run is not valid. In case the Referee or other Jury members are unable to immediately question the appropriate officials to judge the justification for the re-run, he/she may, to avoid delay for the competitor, grant a provisional re-run. This re-run will be valid only if it is confirmed by the Jury. The provisionally or definitively approved re-run remains valid if it proves slower than the first (original) run. If the claim for re-run is shown to be unjustified, the competitor is disqualified.
 - c) Re-runs should not be given lightly. Jury members should pay special attention of items in 7.02. After a competitor has already fallen or otherwise delayed his/her run significantly, he/she may not expect a re-run for the loss of a few additional seconds due to a tardy reply of a gatejudge or similar minor delay. As a guideline, very careful scrutiny must be used whenever a re-run is requested

after that competitor has already delayed themselves through his/her error.

d) Start Time of the Rerun

The competitor may start after he/she has reported to the start referee, at the start referee's discretion.

8.03 Competitors' Clothing and Equipment

- a) Safety leashes are optional unless required by the organizer or the ski area.
- b) Snowboards must have a minimum width as described:

Gliding Surface	Minimum Width
up to 135 cm	14 cm
more than 135 cm	16 cm
- c) Bindings must be fixed diagonally on the long axis of the board. Boots cannot overlap each other.
- d) Competitors are not allowed to use any kind of device to additionally support their balance or reduce or accelerate their speed.

9.00 RULES SPECIFIC TO PARALLEL EVENTS

9.01 Technical Data

The parallel is a competition where two competitors ride simultaneously side by side down two courses. The setting of the courses, the configuration of the ground and the preparation of the snow are to be as identical as possible.

- a) Vertical Drop: Parallel slalom courses must be a minimum of 80 meters and a maximum of 120 meters in length.
- b) In general the course should be between 17-22 degrees average in steepness.
- c) Recommended distance between gates should be 11 to 13 meters.
- d) Parallel giant slalom courses must be a minimum of 120 meters and a maximum of 200 meters.
- e) The parallel giant slalom has to be set as follows: $11-15\%$ of the vertical drop in meters = number of turns by rounding up or down into the nearest decimal number.
- f) The recommended distance between gates should be 20 to 25 meters.

9.02 The Gates

- a) Slalom gates should be used for PSL, and GS gates for PGS. If necessary, GS gates may be used for both PSL and PGS courses.
- b) Poles to be used must be hinged at snow level.

9.03 Parallel Course Description

- a) Choose a slope wide enough for two courses, preferably slightly concave. The terrain variations must be the same across the surface of the slope. The course must have the same profile and

the same difficulties. Over the full width of the chosen slope, the snow must be consistent, so it is possible to offer equal conditions on both courses.

- c) The courses must be entirely closed off by fence, flagging or rope.

9.04 Course Setting

- a) When the two courses are set, the left course (looking from the top) will be set with red gate poles and red gate flags and the right course will be set with blue poles and blue gate flags.
- b) The same course setter establishes both courses and makes sure they are identical and parallel. The setter must insure the course flow is smooth and there is a variety in the turn shape and the course causes changes in rhythm. In no case should a parallel competition resemble a long straight run from top to bottom. It is permitted to set double and triple combinations. Recommended number of gates for a PSL are 25 to 32.
- c) The first gate must be placed no less than 8 meters and no more than 10 meters from the start. The distance between each course (from turning pole to turning pole) must be no less than 5 meters and no more than 8 meters for PSL and no less than 7 meters and no more than 12 meters for PGS.
- d) Shortly before the finish line, and after the last gate, the separation between the two courses must be well defined so that they direct the competitor toward the finish line. The course setter must place the last gate in such a manner that the competitors are guided towards the center of each finish line.

9.05 Competitor Inspection

- a) The course must be in perfect condition from the time the competitors' inspection starts until it ends.
- b) Course workers must not disturb competitors during the inspection.
- c) Competitors must wear their bibs during inspection.
- d) Competitors may not ride down the prepared course or through the gates.
- e) Competitors are not permitted to enter the course without being attached to their board.
- f) Competitors are not allowed to "shadow ride" the course.
- g) During Finals riders are allowed a minimum of 10 minutes to inspect the parallel courses by sliding down once from top to bottom on the sides.

9.06 The Start

- a) Two separate start gates will be used, one for each course, each with separate start wands.
- b) The distance between the starting gates must be no less than 4 meters.
- c) The start gates must open simultaneously and it must be impossible for a competitor to open the gate him/herself.
- d) The T.D. and the starter together control the start. In order to coordinate their function, the T.D. should have a platform set between the two start gates either in front or behind so the entire racecourse is visible.

- e) The start signal can only be given after the T.D. has given the competitors permission to start. Any starting system can be used provided the system guarantees a simultaneous start.
- f) Start Intervals: The start takes place at irregular intervals. The Chief of Timing and Calculations or their assistant tells the starter when each competitor should start. The competitor on course need not cross the finish before the next competitor starts.
- g) Start Signal: The start command which shall be given is "Red course ready?", "Blue course ready?", "Racers ready?", "Go". Both competitors should leave the start gate on "Go".
- h) False Starts: Disqualification will take place if:
 1. A competitor manipulates the starting gate.
 2. A competitor is trying to pass the starting gate before the start signal has been given.

9.07 The Finish

- a) The finish area must be symmetrical. The line of the finish must be parallel with the line of the starts.
- b) Each finish line is marked by two poles connected by a banner, which forms the finish. Each finish must be at least 8 meters wide.
- c) The finish lines are separated by a post or vertical banner with a maximum width of 1 meter.
- d) For safety reasons, it is necessary to set up virtually separate finish approaches and exits.

9.08 Execution of Parallel Events on Two Courses

- a) Each match between two competitors consists of two runs, the two competitors change courses for the second run.

9.09 Qualification

- a) A separate qualifying run has to be set. This run must be similar to the Parallel courses, (i.e. number of gates, fall line, inclination). All riders get one run on this course.
- b) The top 16 men and women, in cases where there are less than 50 riders only 8, will take part in the parallel finals. If time allows, the jury may permit 16 M/W to compete in the finals. This must be announced a minimum of one hour before the start of qualifications.

9.10 Parallel - Finals

- a) 8 respective 4 pairs are formed as follows using the results from the Qualifications.

Groups 16 Finalists 8 Finalists
 Place 1 - Place 16 Place 1 - Place 8
 Place 8 - Place 9
 Place 5 - Place 12 Place 4 - Place 5
 Place 4 - Place 13
 Place 3 - Place 14 Place 3 - Place 6
 Place 6 - Place 11
 Place 7 - Place 10 Place 2 - Place 7
 Place 2 - Place 15

- b) Each pair of competitors has to make two runs. The competitors change courses for the second run. A competitor, who does not finish or is disqualified in the first run, starts the second run with a 5 % penalty. (See 9.11)
- c) For each pair the competitor which is listed on top of the pairing will do his first run on the red course.
- d) Start Order (16 men, 8 women) following the order in the table, from the top to bottom, all groups race in succession. For the second run the competitors change course. The same system is used for all elimination rounds.
- e) Place 5 to 8 and 9 to 16 are determined by the times of the qualification run (runs).
- f) This process continues according to the ladder until a winner emerges.
- g) Semi-finals and Final:
 - 1. The four remaining riders start according the rounds 7 - 18.
 - 2. The losers of the elimination rounds 7 - 10 race their first run for the 3rd and 4th positions before the finalists race their first run, then the losers of the third elimination round run their second run and then the finalists run their final race.

9.11 Penalty Time

The penalty time will be calculated using the best time of the qualifications for women and men. A 5 % penalty of his time will be used in the parallel finals. In all cases the maximum time difference for the first run of each pairing can never be higher than the penalty time. i.e. the actual time difference is 3 seconds, the penalty time is 1.5 seconds, then the second run will be started with a handicap of 1.5 seconds for the losing competitor of the first round. If both competitors are tied after the second run by their respective penalty times, the competitor who wins the second run advances to the next round.

9.12 Disqualifications

- a) Causes for disqualification are the following:
 - 1. False start
 - 2. Changing from one course to another
 - 3. Disturbing the opponent, voluntarily or not
 - 4. Interference
 - 5. Incorrect gate passage
 - 6. Not finishing or going through the wrong finish.
- b) The competitor, who does not finish or is disqualified in the first run, will start in the second run with a penalty time.
- c) The competitor who is disqualified or gives up in the second run is eliminated.
- d) In case of both competitors not being able to finish, the competitor that passes the most gates:
 - 1. First run: wins the first run
 - 2. Second run: qualified for the next round

9.13 Helmets

Helmets manufactured for ski sports are required for all competitors.

10.00 RULES SPECIFIC TO HALFPIPE

10.01 Technical Data

a) Recommended Halfpipe Dimensions

Technical Data	Minimum	Recommended	Maximum
Inclination	16 degrees	18 degrees	20 degrees
Length	100m	110m	120m
Width	14m	15m	16m
Wall Height	3.5m	4m	4.5m
Transition radius	4m	5m	6m

b) Exact Dimensions

- Vertical 0.3m at 85 degrees
- Bottom Flat 5m one snowcat width
- Drop in Area 4m
- Banner fence from wall 2m
- Outside fence from banners 1m

10.02 The Halfpipe is a channel constructed in, or of the snow. The course should be as even and as hard as possible. The use of artificial means is permitted (salt, water, etc.) to aid in compaction.

10.03 Course Setting

- The Halfpipe course must conform to specifications.
- The Halfpipe course must be finished and ready for training at least two hours before the start of competition.
- The drop in area shall give the riders the opportunity to enter the Halfpipe with speed and shall not be used to attempt a maneuver.
- The lips (tops of each wall) of the Halfpipe must be clearly marked with color.
- No finish line should be marked in a Halfpipe

10.04 Competitor Training

- Competitors are not required to train.
- There shall be no specific start order during training.
- Training times will be communicated by the competition committee during the team captains' meeting.

10.05 The Start

- The Head Judge shall communicate to the starter when the judges are ready for the next competitor.
- Start Order Rules For Halfpipe

First Run: For all Halfpipe competition, the start order is as follows: The start order for the group is created by random draw of all competitors, with the women starting first. See alpine rule section item 2.02 for random draw procedures.

c) Use of Heats in Halfpipe Competitions

1. Competitors can be run in heats of 20-30 when appropriate breaks occur in the formation of the start list. During breaks, they would be given a 30 minute practice and then take their two scored runs.

d) Second Run

The start order for the second run will be in the same start order as the first. When in heats, this takes place in the same heat right after the last rider goes. If there is a final in the competition then the final competitors will start in reverse order from their qualifying scores.

e) Start Signal

After the starter has received acknowledgment for the next competitor from the Head Judge, the starter will give the command, "Ready", "Go" to the competitor. The competitor may leave the start at anytime after the command.

10.06 Execution of the Halfpipe

a) Halfpipe Qualifications

Best of Two Runs: A Halfpipe competition will be decided by giving the competitors two runs in which only the high score shall count towards final placing. For each run, the scores from all judges will be added together to give the total score for that run. Only the high score will count.

Best of Three Runs: A Halfpipe competition will be decided by giving the competitors three runs in which only the high score shall count towards final placing. For each run, the scores from all judges will be added together to give the total score for that run. Only the high score will count. This system can be used for a stand alone competition or can be used in a final format after a best of two runs qualification.

b) Modified Formats: The qualifications format for a Halfpipe event may be modified, providing; The modified format is approved by the Freestyle Jury.

1. Modified formats could include: Using a double-up judging panel, Jam formats and a Ranking system and could be used both in the qualification or finals. Please note that all modified formats are variations of heats and use either one judge team or the Double-up judge format.
2. Double-up Format: Used for large numbers of competitors and use best of two runs.
3. Judge Panels for the Double-Up will consist of no fewer than (3) three judges on each of the (2) two panels. When using (3) judges the criteria for judging will be all (3) for overall impression.

- c) A full panel of (4)four judges using the IJC Criteria on each panel is highly recommended. When four judges are used on the panels, the standard criteria system will be used.
- d) Heats will be run with a maximum of 30 competitors per heat, optimum is (20) twenty competitors.
- e) Training for heats will be (1) one (30) thirty minute session at start of each heats.
- f) If there are finals they will run the same way with multiple runs (2 or 3) with best run counting towards the final ranking.

10.07 Helmets

Helmets manufactured for ski sports are required for all competitors in Halfpipe competition and official training.

10.08 Judges' Stand

- a) The minimum size of the scaffolding area must be 8 meters by 2 meters. The judges' viewing area should be constructed to provide ample room for the appropriate number of judges and provide room for viewing and all proper amenities for the operation of the competition.
- b) The judges' area should be fenced or protected from competitors and spectators.
- c) No competitor, team representative or spectator may approach the judges' stand or speak with the judges during competition.

10.09 Halfpipe Judging and Scoring

- a) Scoring
 1. Only maneuvers performed in the Halfpipe will be scored.
 2. Each judge shall use a ten point system. Judges will score by ones and tenths; 3.8, 6.7, 7.3 etc.
 3. The score card shall be used to record the score given by the judge.
 4. A memory board shall be used by each judge to make all necessary notations depicting each competitor's run.
 5. If a competitor lands out of the Halfpipe, they have ten seconds to reenter before they are disqualified.
 6. Each competitor's scores must be posted after each run.
- b) Judging Format
 1. 3-6 judges can be used at **USCSA** Halfpipe events.
 2. When three judges are present there will be a total of 40.
 3. The judging duties are as follows:
 - One judge giving a separate score for standard airs and rotation

-one judge for amplitude
-one judge for OI.

4. When four judges are present each judge will evaluate a specific category, standard airs, rotations, amplitude, and overall impression for a total of 40 points.
5. When five judges are present, three judges will evaluate and score a specific category: standard airs, rotations, amplitude, and there will be two overall impression judges for a total of 50 points.
6. When six judges are present, three judges will evaluate and score a specific category: standard airs, rotations, amplitude, and there will be three overall impression judges for a total of 60 points.

c) Judging Criteria. The value for each run will be based on the judges' evaluation of the following criteria:

1. Standard Airs: These include all airs or tricks that are less than 360 degrees. The basic kinds of standard airs all grouped into one of the following: straight airs, air to fakie/fakie to forward, alley oop airs, straight switch stance airs, 180 hand plants and lip tricks less than 360 degrees. In able to score a high variety, a rider should include a maneuver from as many sub-groups as possible.

For example, performing different backside airs with grabs shows a good variety, but including a switch stance air, an alley oop air, and an air to fakie, shows a much greater range of variety as well as increasing the difficulty. Plus if the tricks are performed well, it increases your score for execution.

The grab should be solid and smooth, the legs and body maneuvered into the appropriate position, and then the grab released, all in one fluid motion.

Emphasis for judging will be the variety, difficulty, and execution of tricks in the category. Falls occurring during any attempted maneuver within this category shall be factored into the score.

2. Rotations: These are all maneuvers that include a rotation of 360 degrees or more. Rotations can be separated into sub-groups including horizontal rotations (720 spin), vertical rotations (back flip), and hybrids (wet cat, inverted 900).

A key point: A grabbed 540 is certainly better than a 540 without a grab. A higher score means doing maneuvers that are more dissimilar, such as, a 540, a 720, a McTwist, inverted 7 or 9. Execution for rotations means smooth, precise, and under control rotating.

Higher difficulty may be added by including stalling or off axis combinations and adding an extra half or full rotation.

Emphasis for judging will be the variety, difficulty, and execution of tricks in the category. Falls occurring during any

attempted maneuver within this category shall be factored into the score.

3. Amplitude: Measures the height of the maneuvers. Amplitude is distance measured from the lip of the pipe to the rider's center of mass. The amplitude score is derived from the sum of all hits, divided by the number of hits taken. The value of each hit is equal to the number of feet between the lip of the pipe and the rider's center of mass (either above or below the lip) added to the point value assigned to the lip.

The lip value shall be determined by the Head Judge and Amplitude Judge based on observations made during practice. The purpose of this floating value is to ensure consistency in scoring levels among the different criteria and to have a relative value for both men and women competitors.

4. Overall Impression: The OI judge is looking at how a rider designs his/ her run to show a variety of tricks that are well executed and difficult. If a rider is getting high scores from the other judges, they will do equally as well in this criterion. All phases of each trick are evaluated by the OI judges.

The judges will score the run by evaluating the run's overall precision including the execution of the run and the routine attempted.

The overall impression judge evaluates the precise nature of the run in relation to maneuvers attempted, both individually and as a sequence and looks at line, the use of the pipe, amplitude in relation to the tricks and overall flow in the pipe.

The overall composition of the run is the most important as the O.I. judge evaluates the sequences of tricks, the amount of risk in the routine and the progression of new material in the pipe. The Overall Impression judge does take falls into consideration.

d) Tie-breaking

1. Best of Two formats: If a tie exists, the rider with the highest score from the other run shall be declared the winner.
2. If both runs are tied then a comparison of the OI judges shall be used. The competitor with the highest combined OI scores from both runs shall be declared the winner.
3. If all the OI judges are tied the amplitude scores will be compared for both runs and the highest total shall be determined the winner

11.00 RULES SPECIFIC TO SLOPESTYLE

11.01 Technical Data

a) Slopestyle Course Measurements

1. Average slope inclination should be 12 degrees
2. The Slopestyle course must be a minimum of 30 meters wide
3. Course for all Slopestyle must be a minimum of 150 Meters and a maximum of 200 Meters in vertical drop.
4. The course should not include sections where gradients exceed more than 20 degrees for lengths of 50 meters or more.
5. The slope should preferably be of moderate pitch, not flat and not steep ideally 10 to 15 degrees.

b) Slopestyle Course Description

1. A Slopestyle course shall contain a variety of hits, with two or more lines that the competitor may choose to perform.
2. A Slopestyle course must have a minimum of six features, not favoring regular or goofy foot riders, which shall include, at least 2 table top jumps or fun boxes, 2 quarter pipes, and two other forms of terrain park features which could include waves, rails, spines or other approved features.
3. The ideal slopestyle allows for the construction of all the features to be used both by male and female competitors. All competitors shall run the same course for official scoring.
4. Other terrain features can be built but safety considerations must always be a priority.
5. The ideal Slopestyle course should be technically challenging, with a wide variety of features in diverse combinations. The course must have a smooth flow with a balance of features, and allow the riders to set-up for the next feature.

11.02 Competitor Training

Training times or open running of the course is at the discretion of the competition jury but depending on the size of field should be at least 30 - 60 minutes to allow all competitors the opportunity to ride through the course a minimum of two times before the official start of the competition.

11.03 The Start

- a) The start order will be determined by the competition jury and will be announced at the Team Captains/Rider Meeting the night prior to competition.
- b) The Head Judge shall communicate to the starter when the judges are ready for the next competitor.

11.04 Execution of Slopestyle Format

- a) All competitors shall take two officially scored runs. Only the high score shall count towards the final ranking. The rider with the highest score shall be determined the winner.
- b) Ties shall be broken by the next highest run for the competitors.

11.05 Helmets

Helmets manufactured for ski sports are required for all competitors in Slopestyle competition and official training.

11.06 Judges Stand

- a) The minimum size of the scaffolding area must be 8 meters by 2 meters.
- b) The judges' viewing area should be constructed to provide ample room for the appropriate number of judges and provide room for viewing and all proper amenities for the operation of the competition.
- c) The judges stand needs to be elevated and centered along the side of the course to view the complete slopestyle course. If this is not possible then two judging stands need to be constructed as the judging crew will need to be split up to view the course.
- d) The judges' area should be fenced or protected from competitors and spectators.
- e) No competitor, team representative or spectator may approach the judges' stand or speak with the judges during competition.

11.07 Slopestyle Judging

- a) Slopestyle judging shall be done using Overall Impression.
- b) In Slopestyle, the run's overall precision will be evaluated, including the execution of the run and the line attempted. The overall composition of the run is key; the sequences of tricks, the amount of risk in the routine, the progression of new tricks and using the slopestyle features.
- c) The three main elements in the Slopestyle judging are trick difficulty, execution, and amplitude for each trick in the slopestyle run. Falls are part of execution and will be taken into consideration on every trick.
- d) When two to four judges are judging Overall Impression, all scores will count.
- e) When five judges are judging Overall Impression, the highest and the lowest scores will be thrown out and the three remaining scores may be added together for the competitor's score.

11.08 Slopestyle Scoring

- a) The Head Judge will announce which scoring system will be used for the competition during the first Team Captains'/Riders' meeting.
- b) Overall Scoring System. The judges score each run based on the Overall Impression category. The score of each judge is between 0 and 10 using one decimal or 0 and 100.
- c) Ranking System. The judges look at all of the runs and note down the trick names, difficulty, amplitude and landing. According to their

impressions and using their notes, they will make a personal ranking of the competitors at the end of the round. Points will be given according to the competitor's placement (1. Place = 1 point, 2. Place = 2 points, a.s.o.) To determine the final ranking, the points of all the judges are added up and the winner is the rider with the lowest points.

12.00 CAUSES FOR DISQUALIFICATION

An individual competitor may be disqualified if he/she:

- a) Is not qualified according to amateur ruling.
- b) Participates in the competition under false pretenses.
- c) Trains on a course closed to competitors, alters the course in a manner forbidden or acts contrary to the instructions of the Jury as to the execution of the training or the competition.
- d) Appears late at the start, makes a false start, or violates the regulations for starting.
- e) Fails to cross the gate lines with at least one foot buckled to the board.
- f) Accepts outside help in any form during the competition. Outside help consists of, but is not limited to, another person, course equipment and poles that make up the course. {
- g) Fails to give way to an overtaking competitor at the first call or interferes with their run. (Does not apply in snowboard cross).
- h) Fails to cross the gate lines without at least one foot attached to the board. A gate has been passed correctly when the rider has at least the front foot fixed in the binding on the board and the entire board crosses the gate line. In case of a fall, the rider must pass through the turning line. A competitor who knowingly has not corrected a missed gate may not continue through further gates for a start in the second run.
- i) In the event that a competitor removes a pole from its vertical position before the competitor's board and both feet have passed the gate line, the board and feet still must pass the original gate line (marking in the snow).
- j) Does not wear the official start number (bibs) or alters it in a prohibited manner.
- k) Does not comply with the safety regulations.
- l) Does not comply with the regulations for sponsorship and equipment (see 7.03).
- m) Interrupts or disturbs another competitor during his/her run.
- n) Unsportsmanship like conduct- swearing, maliciously knocking down gates or tearing up the course.

- o) In Giant Slalom. A time limit of 200% of the average time of the fastest 4 competitors in the first seed shall be imposed as cause for disqualification. This shall be announced at race registration and seed meetings.
- p) Contact in Snowboard Cross. Intentional contact by pushing, pulling or other means, which causes another competitor to slow down, fall or exit the course is not allowed and is an automatic disqualification. Unavoidable "casual contact" may be acceptable. All contact infractions will be at the discretion of the course judges and race jury.

13.00 ORGANIZING COMMITTEE AND ITS DUTIES

If the organizing club or association does not act as organizing committee it will designate an organizing committee. The organizing committee will appoint a competition committee for all technical matters and make the necessary preparations and directly carry out the running of the competition at the resort.

- 13.01 The organizing committee must assume all responsibility to ensure that the details involved in hosting competitions are properly controlled. The importance of efficient communication with all individuals and participating teams is essential to a well-planned competition.
- 13.02 The organizing committee should provide an announcement that provides to all participants and guests materials on accommodation and travel details.
- 13.03 The Organizing Committee is responsible for providing results to individuals participating in the competition immediately following the competition.

14.00 COMPETITION COMMITTEE AND ITS DUTIES

- a) Competition Committee and Competition Officials

The Competition Committee is composed of the following:

1. The Chief of Competition
2. The Chief of Course
3. The Chief of Timing and Calculation
4. The Chief Gatejudge (giant slalom)
Head Judge (snowboard cross)
5. Chief of Finish for snowboard cross)
6. The Competition Secretary
7. The Competition Committee appoints all additional Officials not already designated.

- b) The Competition Committee is responsible for all technical matters, including the selection and preparation of the courses.

- 14.01 The Chief of Competition directs and controls the work of all Officials, summons the meetings of the Competition Committee for consideration of technical questions and generally acts as chairperson of the team officers meetings, after consultation with the Technical Delegate (TD).

- 14.02 The Chief of Timing and Calculation is responsible for the coordination of officials at the start and finish, including timing and calculation. In giant slalom, he/she or a special assistant will decide the interval between starts. The following officials are under his/her direction: Starter, Assistant Starter, Start Recorder, Chief Time Keeper, Assistant Time Keepers, Finish Controller, Chief of Calculation and his/her assistants.
- 14.03 The Chief of Course is responsible for the preparations of the course in accordance with the decisions of the Competition Committee and the Jury. He/she must be familiar with local snow conditions on the terrain concerned.
- 14.04 The Course Setter, who may also act as Chief of Course, is responsible for the setting of gates for giant slalom and snowboard course. Course setters are appointed by the Jury. Each run of a competition is to be set by a different course setter. He/she must give exclusive priority to the safety of the competitor. Course setters must take care to set symmetrical courses that do not favor goofy or regular riders. Where especially bad weather and snow conditions warrant, the Jury may take measures to safeguard the competitors. The Course Setter's work is otherwise supervised by the Chief of Course and by the Jury.
- 14.05 The Chief Gatejudge (giant slalom) organizes and supervises the work of the gate judges. He/She designates the gates each will supervise and places them in position. At the end of the first run and the end of the competition, he/she will collect the gate judges' control cards for delivery to the Referee. He/She must distribute, in good time to each gate judge, necessary materials (control card, pencil, start list, etc.) and be prepared to offer assistance during the event. e.g., keeping the spectators off the course, helping maintain the course, etc. He/She must make sure the numbering and the marking of the gates is done within the required time.
- 14.06 The Head Judge (snowboard cross) organizes and supervises the freestyle judges. He/She designates the category each judge will evaluate and supervises their conduct on the judges' stand. At the end of the first run, the Head Judge will collect all the score cards and deliver them to the Chief of calculation. He/She will check to make sure each judge's scores are in range with the others. He/She will offer assistance to the judges when necessary to keep spectators and competitors away from the judges' stand.
- 14.07 Gate judges Obligation and Duties
- a) Gate judges observe the passage of competitors through the gates. Each gate judge must have a thorough knowledge of the competition rules. The gate judge's decision must be clear and nonpartisan. His/Her conduct must be calm, watchful and prudent. In case of a doubt, the gate judge should give the competitor the benefit of doubt. The gate judge must declare a fault only when he/she is convinced that a fault has been committed.
 - b) In case of a protest, he/she must be able to explain clearly and definitively how the fault was committed.
 - c) If the gate judge is in doubt whether a fault has occurred, he/she must make a careful investigation. He/She can consult the adjacent

gate judge in order to confirm his/her notes. He/She can even demand, via a member of the Jury, that the race be briefly interrupted so he/she may check the tracks on the course.

- d) The opinions of the public cannot be allowed to influence the gate judges' judgment. Likewise, they may not accept the opinions of witnesses, even though they may be experienced ones.
- e) The responsibility of the gate judge begins with the competitor approaching the first gate they control and ends when the competitor has passed through the last gate under their jurisdiction.
- f) Responsibility to the Competitor: A competitor, in case of an error or a fall, can turn to the gate judge and question him or her. The gate judge must inform the competitor if he/she has committed a fault that would lead to disqualification. With a clear, decisive voice, the gate judge answers the competitor's question with one of the following words: -"Go!" if the competitor should expect no disqualification, since the gate judge has ruled the gate passage as correct; -"Back!" if the competitor may expect disqualification. The competitor is fully responsible for his/her action and, in this respect, can not hold the gate judge liable.
- g) In accordance with the instructions given by the Jury, the Chief Gate Judge (or assistant gate judge) collects all the gate cards, and then passes them on to the Referee. At the conclusion of the first run, the Chief Gate Judge distributes the gate cards for the second run.
- h) Each gate judge who has recorded a disqualifying fault or who has been witness to an incident leading to a rerun must be available to the Jury until after the settlement of any protests. It is the responsibility of the T.D. to dismiss a gate judge who is waiting to be called by the Jury.
- i) Other duties: Replace gate poles vertically (a leaning pole can aid or hinder a competitor). Replace knocked out poles in their exact positions; the position is marked by the dye in the snow. Replace, if possible, torn or missing flags or banners. Replace broken gate poles according to color (blue or red); the pieces of broken poles must be stored in a way that will not endanger competitors or spectators. Maintain and repair their section of the course. Keep the course clear.
- j) No gate judge should be responsible for more than two gates in Giant Slalom.
- k) In the case of Snowboard Cross all gate judges must be equipped with radios to ensure communication to the chief of finish during the whole competition.

14.08 Chief of Finish – Snowboard Cross

The chief of finish is responsible for the organization and supervision of the finish line Judges. The chief of finish will accept protests in the finish area. The chief of finish must report all protests immediately to the other Jury members immediately.

14.09 Judging Procedure - Snowboard Cross

- a) Each judge will use scorecards, which indicate who the judge is, and the bib number of the competitor. All scorecards will indicate a place for each competitor in each race or heat.
- b) No competitor or spectator will be allowed to approach the judges area and talk to the judges during competition.
- c) Judges for Snowboard Cross must determine the order of finish for each race or heat and communicate the finish order directly to the chief of finish.
- d) For Snowboard Cross there must be a minimum of four judges.

14.10 The Competition Secretary is responsible for all secretarial work for the technical aspects of the competition and among others for preparation of the draw and the start order. The Secretary must ensure that the official results contain the information required by the organizing Competition Committee. He/she is responsible for the minutes of the Competition Committee, Jury, and team officers meetings. He/she must ensure that all forms for start, finish, timing, calculation and gate judging and judging are well prepared and handed over to the officials concerned in good order and at the proper time. The Secretary receives any official protests and gives them to those who are concerned. He/she must facilitate the calculation of results by appropriate preparation, and ensure that they are duplicated and published as quickly as possible after the completion of the competition.

15.00 COMPOSITION AND DUTIES OF THE COMPETITION JURY

15.01 Composition of the Jury is as follows:

<u>GS Jury</u>	<u>SBX Jury</u>
T.D.	T.D.
Chief of Competition	Chief of Competition
Referee	Referee
	Head Judge
	Chief of Finish

15.02 The T.D. and Head Judge are appointed by the organizing committee. The Referee is selected by the T.D. A competitor may not be a member of the Jury.

15.03 Voting: The T.D. is chairman of the Jury. He/She conducts the Jury meetings. Each of the following members has one vote in the Jury:

- T.D.
- Chief of Competition
- Referee (alpine events) or Chief of Finish (snowboard events)

Decisions are made by simple majority vote of members present and voting. In the case of a tie, the T.D. casts the deciding vote.

15.04 Duties of the Jury

The Jury monitors the adherence to the rules throughout the entire competition, including the official training.

From a technical standpoint particularly by: checking the set course, checking the snow conditions on and beside the course, checking the preparation of the course, approving the use of snow compactors and other chemicals, checking the crowd control systems, checking the start, the finish and the finish outrun, checking the first aid service, appointing the course setters, setting the time of course setting, overseeing the work of the course setters, checking the fastening of the gate flags, as to the risk of injury, opening or closing the competition courses for training in consideration of the technical preparations and the prevailing weather conditions, determining the manner of course inspection, inspection of the course before the competition, determining the number of forerunners for each run and setting the start order of the forerunners, debriefing the forerunners, changing the start order in consideration of course conditions, in extraordinary conditions, changing the start intervals, giving instructions to and obtaining information from the gate judges, checking the judges stand and the judges working conditions.

Questions not covered by Rules: In general, the Jury takes decisions on all questions not clarified by the rules.

15.05 The Technical Delegate (T.D.)

Responsibilities. The primary duties of the T.D. are:

- to make sure that the rules and directions of snowboard are followed.
- to see the event runs smoothly.
- to advise the organizers, within the scope of their duties.

Before the competition, the T.D.:

- inspects the competition and training courses and checks on the safety measures taken.
- controls the fastening of the gate flags which may constitute any risk of injury to the competitor.
- collaborates in the administrative and technical preparations.
- checks on the presence of sufficient radios for all members of the Jury.
- checks courses with regard to preparation, marking, crowd control, as well as the layout of start and finish areas.
- supervises the course setting together with the Jury.
- checks the location of towers and sees they are adequately protected.
- checks all technical installations such as timekeeping, hand timing, communications, judges stand, transport of people, etc.
- takes part in all meetings of the Jury and of the team captains.
- works closely with the officials of the Organizing Committee...
- has the right, if an event cannot be carried out on the selected course because of "force majeure", to move the event to a substitute course proposed by the organizer. This, on the explicit condition that the necessary safety measures can be fulfilled.

During the competition, the T.D.:

- keeps watch on whether the valid rules and directives are obeyed in regard to advertising, etc., on clothing and race equipment.
- keeps watch on the technical and organizational conduct of the event.
- punishes breaches of the rules.

After the competition, the T.D.

- helps with the compilation of the Referee's disqualification report.
- presents properly submitted protests to the Jury for decision.

15.06 Referees (alpine events)

The team captains appoint the Referee and assistant referee.

In critical cases, especially those involving danger to the competitors, the directions of the T.D. are also binding for the Referee and assistant referee. In particular, prerequisites should be established by the T.D. together with the referees, to ensure the best possible technical running of a competition.

Duties of the Referee and Assistant Referee:

- Drawing start numbers, if necessary.
- Inspection of the course immediately after it is set, alone or accompanied by members of the Jury.
- Changing the course by removing or adding gates; if the Referee inspects the course alone, his decision is final. The course setter must be informed of such changes, if he/she was not present at this inspection.
- Receiving the reports of the start and finish referees and the competition officials about the infractions of the rules and the gate faults at the end of the first run, and again at the end of the competition.
- Checking, signing and posting the Referee's minutes, immediately after each run, on the official notice board and also at the finish. The minutes should include the names of the competitors disqualified, the gate numbers where the faults occurred, the names of the gate judges who noted the faults leading to the disqualifications and the exact time the disqualifications were posted.

Collaboration with the T.D.:

The Referee and the assistant referee must work very closely with the T.D. The assistant referee can substitute for the Referee, if necessary.

15.07 Start Referee

The start referee must remain at the start throughout training and competition. He/She must make sure the rules for starting and the start order are properly observed.

- He/She determines late and false starts.
- He/She determines the violations against the rules for equipment and immediately takes the measures provided for by the rules.
- At the end of the competition, he/she reports to the Referee the names of the competitors who did not start, have made false or late starts or other infringements.

15.08 Finish Referee

The finish referee must remain at the finish throughout training and competition. He/She must make sure that and the rules for finishing are properly observed.

- He/She supervises the finish controller, the timing and the crowd control in the finish area.
- He/She must be able to communicate, immediately, with the start at all time.

-The finish referee must report to the Referee immediately after the competition.

15.09 Start and Finish Officials

The Starter:

For snowboard cross events, the starter must have radio contact with the Head Judge during training and competition.

For giant slalom events, the starter must synchronize his/her watch with those of the assistant starter and the chief timekeeper within ten minutes of the start. The starter is responsible for the warning signal and the start command, as well as for the accuracy of the intervals between these signals. He/She assigns the supervision of the competitors to the assistant starter.

15.10 Chief Timekeeper (alpine events)

The Chief Timekeeper is responsible for the accuracy of the timing. He/She

synchronizes the watches with the starter as shortly before and after the competition as is possible. He/She must publish unofficial times as quickly as possible (on the scoreboard). If the electric timing fails, the chief timekeeper must communicate immediately with the start referee and the T.D.

Finish Controller / Chief of Finish (snowboard cross)

The finish controller has the following duties:

- Supervision of the finish.
- Supervision of the proper crossing of the finish line.
- Recording the finishing order of all competitors who complete the course.