

# CHAPTER 5

## Rules for Freestyle Competition



## Competition Guide 2008

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## 3000 ORGANIZATION

### 3010 The Organizing Committee

If the organizing club or national association does not act as the organizing committee it will designate one. The organizing committee will appoint a committee for all non-technical matters and a competition committee for all technical matters.

### 3012 Hosting Duties of the Organizing Committee

3012.1 The organizing committee must assume all responsibility to ensure that the details involved in hosting a USSA authorized competition are properly controlled. The importance of efficient communications with all individuals and participating associations is essential to a well-planned competition.

3012.2 The organizing committee should provide a service to all participants and guests which provides information and materials on accommodation and travel details. This information should be circulated at least three months in advance to ensure availability.

3012.3 The organizing committee is responsible for providing results by electronic mail (e-mail), fax, or Federal Express to the USSA office as soon as they are available. It is also the responsibility of the organizing committee to distribute results to competitors and coaches as soon as they are available.

### 3013 Basic Costs of the Organizing Committee

3013.1 The organizing committee must pay the USSA event fees and head taxes according to existing regulations.

3013.2 The organizing committee must compensate the judges according to the current policy of the division.

3013.2.1 The event organizer must be responsible for all judges travel expenses for all national level competitions.

3013.3 The organizing committee must compensate the TD according to the current

policy of the division or in the case of a national caliber event, the current policy of the USSA Freestyle subcommittee for rules and technical.

3013.4 The organizing committee must provide accommodations in accordance with the divisions' rules and in the case of a national caliber event the current policies of the USSA Freestyle sport committee.

3013.5 The organizing committee must provide lift tickets for training and competition in accordance with the current policies of the division and or the USSA Freestyle Committee.

### 3020 The Competition Committee & Competition Officials

3020.1 The Competition Committee

The competition committee, appointed by the organizing committee, is composed of the following competition officials:

Chief of Competition	Chief of Course
Chief of Timing	Chief of Scoring
Competition Secretary	Chief Steward
Chief of Medical and Rescue Services	Chief of Course Equipment
Chief of Press	Chief of Sound

The competition committee is responsible for all technical matters, including the selection and preparation of the courses.

The competition committee appoints all additional officials not already designated by the organizing committee.

3020.2 Competition Officials

The organizing committee appoints the following officials. The most important officials and their duties are set forth below:

3020.2.1 The Chief of Competition

The chief of competition directs and controls the work of all officials, summons the meetings of the competition committee for consideration on technical questions and generally acts as chairman of the team captains' meetings, after consultation with the TD. The chief of competition is also a member of the jury. The division chairperson approves the divisional chief of competition.

3020.2.2 The Chief of Course

The chief of course is responsible for the preparation of the courses in accordance with the decisions of the competition committee and the jury. He must be familiar with the local snow conditions and the terrain concerned.

3020.2.3 The Chief of Timing

The chief of timing is responsible for the coordination of officials at the start and finish, including timing equipment. The following officials are under his direction:

- Starter
- Assistant Starter
- Chief Timekeeper
- Assistant Timekeeper

3020.2.4 The Chief of Scoring

The chief of scoring is responsible for the ongoing verification of all scoring calculations during the event.

3020.2.5 The Competition Secretary

The competition secretary is responsible for all secretarial work related to the competition. He must ensure that the official results contain the information required by 3045.2.2 He is responsible for the minutes of the competition committee, jury and team captains' meetings. He must ensure that all forms for start, judging, timing, calculation and protests are properly prepared and delivered in good order at the proper time. He must ensure that results are duplicated and distributed properly immediately following the competition.

3020.2.6 The Chief Steward  
The chief steward is responsible for extensive safety precautions to ensure that spectators are kept off all parts of the course. Sufficient personnel must be used according to an exact plan. Ropes or fences should be erected in due time. There should be sufficient spare space behind these barriers to permit free circulation of the spectators.

3020.2.7 The Chief of Medical and Rescue Services  
The chief of medical and rescue services is responsible for organizing adequate first aid and medical services during the official training periods and the actual competition. For all USSA sanctioned events, ski patrol must be available through immediate access, whether on site or by phone or radio. At all USSA sanctioned aerial events and U.S. Freestyle Championships (all disciplines) ski patrol must be on site for all competitions and aerial training.

He must note the advice of the chief of course concerning special danger points, take the necessary precautions, and must arrange for quarters to which injured competitors may be taken and treated.

He shall ensure that the competition doctor meets with the team doctors before the start of the official training to coordinate plans.

3020.2.8 The Chief of Course Equipment  
The chief of course equipment is responsible for the provision of all equipment required for the preparation and maintenance of the courses.

3020.2.9 The Chief of Press  
The chief of press is responsible for all arrangements for journalists, photographers, television and radio reporters.

3020.2.10 The Chief of Sound  
The chief of sound is responsible for all equipment and operation of sound installations.

### **3030 The Technical Delegate**

3030.1 Appointment  
For all national level competitions, the chairman of the USSA Freestyle sport committee shall appoint the USSA TD after consultation with the chairman of the rules & technical subcommittee. For division competitions the TD shall be nominated by the chairperson of the divisional rules & technical committee to be appointed by the divisional chairperson.

In the case of a national level competition, the appointments must be decided 60 days before each competition, made known to the TD concerned, and the organizing committee of the competition.

3030.2 Technical Delegate Qualifications  
3030.2.1 A TD may not be a member of the organizing committee, except at the divisional level.

3030.3 Replacement of the Technical Delegate  
For national level events, where a replacement is made, a full report must be made and forwarded to the USSA, the USSA Freestyle sport committee, the chairman of the subcommittee for rules and technical, and the organizing committee of the event concerned.

3030.3.1 Before the Competition  
For National Level Events  
The USSA Freestyle sport committee chairman will appoint a replacement after consulting with the chairman of the USSA rules and technical subcommittee.  
For Divisional Level Events

The division chairperson will appoint a replacement after consultation with chairperson of division's rules & technical committee.

3030.3.2 During the Competition  
For National Level Events  
The USSA Freestyle sport committee chairman should be contacted for a decision regarding replacement. If the chairman cannot be contacted, the chairman of the rules and technical subcommittee or a member of the freestyle sport committee should make the decision.

3030.4 Duties of the Technical Delegate in the Jury  
3030.4.1 The USSA Technical Delegate acts as technical consultant and chairman of the jury. Veto rights of the TD in the jury can only be used in extreme situations, some of which are outlined hereafter. In such a case, a detailed report must be sent and circulated to all parties in accordance with 3030.7.

3030.4.2 If the competitors are subject to dangerous conditions, the TD must exercise his right to interrupt or cancel the official training or the competition. This may be done without consultation of the jury.

3030.4.3 If the safety of a competitor is in danger because they lack the physical and/or technical abilities demanded by the course, the TD has the right, pending approval of the jury, to remove the competitor from the competition. The competitor receives a DNS.

3030.4.4 If the safety of a competitor is in danger because they lack the ability to complete certain aerial maneuvers, the TD has the right to suspend, reduce, or withdraw those qualifications, subject to agreement by the Jury.

3030.4.5 If the safety of a competitor is in danger due to injury, the TD has the right, pending approval from the jury, to remove the competitor from competition. The competitor receives a DNS.

3030.5 Duties of the Technical Delegate Before the Competition  
3030.5.1 The TD must inspect official and reserve courses just prior to the start of official training.

3030.5.2 The inspection should cover the following:  
-The technical data of the courses in accordance with USSA Freestyle technical specifications (Appendix C).  
-Proper preparation of the terrain of all courses and arrangements for all safety measures (width of courses, etc.) in accordance with 4002, 4602, 4202 and in the USSA Freestyle technical specifications.  
- Influence of the weather on the courses.  
- Choice and preparation of the start and finish areas for the different courses (see rules 3043 -3044).  
- Means of transporting the competitors to the start.  
- Communications between start and finish.  
- Medical service during and after the competitions.

3030.5.3 It is the duty of the TD to be ready and willing to advise the organizers, when necessary.

3030.5.4 The organizers must keep the TD informed of the progress of technical preparations. The contact between the organizers and the TD is useful and should be continuous.

3030.5.5 For national level events, the TD must arrive at the location of the competition at least 24 hours before the beginning of the official training.

3030.5.6 He must read the report of the TD of the preceding competition.

3030.5.7 For national level events, the TD must check to see that the proposals of the freestyle sport committee or the homologation inspector have been carried out.

- 3030.5.8 The TD is responsible for the review of the TD reports from previous national level events on the same site, as well as the competition immediately preceding it.
- 3030.5.9 The TD will review the list, furnished by the organizing committee, of supplies and service personnel.
- 3030.6 Duties of the Technical Delegate During Training and Competition
- 3030.6.1 The TD is responsible for observation of the training, as well as of the work of the organizing committee, and the competition officials.
- 3030.6.2 The TD must attend all meetings of the jury and the team captains' meeting; he is chairman of the jury.
- 3030.6.3 The TD is responsible for the supervision of the technical and administrative conduct of the entire competition.
- 3030.6.4 The TD must advise the organizers on compliance with USSA rules, as well as decisions on questions, which may not be covered by the rules.
- 3030.6.5 The TD is responsible for collaboration with the team captains and trainers.
- 3030.6.6 The TD must be present at all times during competition.
- 3030.6.7 The TD is responsible for the co-verification of the official results as outlined in rule 3045.2.
- 3030.6.8 The TD is responsible for the training of TD candidates assigned to him during their appointment.
- 3030.6.9 The TD is responsible for controlling discussion between the judges during competition. All discussion between judges is prohibited with the exception of discussion directly with the head judge.
- 3030.6.10 The TD is responsible for ensuring that the proper standards are implemented for judges' stands (i.e., partitions, heating, and washroom facilities) as they apply.
- 3030.7 Duties of the Technical Delegate After the Competition
- 3030.7.1 Submission of a final report must be sent to the USSA, the USSA rules & technical subcommittee chairman and to the organizing committee. In the case of divisional competitions reports must be submitted with scores to the USSA office, the organizing committee and to the division's representative for rules and technical.
- 3030.7.2 As applicable, the TD will make a report on the TD candidates' technical abilities. This report must be sent to the USSA Freestyle subcommittee for rules and technical and the responsible person in the candidates' national association.
- 3030.7.3 The TD's report must be submitted to the national office with the submission of the event results.
- 3030.8 Rights of the Technical Delegate
- 3030.8.1 The chairman of the jury has the deciding vote in case of a tie (including his vote).
- 3030.8.2 Decisions will be made according to rule 3030.5.
- 3030.8.3 If necessary, the TD will appoint qualified people as members of the jury.
- 3030.8.4 All officials of freestyle events, who are current members in good standing of the USSA, are covered under the existing liability policy carried by the USSA when performing duties in conjunction with a specific USSA event. Each individual, whether an athlete or official, should carry their own medical coverage as the USSA is not responsible for providing such coverage.
- 3030.8.5 Reimbursement of travel expenses and all costs arising out of his duties at the inspections and competitions, as per the current policy of the USSA Freestyle subcommittee for rules and technical, or the division.
- 3030.8.6 Complete briefing by the organizing committee through punctual dispatch of all documents on the conduct of the events, such as the official invitation, program, bulletins, etc., as well as immediate information concerning the cancellation or postponement of an event.
- 3030.8.7 The TD has the right to request the support of the organizing committee and its

- officials in all matters concerning the fulfillment of his duties.
- 3030.9 Candidate Technical Delegates (Assistant TD)
- 3030.9.1 For national level events, the USSA has the right to name additional people, per the rules and regulations of the freestyle subcommittee for rules and technical.
- 3030.9.2 For national level events, the assignment of the TD candidates is the responsibility of the USSA Freestyle subcommittee for rules and technical.
- 3030.9.3 For national level events, the cost for food and lodging shall be born by the host organizing committee. Transportation is the responsibility of the TD candidate himself.
- 3030.9.4 The TD candidate has to make a report on the event in question which must be sent to the USSA, and the USSA Freestyle subcommittee for rules and technical.

### **3032 The Competition Jury**

- 3032.1 Composition
- The Jury consists of the following members:  
 USSA Technical Delegate (Chairman)  
 Head Judge  
 Chief of Competition
- Members of the jury, in decision making situations, each have one vote with the chairman having the deciding vote.  
 A competitor's safety committee will also have input to the jury but will not have a vote (see rule 3034).
- 3032.2 Duties of the Jury Before Competition
- 3032.2.1 A member of the jury is responsible for the qualification of competitors and the supervision of the draw.
- 3032.2.2 The jury is responsible for the supervision of official training.
- 3032.2.3 The jury must inspect the courses prior to the beginning of official training and ensure that they conform with all specifications and characteristics outlined in 4002, 4102, 4202, and in the USSA Freestyle technical specifications (appendix C).
- 3032.2.4 The jury is to have its first meeting before the beginning of the official training.
- 3032.3 Rights and Duties of the Jury during a Competition
- 3032.3.1 The three voting members of the jury must be positioned on the course at all times and be in communication with one another.
- 3032.3.2 Jury has the right to change, interrupt, or postpone a competition.  
 Causes:
- Insufficient, inadequate snow and or course preparation;
  - Insufficient protective measures at danger points;
  - Deficient, or insufficient organization of the medical, rescue and first aid service;
  - Insufficient organization of crowd control;
  - Weather conditions, increasing danger or extreme cold.
- The decision to interrupt a competition may be final or temporary. (See rule 3060.2)
- 3032.3.3 The jury examines, evaluates, and makes the necessary decision on protests.
- 3032.3.4 The jury has the right to grant a provisional rerun.
- 3032.3.5 Written minutes are to be kept of all meetings and decisions of the jury.
- 3032.3.6 A member of the jury should periodically inspect the course during the competition.

### **3033 The Judges**

- 3033.1 The judges for a competition will be a group of qualified individuals. For all USSA Freestyle competitions, the judges must be members of the USSA. For national competitions, the panel of judges will be appointed by the USSA subcommittee for judging. For divisional events the head judge is nominated by

- the divisional judges committee and approved by the division chairperson.
- 3033.2 At any USSA national level event, the judges should be, to the extent possible, representative of each of the active freestyle divisions of the USSA.
- 3033.3 For national level competitions, the head judge will be appointed by the USSA freestyle subcommittee for judging.
- 3033.3.1 For divisional competition the head judge will be nominated by the divisional judges committee and approved by the division chairperson.
- 3033.4 An alternate for the head judge and for a member of the judges panel should be named and available if for any reason an individual is unable to perform his duties.
- 3033.5 The Rights and Duties of the Head Judge
- 3033.5.1 The head judge is a member of the jury.
- 3033.5.2 The head judge is preferably a non-judging member of the judging panel, responsible for checking the accuracy of the judges decisions, checking the results with the chief of calculation, and policing the judges stand.
- 3033.5.3 The head judge may act as a substitute judge in emergencies.
- 3033.5.4 For national level events, the head judge must ensure that all arrangements for transportation, accommodation, and expenses are organized for each judge. The responsibility for all communications, scheduling, timetables, materials, clinics, attendance, and any detail concerning the judges rests with the head judge. Thus, the head judge must accept all responsibility for any irregularity in the service provided by the judges to the competition.
- 3033.6 Judging Procedures
- 3033.6.1 Each judge will use score cards which indicate who the judge is and the name and bib number of the competitor. All score cards will indicate a score for each category utilized to assign a final score.
- 3033.6.2 Judges will be separated on the judges stand by a minimum of one meter and a partition, if practical. There will be no discussion between the judges concerning the competitors' scores (except by the head judge).
- 3033.6.3 No competitor or spectator will be allowed to approach the judges stand and talk to the judges during competition.
- 3033.6.4 The jury must deal with any problems or disputes arising from the judges or with the judging. The jury may refer any problem that it cannot resolve to the USSA Freestyle sport committee (FSC). The FSC will seek the assistance of the USSA Freestyle subcommittee for judging to resolve the problems. Problems within divisions should be dealt with on a divisional basis except where the implications are of national concern.
- 3033.6.5 Judges review committee: Any incident of misconduct by a judge may be reported to the chairperson of the judges subcommittee by means of a written, signed statement. The judges review committee will, pursuant to paragraph 9.3 of the USSA Freestyle judges' constitution, investigate the allegations and, if warranted, take appropriate disciplinary action
- 3034 Competitor Committees**
- 3034.1 The Competitor Safety Committee
- 3034.1.1 All competitions shall have a safety committee formed prior to the start of competition to ~~enforce the safety rules and render all final decisions~~ advise the jury on matters concerning safety. This committee shall consist of:
- One (1) representative from the area management (chief of course);
  - Two (2) athlete or coaches' representatives. For national level events, these representatives must be from two different divisions.
- There will be a separate safety committee named for each event (men and women).

- (May 2007)
- 3034.1.2 The members of the safety committee report in an advisory manner directly to the jury and are non-voting members of the jury.
- 3034.1.3 It will be the safety committee's responsibility to ensure the arrangements made for the safe operation of all events during the preparation and competition. The safety committee shall exercise control over all aspects of the event pertaining to safety, and shall in the use of its power of discretion, consciously take all reasonable precautions against excessive and unreasonable risks.
- 3034.2 Jump Shapers
- 3034.2.1 For the express purpose of shaping and grooming the jumps, the team captains shall elect up to two jumpers per special type of jump (i.e., floater, large kickers, small kickers). These individuals will be responsible for the final preparation of the jumps. In competitions other than World Cup, alternate jump preparation arrangements can be determined at the team captains' meeting.
- 3034.2.2 These individuals must be prepared to perform this task at least one day prior to official training.
- 3034.2.3 Two trainers will be appointed at the first team captains' meeting to monitor and advise on the development of air bumps on the mogul course.
- 3035 Team Captains**
- For national level events, each division or team is responsible for providing one team captain. If possible, the team captain should not be a competitor. A team captain cannot undertake any other official organizing function (jury, TD, etc.) at the competition.
- 3035.1 Rights of a Team Captain
- 3035.1.1 To submit protests to the jury during the competition.
- 3035.1.2 To benefit from all advantages accorded to a competitor (lifts, accommodations, invitations, etc.).
- 3035.1.3 To enter into competition areas during training time.
- 3035.1.4 To enter all official ceremonies.
- 3035.1.5 Each team captain has one vote. Each division and national team is entitled to one vote.
- 3035.1.6 To enter the preparation area during the competition.
- 3035.2 Duties of a Team Captain
- 3035.2.1 To attend all team captains' meetings.
- 3035.2.2 To provide all information received at meetings to his team members.
- 3035.2.3 To provide aerial qualifications of his team members if requested by the Jury.
- 3035.2.4 Responsible for all registrations of his team.
- 3035.2.5 Responsible for the discipline of his team.
- 3035.2.6 Should be familiar with the competition rules.
- 3036 Competitor's Equipment**
- 3036.1 Bibs
- The shape and size of start numbers may not be changed by penalty of disqualification. All bibs must be worn in the proper position and visible at all times during official training, competition, and awards.
- 3036.2 Advertising
- The advertising on material and equipment which is worn during competitions and training must conform with the FIS guidelines in rules 210, 211, and 230.
- 3036.3 Gimmicks
- Gimmicks are forbidden during competition.
- 3036.4 Equipment
- Rules concerning competitor's equipment which are specific to the individual

events can be found in section 4008.2. for aerials; 4608.2 for slopestyle, 4306.1 for dual mogul events section 4602.1.5-7 for big air events; and section 4206.1 for moguls in this rule book. (May 2007)

### 3038 Medical and Service Personnel

Following, are quotas for the right of access to the competition areas. This applies to FIS events. For USSA events, medical personnel should be allowed without restrictions of a quota:

- Up to 3 competitors: 1 trainer, 1 doctor, 1 technician.
- 4 to 8 competitors: 2 trainers, 1 doctor, 2 technicians.
- 9 or more competitors: 3 trainers, 2 doctors, 3 technicians.

### 3041 Technical Installations

#### 3041.1 Communications

For all USSA national level competitions there must be direct communication (telephone or radio, etc.) between the start, judges stand and in the case of moguls, the finish. It is suggested that this rule apply at the divisional level as well.

#### 3041.2 Timing Equipment

##### 3041.2.1 Electric Timing

For all USSA competitions, electric timing with communications between start and finish must be used, which will allow measurement of the times to 100th of a second. 1,000th of a second, even when measured and recorded, may not be published or used in the event of competitors being tied in the 1/100 second.

3041.2.2 The photo electric cells will be placed at a height of 1.0 meters on the starting light beam or at approximately 0.50 meters on the starting gates. The starting gate must be placed in such a way that starting is impossible without the gate opening. The finish beam on the mogul and dual mogul course should be at one meter high and the auxiliary beam at .75 meters

##### 3041.3 Hand Timing

3041.3.1 A hand timing system must be used at all times during a mogul or dual mogul event as backup to the electric timing system. For all competitions the hand timing must be totally separate and independent of the electronic timing at the start and finish.

3041.3.2 In the event of failure of the electric timing system the official hand time shall be calculated in the following way: The hand time takes the average difference between the official electric time and the hand time for the three runs prior to the missed electric time. If there were not three electric times prior to the missed time then the closest three times to the electric time missed shall be used.

##### 3041.4 Public Address System

3041.4.1 Music is used in all events. The sound system must be powerful enough for the competitor to hear the music clearly and without distortion while on any part of the course. The speakers must be on the side(s) of the course, and evenly distributed from top to bottom, in order for the sound to reach the competitor simultaneously on the course.

3041.4.2 The chief of sound will be in radio contact with the competition officials at all times.

3041.4.3 A minimum of two amplifiers should be available during the competition.

3041.4.4 The chief of sound is responsible for stock music during the competition.

##### 3041.4.6 Moguls

During the mogul event, stock music will be used and at the option of the organizers, the competitor's music can be used for this event. The music should be upbeat and energetic.

##### 3041.4.7 Aerials

Stock music will also be used during the aerial event. A variety of exciting music is recommended.

#### 3041.5 Judges' Stand

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 officials and to provide room for viewing, storage of equipment and all proper amenities for the operation of the competition.

### 3042 Start and Finish Officials

#### 3042.1 The Starter

The starter is responsible for the warning signals and start command. He is responsible for start recording. He assigns the supervision of the competitors to the assistant starter.

#### 3042.2 The Assistant Starter

The assistant starter is responsible for checking competitor's bibs, clothing and equipment for violations. He must call competitors several times during the ten minutes before each run.

#### 3042.3 The Chief Time Keeper

The chief time keeper is responsible for the accuracy of the timing. The times must be made available to the competition secretary for immediate publication. He is also responsible for recording of data. He may select an assistant if he wishes. He is responsible for the organization and layout of the finish area, including the proper crossing of the finish line by the competitors.

#### 3042.4 The Finish Official

The finish official in the mogul event is responsible for checking that all jumps are landed in the course (a jump is landed in the course if the center of the skis (boots) are on the ground before the skier crosses the line). In halfpipe the finish line is the last point of take off, this means if you take off and perform a trick on or before the line, the trick and fall will be counted. The finish official assists the judges with RNS rulings. (May 2007)

### 3043 The Start

3043.1 The start shall be prepared in such a way that the competitors can stand relaxed in the starting area.

3043.1.1 The aerial start is anywhere on the course, but cannot exceed the maximum start line as established for safety reasons.

3043.1.2 The mogul start will preferably be an open start with a light beam installed approximately 1.5-2.0 meters down, across the hill, parallel to the starting line. The starting line and the light beam will be as wide as the control gates on the top of the course. The competitor should plant his/her poles in front of the line and his/her boots should stay behind the line until the starting signal is given.

The mogul start can also consist of one or more traditional starting gates with the electric timing device attached. The starting gate will be located where the competitor has easy access to his/her skiing line and can quickly reach full speed after leaving the start.

#### 3043.2 The Start Area

The start area must be closed off to everyone except the starting competitor, accompanied by only one trainer and the start officials. A special roped off area must be provided for trainers, team captains, service personnel, etc., in which they may take care of the waiting competitors without being interrupted by the public.

3043.2.1 A tent must be provided at the start area. If the temperature could be below -10 celsius, a heater must also be provided.

#### 3043.3 Start Procedure

No official or attendant who could possibly give an advantage to, or disturb the starting competitor may be behind him. All outside help is forbidden.

- 3043.4 Start signals specific for each event will be given by the starter.
- 3043.4.2 The aerial start signals will begin with the starter confirming that the jump is clear and by then informing the competitor to proceed. The competitor then has 15 seconds in which to start.
- 3043.4.3 The mogul start signals begin with a warning ten seconds before the start. Five seconds before the start he shall count “3, 2, 1” and then give the start command.
- 3043.4.3.1 In dual moguls if a competitor is unable to start for any reason, the other competitor in that round cannot ski the course.
- 3043.5 Start Timing  
In the mogul event, the start timing shall begin at the exact time the competitor crosses the light beam or when he/she opens the start gate with his/her leg below the knee.
- 3043.6 Delayed Start  
A competitor who is not ready to start in the position indicated on the official start list will receive a DNS. The starter may, however, excuse such a delay if, in his opinion, it is due to “force majeure” or the competitor can prove that he is having equipment problems. He may run at a later time as determined by the starter. In case of doubt, the starter may allow a start provisionally, but must inform the jury.
- 3043.6.1 In the case where a start has been delayed and the competitor is ready to go, the Starter will run the competitor at the first start opportunity, as approved by the Jury.
- 3043.7 The Start Order  
The start order is determined at the team captains’ meeting on the day before the event. A random draw done by computer may be used at all freestyle competitions.
- 3043.7.1 Each event shall have a separate start order. The start order for each event shall be different. If a final, semifinal format is used, the start order for finals shall be the reverse order of the finish of semifinals. If there is a tie after the semifinals, a method of chance shall be used to determine the start order for finals. The winner shall take precedence in the start order.  
If a competitor is improperly placed or omitted from a start list due to an error by a team leader or coach, that competitor will be added to the start list in the first position. If an error in the start order is made by the organizing committee, the draw must be remade. In this case the team leader or coach must inform the organizing committee of the error within 15 minutes from the distribution of the start list. After 15 minutes the error will be treated as an error by the team leader or coach, except in the case of dual moguls where no changes will be permitted after the draw.
- 3043.7.2 Start Groups  
Does not apply to USSA competitions.  
An approved substitute for a competitor can be inserted into the running order, for either run, at any time up to the original competitor’s scheduled start, however, two different skiers may not be allowed one run each.
- 3043.7.3.1 No changes, additions or substitutions shall be permitted to the dual mogul start list once drawn.
- 3043.7.4 The start order will include the following information:
- Name of competition sponsor;
  - Name of competition;
  - Site of competition;
  - Dates;
  - Times;
  - Name, division affiliation, ski club and bib number of competitors;
  - Section of national ski association and/or FIS;

- Names of jury and judges;
- Mean course standards.

- 3043.7.5 The start order must be circulated to all officials, coaches, competitors, television and media personnel, and VIPs.

### **3044 The Finish**

- 3044.1 The Finish Area
- 3044.1.2 The finish area for the aerial event must be satisfactorily large enough to allow the competitor to stop safely (see Appendix C). Safety fences and barriers must be in place.
- 3044.1.3 The finish area for the mogul event must be a smooth area equal to the width of the course, for at least 20 meters from the finish line. The finish line will be 8-10 meters wide. The area, three meters before the timing light, must be smooth in order for the competitor to ski through the electric timing eye.
- 3044.1.4 The finish area is to be completely fenced in and constructed in a way as to not allow high speed exits. Any unauthorized entry must be prevented. The necessary protective barricades shall be placed so as not to interfere with the competitors skiing. For competitors who have finished their runs, a special area, separated from the actual finish area, is to be provided. In that area, contact with the press (written and audio/visual) shall be made possible.  
Snow walls, straw or hay, foam rubber or other appropriate safety structures shall be used to prevent any possibility of a collision with the finish structures.
- 3044.1.5 Determination of Finish  
With electric timing, the time is taken when a competitor crosses the line between the finishing posts with any part of his body or equipment, and so breaks the contact.
- 3044.1.6 Failure of Electronic Timing  
In the event of a failure in the electronic timing system, the hand recorded times will be the ones to constitute the official time of the run. Hand timing will be used as back up for the entire round of competition.
- 3044.1.6.1 If all the timing fails during a competitor’s run, the competitor may receive a rerun.
- 3044.1.6.2 In the event of a timing failure, every effort should be made to procure an accurate time, i.e., backup hand timing or possibly video.
- 3045 Calculation and Announcement of Results**
- 3045.1 Unofficial Scores  
Scores taken by the chief of scoring shall be considered unofficial scores. Whenever possible, unofficial scores should be announced to the public with their provisional status clearly indicated.
- 3045.2 Official Results
- 3045.2.1 Official results are determined from the scores of those competitors who have not been disqualified.
- 3045.2.2 The official results must contain the following information:
- Name of competition sponsor;
  - Name of competition;
  - Site of competition;
  - Date and time of competition;
  - Name and division affiliation of jury and judges;
  - Name and division affiliation of chief of course;
  - Mean course standards;
  - Name of organization, club or association;
  - Competitor names, division affiliation, bib numbers;
  - Complete scoring calculations (i.e., individual judges scores, degree of difficulty factors, speed and speed points);

- Sanction of national ski association and/or FIS.  
The official results are made official following an inspection by both the chief of scoring, TD and the head judge, and by the application of their signatures.
- 3045.2.3 Results for both the first and second runs must be published.
- 3045.2.4 There can never be any award ceremony before the end of an event.
- 3045.3 Calculation of Scores  
Calculation of scores shall be generally determined as follows:
  - 3045.3.1 All published numbers must be truncated to two places after the decimal point.
  - 3045.3.2 All competitions must have 5 or 7 scoring judges except in divisional events where a three judge format is acceptable.
  - 3045.3.5 The total score determines the winner. This system is affected by specific variations in scoring procedures in each discipline as outlined in aerials 6004 and moguls 6204, dual mogul 6304 and halfpipe 6154.
- 3045.4 Tie Breaking  
Tie breaking is performed by the chief of scoring.
  - 3045.4.1 Ties in any of the events will be broken by a judge by judge or complete score by complete score comparison. Refer to sections 4156.2, 6009, 6204.5., and 6304.2.1  
If the tie cannot be broken, both competitors will receive the better place and the following place will be unused.  
Example:  
13th place - 28.6 point  
14th place - 26.0 point  
14th place - 26.0 points  
16th place - 24.2 points  
17th place - 24.0 points
- 3045.5 Publication of Judges Scores  
When judges scores are published, care must be given to show the category each judge is scoring before showing his nationality. This is especially important when scores are inserted in television pictures.
 

Judge	1	2	3	4	5	6	7
	A/F	A/F	A/F	A/F	A/F	L	L
	6.6	6.5	6.8	7.0	7.0	2.1	2.0
- 3046 Age Limits**
  - 3046.1 The age limits for USSA Freestyle participation coincide with that of the FIS. Freestyle competitions are determined according to the calendar year.
  - 3046.2 The competition year begins on the 1st of January. Competitors who are eligible to compete in any specific age group may enter competitions for that age group which are held at the beginning of the winter season.
  - 3046.3 The age group categories are as follows:
 

Veteran 1	25 to 39 years old
Veteran 2	40 years and older
Seniors	19 to 24 years
Juniors 1	17 to 18 years
Juniors 2	15 to 16 years
Juniors 3	13 to 14 years
Juniors 4	11 to 12 years
Juniors 5	10 years and under
  - 3046.3.1 Competitions embracing juniors shall be known as youth competitions
  - 3046.3.2 Competitions designated as international youth competition(s) by the FIS Freestyle committee may embrace juniors and seniors who have their 19th birthday in the competition year.

- 3047 USSA Freestyle Points (FSP)  
Refer to the “Freestyle Point System” section of this competition guide.
- 3050 Protests**
  - 3050.1 Preconditions for a Protest  
The jury shall consider no protest unless the written protest has been made within the time limits indicated under 3050.3.3. The reason for the protest along with a ~~\$20~~ ~~\$10~~ protest fee must be given to the jury. If the protest is accepted, the protest fee will be reimbursed, if not, the organizing committee will retain the fee. (May 2007)
  - 3050.2 Examination of Protests  
The jury will meet as soon as it is logistically possible, taking into consideration the urgency of the request.  
The jury will invite, for a discussion on protests, the starter and other officials involved, possible witnesses, the competitor concerned and the protesting team captain. In addition, any other material such as videotape, film, photographs, etc., shall be examined. Only the members of the jury will be present for the final decision on the protest. This must have the support of a majority of the entire membership of the jury, not only of those present.  
In case of a tie, the TD’s vote shall be decisive. The decision shall be posted on the official notice board immediately after the hearing, with time of posting, The TD will preside at the hearing.  
Minutes of the hearing must be taken and must be signed by the TD.  
Protests concerning reruns shall be examined immediately by the jury.
  - 3050.3 Different Types of Protest
    - 3050.3.1 Protests Concerning Qualification  
Protests against the qualification of a competitor must be delivered in writing before the beginning of the draw of the competition, to the place designated on the official notice board.
    - 3050.3.2 Protest Concerning the Course  
Protests concerning the course (course not according to the rules, marking, preparation of the course, obstacles, danger points, visibility, etc.) must be presented in writing to the chief of course in good time before the last official training.
    - 3050.3.3 Protests During the Competition  
A competitor or team captain who protests against any action by another competitor or an official during the competition, must take his protest to a jury member within 15 minutes of completion of the last competition run.
    - 3050.3.4 Protest Concerning Disqualification  
A protest against disqualification must be sent in writing to the place indicated on the official notice board. Such a protest must be received within one hour after the posting of disqualification. In case of doubt over a disqualification, the competitor is entitled to a “provisional” start.
    - 3050.3.5 Protests Concerning Timing  
Protests concerning an error in timing must be delivered within one hour after the posting of the unofficial list of results to the place indicated on the official notice board.
    - 3050.3.6 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 a competitor, but on an alleged error in calculating the results, shall be considered. It must be sent by registered letter through the competitor’s association at any time within one month of the date of the competition. If the

- mistake is verified, a corrected list of results shall be published and the prizes redistributed. The official numerical awards of the judges cannot be protested.
- 3050.3.7 Protests Concerning Reruns  
Protests concerning reruns must be submitted, within 15 minutes of the infraction, to the jury.
- 3050.4 Appeals  
Right of Appeal - An appeal may be made from the decision of the Jury following a properly filed Protest, however, the Appellant's only basis of appeal shall be that the process undertaken by the Jury failed to afford the aggrieved party his/her due process. Appeals shall be made to the USSA office in writing within 24 hours of the Jury decision in question. The appeal must be in writing and must set forth the factual basis for the claim that Jury decision at issue failed to protect the allegedly aggrieved party's procedural due process rights. Once received in the USSA office, the appeal shall be forwarded to the Freestyle Judicial Committee for its consideration. The Freestyle Judicial Committee shall consider only the written evidence provided and unless the appellant demonstrates by clear and convincing evidence that the aggrieved party's due process rights were violated, the Committee shall uphold the decision of the Jury. In no event shall the filing of an appeal cause the stay of any competition. Refer to the appeals section in this Competition Guide. (May 2007)
- 3050.5 Cancellation of a Competition  
The jury has the right to cancel an event or an entire competition. The procedure to make up the event (or competition) must be decided upon in an immediate fashion by the jury. If the event or competition cannot be conducted, then the TD must consult with the freestyle sport committee chairman to determine a ruling on making up the competition at a later date, or to permanently cancel the competition.  
The TD can decide to interrupt or cancel an event for safety reasons (wind, fog, avalanche, blizzard, etc.)  
If an event is to be made up, then the scheduling of the event must not interfere with the time necessary to conduct any other event. Under severe circumstances a single run may be used to constitute an event.  
If an appeal is lodged within 14 days after the completion of the competition and is upheld, the results may be changed. Under no circumstances will a competition be rerun due to an appeal.
- 3054 Competitor Responsibilities**
- 3054.1 Competitors must have adequate medical insurance.
- 3054.2 Competitors must have safety bindings and ski stops in mogul and aerial events. Each athlete must be prepared to comply with the specific ski area's rules regarding retention devices.
- 3054.3 Competitors are responsible for a thorough knowledge of the rules, regulations and judging criteria.
- 3054.4 Competitors must attend the awards ceremony and must be wearing the correct bib. Also, winners must attend media functions. The awards ceremony time must be fixed in the official competitor information. The competitor is not obliged to attend award ceremonies held on any day other than that which the competition is complete.
- 3054.5 Competitors should be familiar with rule 222 of the FIS International Competition Rules (ICR) for all ski competitions concerning the competitor's obligations.
- 3054.6 Competitors should be prepared to wear goggles as necessary.
- 3054.7 As a condition of, and in consideration of their entries therein, all competitors and their parents, or guardians, shall be deemed to agree to assume all risks of injury

- to the competitor's person and property resulting from, caused by, or connected with the conduct and management of the competition and to release any and all claims which they may have against the officials, the host national association, and the clubs or organizers holding the competition and against their officers, and their entries shall only be accepted on this condition.
- 3054.8 All competitors must wear a helmet during competition and official training.
- 3055 Did Not Start (DNS)**  
DNS's are imposed for any run in which a skier does not start. The skier shall receive a DNS in the event only if both runs are DNS. The skier shall receive no place in the event. Also see 3030.4.3, 3030.4.5 and 3043.6.
- 3055.1 A skier receiving a DNS in one run and an RNS in the other shall receive an RNS for the event.
- 3056 Disqualifications (DSQ)**
- 3056.1 DSQ if a competitor submits any false information or enters a competition under false pretenses.
- 3056.2 DSQ for violating any rules on equipment according to sections 3036, 4008.2, and 4206.1.
- 3056.3 DSQ for un-sportsmanlike behavior.
- 3056.4 DSQ for attempting an aerial maneuver in competition which has not been qualified.
- 3056.5 DSQ if a competitor does not observe rule 211 of the FIS ICR.
- 3056.6 All decisions concerning DSQ will be the responsibility of the jury.
- 3056.7 DSQ if not qualified according to rules 208 and/or 212 of the FIS ICR.
- 3056.8 DSQ if a competitor alters a course or jump, or trains on a closed course.
- 3056.9 DSQ if a competitor accepts outside assistance of any form.
- 3056.10 DSQ if a competitor does not observe the safety regulations.
- 3056.11 DSQ if a competitor does not wear a helmet. DSQ will not receive a "place" point in the particular event involved and will eliminate the competitor from eligibility for a combined ranking (at any three event competition). DSQ will appear on final result sheet but will receive no numerical ranking.
- 3057 Reruns**
- 3057.1 A competitor may appeal to a member of the jury for a rerun immediately after he has been obstructed during his run; he must, however, leave the course as soon as possible. The following are considered acceptable reasons for a rerun:
- 3057.1.1 Obstruction by an official or a spectator.
- 3057.1.2 Obstruction by an animal.
- 3057.1.3 Obstruction by a competitor who has fallen and has not cleared the course.
- 3057.1.4 Obstruction by objects on the course, such as ski poles abandoned by a competitor in a fall.
- 3057.1.5 First aid measures which obstructed the competitor.
- 3057.1.6 Obstruction by failure of course to be properly maintained.
- 3057.1.7 Any other similar instances outside the competitor's control causing him to fall, slowing him down or lengthening his course, thus significantly influencing the result.
- 3057.1.8 Failure of the timing, both electronic and hand.
- 3057.1.9 A jury member can authorize a conditional rerun based on the acknowledgment that the reasons for it must later be confirmed.
- 3057.1.11 Failure of judges to observe competitors run.
- 3057.1.12 The competitor, taking the rerun can start in the middle of the interval between two successive competitors, after he reports to and is cleared by the starter.
- 3057.1.13 If the competitor has already been disqualified before the incident for which a rerun was granted, the rerun will not be valid.

- 3057.1.14 In the aerial event, immediate rerun for loss of ski(s) before landing. Only one rerun granted for loss of ski(s) for each jump.
- 3057.1.15 In the aerial event, a jumper may, for reasons of safety, after starting down the inrun, stop and refuse to jump. However, a jumper can only re-start one time if he/she does not stop prior to the jump. If the jumper refuses more than one time, a DNS will be issued to the skier.
- 3058 Receives No Score (RNS)**  
The judges may impose a ruling entitled “receives no score” (RNS) for any infractions listed below. This list does not restrict the ruling of the judges for any infraction which may occur, and is not listed below. RNS applies only to the run in which it was earned.
- 3058.1 RNS for loss of ski(s) anytime before landing during the aerial event if a rerun has already been granted for the same reason for that particular jump.
- 3058.2 RNS for skiing out-of-course boundaries in any of the events, which includes skiing around control gates, not passing through the finish gate in moguls, or crossing the middle line in a dual mogul course with both feet. If, however, a competitor’s run is finished before the finish gate (i.e., loss of ski) the competitor will not be disqualified or receive an RNS for not skiing through the finish gate. (May 2007)
- 3058.3 RNS for changing flight plan after the skier has left the gate.
- 3058.4 RNS for attempting identical maneuvers in the aerial event.
- 3058.5 RNS for violating the rules for start procedures as outlined in 3043.6.  
All decisions concerning RNS will be the responsibility of the jury.
- 3059 Warnings**
- 3059.1 Warning to competitors will be issued using the yellow and red card system.
- 3059.2 3 yellow cards = 1 red card  
1 red card = DSQ from the next event competitor is entered in.
- 3059.3 Warnings shall affect only the level of competition in which they are issued. All USSA competitions are considered of the same level including qualification and championship events.
- 3059.4 The jury may choose to warn a competitor rather than impose a ruling of RNS or DSQ provided there is a just case in which the competitor may have misunderstood or been confused concerning the ruling or cause of the infraction. Thus, in the case where doubt exists concerning any dispute protest or breach of the rules, the benefit of the doubt should favor the competitor.
- 3059.5 Yellow cards may be imposed against any displays of poor behavior, such as, profanity, display of temper, un-sportsmanlike behavior.
- 3059.6 Yellow and red cards will be valid for the twelve month period after such cards are issued. All infractions that result in the issuance of yellow and/or red cards should be reported to the USSA Freestyle office.
- 3059.7 The USSA Freestyle subcommittee for rules and technical should maintain records on all warnings imposed at all USSA competitions.
- 3059.8 The USSA Freestyle sport committee may issues the same warning against officials.
- 3059.9 A skier receiving an RNS for an event will be credited for event attendance for FSP purposes and will receive a zero for the event.
- 3060 Competition Protocol**
- 3060.1 Freestyle competitions may be comprised of the following events: moguls, dual moguls, aerials, halfpipe and big air events.  
Freestyle competitions must provide the opportunity for both men and women to compete.

- A competition may be announced as a one, two, three, four or five event competition. Freestyle competitions should consist, if possible, of all five events. A combined event is defined as moguls, aerials and halfpipe.
- 3060.1.1 Skicross is a non-scored discipline of freestyle. It is run according to FIS Rules.
- 3060.2 Competition Procedures  
In all USSA authorized competitions, aerial results will be the total of two jumps, and moguls will be the best of two runs unless only one run is taken, then it will be the score from the single run except at the Junior Olympics, where it will be the final run except for those only taking one run, then it will be the placings from that run. Dual moguls is an elimination format and is covered in 3060.2.1.  
The jury may alter this format to one run in the following circumstances: inclement weather or adverse conditions.  
If a competition is interrupted, the competition should be resumed when conditions warrant. The competitors’ results up to this point will remain valid if it is possible to complete the event on the same day. If it is not, the results prior to the interruption will be cancelled. In the case where all the competitors have completed their first run, this will constitute the complete event.
- 3060.2.1 Dual Moguls  
Dual moguls is a series of one-run duals with the winner advancing to the next round. Ultimately, the last two remaining will ski against each other for first place.
- 3060.3 Cancellation or Postponement of Competition  
If a competition is cancelled or postponed, for whatever reason, notice must be given to the USSA office at the time of cancellation or postponement.
- 3061 Accidents**
- 3061.1 The TD is responsible for immediately notifying the USSA Freestyle office and the sports medicine advisory committee chairman, by phone and in writing, of any accidents or injuries in full detail (see rule 3030.7.1).
- 3062 Insurance**
- 3062.1 USSA  
Competition organizers and officials are named insureds under USSA’s general liability policy in effect as of the execution of a schedule agreement and the date of the events held under it, subject to conditions described in paragraphs fourteen, fifteen and sixteen on the back of the schedule agreement.
- 3062.2 Individual Competitors  
All members of the USSA, as part of their membership, are required to sign a release of liability statement when joining. In addition, each athlete is required to maintain health insurance at all times. USSA has a secondary accident policy only for appropriate membership categories of USSA competitors.
- 3065 Organizational Meetings**
- 3065.1 Team Captains’ Meeting  
The team captains’ meeting will be held according to FIS ICR rule 216 of the joint regulations for all ski competitions. The purpose of the team captains’ meeting is to provide detailed information concerning competition procedures and activities, determine bib draws, gather competitor qualifications, and handle all necessary organizational matters.  
It is then the responsibility of the representative team captains to communicate this information to their respective participants. The head judge, USSA TD, chiefs of courses and all other important competition officials shall attend the team captains’ meeting. The chief of competition shall conduct this meeting.
- 3065.2 Organization Committee Meetings  
At USSA authorized competitions, there should be several organizational meetings

preceding the competition and possibly during the competition. It is the responsibility of the host competition organizer to call to order organizational meetings, as he deems necessary, and to inform the key individuals involved in the event, so that they may attend. Further the results of these meetings should be made known to the key individuals whether or not they were able to attend. It is the responsibility of the chief of competition to communicate the essential information concerning the competition so that all parties may be reasonably informed.

3065.3 Judges' Meetings

The head judge for the competition will be responsible for conducting a judges' meeting prior to the first day of competition. It is highly recommended that the judges meetings commence at least one day prior to the first day of competition. The head judge will be responsible for the communication and coordination of the meeting.

3065.4 Jury Meetings

The jury for a competition will meet at least once before the first team captains' meeting. The jury must also meet once before official training, in order to do an official course inspection. The TD will act as chairman in all meetings of the jury.

**3070 Jump Qualifications**

This section identifies jump qualification requirements for aerial maneuvers (jumps) used in all mogul, dual mogul, aerial, slopestyle and big air events. This section does not apply to half or quarter pipe venues. If there are conflicts regarding jump qualifications with any other section of this Competition Guide, this section shall have precedence.

3070.1 Responsibilities

Both the athlete and athlete's coach share responsibility for ensuring that the athlete is fully qualified to perform any jump in a USSA competition.

3070.2 Age Limitations for Jumps

The following age limitations apply for aerial maneuvers in national competitions in mogul and dual mogul competitions. A competitor may not perform more than a single inverted maneuver.

Age category	Highest Acceptable Jumps
Junior 4 and younger	Single inverts/1080 rotation
Junior 2-3	Double inverts/all rotations
Junior 1/Seniors	Triple inverts

Age limitations are determined as described in paragraphs 3046.1 through 3046.3.

3070.3 Jump Qualification Process

3070.3.1 Non-rotational Upright Jumps and Upright Straight Rotational Jumps of 1080 Degrees Rotation or Less. Non-rotational upright jumps and upright straight rotational jumps of 1080 degrees rotation or less shall be successfully demonstrated on snow and approved by the athlete's coach prior to being used in competition. Each time the athlete adds an additional rotation they must be qualified for that rotational upgrade (i.e. 360 to 540 would require a qualification upgrade). The approving coach shall be at least a Level 1 mogul/aerial coach. A USSA "C" provisional judge or USSA "C" Licensed TD may also approve these two classes of jumps. Submittal of a qualification form as defined in 3070.4 is not required for these jumps.

3070.3.2 Upright Straight Rotational Jumps Greater than 1080 Degrees and All Off-axis Jumps. Upright, straight rotational jumps greater than 1080 degrees of rotation and all off-axis jumps require qualification by a Level 2 mogul or aerial coach or better. Each time the athlete adds an additional rotation they must be qualified for that rotational upgrade (i.e. 360o to 540o would require a qualification upgrade).

For qualification, the athlete shall successfully perform the maneuver five consecutive times on water or snow for the qualifying coach. Submittal of a qualification form as defined in 3070.4 is required for these jumps.

3070.3.3 Inverted jumps. Inverted jumps, including all straight over front flips, straight over back flips, and all loops will be qualified in accordance with the following table:

<b>Inverted Jump</b>	<b>Recommended minimum number of jumps</b>	<b>Minimum Certified Coach Level to qualify jump</b>
* Single somersault (Including twists) and all loops	100	Level 2 Mogul or Aerial coach with an inverted certification
* Double somersault (including twists)	125	Level 3 Inverted Aerial coach
* Triple somersault (including twists)	75	Level 4 Inverted Aerial coach
* Quad somersault (including twists)	50	Level 4 Inverted Aerial coach

Athletes must qualify a back layout without position before qualifying other back flips with position (such as back iron cross). Each time the athlete adds an additional rotation they must be qualified for that rotational upgrade (i.e. back flip to back flip with a twist or bF to bdF or front flip to double front flip would require a qualification upgrade). To receive qualification for an inverted jump, the recommended minimum number of jumps should first be performed on water and the 5 jump qualification procedure successfully completed before attempting the jump on snow. For Aerials, aerialists are required to qualify which jump they may go off. To perform tricks off of jump three, they must be qualified for jump 3. Similarly for Jumps 1 and 2, Submittal of a qualification form as defined in 3070.4 is required for all inverted jumps. (May 2007)

3070.3.4 Positions. It is not necessary to include body positions or grabs (i.e., cross, mute grab, tuck, lay-out, misty, or bio, etc.) when qualifying a rotational, off-axis or single inverted maneuver.

3070.4 Submitting Qualifications

When required by these rules, the qualifying coach shall submit the athlete's qualification to the USSA Freestyle office using the USSA Freestyle Aerial Qualification Score Sheet. This form, and instructions for completing it, can be found on the USSA website at: [www.ussa.org](http://www.ussa.org). In addition to submitting qualifications to the USSA Freestyle office, a USSA freestyle division may, at its option, require coaches to submit a copy of the athlete's jump qualifications to the division office.

3070.5 New Maneuvers. To qualify new aerial maneuvers for a national level event an athlete may submit a video to both the chairman of the rules and technical and the judges subcommittees to be judged for safety, degree of difficulty and the criteria set forth on 6004.2.

3070.6 Disqualifications

An athlete who intentionally attempts, in a USSA event, a jump for which they are not properly qualified will receive a DSQ for that event. This includes any training jumps prior to the start of a competition unless the jump is being performed for a coach as part of the qualifying process.

3070.7 Suspension of Qualification

Competitors are subject to suspension or annulment of their qualifications by the TD

- (see rule 3030.4.4) if they have shown an inability to perform the maneuvers in a safe manor for which they have been qualified. This would discontinue the athlete's ability to compete with the maneuver until it has been re-qualified at a later date.
- 3070.8 The national ski associations have the right to further restrict their athletes from participation in inverted aerials.
- 3070.9 Coach Certification Process  
Coaches shall prescribe to the following requirements for certification:  
Level 1: mogul or aerial certification: Shall attend a Level 1 clinic given by a certified Level 1 examiner.  
Level 2 mogul or aerial certification: Shall attend either a Level 2 mogul clinic or a Level 2 aerial clinic and perform 40 hours of internship.  
Level 2 Inverted certification: Shall attend a Level 2 aerial or mogul clinic and perform 40 hours of apprenticeship on water and 40 hours of apprenticeship on snow with a Level 3 or higher certified coach.  
Level 3 Inverted certification: Shall obtain a Level 2 Inverted certification and perform an additional 40 hours of apprenticeship on snow and 40 hours of apprenticeship on water with a Level 4 coach.

## 4000 AERIALS

### 4001 Definition

Aerial competition shall consist of two (2) different acrobatic leaps from a prepared jump(s), stressing takeoff, height and distance (referred to as "air"), proper style, execution and precision of movement (referred to as "form") and "landing".

### 4002 The Aerial Site

- 4002.1 Joint Regulations for Men's and Women's Aerial Sites
- 4002.1.1 Aerial sites for all events in the USSA Freestyle calendar, must conform to the current USSA standards for aerial courses (see appendices C and D).
- 4002.1.2 General Characteristics of the Aerial Site  
The aerial site must be constructed specifically according to the specifications as established by the FIS and/or the USSA, as applicable. The snow conditions must be prepared to ensure competitor safety, and the course must be properly set and free of all hazards. All measurements taken are in degrees as opposed to percentages.
- 4002.1.3 Layout of the Aerial Site  
Aerial sites should be constructed from earth whenever possible. If not practical, then a natural location should be chosen, and in the last choice, the facility could be constructed solely of hay bales or snow. In order to assure the correct facility is available, this construction should precede the competition by a reasonable period of time as indicated by the TD.  
The aerial site should be located where spectators can have easy access, where facilities and services are located nearby, and if possible, where snowmaking can service the site.  
The aerial site should not have any obstacles or obstructions that will cause any inconvenience or difficulty for the competitor. There should be ample space available in the start and finish area for the competitor to maneuver.
- 4002.1.3.4 Three wind indicators must be on the aerial site, one on the start and two on the knoll.
- 4002.1.4 Preparation and Inspection of the Aerial Site
- 4002.1.4.1 The aerial site should be completely prepared for jumping at least three days before the aerial event, and should then be available for training.
- 4002.1.4.2 Before training begins on the first official training day, the competitors must inspect the course wearing their bib numbers in competition fashion and the bibs

- must be easily visible. The jury shall determine the time of inspection.
- 4002.1.4.3 Immediately after this inspection the TD and other members of the jury shall be available at the outrun to receive requests and suggestions from the competitors and coaches regarding the aerial site.
- 4002.1.5 Official Training
- 4002.1.5.1 The official training for the aerial event is an inseparable part of the competition. The competitors are required to participate.
- 4002.1.5.2 The official training shall ideally encompass at least three days before the event, although not necessarily consecutively.
- 4002.1.5.3 The official training shall be a minimum of one day (two hours of actual jumping time).
- 4002.1.5.4 The entire facility must be properly prepared and have proper medical services available.
- 4002.1.5.5 Competitors not wearing their bibs will not be allowed to participate during official training.
- 4002.1.5.6 There will be a minimum of one hour of official training on the competition day. Prior to performing any specific maneuver in competition, the competitor must show evidence of having qualified the maneuver in accordance with the aerial qualification procedure as explained in 4007.3.

### 4003 Scoring

A split scoring system will be used at all aerial events. The competitor's acrobatic skiing will be judged on three basic components as follows:

- 4003.1 Air; consisting of 20% of the score.
- 4003.2 Form; consisting of 50% of the score.
- 4003.3 Landing; consisting of 30% of the score.  
The judges will each evaluate the competitor's performance based upon the criteria set forth in section 6004. The score will be multiplied by the appropriate degree of difficulty factor (DD) to determine the total score for each jump. The competitor's final score for both jumps is determined by adding together the total scores from each jump.  
For judging criteria, refer to section 6004.

### 4004 Scoring Procedure

See rule 3045.3 for calculation of scores.

- 4004.1 Split Scoring System  
Refer to section 6003.

### 4005 Calculation of Degree of Difficulty

Refer to rule 6006 of the Rules for Scoring.

### 4008 Special Procedures

- 4008.1 Practice Time  
The aerial course shall be completed and be ready for competition a minimum of 24 hours prior to the start of competition. All competitors shall be allowed an opportunity to practice on the course.
- 4008.2 Equipment
- 4008.2.1 There shall be no minimum or maximum restrictions on ski lengths.
- 4008.2.2 Safety straps are prohibited in aerial events.
- 4008.2.3 Bindings must be a recognized release system meeting DIN specifications.
- 4008.3 Loss of Ski(s)  
See Rule 3057.1.14 and 3058.2
- 4008.4 Announcement of Maneuver  
The competitors should file a flight plan at the last team captains' meeting before

the event. They should provide a flight plan for each of the two jumps along with the jump number to be used. The flight plan can be changed until the competitor has announced his/her jump to the starter prior to performing his/her competition jump.

The competitor shall announce his/her planned jump, by name, immediately prior to entering the starting gate. The planned jump will be announced to the judges, chief score keeper and the public.

4008.5 Definition of Different Jumps

A competitor will be required to announce and attempt two different aerial jumps. Refer to section 6008 for information regarding which jumps are considered to be different.

4008.6 Starting Time

The jumpers have a maximum of 15 seconds to start down the in-run after being told that the course is clear and the judges are ready. Refusal to start will be treated as a balk. (See Rule 3057.1.15)

## 4100 Halfpipe

4100 through 4113.2 is new and replaces 4152 through 4158.3 from the 2007 Freestyle Competition Guide (May 2007).

4101 The Halfpipe

The halfpipe is a channel, constructed in the snow.

<b>Halfpipe Technical Data:</b>	Min.	Recommended	Max.
Inclination	14°	16°	18°
Length (meters)	100m	120m	140m
Width (meters)	14m	16m	18m
Wall Height (meters)	3.0m	3.5m	4.5m
Transition	3.0m	4.0m	5.0m

Vertical max 0.2 @ 83°

Bottom Flat 5m maximum

Drop in Area Flat to 2m

Banner fence from wall 2.0m

Outside fence from banners 0.5m

<b>Oversized Pipe</b>	Min.	Recommended	Max.
Inclination	14°	16°	18°
length (meters)	120m	140m	160m
width (lip to lip)	16m	18m	20m
wall height	4.7m	5.2m	5.7m
transition	5.2m	6.2m	7.2m

vertical max. 0,2m @ 83°

These measurements are only given as recommended due to the fact that these numbers should be consistent at every halfpipe contest

4102 The Halfpipe site

The halfpipe site must conform to specifications. The drop in gives the athletes the opportunity to enter the halfpipe with proper speed. The access ramp to the drop in cannot be used as springboard. All FIS World Cup halfpipes must be within the approved specifications and must have a grooming machine specifically designed for halfpipe preparation. Training periods must be observed. Two (2) days of training before the competition day are to be provided.

The Jury may reduce this period under special conditions.

4103 Official Training

The Chief of Competition will communicate training times during the first Team Captain's meeting. There must be a minimum of 2 days of training prior to the actual competition day. In special cases, the Jury can reduce training times.

4104 Competition format - Single format

Qualifications

One run for all competitors.

Top 50% from the first run (to maximum of 25) qualify for a second run.

The best score of the two runs is used to qualify for the finals.

Finals- 6 or 12 competitors qualified

2 runs each

Best score of the 2 runs to make the result list

4105 Execution

The qualification run is part of the halfpipe competition. The official results of the qualification run shall determine the qualified athletes for the finals. Only the finals shall determine the final ranking for the qualified athletes. The official results will include: the ranking list from the qualification run

4605.1 Draw

All athletes will be random draw by computer.

4106 Competitors Equipment

4106.1 Bibs

The shape and size of the start numbers may not be changed on penalty of disqualification. All bibs must be worn in the proper position at all times during training, competition and prize giving.

4107 Public Address System

4607.1 Music is used at halfpipe events. The sound system must be powerful enough for the competitor to hear the music clearly and without distortion while in any part of the pipe.

4607.2 The Chief of Sound and DJ is responsible for stock tapes during the competition.

4108 Judges Stand

4608.1 The minimum size of the judges' area must be 8 meters by 3 meters. The judges viewing area should be constructed to provide ample room for the appropriate number of officials and to provide room for viewing and all proper amenities for the operation of the competition. The judges' area has to be fenced and closed off to competitors and spectators.

4109 Start and Finish officials

4109.1 The Starter

The starter is responsible for the warning signal and the start command.

The starter must be in communication (radio) contact with the Jury.

4109.2 The Finish Official

The finish official is in charge of the finish area. They are responsible to ensure the control and exit for all competitors.

4110 The Start Area

The start area must be closed off to everyone except the starting competitor and the start official.

4610.1 Start signal will be given by the starter.

4111 The Finish Area

The finish area must be flat and big enough to allow the athlete to come to a safe stop. It has to be fenced off completely. The fences should be laid out in a way that there is maximum visibility for officials, media and spectators.

4111.1 Finish line

The placement of the finish line is determined by the Head Judge and marked by

- painting a colored line across the bottom of the pipe and up the walls to the lip. For a trick to count towards a competitor's score the competitor must take off on or before the finish line.
- 4112 Scoring Procedures
- 4112.1 For each halfpipe event, there are to be five scoring judges plus a Head Judge.
- 4112.2 Scores are awarded in accordance with the FIS Judging Criteria.
- 4112.3 Judges shall use scorecards to mark score by bib number, and may keep a memory board to record notations on specifics (tricks, falls, etc.)
- 4112.4 No discussions are allowed concerning competitor's scores unless initiated by the Head Judge.
- 4112.5 No competitor, team representative, or spectator will be allowed to approach the judges stand or speak with judges during the competition.
- 4112.6 Any protest or problem arising from the judging will be dealt with by the Jury.
- 4112.7 The Judge's Responsibilities and Duties
- 4112.7.1 To adjudicate and score every competitor according to the FIS judging criteria fairly and without bias.
- 4112.7.2 All judges shall be skilled in identifying the various maneuvers that the competitors perform.
- 4112.7.3 Judges shall attend all judges' briefings and post-competition sessions, team captain meetings, and be available to the Head Judge during preparation and throughout the event.
- 4112.4 All judges need to be able to judge in an effective and timely manner.
- 4112.8 The Head Judge's Responsibilities and Duties
- 4112.8.1 To help coordinate the judges' accommodations, per Diem, and related transportation.
- 4112.8.2 o attend the team captain's meeting the day before the competition and conduct the judges' briefings and post competition analysis with the judges.
- 4112.8.3 Attend all necessary course inspections with the TD, the Chief of Course, and the available team captains.
- 4612.8.4 Brief the judges' secretaries and prepare the administrative materials for judging (supplies, scorecards, comfort items).
- 4112.8.5 Act as a member of the Jury.
- 4112.8.6 Insure the appropriate behavior of the judges at all times during the competition.
- 4112.8.7 Lead all discussions during training and forerunning for the purpose of calibration.
- 4112.8.8 Determines, which judges, will be used for specific categories and oversees changes in assignments if appropriate.
- 4112.8.9 Supervise and control scoring procedures, including dialogue concerning deviant scores.
- 4112.8.10 Announce to the starter when judges are ready for competitors and to inform the judges of the number of the next competitor.
- 4112.8.11 Control the judges stand and the activities that take place upon it.
- 4112.8.12 Oversee the score calculation and check of the scores.
- 4112.8.13 Check the accuracy of all tiebreaking.
- 4112.8.14 Act as a substitute judge in emergencies.
- 4112.8.15 Inspect with the other Jury members the judge's stand to approve its location, facilities, layout, and sight line's. This inspection by the Jury should occur at least one day before the competition day.
- 4112.8.16 With the other Jury members and the Chief of Halfpipe to oversee the halfpipe construction and maintenance during practice and competition.
- 4112.8.17 Be the final authority on all judging issues at the competition, and to accept all

responsibility for any irregularity in the service provided by the judges to the competition.

- 4113 Halfpipe Course/Site
- 4113.1 The drop in section allows competitors to enter the halfpipe with momentum; it is not used to attempt a maneuver.
- 4113.2 Only maneuvers in the halfpipe will be scored, no maneuvers outside the halfpipe shall be scored. (May 2007)

#### **4153 Definition**

~~Competitions shall consist of multiple hits in a halfpipe meeting the specifications of the USSA Freestyle competition course Guidelines. Athletes may perform maneuvers that are upright, rotational, off axis, single inverted or any combination of those. A panel of judges will evaluate the performance based upon criteria stressing air, show, quality and difficulty of performance. Each performance is also assessed on the landing and up to 50% of points can be deducted for a fall on landing. All skiers perform in a qualification round then the top skiers perform in the final rounds.~~

#### **4154 The Competition Site**

##### ~~4154.1.1 Guidelines for Competition Sites~~

~~Competition sites must generally conform to the measurements as outlined in the USSA Freestyle competition course specification guidelines.~~

##### ~~4154.1.2 General Characteristics of the Competition Site~~

~~The competition site must be constructed specifically according to the specifications contained in the USSA Freestyle course specifications guidelines. The course should be properly prepared and lay out free of all visible and known hazards. All measurements taken are in degrees as opposed to percentages.~~

##### ~~4154.1.3 Layout of the Competition Site~~

~~4154.1.3.1 Competition sites may be constructed out of earth in the off season. If not practical, then a natural location should be chosen. In order to assure the correct facility is available, this construction should precede the competition by a minimum of one week.~~

~~4154.1.3.2 The competition site must be located where spectators can have easy access, where facilities and services are located nearby, and if possible, where snowmaking can service the site. The official start and finish will be indicated.~~

~~4154.1.3.3 The competition site should not have any obstacles or obstructions that will cause any inconvenience or difficulty for the competitor. There should be ample space available in the Start and Finish area for the competitor to maneuver.~~

~~4154.1.3.4 The competition site must be serviced by uphill transportation with a minimum capacity of 150 persons per hour. This transportation must cover a minimum distance from the finish area to the start.~~

~~4154.1.3.5 The finish area for the competition must be satisfactorily large enough to allow the skier to stop. All fences and barriers must be in place.~~

~~4154.1.3.6 The site must be equipped with a public address system according to rule 3041.4.1.~~

~~4154.1.3.7 A judge's stand will be used and located in a central location, which gives the best view of all the terrain features.~~

##### ~~4154.1.4 Preparation and Inspection of the Competition Site~~

~~4154.1.4.1 The competition site will be completely prepared for training at least one day before the competition and must then be available for training on the day of the event.~~

~~4154.1.4.2 Before training begins on the first training day, the competitors and Jury must inspect the course. The jury shall determine the time of inspection.~~

~~4154.1.4.3 Immediately after this inspection, the TD and other members of the jury shall be available to receive requests and suggestions from the competitors and trainers~~

regarding the site.

#### 4154.1.5 Official Training

~~4154.1.5.1 The official training for the competition is an inseparable part of the competition. The competitors are required to participate.~~

~~4154.1.5.2 The official training shall ideally encompass at least one day before the competition.~~

~~4154.1.5.3 The official training shall be a minimum of one day (two hours of actual jumping time).~~

~~4154.1.5.4 The entire facility must be properly prepared and have proper medical services available during official training.~~

~~4154.1.5.5 There will be a starter at training to regulate the flow of the competitors.~~

~~4154.1.5.6 Competitors not wearing their bibs will not be allowed to participate during official training. Bibs must be easily visible.~~

~~4154.1.5.7 Helmets are required. All competitors and forerunners must wear helmets manufactured for snowboarding or ski racing.~~

~~4154.1.5.8 On the competition day, the competitors are allowed two hours of training before the competitions begin. The jury may reduce this to one hour~~

### 4155 Judges Scoring

~~USSA has adopted the FIS halfpipe judging rules. Check [www.ussa.org](http://www.ussa.org) under Freestyle for current rules.~~

### 4158 Special Procedures:

#### 4158.1 Competition Format

~~4158.1.1 The competition format shall be, the best scored run. The number of skiers entered into an event and the number in the finals is determined based upon the guidelines of each division.~~

~~4158.1.2 Each division shall determine the number of skiers entered in the competition.~~

~~4158.1.3 The USSA Freestyle committee annually establishes the number of rounds in the qualifications and the finals.~~

#### 4158.2 Equipment

~~4158.2.1 There shall be no minimum or maximum restrictions on ski lengths.~~

~~4158.2.2 Competitors must wear a helmet when in the practice or competition.~~

~~4158.2.3 Run away straps are prohibited, in the training or the competition.~~

~~4158.2.4 Bindings must be a recognized release system meeting DIN specifications.~~

#### 4158.3 Loss of Ski(s)

~~The judges in accordance with the judging criteria will evaluate loss of ski(s) during or after landing.~~

## 4200 MOGULS

### 4201 Definition

Mogul competition should consist of two runs on a steep, heavily moguled course, stressing technical turns, speed, and aerial maneuvers.

### 4202 The Mogul Course

4202.1 Joint regulations for men and women's mogul courses

4202.1.1 Mogul courses for Junior Olympics and U.S. Freestyle Championships must conform to the specifications as set by the USSA and/or FIS.

4202.1.2 General characteristics of the mogul site

The mogul site must be uniformly covered in moguls, with a reasonably constant pitch and fall line, free of obstacles, with satisfactory snow cover.

4202.1.3 Layout of the mogul site

The mogul site should have a constant gradient with one continuous fall line.

The slope should not be overly concave or convex, nor should it have distinct

changes in gradient.

The course should be as evenly covered in moguls as possible. Hard, sharp bumps should be smoothed out, deep ruts, ice balls and snow machine tracks should be removed. Bumps that throw the competitor too far into the air should be modified. With respect to jumps, they should not excessively exceed the height of the moguls contained in the existing mogul terrain or be continuous across the course, such as "pro jumps". Chopping or preparing of the landing area should take place due to safety concerns.

When snow cover is minimal, the organizing committee must transport additional snow to safely cover the course.

The jury may postpone or cancel an event if the moguls do not satisfactorily meet a reasonable minimum to constitute a mogul competition.

Obstacles, which a competitor may hit, must be marked if they cannot be covered, whereas snow, straw, safety nets, or other devices must protect obstacles on the sides of the course.

At least nine control gates plus the start and finish must be located on the course to mark 10 evenly spaced intervals with gates measuring 8 -12 meters apart.

4202.1.4 Preparation and inspection of the mogul site

4202.1.4.1 The mogul site must be completely prepared for skiing at least ~~one three~~ days before the mogul event, and must then be available for training. (May 2007)

4202.1.4.2 On the first day of official training, the competitors must inspect the course wearing their bib number in competitive fashion and easily visible. The time of inspection will be determined by the jury and will take place prior to the start of the official training.

4202.1.4.3 Immediately after this inspection, the TD and other members of the jury shall be available, at the finish to receive, from the competitors and coaches, requests and suggestions regarding the mogul site.

4202.1.4.4 To improve upon marginal lighting conditions, the organizer may color the moguls, add pine bough branches, etc.

### 4202.1.5 Official Training

4202.1.5.1 The official training for the mogul event is an inseparable part of the competition. The competitors are required to participate.

4202.1.5.2 The official training should encompass at least ~~one three~~ days before the event, although not necessarily ~~the day prior to the competition consecutively~~. (May 2007)

4202.1.5.3 The jury may reduce this period if sufficient training is available the morning of the event on one or two days. (May 2007)

4202.1.5.4 The entire facility must be properly prepared and with proper medical services available.

4202.1.5.5 Competitors not wearing their bibs will not be allowed to participate in official training.

4202.1.5.6 There will be a minimum of one hour of official training on the competition day.

### 4203 Scoring

A split scoring system will be used at all mogul events. The competitor's mogul skiing will be evaluated on three basic components as follows:

4203.1 Turns; consisting of 50% of the score.

Refer to rule 6204.1

4203.2 Air; consisting of 25% of the score.

Refer to rule 6204.2

4203.3 Speed; consisting of 25% of the score.

Refer to rule 6204.3

The judges shall evaluate each competitor's performance with respect to "turns" and "air" as further described rules 6204.1 and 6204.2. The speed score as calculated in accordance with rule 6204.3 and shall be added to the total of the judges' scores to determine the final mogul score for each competitor.

The competitor shall be judged from the time that the run is started until he/she crosses the finish line. The skier should come to a safe and complete stop in the finish area. Aerial maneuvers landing beyond the finish line will be disregarded.

#### **4204 Scoring Procedure**

See rule 3045.3 for calculation of scores.

4204.1 Split Scoring System

Refer to section 6203.

4204.2 Pacesetters

The paceset time will be calculated at 9.5 meters/second for men and 7.7 meters/second for women.

#### **4206 Special Procedures**

4206.1 Equipment

4206.1.1 All competitors shall use a recognized release DIN binding system and devices to prevent runaway ski(s). Additional safety equipment is optional. All competitors shall wear helmets during official training and competition. General regulations concerning equipment can be found in rule 3036.

4206.2 Loss of Ski(s)

If a competitor loses a ski before the finish line, he may finish on one ski. He will be judged according to his performance. If the competitor does not continue his run and fails to put his ski back on in a ten second time limit, he will be judged up to that point (0 time points). If a competitor loses both skis he will be judged up to that point (0 time points). If a competitor stops for more than 10 seconds he/she will be scored to that point and receive 0 time points.

4206.3 Number of Jumps

All mogul courses are two jump courses. Every competitor must perform two different jumps in order to receive maximum points. Two different jumps are defined in 6204.2.2.

~~Only identically performed jumps will be considered repeat jumps with exceptions noted below in rotational maneuvers. "Two different jumps" are defined as:~~

~~— Jumps with different number of positions;~~

~~— Jumps of different groups for single maneuvers;~~

~~— Jumps with the same number and types of positions but in a different order;~~

~~— If two multiple maneuvers are performed they can have the same group combination, but the order must change.~~

~~Only identically performed jumps will be considered repeated jumps.~~

~~Exceptions:~~

~~1. When grabs are performed in rotational maneuvers, all grabs are considered to be the same position.~~

~~2. When positions are performed in rotational maneuvers, the location in the rotation does not change the jump. A 180 spread 180 is a repeat of a 360 to a spread. If two positions are performed in a 360 or 720, changing the order of the positions changes the jumps. NOTE the since all grabs are classified as a single maneuver, a 360 with two grabs is a repeat of a 360 with two other grabs or if the grabs are reversed.~~

A competitor who performs only one jump can only receive a maximum of 50% of the total possible aerial score. Jumps in excess of the recommended amount

will be disregarded in order of lowest to highest scoring. For example, if a competitor performs three jumps, the judges will disregard the lowest scoring jump. However, a competitor should be careful not to perform jumps in such excess that the judges scores for turns are negatively affected.

To include new maneuvers to the approved list a competitor must petition the rules and technical subcommittee. This list will be amended on a seasonal basis only. (May 2007)

## **4300 Dual Moguls**

Dual mogul competition consists of mogul skiing on a heavily moguled course. Technical turns, speed and aerial maneuvers are used to evaluate the skiers with the winner of each round advancing to the next round as further explained in rule 4305 and rule 4306.4

4302.1 Joint regulations for ladies' and men's dual mogul courses

4302.1.1 Dual mogul courses for all U.S. Freestyle Championships must conform to the specifications as set by the USSA and /or FIS.

4302.1.2 General Characteristics of the Dual Mogul Site

The dual mogul site must be uniformly covered in moguls, with a reasonably constant pitch and fall-line, free of obstacles, with satisfactory snow cover. The moguls may be machine constructed and must conform to specifications contained in the USSA Freestyle course standards manual.

4302.1.3 Layout of the Dual Mogul Site

The dual mogul site should be a constant pitch with one continuous fall-line. The slope should not be overly concave or convex, nor should it have distinct changes in pitch.

The course must be as evenly covered in moguls as possible. Hard, sharp bumps should be smoothed out, deep ruts, ice balls and snow machine tracks should be removed. Bumps that throw the competitor too far into the air should be modified. With respect to air bumps, they should not excessively exceed the height and average shape of the moguls contained in the existing mogul terrain or be continuous across the course, such as "pro jumps", Chopping, or preparing of the landing area should take place due to safety concerns ~~In addition there should be no removal of moguls or alteration of terrain in the landing area~~ (see 3034.2.3). (May 2007)

When snow cover is minimal, the organizing committee must transport additional snow to cover the course sufficiently.

The jury may postpone or cancel an event if the moguls do not satisfactorily meet a reasonable minimum to constitute a dual mogul competition.

Nine control gates (markers or slalom poles) designating the outside of the course and center line must be located on the course at equally spaced intervals.

4302.1.4 Preparation and Inspection of the Dual Mogul Site

4302.1.4.1 The dual mogul site must be completely prepared for skiing at least three days before the dual mogul event, and must then be available for training.

4302.1.4.2 Moguls may be machine constructed and all care must be taken to assure the courses are equal with respect to lines and the number and size of the moguls.

4302.1.4.3 Before training begins on the first day of official practice, the competitors and jury must inspect the course. The time of inspection shall be determined by the jury.

4302.1.4.4 Immediately after this inspection the TD and other members of the Jury shall be available on site to receive requests and suggestions from the competitors and trainers.

4302.1.4.5 To improve upon marginal lighting conditions the organizer may color the

- moguls, add pine bough branches, etc.
- 4302.1.4.6 Some moguls may be modified for use as air bumps (see 4302.1.3 and 3034.2.3). There should be air bumps at the top and bottom of each course in approximately the same positions. The top air bumps should be placed at a distance of no less than 50 meters from the start line and the bottom air bumps should be placed at a distance of no less than 50 meters from the finish line.
- 4302.1.5 Official Training
- 4302.1.5.1 The official training for the dual mogul event is an inseparable part of the competition. The competitors are required to participate.
- 4302.1.5.2 The official training shall encompass at least two days, although not necessarily consecutively.
- 4302.1.5.3 The jury may reduce this period.
- 4302.1.5.4 The entire facility must be properly prepared and with proper medical services available during training.
- 4302.1.5.5 Competitors not wearing their bibs will not be allowed to ski on the course.
- 4302.1.5.6 On the competition day the competitors are allowed a minimum of 30 minutes of training before the competition begins. The Jury may reduce this if conditions require it.
- The competitor's mogul skiing will be evaluated on three basic components as follows (see 3045.3 for general scoring procedures):
- 4303.1 Turns; (Definition refer to USSA Freestyle judging manual 6204.1 to 6204.1.1.9 and 6403)
- 4303.2 Air; (Definition refer to USSA Freestyle judging manual)
- 4303.3 Speed; (Definition refer to USSA Freestyle judging manual)

#### 4304 Judging Procedure

A panel of judges shall administer scores based upon specific duties for each judge, as set forth in the USSA Freestyle judging manual 6205.

The judges shall evaluate the competitor's performance with respect to "turns", "air" and "speed" as further described in the USSA Freestyle judging manual.

The competitor shall be judged from the time the run is started until he crosses the finish line. The skier should come to a controlled and complete stop in the finish area. Aerial maneuvers landing beyond the finish line will be disregarded.

#### 4305 Competition Procedure

Either that morning or the previous day. Seeding will be done according to either the most recent USSA points list for dual moguls or the most recent mogul event. All skiers will then be seeded according to FIS normal bracketing.

Color (or side) of course will be predetermined in the following manner:

Round of 128	top skier in pairing will be red
Round of 64	top skier in pairing will be blue
Round of 32	top skier in pairing will be red
Round of 16	top skier in pairing will be blue
Round of 8	top skier in pairing will be red
Round of 4	top skier in pairing will be blue
Final Rounds	top skier in pairing will be red

In all cases the left side (looking up the hill) will be the blue course and the right side will be the red course. The ranking to the eighth place will be determined by skiing. Points will be awarded as follows:

Place	USSA Points
1st	30.00
2nd	29.40
3rd	28.81

4th	28.23
5th	27.66
6th	27.11
7th	26.56
8th	26.03
9-16th	23.78
17-32nd	18.66
33-64	11.49

#### 4306 Special Procedures

##### 4306.1 Equipment

4306.1.1 All competitors shall use a recognized release DIN binding system and devices to prevent runaway ski(s). Competitors must wear helmets during official training and competition. General regulations concerning equipment can be found in Section 3036.

4306.1.2 Competitors must wear a helmet in the moguls event when skiing in practice or competition.

Helmets manufactured for ski racing are required for all competitors in dual moguls competition and official training, for all age categories. USSA neither specifies nor recommends any particular helmet design or brand name and undertakes no responsibility or liability in connection with the requirement that helmets be utilized. It is the sole responsibility of the competitor to select an appropriate helmet. Caution: The protective qualities of all safety helmets are affected by age and use. Some older helmets and any helmets that have been damaged either in a racing fall or from other impact may no longer provide sufficient protection - even if there are no visible indications of damage. USSA neither specifies nor makes any warranties as to the fitness for use of any particular ski helmet nor assumes and responsibilities or duties to any competitor by requiring the use of a helmet.

##### 4306.2 Loss of Ski(s)

If a competitor loses a ski before the finish, he may finish on one ski. He will be judged according to his performance. If the competitor does not continue, he will be judged up to that point. If a competitor loses both skis, he will be judged up to that point.

##### 4306.3 Aerial Maneuvers

Air Judges evaluate jumps based on the scoring criteria from single moguls (quality, air and spontaneity), as well as difficulty and variety. Competitors may repeat jumps but judges will consider variety in comparing the two competitors. Variety reflects a different number of maneuvers and different types of maneuvers.

##### 4306.4 Dual Moguls Start Device

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 start. The specifications can be adjusted to the needs of the specific course.

The start gates are to be placed in the center of each of course.

The gates have to open simultaneously and it must be impossible for a competitor to open the gates himself.

Example:

Two hinged gates each 100 cm wide and 40 cm in height. The starting block (behind the board) must be covered with Teflon to protect the ski. The weight for each hinge gate is 15 kg.

The bolt (lock) system should operate in such a way that both gates open outwards on operation of a single control mechanism. Mechanical controls are preferred over electrical ones, for reasons of reliability and portability

- 4306.5 Dual Moguls Format
- 4306.5.1 Dual moguls finals will be women 3rd and 4th , then women 1st and 2nd, then men 3rd and 4th, men 1st and 2nd.
- 4306.5.3 Dual Mogul Control Gates  
At all dual mogul courses, there shall be nine (9) control gates to divide the course into ten even parts.
- 4306.5.4 The width of each dual course should be 6.5 +/- .5 meters.

## 4500 Ski Cross

After a timed qualification run, a group of skier's race against each other on a specially prepared Ski Cross course that includes different types of turns, jumps, waves and other freestyle terrain features.

### 4501 Technical Data

- 4501.1 Vertical Drop
- 4501.1.1 Courses for all events must be a minimum of 130 vertical meters to a maximum 250 vertical meters. The same course may be used for, men and ladies. Average slope should be between 12°-22°.
- 4501.1.2 The total times for course shall be between 35 - 60 seconds.
- 4501.2 Gates
- 4501.2.1 A Ski Cross gate consists of one long slalom pole and one stubby pole and one gate.
- 4501.2.2 Consecutive gates must alternate in color (except banana's). The slalom poles must carry triangular gates matching the color of the pole.
- 4501.2.3 Triangular gates must be used with the following sizes:  
Discipline Base Long side Short side  
SX 130cm 110cm 55cm  
SX 100cm 80cm 40cm  
The turning pole must be a stubby pole (45cm)
- 4501.2.4 Triangular gates have to be placed at the bottom of the gate.
- 4501.2.4.1 The gates must be set so that the competitors can distinguish them clearly and quickly even at high speeds. The gate should be set at right angles to the competition line. In certain circumstances, skiers may be required to pass between two gates of the same color (for example: corridors).
- 4501.2.5 Correct Passage  
A gate has been passed correctly when both the competitor's ski tips and both feet have passed across the gate line. If a competitor loses a ski, without committing a fault, e.g. not straddling a gate, then the tip of the remaining ski and both feet must have passed the gate line. The gate line is the imaginary shortest line between the two turning poles. (See ICR Alpine 661.4)

### 4502 Course

- 4502.1 General characteristics of the courses.  
The slope should preferably be of a medium pitch (not flat/not steep-ideally 12°-20°) with varied terrain with an average slope of 15°. The Ski Cross slope must be a minimum of 30 m wide. The Ski Cross track width for 4 to 6 skiers, shall be no less than 5m. in width. Under certain conditions for short sections (50m or less) the course width may be a minimum of 20m. The ideal Ski Cross course will allow for the construction of all or some of the following terrain features:  
Banks (crescent shaped), Double Banks, Single, Double, or Triple Jumps  
Rollers, Offset Rollers - (Single, double, triple, etc.), Step-up jumps, spines and double spines, Pro style jumps, Hip jumps, Table top jumps, and medium or long GS type turns (when building a feature is not possible).

Other terrain features can be built but safety considerations must always be a priority. Gap jumps will not be permitted under any circumstances.  
The features should be designed so that competitors are attempting to gain speed and not having to break before each one.

### 4502.2 Course preparation

The track should be closed to the public at least 24 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.).

### 4503 Course setting

- 4503.1 The setting of the gates must be done before the official inspection 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.
- 4503.2 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 skier is unable to see the landing from the take-off should be avoided. The course should be designed to separate the skiers as quickly as possible after the start (i.e. 3-5 rolls 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 no less than 60 meters. The arc of the first turn shall be no less than a 100 degrees change in direction (i.e. the degrees difference between the entrance and the exit of the turn. The first turn is usually the largest turn of the course, wide enough to accommodate all competitors at once. The start should be designed in such a way the competitors can gain the speed with out using their ski poles or skating.

### 4504 Inspection/Training

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 Jury but should be a minimum of 15 minutes. Two inspection runs at half speed are recommended. All competitors are required to complete at least one inspection run prior to training. Competitors must visibly wear their bibs and their helmets. At least one Official training run prior to the actual competition is mandatory for each site - normally the training runs should be 1 - 2 hours in length and should be held the day before the actual event takes place (under certain mitigating circumstances the Jury may decide other possibilities).

### 4505 Execution of Ski Cross

- 4505.1 Finals are based on 32 men / 16 ladies / 4 skiers per heat or 48 men / 24 ladies / 6 skiers per heat.
- 4505.2 Ski Cross will be run according to a single knockout format. Timed runs are used to qualify skiers for the Ski Cross.
- 4505.2.1 Two possibilities for timed trials qualification.  
a) Qualification with one run – all skiers have 1 timed run  
b) Qualification with two runs – all skiers have 2 timed runs the better of two runs determines the qualification-ranking list (same start list for both runs).
- 4505.2.2 In the Qualification race, if two or more competitors have the same time (tied), then skier that started later in the race, will win the tie.
- 4505.2.3 If two or more competitors, are tied (for ladies 16th place and men 32nd place /

ladies 24th place and men 48th place) leading into the Final, then a ski off will be held between the two or more competitors, before the start of the Ski Cross Final competition. The competitor who wins the run will qualify and advance to the Final.

4505.3 The 2 skiers (4 skiers per heat) or 3 skiers (6 skiers per heat) advance from round to round as determined by their place of finish in each heat.

4505.4 Determination of place

Place of finish is determined by the first part of the body or skis that cross finish line.

4505.4.1 Whenever, possible, a finish line camera (video or photo finish) should be available. In case of a tie (between the 2nd and 3rd / 3rd or 4th place skiers in the heat only), the skier with the lowest qualification time will advance.

4505.4.2 In a case where more than one competitor does not complete the course nor cross the finish line, rankings will be based on the competitor who made it further down the course, will receive the better rank.

4505.5 Race Bibs

Race Bibs are numbered on front, and back for better visibility by the course judges. The main 4 colors of the bibs will be Red, Green, Blue and Yellow. White and Black will be used additionally if a 6-person format is used.

4505.6 Gate Judges

Gate Judges - between 4-8 Gate Judges (with radios connected with the finish-referee) on a Ski Cross is necessary. They must be familiar with the rules (Inspection, Training, Gate-DSQ and Contact etc.).

## 4506 Ski Cross Finals Parings

Pairings for the finals will be according to the following:

4506.1 Finals

Ranking for 8 heats/4 per heat (32) Men

Heat #	1st Pos	2nd Pos	3rd Pos	4th Pos
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

4506.2 Ranking for 4 heats/4 per heat (16) Ladies

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

4506.3 Ranking for 8 heats/6 per heat (48) Men

Heat #	1st Pos	2nd Pos	3rd Pos	4th Pos	5th Pos	6th Pos
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

4506.4 Ranking for 4 heats/6 per heat (24) Ladies

Heat #	1st Pos	2nd Pos	3rd Pos	4th Pos	5th Pos	6th Pos
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

## 4507 The Start

4507.1 Start lane choice during each heat based only on the skiers qualifying time. First in the qualification can chose their lane, the second fastest the next lane and so on in each heat. Assignment of new bibs numbered based on the results of the time trials will aid to determine lane selection in the start.

A missed start is a DNS. It is the skier's responsibility to arrive at the start in time to compete.

4507.2 Start lanes

Each starting position is identified by a color. Looking up the course, the positions are set from left to right. (for a 4 person Ski Cross, Position 1 is red, Position 2 is green, Position 3 is blue and Position 4 is yellow.) For a six person Ski Cross, black would be position 1 and white position 6. The other colors will remain the same and in the same order.

4507.3 Ski Cross Start ramp and Start Device

The Start Ramp shall be prepared in such a way that the competitors can stand relaxed in the starting device and can quickly reach full speed after leaving the start.

The specifications can be adjusted to the needs of the specific course. The start gates are to be placed in the center of the courses. The gates have to open simultaneously and it must be impossible for a competitor to open the gates himself or block the opening of the gate by applying force to the gate.

Standards:

Hinged gates, each 100cm wide and 40cm in height.

There shall be 60cm between each gate. The height of the handles shall be 95cm above the snow level. The size of each handle shall be 10cm long.

The starting surface of the gate must be covered with a protection for the skis. The gate must have sufficient weight to operate properly. The bolt (lock) system should operate in such a way that the gates open outward, as least past 45 degrees, on operation of a single control mechanism. Mechanical controls are all preferred over electrical ones, for reasons of reliability and portability.

All Start Device for FIS World Cup need to be approved by the FIS.

4507.2.1 Start Command

Skiers ready, five seconds – Go

## 4508 Contact

4508.1 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.

4508.2 If a skier is disqualified based upon an infraction of the rules regarding contact, he/she will not be classified in the competition.

## 4509 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. Protests after this time will not be accepted. Protests need not be in writing but all other ICR rules for protests

will apply. The Jury will consist of the TD, Race Director or Chief of Competition and the Chief of Finish. The protest fee must be paid at or before the conclusion of the competition.

#### **4510 Final Ranking**

##### **4510.1 Four Person Format**

Skiers 1 to 4 are ranked according to their place of finish in the final heat. Skiers 5 to 8 are ranked according to their place of finish in the consolation round. All remaining skiers are ranked according to the round they go out in (i.e. quarter finals) and their qualification times within that round. (example: skiers ranked 8 to 16 in the quarterfinal would be ranked according to their qualification times.)

##### **4510.2 Six Person Format**

Skiers 1 to 6 are ranked according to their place of finish in the final heat. Skiers 7 to 12 are ranked according to their place of finish in the consolation round. All remaining skiers are ranked according to the round they go out in (i.e. quarter finals) and their qualification times within that round. (example: skiers ranked 13 to 24 in the quarterfinal would be ranked according to their qualification times.)

#### **4511 Equipment**

##### **4511.1 Thickness of ski boot soles**

Distance between the ski boot sole and the base of the heel including all hard and soft parts: Ladies/Men: maximum 43mm

##### **4511.1.2 The maximum height (distance between the bottom of the running surface of the ski and the ski boot sole) is 50mm. The maximum height for the Children I and Children II is 50mm.**

##### **4511.2 Number of skis**

Each competitor is limited to two pairs of skis on the race day (Qualification and Final). The Organizer will mark the skis.

##### **4511.3 Helmets**

The competitors are required to wear helmets. Full Face Helmets are recommended for all inspection, training, timed trails and competition.

##### **4511.4 Ski suits**

Ski suits must be two pieces- pants and a separate top. Form-fitting Lycra, speed or downhill suits are not permitted. Competition suits may not be plasticised. Non-protruding body protection and padding is recommended.

### **4600 Slopestyle**

#### **4601 Definition**

Competitions shall consist of one to five features (Big Air, a Big Air to a Quarter Pipe, just a Quarter Pipe or multiple Terrain Park features) meeting the specifications of the USSA Freestyle Competition Course Guidelines (which may include rails or grind features). The event will make use of a specially designed course using a series of features. The skier performs their skills by using these terrain features. A panel of judges will evaluate the performance based upon criteria stressing amplitude, show, execution and difficulty of performance. Each performance is also assessed on the landing and up to 50% of points can be deduced for a fall on landing. The score is proportioned equally between hits if more than one. All skiers perform in a qualification round then the top skiers perform in the final rounds.

#### **4602 The Competition Site**

##### **4602.1.1 Guidelines for Competition Sites**

Competition sites must generally conform to the measurements as outlined in the USSA Freestyle Competition Course Specification guidelines.

##### **4602.1.2 General Characteristics of the Competition Site**

The competition site must be constructed specifically according to the specifications contained in the USSA Freestyle Course Specifications Guidelines. The course should be properly prepared and lay out free of all visible and known hazards. All measurements taken are in degrees as opposed to percentages.

##### **4602.1.3 Layout of the Competition Site**

**4602.1.3.1** Competition sites may be constructed out of earth in the off-season. If not practical, then a natural location should be chosen. In order to assure the correct facility is available, this construction should precede the competition by a minimum of one week.

**4602.1.3.2** The competition site must be located where spectators can have easy access, where facilities and services are located nearby, and if possible, where snowmaking can service the site.

**4602.1.3.3** The competition site should not have any obstacles or obstructions that will cause any inconvenience or difficulty for the competitor. There should be ample space available in the Start and Finish area for the competitor to maneuver.

**4602.1.3.4** The competition site must be serviced by uphill transportation with a minimum capacity of 150 persons per hour. This transportation must cover a minimum distance from the finish area to the start.

**4602.1.3.5** The start area shall set following the guidelines as outline in 3043.2. The inrun allows the skier to have the correct speed for the performance and the landing at an angle according to the required specifications to allow safe landings.

The Finish Area for the competition must be satisfactorily large enough to allow the skier to stop. All fences and barriers must be in place.

The site must be equipped with a public address system according to rule 3041.4.1.

A judge's stand will be used and located in a central location, which gives the best view of all the terrain features.

##### **4602.1.4 Preparation and Inspection of the Competition Site**

**4602.1.4.1** The competition site will be completely prepared for training at least one day before the competition and must then be available for training on the day of the event.

**4602.1.4.2** Before training begins on the first training day, the competitors and Jury must inspect the course. The Jury shall determine the time of inspection.

**4602.1.4.3** Immediately after this inspection, the TD and other members of the Jury shall be available to receive requests and suggestions from the competitors and trainers regarding the site.

**4602.1.4.4** To improve upon marginal lighting conditions, the organizer may color the features.

##### **4602.1.5 Official Training**

**4602.1.5.1** The official training for the competition is an inseparable part of the competition. The competitors are required to participate.

**4602.1.5.2** The official training shall ideally encompass at least one day before the competition.

**4602.1.5.3** The official training shall be a minimum of one-day (two hours of actual jumping time).

**4602.1.5.4** The entire facility must be properly prepared and have proper medical services available during official training.

**4602.1.5.5** There will be a starter at training to regulate the flow of the competitors.

**4602.1.5.6** Competitors not wearing their bibs will not be allowed to participate during official training. Bibs must be easily visible.

**4602.1.5.7** On the competition day, the competitors are allowed two hours of training

- before the competitions begin. The Jury may reduce this to one hour
- 4603 Judges Scoring**  
The total score for the performance shall be a maximum of 100 points. The competitor's performance will be judged on the following basic components. Judges may score categories singly (1 judge per category) or combined (1 judge give 100 points from all categories). Refer to USSA Freestyle Judging Manual, 6150 Scoring Procedures.  
The competitors' performance will be judged on the following basic components:
- 4603.1 Execution
  - 4603.2 Air
  - 4603.3 Difficulty
  - 4603.4 Show
  - 4603.5 Deductions
- 4604 Scoring Procedures**  
4604.1 The judges will each evaluate the competitor's performance based upon the criteria set forth in the USSA Judging Manual see rule ~~6602 4156~~ (May 2007).  
4604.2 ~~If a tie occurs in an event it shall be broken with a judge by judge comparison of each skiers highest scoring run. See 6603.3 (May 2007)~~
- 4608 Special Procedures**  
4608.1 Competition Format  
4608.1.1 The competition format shall be the best scored run. A run shall consist of one to five features made up of a Big Air, a Big Air to a Quarter Pipe, just a Quarter Pipe or multiple Terrain Park features as the case may be with the score proportioned equally between the features if more than one. Each run is scored until the skier stops for more than 10 seconds. The number of skiers entered into an event and the number in the finals is determined based upon the guidelines of each Division.  
4608.1.2 Each Division shall determine the number of skiers entered in the competition.  
4608.1.3 The USSA Freestyle Committee annually establishes the number of rounds in the qualifications and the finals.
- 4608.2 Equipment  
4608.2.1 There shall be no minimum or maximum restrictions on ski lengths.  
4608.2.2 Run away straps are prohibited, in the training or the competition.  
4608.2.3 Bindings must be a recognized release system meeting DIN specifications.  
4608.3 Loss of Ski(s)  
The judges in accordance with the judging criteria will evaluate loss of ski(s) during or after landing.  
Big Air course specifications:  
- Maximum of 5 jumps on site  
- Jump height min. 1m - max 3m  
- Distance to knoll min 4m - max 12m  
- Landing Hill length - min 10m  
- Landing Hill pitch 30 degree min - 38 degree max.  
- Takeoff angle minimum must equal landing hill pitch  
Quarterpipe course specifications:  
- Pipe height- min. 4m  
- Take-off angle-min. 1.2m wide @ 88 degrees last 1m  
- Transition - min. 6m  
- Base width- min. 6m  
- Recommended sloping back deck.  
- Optional additional hip take-off

## 6000 AERIALS

### 6001 Definition

Aerial competition shall consist of two (2) different acrobatic leaps from a prepared jump(s), stressing take-off, height and distance (referred to as "air"), proper style, execution and precision of movement (referred to as "form") and landing. See Rule 3060.2.3 concerning Semi-Finals and Finals.

### 6002 Scoring

The competitor's acrobatic skiing will be judged on three basic components as follows:

- 6002.1 Air; Consisting of 20% of the score. 0.0 - 2.0
- 6002.2 Form; Consisting of 50% of the score. 0.0 - 5.0
- 6002.3 Landing; Consisting of 30% of the score. 0.0 - 3.0

### 6003 Scoring Procedures

#### 6003.1 7 Judge Format

The Judges will evaluate the competitor's performance using a split scoring system as follows:

#### 6003.1.1 Air and Form Judges

Five Judges shall independently evaluate the competitor's performance based upon the Air and Form Criteria as stated in 6004.1 and 6004.2 respectively. The high and low scores shall be discarded and the remaining three scores will be added together.

#### 6003.1.2 Landing Judges

Two Judges shall independently evaluate the competitor's performance based upon the criteria as stated in 6004.3. The average of the two scores will be multiplied by 3, to obtain the overall landing score.

#### 6003.1.3 Total Score

The total score Judges score is calculated by adding the overall landing score to the total of the three counting Air and Form scores. This total is then multiplied by the appropriate Degree of Difficulty (DD) factor to determine the total score for each jump. The total will be truncated to two decimal places.

The competitor's final score for both jumps is determined on adding together the total score from each jump.

Example:

Air and Form Judges (Maximum 7.0 points per Judge)

	J1	J2	J3	J4	J5	
Air & Form Score:	6.2	6.0	7.0	6.8	6.5	= 19.50

Landing Judges (Maximum 3.0 points per Judge)

	J6	J7	
Overall Landing Score:	2.6	2.8	= (5.4÷2) x 3 = 8.10

Total Score (Maximum 30 points x Degree of Difficulty)

Total Judges Score: = 27.60

Total Score: = 27.60 x DD

#### 6003.2 5 Judge Format

The Judges will evaluate the competitor's performance using a split scoring system as follows:

#### 6003.2.1 Air and Form Judges

Three Judges shall independently evaluate the competitor's performance based upon the Air and Form Criteria as stated in 6004.1 and 6004.2 respectively. The three scores will be added together.

#### 6003.2.2 Landing Judges

Two Judges shall independently evaluate the competitor's performance based upon the criteria as stated in 6004.3. The average of the two scores will be multiplied by 3, to obtain the overall landing score.

6003.2.3 Total Score

The total score Judges score is calculated by adding the overall landing score to the total of the three Air and Form scores. This total is then multiplied by the appropriate Degree of Difficulty (DD) factor to determine the total score for each jump. The total will be truncated to two decimal places. The competitor's final score for both jumps is determined by adding together the total score from each jump. The competitor's final score for both jumps is determined on adding together the total score from each jump.

Example:

Air and Form Judges (Maximum 7.0 points per Judge)

	J1	J2	J3	J4	J5	
Air & Form Score:	6.2	6.0	7.0	6.8	6.5	= 19.50

Landing Judges (Maximum 3.0 points per Judge)

	J6	J7	
Overall Landing Score:	2.6	2.8	= (5.4÷2) x 3 = 8.10

Total Score (Maximum 30 points x Degree of Difficulty)

Total Judges Score: = 27.60

Total Score: = 27.60 x DD

**6004 Judging Criteria**

6004.1 Air (20% of the Score) Min. = 0.0 / Max. = 2.0

Air shall be evaluated based upon the take-off, height and distance of the competitor's jump. Take-off involves an evaluation of how the jump is initiated. Height and distance are essentially a product of speed into the jump and the force of the take-off. Take-off, height and distance shall also be evaluated in relation to the length and steepness of the landing hill. The competitor should not land too short (knoll) or too long (beyond the transition area of the landing hill).

Air consists of 20% of the score (maximum 2 points per judge) and will be broken down into two parts:

10% Technical Take-Off

10% Height and Distance

6004.1.1 Technical Take-Off Min. = 0.0 / Max. = 1.0

Technical take-off refers to the manner in which the competitor initiates the jump by extending the body at the right moment while leaving the kicker.

Take-off is judged from the moment the competitor enters the transition, until the tails of the skis leave the kicker.

6004.1.1.1 Good Take-Off 0.7 - 1.0

Just before the competitor leaves the kicker the body must be fully extended – the arms must lead the motion. The jump is initiated through “popping” from the kicker. The actual position in the jump (tuck, twist, spread, etc.) should not begin before the skis have left the kicker.

6004.1.1.2 Average Take-Off 0.4 - 0.6

There are different types of mistakes: The competitor does not pop at the right moment (too early or too late), the form starts too early (twisting on the kicker), i.e.: the arms are behind the body; hips are pushed forward too much; the competitor throws his arms over his head causing an uncontrolled rotation (sling).

Points are deducted according to the number and severity of these mistakes.

6004.1.1.3 Bad Take-Off 0.0 - 0.3

Take-off is completely missed, causing an uncontrolled jump in most cases.

6004.1.2 Height and Distance Min. = 0.0 / Max = 1.0

Height and distance is a product of speed into the jump and the force of the take-off. It shall be evaluated according to the trajectory through the air and the landing point of the jump. The maximum scores to be awarded off each jump will be as follows:

Small = .6 medium = .8 large = 1.0

6004.1.2.1 Good Height and Distance 0.7 - 1.0

The trajectory through the air begins at an angle that is continuing the curve of the kicker.

i.e.: Small Jumps - about 55°

Medium Jump - about 60°

Large Jumps - about 63°

The optimum landing point should be as far down the landing hill as the jump is away from the knoll.

i.e.: Small Jumps - about 4 meters

Medium Jumps - about 6 meters

Medium Big Jump - about 7 meters

Big Jumps - about 8 meters

Floater - about 10 meters

Jumps landed further down may receive full points if they are landed before the transition of the landing hill into the outrun.

6004.1.2.2 Average Height and Distance 0.4 - 0.6

The trajectory through the air is too high or too low. The landing is in the transition area from the knoll to the optimum landing point.

6004.1.2.3 Bad Height and Distance 0.0 - 0.3

The jump is landed on the knoll or on the outrun.

6004.2 Form (50% of the Score) Min. = 0.0 / Max. = 5.0

Form consists of 50% of the score (maximum 5 points per judge).

Form denotes the position of the body, skis, arms, hands, and/or poles while in the air. It is the manner in which the competitor executes each maneuver. Form shall be evaluated based upon competitor's precision of performance (i.e.: tightness of body, economy of motion), balance, mechanics, stability in the air, and the timing of the maneuver in relation to the apex of the jump. Form is judged from when the competitors ski tips start to leave the jump until the competitor touches the snow.

6004.2.1 Positions in the Form

6004.2.1.1 If the number of planned maneuvers is not fulfilled (somersaults, twists, 360's, upright positions) resulting in too many or not enough maneuvers, the competitor receives no score (RNS).

Example:

Flight Plan:	Jump Performed:	
Tuck-Tuck	Tuck-Tuck-Tuck	RNS
Full-Double Full	Full-Full	RNS

6004.2.1.2 A judge breaks down the form points to the number of maneuvers (somersaults, 360's, twists, upright positions), and takes off the percentage accordingly if the form in one, two, three, or more parts is missed completely or partially.

Example:

Flight Plan:	Jump Performed:	
Lay-Tuck	Lay-Tuck	max. 5.0
Lay-Tuck	Tuck-Tuck	max. 2.5
Lay-Tuck	Tuck-Lay	max. 0.0

Lay-Tuck	Lay-Lay	max. 2.5
Twister-Twister	Twister-Twister	max. 5.0
Twister-Twister	Twister-Spread	max. 2.5

#### 6004.2.2 Form Breaks

The following is a guide to use when assessing form breaks:

Minor form breaks	up to 25% of possible form points
Medium form breaks	up to 50% of possible form points
Major form breaks	up to 100% of possible form points

As in take-off, the body should be extended, not only at take-off, but also prior to landing. The amount of deduction depends on whether the form is bad throughout the whole jump or only in parts of the maneuver.

i.e. Jumps performed with a minor form break in one somersault:

	Single Twist	Double Twist	Triple Twist
Form	5.0	2.5 2.5	1.7 1.7
Deduction	1.2	0.6	0.4
Total	3.8	4.4	4.6

A guideline to differentiate between minor, medium and major form breaks is as follows:

All definitions of form are based on body positions. All positions have to be in the layout (straight body no bending 0°), or tuck or pike (90° bending at knees, hip position). The only exception is the puck position (only allowed for half-in and twisting front flips).

Anything with a variation of less than 45° off the required position should be considered minor. Anything with a variation of approximately 45° off the required position should be considered medium. Anything with a variation of clearly more than 45° off the required position should be considered major.

Deductions are cumulative. Multiple minor form breaks in the same movement can result in a major form break.

#### 6004.3 Landing (30% of the Score) Min. = 0.0 / Max. = 3.0

A proper landing involves a balanced, stable and controlled body position throughout. The competitor should demonstrate precision and grace with minimal interruption upon contact with the landing surface. Absorption should be made primarily with the knees and lower body with only a slight bend at the waist. The evaluation of a landing starts immediately when the competitor touches the snow and continues until the competitor has exhibited and shown sufficient skiing control after landing.

Landing consists of 30% of the total score (maximum 3.0 points per landing judge). Landing consists of two parts

1. Landing - body position in relation to the landing hill following preparation for landing, ski snow contact on impact as well as absorption of the body - Max. 2.0 points

2. Exit from the landing following the snow contact, impact and absorption. - Max. points 1.0

(Preparation for landing - this is considered in form)

#### 6004.3.1 Landing Min. = 0.0 / Max. = 2.0

##### 6004.3.1.1 Applicable Ranges for landing

2.0 Body is extended and 90° to the landing hill, perfect balance, weight on center of skis and rotation is completely stopped.

1.6 - 1.9 Slightly over rotated or under rotated, good absorption and balanced body position, weight on skis. No touch.

1.2 - 1.5 Over or under rotated, hard absorption, slightly off axis, possible small touch down with hand(s).

0.8 - 1.1 45° to the landing hill, way too long or too short. Hard hand touchdown/dragging hands.

0.4 - 0.7 Way too long or too short, insufficient absorption, touch down, back slap.

0.1 - 0.3 So far over or under rotated that there is minimal weight on the skis when they touch the snow, major snow contact.

0.0 Complete fall with no weight on skis at all.

#### 6004.3.2 Exit Min. = 0.0 / Max. = 1.0

##### 6004.3.2.1 Applicable Ranges for exit

1.0 Full Control, no touchdown, weight on both skis, exiting straight from landing.

0.7 - 0.9 Slightly off balance or off axis, no touchdown.

0.4 - 0.6 Continuing rotation, unstable, unbalanced or off axis, after landing then a touchdown, continuing into exit with skis.

0.1 - 0.3 Sliding down sideways or straight on back, belly, or circling virtually no continuation.

0.0 No control, no continuation into exit or loss of both skis.

6004.3.3 Note: A competitor must receive at least 0.1 points in the landing category to receive any point in the exit category.

### 6005 General Description of Aerial Maneuvers

6005.1 Spread Eagle: After take-off the outstretched arms and legs are extended out to the sides away from the body. The legs should be spread to form a minimal angle of 90° when viewed from the front. The skis should be parallel to each other (tails and tips equally spread) and 90° to the body. The upper body should remain straight and upright without any noticeable forward bend at the waist.

6005.2 Zudnik: A Nordic type jump in which the upper body is bent roughly 90° at the waist by bringing the upper body forward and down and the lower body forward and up. The toes rise up towards and in the vicinity of the competitor's chin. The skis should remain close together and parallel and the head remains upright.

6005.3 Twister: The skis are twisted a minimum of 90° to the fall line. The skis should remain parallel to each other, together and 90° to the body. The hands and arms may move to counter the twisting of the skis.

6005.4 Daffy: After take-off, one leg should be brought up and forward while the other leg is simultaneously brought backwards and up, resulting in a 180° split position in which the front ski is parallel to the back ski, skis pointing straight up and down.

6005.5 Back Scratcher. The skis tails are brought back and up to a minimum angle of 90° to the horizontal when viewed from the side, knees bent, hips forward and a slight backwards counter motion of the upper body (shoulders). Legs must be together and skis parallel.

6005.6 Mule Kick: The Mule Kick is a Back Scratcher with a 45° twist of the hip to the side.

6005.7 Iron Cross: This is a combination of the back scratcher and the tip cross. The skis are crossed in a 90° angle while pointed to the ground at a 90° angle. The maneuver is held with the upper body in the neutral position until the skis are extended to the landing hill

6005.8 Kosak: A Kosak is a combination of a Spread Eagle and a Zudnik. Arms can be held in different ways; in front, between the skis, at the side, or a competitor may grab the ski tips. Legs are simultaneously raised and spread in front and to the side of the body. Legs should approach the horizontal level and upper body is brought

forward to counter inertial forces of legs being raised. Skis should achieve a vertical position and be symmetrical.

6005.9 Helicopter: The Helicopter is a 360° revolution of the body on a vertical axis.

6005.10 Front Somersault: A complete forward rotation in which a person rotates heels over head.

6005.11 Back Somersault: A complete backward rotation in which a person rotates heels over head.

6005.12 Side Somersault: A complete rotation around the yawl axis in which a person rotates heels over head.

6005.13 Tuck: A position in which the knees are brought up towards the chest to a 90° angle at the hips and 90° angle at the knees. Hands are placed on knees or legs. In back somersaults 90° is ideal, in front somersaults more than 90 may be reached.

6005.14 Pike: A position where the upper body is bent 90° at the waist with legs remaining essentially straight.

6005.15 Layout: The body is extended straight.

6005.16 Half Twist: A 180° rotation of the body around its vertical axis in a “free” position, except in the half out movement the body must be layed out.

6005.17 Twist: All twists (including multiple twists in one somersault) have to be performed in a layout position, except for multiple front somersaults where the “free” position will be allowed.

6005.18 Multiple Maneuvers: Any combination or combinations of the above maneuvers. These must exhibit the full requirements of each of the individual maneuvers included in the combination. For multiple uprights the body must pass through the standard upright position (legs straight and together, skis parallel) before performing the next maneuver.

6005.19 Free Position: A maneuver performed in the puck, pike, tuck or layout position.

6005.20 Puck Position: The body is in an open tuck position; the hands do not have to touch the knees, minimum of a 45° angle, at hips and knees.

6005.21 Mute Grab: This jump is a 360 with Iron Cross with a hand grab of the ski or foot. The iron cross with grab should be held for at least 180° of rotation.

6005.22 Off-Axis Rotation: A complete rotation in which a person rotates around the vertical axis where the axis is tipped between 45 and 135 degrees. Could be incorporated with any number of rotations. (Sometimes informally called a ‘Misty’ for an off-axis front roll and a ‘Rodeo’ for an off-axis back roll.

## 6006 Degree of Difficulty Chart and Multipliers

6006.1	Calculation of Degree of Difficulty		
	Base Degree of Difficulty (DD) for Jumps	=1.50	
	Any possible combination of the below offered tricks may be combined to form a maneuver in a single jump with the consequent DD to be added the base.		
6006.1.1	Uprights (may be added to any following categories)	DD	Code
	Kosak	0.12	K
	Mule Kick	0.12	M
	Spread Eagle	0.10	S
	Daffy	0.12	D
	Zudnik	0.07	Z
	Twister	0.10	T
	Back Scratcher	0.12	B
	Iron Cross or Leg Cross/Uncross	0.12	X
	Japan Air	0.10	J
	Grab	0.13	G
	Switch (each time, only one per take off and/or landing)	0.10	-

6006.1.2	Rotations	DD	Code
	180	0.14	1
	360 (Helicopter)	0.28	3
	540	0.42	5
	720	0.56	7
	900	0.70	9
	1080	0.84	10
	1260	0.98	12
	1440	1.12	14
	1620	1.26	16
	1800	1.40	18
	Off Axis (bonus may follow any of the above rotations)	0.20	o
6006.1.3	Somersaults	Back	Front & Side
	Jump Description	DD	DD
		b.. (back)	f.. (front)
			l.. (loop/side)
	Single flip	0.55	0.60
	Double flip	1.15	1.30
	Triple flip	1.80	2.10
	Quad flip	2.50	3.0
	Position (Tucked, Piked, Pucked or "free")	-0.05	-0.10
			P (replaces "L" code)
	Position (Tucked, Piked, Pucked or "free")	-0.05	-0.10
			p (follows the twist code)
	Half twist	0.125	0.15
	Full twist	0.25	0.30
	1 ½ twist (Rudy)	0.45	0.55
	Double twist	0.65	0.80
	2 ½ twist (Randy)	0.85	1.05
	Triple twist	1.05	1.30
	3 ½ twist (Adolf)	1.25	1.55
	Quad twist	1.45	1.80
	All somersaults will be based and scored as a Layout		
	Special Provisions:		
	Maneuvers may be announced and performed in a position (Tuck, Pike, Pucked or "free"), in which case, a factored deduction applies and will be designated by a "P" replacing the "L" in straight over somersaults (example b P instead of b L) or by a "p" after the letter designating the twist (examples b HpH or f FpFp).		
6006.2	Difficulty Charts (Examples)	DD	Code
6006.2.1	Upright Jumps		
	- Zudnik	1.57	Z
	- Grab	1.63	G
	- Twister-Twister	1.70	TT
	- Daffy-Mule Kick-Spread	1.84	DMS
6006.2.2	Rotational Jumps		
	- Switch-180-Iron Cross-Grab	1.99	-1XG
	- 180-Iron Cross-Grab-180-Spread	2.13	1XG1S
	- 720-Spread	2.16	7S
	- 1080	2.34	10
	- Misty 540	2.22	5o-
	- Rodeo 720-Grab	2.39	7oG

	- D-Spin 900-Iron Cross-Grab	2.75	9oXG-
	- Bio spin 1080-Mute Grab-Safety Grab	2.92	10oXGG
6006.2.3	Single Somersaults		
	- Front Position (Tuck or Pike)	2.0	f P
	- Front Lay	2.10	f L
	- Back Position (Tuck, or Pike)	2.0	b P
	- Back Lay	2.05	b L
	- Back Tuck -Switch	2.20	-b P-
	- Back Somersault-Switch-Iron Cross-Grab	2.45	-b PXG-
	- Loop Position (Tuck or Pike)	2.0	l P
	- Loop Lay	2.10	l L
	- Loop Tuck -Switch	2.20	-l P-
6006.2.4	Double Somersaults		
	- Front Tuck-Pike, or any combination of	2.60	f PP
	- Front Lay-Tuck	2.70	f LP
	- Front Lay-Lay	2.80	f LL
	- Back Tuck-Pike, or any combination of	2.55	b PP
	- Back Lay-Tuck	2.60	b LP
	- Back Lay-lay	2.65	b LL
	- Back Tuck-Pike-Switch	2.75	-b PP-
6006.2.5	Triple Somersaults		
	- Front Tuck or Pike	3.30	f PPP
	- Front Lay-Tuck-Tuck	3.40	f LPP
	- Front Lay-Lay-Tuck	3.50	f LLP
	- Front Lay-Lay-Lay	3.60	f LLL
	- Back Tuck, Pike	3.15	b PPP
	- Back Lay-Tuck-Tuck	3.20	b LPP
	- Back Lay-Lay-Tuck	3.25	b LLP
	- Back Lay-Tuck-Lay	3.25	b LPL
	- Back Lay-Lay-Lay	3.30	b LLL
6006.2.6	Single Somersaults w/Twists		
	- Front Half (Half-in "free" position)	2.25	f Hp-
	- Switch-Front Half ("free" position)	2.25	-f Hp
	- Front Half	2.35	f H-
	- Switch-Front Half	2.35	-f H
	- Front Full	2.40	f F
	- Front Rudy	2.75	f Ru-
	- Front Double Full	2.90	f dF
	- Loop Half-Switch (lincoln 180)	2.35	l H-
	- Loop Full (lincoln 360)	2.40	l F
	- Back Half (Free position)	2.225	b Hp-
	- Switch-Back Half	2.275	-b H
	- Back Full	2.30	b F
	- Back Half-Iron Cross-Grab (Free position)	2.475	b HpXG-
	- Back Double Full	2.70	b dF
6006.2.7	Double Somersaults w/Twists		
	- Front Half-Half (Half-in "free" position)	3.0	f HpH
	- Front Half-Half	3.10	f HH
	- Front Full-Tuck	3.0	f FP
	- Front Full-Lay	3.10	f FL
	- Front Full-Full	3.40	f FF

	- Front Tuck-Double Full	3.50	f PdF
	- Front Lay-Double Full	3.60	f LdF
	- Back Half-Half (Half-in "free" position)	2.850	b HpH
	- Back Half-Half	2.90	b HH
	- Back Full-Tuck or Pike	2.850	b FP
	- Back Tuck-Full	2.850	b PF
	- Back Lay-Full	2.90	b LF
	- Back Full-Lay	2.90	b FL
	- Back Full-Full	3.150	b FF
	- Back 1½-Half	3.225	b RuH
	- Back Half-Rudy (Half-in "free" position)	3.175	b HpRu
	- Back Half-Rudy	3.225	b HRu
	- Back Tuck-Double Full	3.250	b PdF
	- Back Lay-Double Full	3.30	b LdF
	- Back Double Full-Tuck	3.250	b dFP
	- Back Double Full-Lay	3.30	b dFL
	- Back Full-Double Full	3.550	b FdF
	- Back Double Full-Full	3.550	b dFF
	- Back 1½-Rudy	3.550	b RuRu
	- Back Half-Randy (Half-in "free" position)	3.575	b HpRa
	- Back Half-Randy	3.625	b HRa
	- Back 2½-Half	3.625	b RaH
	- Back Lay-Triple Full	3.70	b LtF
	- Back Triple Full-Lay	3.70	b tFL
	- Back Double Full-Double Full	3.950	b dFdF
6006.2.8	Triple Somersaults w/Twists		
	- Front Full-Tuck-Tuck	3.70	f FPP
	- Front Full-Full-Tuck	4.10	f FFP
	- Back Lay-Half (position)-Half	3.50	b LHpH
	- Back Lay-Half-Half	3.550	b LHH
	- Back Half (position)-Tuck-Half	3.450	b HpPH
	- Back Half-Tuck-Half	3.50	b HPH
	- Back Full-Tuck-Tuck	3.450	b FPP
	- Back Lay-Full-Tuck	3.50	b LFP
	- Back Lay-Tuck-Full	3.50	b LPF
	- Back Lay-Lay-Full	3.550	b LLF
	- Back Half (position)-Half-Full	3.750	b HpHF
	- Back Half (position)-Full-Half	3.750	b HpFH
	- Back Full-Half (position)-Half	3.750	b FHH
	- Back Half-Half-Full	3.80	b HHF
	- Back Half-Full-Half	3.80	b HFH
	- Back Full-Half-Half	3.80	b FHH
	- Back Full-Full-Tuck	3.750	b FFP
	- Back Full-Tuck-Full	3.750	b PPF
	- Back Lay-Full-Full	3.80	b LFF
	- Back 1½-Tuck-Half	3.825	b RuPH
	- Back Full-Full-Full	4.050	b FFF
	- Back 1½-Full-Half	4.10	b RuFH
	- Back Half (position)-Rudy-Full	4.10	b HpRuF
	- Back Half-Rudy-Full	4.10	b HRuF
	- Back Full-double Full-Tuck	4.125	b FdFP

- Back 1½-Tuck-Rudy	4.150	b RuPRu
- Back Half (position)-Randy-Tuck	4.175	b HRaP
- Back Lay-double Full-Full	4.175	b LdFF
- Back Half-Randy-Tuck	4.225	b HRaP
- Back Half (position)-Randy-Lay	4.225	b HpRaL
- Back Half-Randy-Lay	4.275	b HRaL
- Back Full-double Full-Full	4.425	b FdFF
- Back double Full-Full-Full	4.425	b dFFF
- Back 1½-Rudy-Full	4.45	b RuRuF
- Back Half (position)-Randy-Full	4.475	b HpRaF
- Back Rudy-Full-Rudy	4.50	b RuFRu
- Back double Full-Full-Full	4.525	b FFdF
- Back Half-Randy-Full	4.525	b HRaF
- Back Full-triple Full Tuck	4.60	b FtFT
- Back Lay-triple Full-Full	4.650	b LtFF
- Back Rudy-Randy-Full	4.825	bRuRaF
- Back Full-double Full-double Full	4.90	b FdFdF
- Back double Full-double Full-Full	4.90	b dFdFF
- Back Full-triple Full-Full	4.90	b FtFF
- Back Full-Full-double Full	5.0	b FFdF
6006.2.9 Quad Somersaults (with & without twists)		
- Back Lay-Tuck-Tuck-Tuck	3.850	b LPPP
- Back Lay-Tuck-Tuck-Full	4.150	b LPPF
- Back Lay-Tuck-Full-Full	4.450	b LPFF
- Back Lay-Full-Full-Full	4.750	b LFFF
- Back Full-Full-Full-Full	5.0	b FFFF
- Back Half (position)-Rudy-Full-Full	5.025	b HpRuFF
- Back Half-Rudy-Full-Full	5.075	b HRuFF
<b>6007 RNS/Rerun</b>		
If a jump is announced (upright, rotational or inverted) and the number of maneuvers announced is not performed (too many or not enough) the score is RNS. Rerun granted for loss of ski(s) after takeoff and before landing, see Rules 3057.14 and 3058.1. Only one rerun granted for loss of ski(s) for each round. If the rerun is not used the score will be RNS. Loss of ski(s) during or after landing shall be evaluated by the judges in accordance with the judging criteria.		
<b>6008 Definition of Different Jumps</b>		
A competitor shall be required to perform two different aerial jumps. Jumps shall be considered to be different if in:		
6008.1 Upright Maneuvers		
There is a change in the composition of components performed in each maneuver.		
6008.2 Rotational Maneuvers, Upright or Off Axis		
Different jumps mean: A) upright or off axis, B) change of 180 degrees in rotation or C) a 180 degree in take off or landing.		
6008.3 Inverted Maneuvers		
There is a change from front to back or vice versa. There are a different number of maneuvers. There are a different number of twists but the number of somersaults remains the same. There are a different number of somersaults but the number of twists remains the same.		
6008.4 Special Provisions for Multiple Somersaults		
When there is the same number of twists and somersaults for both jumps, the number of twists done in a single somersault must differ by at least one twist.		

Can Do	Lay-Full & Full-Lay
	Lay-doubleFull-Full & Half-Rudy-Lay
Can't Do	Lay-Full & Half-Half
	Half-RudyFull & Full-Full-Full

**6009 Tie Breaking**

In the case of a tie the highest total scoring jump will determine the winner. (Note: This includes DD factor)

If the tie cannot be broken by this procedure, both competitors will receive the same placing.

**6010 Practice of Jumps**

Competitors must perform in the official competition training period of each event the most difficult (highest DD) type of jump they will perform in that competition from any category. i.e. Back, Front or upright.

**6152 HALFPIPE**

Definition: A halfpipe competition shall consist of one run using the pipe to perform several hits. Only hits in the halfpipe will be scored. No hits initiated or landed outside of the halfpipe will be scored.

## 6152.0 Scoring

The total score for the performance shall be a maximum of 50.0 points. Judges may score categories singly (1 judge per category) or combined (1 judge gives 10.0 points from all categories.)

## General rules

When judges are assigned separate scoring categories, scoring will be out of 10.0 points each for Amplitude, Difficulty and Execution and 2x10.0 points for Overall using one-tenth increments. In divisional events there can be only one. Overall Impression judge, but then the max score per run is only 40.0.

Official score sheets will be available.

The judges' scores will be added for a total of 50.0 points maximum.

## Training

All judges have to watch training to establish the scales for each event in all judges criterias. These scales will vary from event to event and will be based on pipe, jump or other feature geometry, the snow conditions and the level of the competition.

## 6152.1 Judging Criteria

## 6152.1.1 Execution:

Consisting of 20% of the score. 0.1 - 10.0 points

This includes all the maneuvers that are preformed in the Halfpipe. This means aeriels with and without grabs, all tricks on or near the lip of the Halfpipe, all flips and off axis rotation, handplants and all the different rotations. Emphasis for judging in execution will be: control of trick, long and distinct grab, good control and mechanic and the variety of tricks preformed in the Halfpipe. The trick should be solid and smooth, the legs and body maneuvered into the appropriate position, and then the grab released...all in one motion. Falls will not factor in the overall evaluation of this category only in completion of the individual trick.

## Criteria considerations

What is the ideal execution? The answer is: it is up to the discretion of the judge, such is the nature of a judged competition. For example: one who performs a mute air by barely bending his knees and just touching his ski/binding, has not performed the trick in a good executed manner compared to someone who grabs

his skis, pulls it closer to his body, holds it, and then straightens his legs. Good variety is: good mixture of tricks from all different sub groups i.e.: straight airs, rotations, flips, air to fakie, fakie airs and liptricks.

6152.1.2 Difficulty:

Consisting of 20% of the score. 0.1 - 10.0 points. This includes all maneuvers that are performed in the Halfpipe. This means aerials with and without grabs, tricks on or near the lip of the Halfpipe, Switch stance tricks, all flips, handplants and all the different rotations. Emphasis for judging in difficulty will be: amplitude, number of rotations in flips, off-axis rotations, what kind of grab in rotations, flips and off-axis rotations, what different combinations used. Falls will not factor in the overall evaluation of this category only in a completion of the individual trick.

Criteria considerations

Difficulty, how to measure this criteria? In rotations, rotations can be separated into sub-groups including horizontal rotations, vertical rotations and off-axis rotations. In all rotations, there is different numbers of rotations done and the more numbers of rotations means higher difficulty unless there is switch take off or fakie landings. Also different grabs done in rotations and different grabs will affect the difficulty degree. A key point: a grabbed 540 is certainly more difficulty than a 540 without a grab and switch stance tricks (backwards) is harder than normal tricks and will be rewarded as such. Difficulty refers to, not only the tricks performed but also the placement of the tricks and the combinations used. Back to back 540's is more difficult than spreading them out in a run.

6152.1.3 Amplitude:

Consisting of 20% of the score. 0.1 - 10.0 points' Measures the energy of the run that is shown by the height of each maneuver in the Halfpipe. The score reflects the average height of the maneuvers performed including a standard value of 1 - 5 set for the lip of the pipe. This value will be set during training before competition on competition day. Only the height is factored into the score. Each maneuver is given a score of 1 point for each 30 cm's above the lip that it is performed plus the standard value of the lip. The standard value of the lip can be a difference between men and women. These scores are totaled and then these are divided by the number of counting "hits" to give the 'Pure score'. The minimum number of "hits" will be 4.

Criteria considerations

This is a very simple category, yet the amplitude judge need to have a discerning eye for exact measurement to evaluate how high the skier gets above the lip of the Halfpipe. It is very important to remember that the pure score is the AVERAGE of the height of all hits when the body and skis are/when leaving the snow. This does not include Liptricks and Handplants. Since every hit counts, it is also important to remember that the skier has enough speed. If a skier is at the end of the run and only have air for a little half-foot air, it might be wise to go for a lip trick...or possibly not take it all and the rider should finish their run strong, rather than fizzle out. The measurement for the amplitude is taken from the central body mass.

6152.1.4 Overall:

Consisting of 40% of the score. 2 judges These judges will score the run by evaluating the run's overall precision including the execution of the run and the routine attempted. The OI judge evaluates the precise nature of the run in relation to maneuvers attempted, both individually and as a sequence. The overall composition of the run is most important as the OI judge evaluates the sequences of tricks, the amount of risk in the routine and how the skier uses the pipe. The OI

judge does take falls into consideration and can deduct up to 30% of the points of the run/judge for each fall. (12% from the total score)

Criteria considerations

The OI judge looks at the overall routine of how the run progresses and flows and taking everything into consideration. This means the Amplitude, Difficulty, Variety, Pipe Use and Execution of all the tricks. Amplitude means the height of the tricks performed. Difficulty refers to, not only the tricks performed but also the placement of the tricks and the combinations used. Variety refers to a good mix of straight airs and rotational maneuvers performed on both walls of the pipe. Execution refers to the stability, fluidity and control of maneuvers performed. The OI judge is looking how rider puts together the run to show a variety of tricks that are well executed and difficult. If a "skier" is getting high scores from the other judges, they will do equally as well in this criteria. The OI judge looks at falls as not only affecting the trick attempted, but also on the next few hits since the skier may have lost the momentum of his run. The OI also considers the skier's intensity, smoothness and pipe use. Thus high amplitude and higher risk taking will increase a skier's score, as will attempting a difficult maneuver at the beginning of a run. Also sequences of tricks are important, for example, back to back 540's may be more difficult than splitting them up in their run. Deductions for falls will be as follows:

3.0 Any complete falls, and completes stops

2.5 - 2.9 Major falls, body contact with snow

1.1 - 2.4 Minor falls, hard touchdown with two hands or more

0.5 - 1.0 Using hand for stability, hand drags

0.1 - 0.4 Unstable body, flat landings, missed airs, speed checks, flailing and sketches.

Considerations of the judging criteria

Split scoring system for five judges

In the current system, the judge's criteria are divided into five separate categories: Execution, Difficulty, Amplitude, and Overall Impression x 2. Each judge may give 10.0 points for a total of 50.0 points for each run. Over all, the system works as an integration of checks and balances where no one judge has more weight or power, and thus neither does one judging criteria. For example, someone cannot get a high score by only going high and impressing the Amplitude Judge or by only doing high difficulty to impress the difficulty judge. Therefore, in order to get the most amounts of points the skier needs to impress all judges by making sure to do well in each criteria. A good Halfpipe run is not based on any one things, it is based on everything as a whole. The key of concept is balance. This is what makes a good Halfpipe run. The next problem to the judging jury is: What is the ideal and what is not? First, we have the concept of "variety". If the athlete can do a large number of different tricks, he shows a high mastery of the sport and is thus better than someone who can do a limited number of maneuvers. A second concept is "difficulty". A good skier must be able to perform tricks that are difficult. In addition, not only should the skier be able to perform those tricks requiring high skill, but also to perform every maneuver in a difficult manner. Third, each trick must be performed with ideal execution. This is where discrepancies in judging are constantly being challenged. What is ideal execution? The answer is: it is up to the discretion of the judge, such is the nature of a judged competition. For example: one who performs a mute air by barely bending his knees and just touching his ski/binding, has not performed the trick in a difficult and well executed manner compared to someone who grabs his skis, pulls it closer

to his body, holds it, and then straightens his legs. It is up to the judges responsibility to make the discretion. Obviously, experience and observation are the keys when it comes to judging execution, as well as difficulty. Therefore it becomes important that we stress the importance of judge training. If a judge isn't properly trained, his scores will reflect it in their inaccuracy. The finish line is the last point of take off, this means if you take off and perform at trick on or before the line, the trick and fall will be counted.

6153 Scoring procedures  
The judges will evaluate the competitor's performance using a split scoring system as follows:

6153.1 Five Judge Format  
Execution 1 judge A  
Difficulty 1 judge B  
Amplitude 1 judge C  
Overall Impression 2 judges D & E  
 $A+B+C+D+E=\text{finalscore}$

6153.2 Three Judge Format  
Execution 1 judge A  
Difficulty 1 judge B  
Overall Impression 1 judge C

6153.2.1 Total Score  
In the 3 judge's format, max total score is 30.0 points.

6154 Special Procedures: Halfpipe

6154.1 Loss of Ski(s) and Stops  
If a competitor loses a ski before the finish line he may finish on one ski. The competitor will be judged according to their performance. if the competitor does not continue the run and fails to put their ski back on in a 10 second time limit, they will be judged up to that point. If a competitor loses both skis, they will be judged up to that point. If a competitor stops in the halfpipe for more than 10 seconds, the competitor will be scored up to that point. The competitor should exit the pipe as soon as possible. (May 2007)

## 6200 MOGULS

### 6201 Definition

Mogul competition shall consist of one run of free skiing on a steep, heavily moguled course, stressing technical turns, aerial maneuvers and speed. See Rule 3060.2 concerning Semi-Finals and Finals.

### 6202 Scoring

6202.1 Turns; Consisting of 50% of the score.  
6202.2 Air; Consisting of 25% of the score.  
6202.3 Speed; Consisting of 25% of the score.

### 6203 Scoring Procedures

6203.1 7 Judge Format  
The Judges will evaluate the competitor's performance using a split scoring system as follows:

6203.1.1 Turn Judges  
Five Judges shall independently evaluate the competitor's performance based upon the criteria as stated in 6204.1. The high and low scores shall be discarded and the remaining three scores added together.

6203.1.2 Air Judges  
Each judge shall give 0.0 to 2.5 for each of two jumps. For each jump, the judge's

score is multiplied by the jump's DD (see 6204.2.1.2). Then the two products are added for that judge's total score. The two judges total scores are averaged for a total air score.

~~Two Judges shall independently evaluate the competitors aerial maneuver(s) based upon the criteria as stated in 6204.2. The scores will be averaged for a total air score and truncated to two decimal places.~~

~~Total Air Score =  $3.75 (\text{max}) \times 2 \text{ jumps} = 7.5 (\text{max})$  per Judge. (May 2007)~~

6203.1.3 Total Score  
The average of the two air scores is added to the total of the three counting turn scores to get the competitors total Judges score. The speed score, as calculated in 6204.3 shall be added to the total Judges score to determine the competitor's complete Mogul score.

6203.2 5 Judge Format  
The Judges will evaluate the competitor's performance using a split scoring system as follows:

6203.2.1 Turn Judges  
Three Judges shall independently evaluate the competitor's performance based upon the criteria as stated in 6204.1. The three scores shall be added together.

6203.2.2 Air Judges - See 6203.1.2  
~~Two Judges shall independently evaluate the competitors aerial maneuver(s) based upon the criteria as stated in 6204.2. The scores will be averaged for a total air score and truncated to two decimal places.~~

~~Total Air Score =  $3.75 (\text{max}) \times 2 \text{ jumps} = 7.5 (\text{max})$  per Judge. (May 2007)~~

6203.2.3 Total Score  
The average of the two air scores is added to the total of the three counting turn scores to get the competitors total Judges score. The speed score, as calculated in 6204.3 shall be added to the total Judges score to determine the competitor's complete Mogul score.

## 6204 Judging Criteria

6204.1 Turns (50% of the Score)      Min. = 0.1 / Max. = 5.0

Turns, as judging criteria refer to a technical evaluation of how well a competitor turns through the moguls. Turns, in a mogul event, refer to rhythmic changes in direction of travel to either side of the fall line, utilizing an aggressive, controlled technique. The competitor shall be judged from the start until the run is completed by crossing the finish line, stopping for more than 10 seconds or losing both skis. Any imbalance or problems inside the course resulting in a fall or touch after the finish line will result in deductions only for those errors which occur before the finish line. The finish line is part of the course. Nothing occurring after the finish line shall affect the judges evaluation of the run.

6204.1.1 There are Four Points to Consider

6204.1.1.1 Fall Line

Skiing in the fall line is considered the shortest way from the start to the finish. To achieve the maximum points for fall line the competitor should stay in the selected fall line out of the start gate.

6204.1.1.2 Carving

All turns should be initiated by carving. Carving means efficient use of edging to control speed in and out of the turn throughout the whole run.

In carving action the hip is following the skier's centerline (hip is not doing side to side movement). Legs should be held together. Turns are controlled by carving, through a combination of hip-knee and ankle angulations. Carving is the result of correctly timed weight shifting. The turn is carving when the ski tail is following

the tip.

6204.1.1.3 Absorption and Extension

The skier should follow the shape of the mogul through absorption form the start until the top of the mogul. Extension starts right after the top of the mogul. Extension also follows the shape of the mogul. Pressure between skis and snow should remain the same during the absorption and extension, absorbing as the ski moves up and extending as the skier moves down. Additionally, the skier should aggressively utilize the moguls to assist initiation of turns rather than waiting for the moguls.

6204.1.1.4 Upper Body

The head should remain still, facing downhill. The chest should also stay straight and natural. Hands stay in front of the body in a natural position. Pole plants should be light and wrist movement goes forward.

6204.1.2 Mogul point guideline

Excellent	4.6 - 5.0
Very good	4.1 - 4.5
Good	3.6 - 4.0
Above Average	3.1 - 3.5
Competent	2.6 - 3.0
Below average	2.1 - 2.5
Poor	1.1 - 2.0
Very poor	0.1 - 1.0
Not skied	0.0 - RNS/DNS

6204.1.3 At a course with 9 control gates (each control gate counts 1/10 of the course) it is recommended to reduce the Turn score by 0.5 for each section a competitor has complete loss of control or does not ski.

6204.2 Air (25% of the Score) Min. = 0.0 / Max. = 7.5

6204.2.1 The scoring of air is broken into two parts, Air and Difficulty. The maneuver will be evaluated for form out of 2.5 with a degree of difficulty multiplier, based on the maneuvers(s) performed. See formula 6204.2.1.2

6204.2.1.1 Form

Priorities to judge form and position of the jumps in mogul skiing are set as follows:

- First Quality (Form, Landing)
- Second Air (Height and Distance)
- Third Spontaneity: Spontaneity is the ability of the competitor to maintain the rhythm of turns prior to the jump, including the initiation of take off.

Note: Air in moguls will be judged until the skier is in full control.

When judging form for all jump groups (uprights, flips, off-axis, etc.) the primary factor for evaluation is the "Purposeful Motion" utilized by the competitor.

Purposeful motion means:

- athleticism displayed
- control
- balance, and
- continuity of motion.

All jumps, including traditional jumps (such as uprights and vertical axis rotations) and new jumps (such as off-axis rotations), will be evaluated using the Purposeful Movement criteria.

For example: the prior criteria for a twister-spread required that specific positions be reached (reference 90 degrees). The new criteria will reward an athlete who performs maneuvers that have the same amount of completion (both the twister and spread to 90 degrees, for example) under the Continuity of Motion criteria;

precise separation between the twister and the spread will be rewarded under the Control criteria; smooth motion, axis, and steady arm positions with the Balance criteria; and extension, or amplitude of positions achieved under the Athleticism criteria.

Maximum raw point allotment: 2.5/jump.

Note: Jumps must receive at least 0.1 form points to receive difficulty multiplier. The height of the jumps should be related to the weight point of the body (not to the head, or top or body).

POINT GUIDELINE

Excellent Jump	2.1 - 2.5
Good Jump	1.6 - 2.0
Average Jump	1.1 - 1.5
Poor Jump	0.6 - 1.0
Very Poor Jump	0.0 - 0.5

6204.2.1.2 Jump Codes, Values and Degree of Difficulty will be posed in the Freestyle section of www.ussa.org.

6204.2.2 If two jumps are the same, only the greater scoring jump counts. Two jumps are different if any of the following are true:

- They have a different number of positions (p) or grabs (g)
- They have a different number of half rotations or half twists (horizontal, off-axis or inverted)
- They have a different take-off or landing direction (-)
- For inverted jumps, they have a different direction of rotation (b, f, s)
- For non-rotational jumps, they have different upright components, or the components are in different order
- An inverted component in one differs by more than a full twist from the corresponding inverted component in the other

The following are considered equivalent components

All grabs

Spread eagle (S), kosak (K), zudnick (Z)

Back scratcher (B), mule kick (M), iron cross (I)

Note: positions (p) are upright components when included with a rotation.

Repeats

~~Every competitor must perform two different jumps in order for two jumps to count. If a jump is repeated, only the better scoring jump of the two will count. Only identically performed jumps will be considered repeated jumps, with the exceptions noted below. "Two different jumps" are defined as:~~

~~**Inverted Flips:** Allow only one (1) jump in this category per run unless there is a different direction in initiation (front vs. back) or rotation added (straight over jump vs. full twisting).~~

	<del>Can do</del>	<del>Can't do</del>
<del>First Jump</del>	<del>back full</del>	<del>back full</del>
<del>Second Jump</del>	<del>front tuck</del>	<del>back half</del>

~~**Loop:** Allow only one (1) jump in this category per run.~~

	<del>Can do</del>	<del>Can't do</del>
<del>First Jump</del>	<del>loop puke</del>	<del>loop puke</del>
<del>Second Jump</del>	<del>back full</del>	<del>loop pike with grab</del>

~~**Off Axis:** Allow the same jump from same category if there is a rotation different by 180 degrees or more (same system as its with straight rotations).~~

	<del>Can do</del>	<del>Can't do</del>
<del>First Jump</del>	<del>7e</del>	<del>7op</del>

Second Jump ~~3e~~ ~~7eg~~  
**Straight Rotations:** If two (2) jumps are done from this category they must differ by 180 degrees or more.

	<del>Can do</del>	<del>Can't do</del>
First Jump	<del>360</del>	<del>720 pp</del>
Second Jump	<del>720</del>	<del>720 pg</del>

**Uprights:** Must have a different number of moves (i.e. double spread, triple twister)

	<del>Can do</del>	<del>Can't do</del>
First Jump	<del>TST</del>	<del>DTS</del>
Second Jump	<del>TS</del>	<del>TF</del>

**Exceptions and Notes:**

1. When grabs are performed in jumps, all grabs are considered to be the same for purposes of the repeat rule. For example, a 360 mute grab is a repeat of a 360 tail grab.

2. When positions are performed in flips, loops, or vertical or off axis rotational maneuvers, the location of the position within the jump does not change the jump  
 NOTE: Since all Grabs are classified as the same maneuver, a 720 off axis with 2 grabs is a repeat of another 720 off axis with 2 different grabs, and is also a repeat if the grabs are merely reversed in order.

3. Two off axis jumps are considered to be repeats unless there is a different number of rotations by at least 180 degrees

4. Positions with grabs or any attempt to grab are considered to be grabs for purpose of this rule.

Scoring Note: An attempted grab will be considered as a grab in the coding of the jump. A poor or missed grab will be counted as a grab but the fact that it may have been missed or not presented clearly to the judges will affect the overall package of the jump and scored accordingly.

When one element of a jump is very poor or barely done, the whole score will reflect the combined effort and substantially reflect the missed grab.

For example: An excellent helicopter with a grab attempt that barely touches or misses the ski would likely be placed in the very poor (0.0 – 0.5) or poor (0.6 – 1.0) scoring category for that jump.

6204.2.3 Different jump groups in Moguls are listed below (with examples):

1. Inverted Flips (somersault)

Inverted flips include all jumps somersault. Only single inverted flips are allowed.

2. Loop

Include all loop jumps. Only single loops are allowed.

3. Straight Rotations (helicopters/360, 720)

Straight Rotations include all traditional single and multiple rotations (helicopters/360/540/720...). A straight rotation maneuver can also include up to three (3) positions and/or one (1) grab.

4. Off Axis (Dspin, Cork, Misty)

Off Axis includes all traditional single and multiple off axis maneuvers (360/540/720...).

5. Upright (Spread Eagle, Kosak, Zudnick, Daffy, Baek Seratcher, Mule Kick, Iron Cross, Twister, etc.: Singles – Quints).

Upright jumps include all jumps performed in the vertical axis without rotation. These include the traditional upright jumps (twister, spread, daffy etc.). A competitor can perform 1 (single) to 5 (Quint) upright maneuvers. Any more than 5 will not be counted. There is no bonus for any position modifiers (i.e. grabs etc)

in upright jumps.

Note: Grabs can not be performed as a single maneuver. They can only be incorporated within straight rotations and off axis maneuvers. Grab performed must be identifiable as a Grab. A grab should be held, at a minimum, so it is presented clearly to the judges. (May 2007)

6204.2.4 Full control must be gained after every jump, resulting in controlled turns. If a competitor loses a ski while performing a jump in Moguls, the jump shall receive no credit.

If a competitor jumps over the light beam at the finish line he will not receive any time points. If a competitor lands a jump with the ski boot(s) on or before the finish line the jump is counted.

6204.2.5 Falls After Jumps

- The jump is judged up to a safe, controlled landing.
- If the landing is missed the jump score is affected.
- Falls and touchdowns also affect the turn score.

6204.3 Speed (25% of the Score) Min. = 0.0 / Max. = 7.5

Speed is simply the amount of time taken to complete the run. Time shall be taken from the moment that the competitor leaves the starting gate until they cross the finish line. The points awarded for speed will be called time points and calculated with the following procedure:

6204.3.1 Pace Time

The Pace time for the moguls is 8.2 meters/second for women and 9.7 meters/second for men. To calculate the Pace Time for a specific course, take the length of the course in meter and divide by the Pace Time in meters/sec.

6204.3.2 Speed Calculation (same for 5 or 7 judges in split scoring)

Speed points will be based upon the FIS speed formula using course distance and pitch.

The pace set time shall equal a point value of 5.625 points. This is based upon 75% value of the maximum time points available to the competitor (three judges' scores at 2.5 points each, equals 7.5 points maximum speed score). Each competitor's time will be used to calculate that competitors time points based upon the following formula:

$$\text{Time Points} = 13.625 - (8 \times \text{Competitor's Time} / \text{Pace Time})$$

The result is truncated to 2 places and can not exceed 7.5 or be less than zero.

6204.4 Deductions

6204.4.1 Deduction of Turn Score

The "Deductions" category is only for deductions of falls, complete stops and interruptions/sliding where downhill momentum is significantly slowed down. All other errors in the run should be reflected in the "Turns" category.

"Stumbles" that do not involve stops or falls and "Interruption/sliding" that does not involve significant reduction in down hill momentum are not considered in the Deductions category. They are considered when awarding Turns points.

1.5 Any complete stop

1.1 – 1.4 Complete fall without stop or interruption/significant sliding down fall line or across hill to nearly a complete stop

0.8 – 1.0 Hard touchdown or front roll without stop or interruption/sliding significantly reducing down hill momentum

0.6 – 0.7 Medium touchdown without stop

0.1 – 0.5 Light touchdown without interruption

Definitions

· Light Touchdown: Momentary touch with one or both hands.

- Medium Touchdown: Touch with hips or arm(s).
- Hard Touchdown: Back or side slap, or front roll.
- Complete Fall: Full body contact, no weight on skis.
- Complete Stop: A complete stop for any reason.

Notes

1. If a competitor does not stop, touch down or slide significantly reducing downhill momentum, do not use the Deductions category. All errors in form not involving a touchdown, stop or significant sliding should be scored in the Turns category. Example: A competitor loses control and rides the tails of her skis with no turns for 2 control gates. Maximum Turns score = 4.0. No marks for this in the Deductions category.
2. A competitor loses his balance after a jump and does a back slap then immediately continues skiing with no fall line break. Deductions = 0.8 - 1.0, and no effect on Turns score.
3. A competitor shoots half the course (no turns). Maximum Turns score = 2.5. No effect on Deductions score.
4. A competitor loses control and traverses 90 degrees to the course, but doesn't stop, touch or slow down significantly. Turns points are reduced for the loss of fall line, loss of control and (if appropriate) no turning between control gates.
5. A competitor has a complete fall and slides two control gates to a stop, then continues skiing. Maximum Turns points = 4.0. Deductions = 1.5.
6. A competitor loses control for one control gate and then slides sideways on skis to "almost" a complete stop (no touchdown), then completes the run. Maximum Turns points = 4.5. Deductions = 1.1 - 1.4

6204.5 Tie-Breaking Single Mogul Format

6204.5.1 5 Judge Format

Tie breaking will be done by a comparison on a complete score by complete score basis, with each line of the calculation shown below being truncated to two decimal places.

The complete score for each Turns judge is calculated as follows: Turns score plus one-third of the average (arithmetic mean) of the Air scores plus one-third of the Speed points. The result is then truncated to two decimal places.

$$\begin{array}{r} \text{Score 1} \qquad \qquad \text{Score 2} \qquad \qquad \text{Score 3} \\ J1+(J4+J5)/6 \qquad + J2 + (J4+J5)/6 \qquad + J3 + (J4+J5)/6 + \\ (\text{speed points})/3 \qquad (\text{speed points})/3 \qquad (\text{speed points})/3 \end{array}$$

In the event of a multiple way tie, the tie shall be broken by adding up the total number of tie break points using a complete score by complete score comparison, pair by pair as described below:

The competitor will receive one tie break point for a higher complete score, 0.5 for a tie and 0 for a lower complete score.

After comparing each competitor in each tie, the competitor's tie break points will be added together. Competitors will be ranked in order of their total tie break points. If still tied after this procedure, they will stay tied and competitors will receive the same placing.

i.e.:	Competitor 1	7.03	6.83	7.33	1.5
	Competitor 2	7.23	6.83	7.03	1.5
	Competitor 1	7.03	6.83	7.33	2
	Competitor 3	6.76	7.16	7.16	1
	Competitor 2	7.23	6.83	7.03	1
	Competitor 3	6.76	7.16	7.16	2
	1st Place Competitor 1			total: 3.5	

2nd Place Competitor 3	total: 3
3rd Place Competitor 2	total: 2.5

6204.5.2 7 Judge Format

Tie breaking will be done by a comparison on a complete score by complete score basis, with each line of the calculation shown below being truncated to two decimal places.

The complete score for each Turns judge is calculated as follows: Turns score plus one-third of the average (arithmetic mean) of the Air scores plus one-third of the speed points. The result is then truncated to two decimal places.

$$\begin{array}{r} \text{Score 1} \qquad \text{Score 2} \qquad \text{Score 3} \qquad \text{Score 4} \qquad \text{Score 5} \\ J1+(J6+J7)/6+ J2+(J6+J7)/6+ J3+(J6+J7)/6+ J4+(J6+J7)/6+ J5+(J6+J7)/6+ \\ (\text{speed pts})/3 \quad (\text{speed pts})/3 \quad (\text{speed pts})/3 \quad (\text{speed pts})/3 \quad (\text{speed pts})/3 \end{array}$$

In the event of a multiple way tie, the tie shall be broken by adding up the total number of tie break points using a complete score by complete score comparison, pair by pair as described below:

The competitor will receive one tie break point for a higher complete score, 0.5 for a tie and 0 for a lower complete score.

After comparing each competitor in each tie, the competitor's tie break points will be added together. Competitors will be ranked in order of their total tie break points. If still tied after this procedure, they will stay tied and competitors will receive the same placing.

i.e. Competitor 1	7.03	6.83	7.33	6.83	7.23	2.5
Competitor 2	7.23	6.83	7.03	7.33	6.83	2.5
Competitor 1	7.03	6.83	7.33	6.83	7.23	4
Competitor 3	6.76	7.16	7.16	6.56	7.16	1
Competitor 2	7.23	6.83	7.03	7.33	6.83	2
Competitor 3	6.76	7.16	7.16	6.56	7.16	3
1st Place Competitor 1					total: 6.5	
2nd Place Competitor 2					total: 4.5	
3rd Place Competitor 3					total: 4	

6205 Special Procedures: Moguls

6205.1 Loss of Ski(s) and Stops

If a competitor loses a ski before the finish line he may finish on one ski. The competitor will be judged according to their performance. If the competitor does not continue the run and fails to put their ski back on in a 10 second time limit, they will be judged up to that point (0 time points). If a competitor loses both skis, they will be judged up to that point (0 time points). If a competitor stops in the mogul course for more than 10 seconds, the competitor will be scored to that point (there are no time points). The competitor should exit the course as soon as possible.

6205.2 Number of Aerial Maneuvers

All courses will be two jump courses for international competitions. The recommended number of aerial maneuvers shall not restrict the competitor to the stated amount, but represents the number of aerial maneuvers that will receive evaluation. For example, if the Jury recommends two aerial maneuvers, a competitor who performs only one maneuver can only receive a maximum of 50% of the total possible aerial score. Maneuvers in excess of the recommended amount will be disregarded in order of lowest to the highest scoring. If a jump is repeated the best one will count. For example, if two aerial maneuvers are recommended and a competitor performs three maneuvers, the judges will score the best two different maneuvers.

However, a competitor should be careful not to perform aerial maneuvers in such

excess that the Judge's score for turns are negatively affected.

## 6300 DUAL MOGULS

### 6301 Definition

The Dual Mogul competition shall consists of elimination rounds where pairs of competitors compete against each other. Each loser is eliminated and each winner advances to the next round until a final result is achieved. The competition will take place on a steep, heavily moguled course, stressing technical turns, aerial maneuvers and speed.

### 6302 Pairings

Refer to section 4305.

### 6303 Scoring Procedures

In Dual Mogul Format, each judge shall determine which competitor more fully exhibits the requirements set forth in Rule 6204, Judging Criteria for Moguls, and indicate such selection by the Dual Mogul system, corresponding to the course on which such competitor competed.

The loser shall be eliminated and the winners move on to the next round until the final placing is determined. See Rule 6304 for additional event procedures.

### 6304 Judging Procedure, Dual Mogul Format

#### 6304.1 Dual Moguls

The judging criteria used in the dual mogul elimination format shall be the same as set forth in Rule 6204.1 "Turns" and Rule 6204.2 and 6305.4 "Air". Speed is a comparison of relative time as per rule 6304.2.3

#### 6304.1.1 Five Judges Format

A panel of five (5) judges shall administer scores based upon specific duties for each judge as follows:

AIR	- One (1) Judge			
SPEED	- One (1) Judges			
TURNS	- Two (2) Judges			
OVERALL PERFORMANCE	- One (1) Judge			
J1	J2	J3	J4	J5
Turns	Turns	Speed	Air	Overall

Speed is a comparison of relative time as per rule 6304.2.3

#### 6304.1.2 Seven Judge Format

A panel of seven (7) judges shall administer scores based upon specific duties for each judge as follows:

AIR	- Two (2) Judge					
SPEED	- One (1) Judges					
TURNS	- Four (4) Judges					
J1	J2	J3	J4	J5	J6	J7
Turns	Turns	Turns	Turns	Air	Air	Speed

Speed is a comparison of relative time as per rule 6304.2.3

#### 6304.2 Dual Mogul System

In the Dual Mogul system, each judge has a set of paddles that remain out of view until the Head Judge announces "judges are ready to vote". Then each judge raises the paddle chosen keeping it clearly visible for the competitors, spectators, announcers and scorekeepers to see, until the Head Judge announces the command 'paddles down'.

The paddles should be round with a diameter of approximately 25 cm on a handle of approximately 50 cm in length. The paddles are to be marked in a pie-format in the correct proportions (5-0, 4-1, 3-2, 2-3, 1-4, 0-5) painted in colors red and/or

blue, on both sides, corresponding to the voting possibilities of the judges. On the scaffolding in front of the respective judges, boards have to be placed showing the judges scoring responsibility (T-turns, A-air, S-speed, O-overall)

#### 6304.2.1 Scoring

Each judge will have a total of five possible votes to cast, with possible combinations of 5-0, 4-1, 3-2, 2-3, 1-4, or 0-5, for the red course vs. the blue course. This results in 25 or 35 possible votes to be cast as follows:

7 Judges	5 Judges
Turns #1: 5 votes	Turns #1 5 votes
Turns #2: 5 votes	Turns #2 5 votes
Turns #3: 5 votes	Air 5 votes
Turns #4: 5 votes	Speed 5 votes
Air #1: 5 votes	Overall 3 votes Turns
Air #2: 5 votes	1 vote air, 1 vote speed
Speed: 5 votes	
Total: 35 votes	25 votes

A scorekeeper will be on the Judge's stand assisting the Head Judge to add up all the votes. The result will be written in the protocol and announced immediately. The winner of each match will be the competitor who received the simple majority of votes.

The scorekeeper is also responsible to note all decisions of each judge on a protocol form.

#### 6304.2.1.1 Tie-Breaking 5 Judges Dual Mogul Format

All ties can be broken in the 5 judge dual mogul format. If there is a tie in speed, the overall judge has 4 votes resulting in 19 possible votes. If there is a tie in air (neither athlete jumps), the overall judge has 4 votes resulting in 19 possible votes. If there is a tie for both speed and air, the overall judge has 3 votes resulting in 13 possible votes.

#### 6304.2.1.2 Tie-Breaking 7 Judges Dual Mogul Format

If a tie arises in SPEED or AIR or through a combination of both, the judge-by-judge comparison will apply. If still tied after this procedure the competitors will receive a rerun.

	T1	T2	T3	T4	A1	A2	S	(tied)
	+	+	+	+				
red	3	3	3	4	1	1	0	red+4 red wins
blue	2	2	2	1	4	4	0	blue+2
	T1	T2	T3	T4	A1	A2	S	(tied)
	+	+	+					
red	3	3	3	2	2	2	0	red+3 stays tied
blue	2	2	2	3	3	3	0	blue+3 rerun
				+	+	+		

6304.2.2 In case there is a tie for the last place qualifying for dual mogul finals, the following will apply: If two people are tied ( 8th place in women or 16th place in men) the two will dual immediately before the first dual round. The winner will advance to the first dual round. If more than two people are tied, i.e. a three-way tie for 8th place of the women, each will ski a single run with the winner advancing to the duals.

#### 6304.2.3 Timing

Electronic timing has to be used at all events. Timing systems should be mounted for both courses so that the time difference between the competitors can be calculated. Judging Points will be awarded as follows:

- Both competitors are within 0.74 seconds = 3/2
- The time difference is between 0.75 and 1.49 seconds: = 4/1
- The time difference is equal to or greater than 1.5 seconds: = 5/0

**6305 Special Procedures: Dual Moguls**

6305.1 Loss of Ski(s) and Stops

If a competitor loses a ski before the finish line he may finish on one ski. The competitor will be judged according to their performance. If the competitor does not continue the run and fails to put their ski back on in a 10 second time limit, they will be judged up to that point (0 time points). If a competitor loses both skis, they will be judged up to that point (0 time points). If a competitor stops in the mogul course for more than 10 seconds, the competitor will be scored to that point (there are no time points). The competitor should exit the course as soon as possible.

6305.2 Number of Aerial Maneuvers

All courses will be two jump courses for international competitions. The recommended number of aerial maneuvers shall not restrict the competitor to the stated amount, but represents the number of aerial maneuvers that will receive evaluation. For example, if the Jury recommends two aerial maneuvers, a competitor who performs only one maneuver can only receive a maximum of 50% of the total possible aerial score. Maneuvers in excess of the recommended amount will be disregarded in order of lowest to the highest scoring. If a jump is repeated the best one will count. For example, if two aerial maneuvers are recommended and a competitor performs three maneuvers, the judges will score the best two different maneuvers. However, a competitor should be careful not to perform aerial maneuvers in such excess that the Judge's score for turns are negatively affected.

6305.4 Scoring Air in Dual Moguls.

6305.4.1 Air Judges evaluate jumps based on the scoring criteria from single moguls (quality, air and spontaneity), as well as difficulty and variety. Competitors may repeat jumps but judges will consider variety in comparing the two competitors. Variety reflects a different number of maneuvers and different types of maneuvers.

**6600 Slopestyle**

**6601 Definition**

A Slopestyle competition shall consist of one run using the terrain features to perform from one to five hits. Only designated hits of the terrain features will be scored.

**Rules 6602 Scoring, 6603 Scoring Procedures and 6604 Judging Criteria will be posted to the Freestyle section of [www.ussa.org](http://www.ussa.org) as soon as they are available.**

**6605 Special Procedures: Slopestyle**

6605.1 Loss of Ski(s) and Stops

If a competitor loses a ski before the finish line he may finish on one ski. The competitor will be judged according to their performance. If the competitor does not continue the run and fails to put their ski back on in a 10 second time limit, they will be judged up to that point. If a competitor loses both skis, they will be judged up to that point. If a competitor stops in the slopestyle course for more than 10 seconds, the competitor will be scored up to that point. The competitor should exit the course as soon as possible. (May 2007)

**APPENDIX A**

**Technical Specifications for Courses Aerials (Upright)**

Inrun: The area above the inrun transition and table that allows the skier to achieve the necessary speed to leave the jump and perform the specific maneuver.

- Length: 60 meters (+/-) 5
- Width: 30 meters
- Pitch: 23 degrees (+/-) 3

Inrun Transition: The area between the table and inrun that provides a smooth change of terrain in the jumps.

- Length: 9 meters (+/-) 3

Table: The area where the jumps are located just after the inrun transition and before the hill knoll.

- Length: 23 meters (+/-) 3
- Width: 30 meters
- Pitch: 2.5 degrees (+/-) 1

Landing Hill: The steep area where the skier lands the aerial maneuver.

- Length: 30 meters (+/-) 3
- Top width: 30 meters
- Bottom width: 30 meters
- Pitch: 36 degrees (+/-) 1

Outrun Transition: The area just after the landing hill that provides a smooth change in terrain to the outrun.

- Length: 9 meters (+/-) 1

Outrun: The finish area that allows the skier to come to a safe and controlled stop.

- Length: 35 meters (+/-) 5
- Width: 30 meters
- Pitch: 5 degrees (+/-) 5

Jump Dimensions:	Jump 1	Jump 2	Jump 3
Distance to knoll:	12.0 meters	8.0 meters	4.0 meters
Length of jump:	6.0 meters	4.5 meters	3.5 meters
Height of jump:	2.0 meters	1.6 meters	1.2 meters
Width of jump:	1.2 meters	1.2 meters	1.2 meters
Pitch of takeoff:	40 degrees (+/-) 2	37 degrees (+/-) 2	34 +/- 2 degrees

Criteria for Inrun Angles and Lengths:

Pitch of inrun	Length of inrun	Length of Table
22 degrees	65 meters	20 meters
23 degrees	64 meters	21 meters
24 degrees	62 meters	21 meters
25 degrees	60 meters	23 meters
26 degrees	58 meters	24 meters
27 degrees	57 meters	25 meters
28 degrees	55 meters	26 meters

Note: Proposal to increase upright jump angle by 2 degrees.

**Moguls and Dual Moguls**

	Moguls	Dual Moguls
Length:	235 meters (+/-) 35	200 +/-50
Width:	20 meters (+/-) 5	6.5m +/- 0.5 meters
Pitch:	28 degrees (+/-) 4	26.0 +/-5
Start to Judges:	300 meters	
Control Gates:	8 -12 meters wide	
Course Length:	235 meters (+/-) 35	
Finish Area:	30 - 60 meters	

No section measuring 20 meters in length may be flatter than 20 degrees or steeper than 37 degrees.

Note: One meter equals 3.28 feet

**Slopestyle**

- Maximum of 5 jumps on site
- Jump height: min. 1m - max. 3m
- Distance to knoll: min. 4m - max 12m
- Landing hill length: min 10m
- Landing hill pitch: min 30 degrees - max 38 degrees
- Takeoff angle: min. must equal landing hill pitch

**Quarterpipe**

- Pile height: min 4m
- Takeoff angle: min 1.2m wide @ 88 degrees last 1 m
- Transition: min 6m
- Base width: min 6m
- Recommended sloping back deck
- Optional additional hip takeoff

# APPENDIX B

## Technical Specifications for “B Level” Courses

**Aerials**

**Inrun:**  
 Length: 35 - 40 meters  
 Width: 12 meters  
 Pitch : 23 degrees (+/-)3

**Transition:**  
 Length: 9 meters (+/-)3

**Table:**  
 Width: 12 meters  
 Pitch: 2.5 degrees (+/-)1

**Landing Hill:**  
 Length: 20 meters minimum  
 Top Width: 6 meters  
 Bottom Width: 12 meters  
 Pitch: 30 degrees minimum  
 Course Pitch: 28 degrees (+/-)4  
 Finish Area: 30 to 60 meters

The in-run must not be so long as to offer skiers speed that would place them too far down the hill. It must provide a smooth transition to outrun area large enough for the skier to come to a safe and controlled stop.

Jump Dimensions:	Small	Novice
Distance to knoll:	4.0 meters	1.5 meters
Length of jump:	5.0 meters	3.0 meters
Height of jump:	1.2 meters	0.8 meters
Width of jump:	1.2 meters	1.2 meters
Pitch of takeoff:	32 +/- 2 degrees	28 +/- 2 degrees

**Moguls**

Length: 175 meters (+/-)25  
 Width: 15 meters  
 Pitch: 16 degrees minimum

4 sets of control gates dividing the course into 5 equal sections are to be set at the maximum width of the course.

# APPENDIX C

## Technical Specifications for Novice Inverted Aerial Sites

Inverted aerial sites may be constructed for the specific purpose of introducing water qualified USSA athletes to single somersaults. These sites require the supervision and attendance by at least 1 coach certified as Level 3 Aerials.

Specifications: All specs are guidelines and may allow +/-1M regarding table, landing hill, knoll and finish area layout. All angles are also +/-1 degree.

### Inrun Specifications:

pitch 20 - 25 degrees  
length 20 M minimum

### Table Specifications:

length 10M minimum  
width 3M minimum

### Landing Hill Specifications:

length 11M @ 37 degrees  
length softened 10 M  
width - top 3M  
width - finish 6M  
transition from 37 to 0 degrees 8M

### Jump Dimensions:

1 front and 1 back at minimum FIS specifications

Optional: 1 additional back and front jump at maximum FIS specifications

All jump widths: 1.5M

Max. Distance to Knoll	*	Height	Angle T/O
Front: 4.0M		2.0	62-65 degrees
Back: 4.0M		2.0	55-58 degrees

• Knoll shall include a prepared snow landing surface filling between the crown of the knoll to each jump block. This “filled” area should gradually round from jump block to slope of landing hill at 37.

# APPENDIX D

## Technical Specification for Halfpipe

### 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

### Exact Dimensions

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

# APPENDIX E

## Code of Conduct

Membership in the United States Ski and Snowboard Association is a privilege, not a right. All USSA members (athletes, coaches, and officials) when participating in any USSA activity, must agree to conduct themselves according to USSA’s core values of Team, Loyalty, Integrity, Respect, Perseverance, and Accountability and abide by the spirit and dictates of this Code of Conduct. All members must agree to comport themselves in a sportsmanlike manner, and are responsible for their actions while attending or participating in all USSA activities (including but not limited to camps, competitions, and projects).

Sportsmanlike conduct is defined as, but is not limited to: respect for competition officials, resort employees, and the skiing and snowboarding public, respect for facilities, privileges and operating procedures, the use of courtesy and good manners, acting responsibly and maturely, refraining from the use of profane or abusive language, and abstinence from illegal or immoderate use of alcohol and use of illegal or banned drugs.

While participating in any USSA activity:

- 1.USSA members shall be subject to the jurisdiction of the International Ski Federation Statutes, the United States Olympic Committee Bylaws, the USSA Bylaws, and the USSA Code of Conduct.
- 2.USSA members shall conduct themselves at all times and in all places as befits worthy representatives of the United States of America, the United States Olympic Committee, USSA, their region, division, state or club and in accordance with the best traditions of national and international competition.
- 3.USSA members are responsible for knowledge of and adherence to competition rules and procedures. Members are also responsible for knowledge of and adherence to the rules and procedures of the USSA national teams, camps or other projects when participating in such.
- 4.USSA members shall maintain high standards of moral and ethical conduct, which includes self-control and responsible behavior, consideration for the physical and emotional well-being of others, and courtesy and good manners.
- 5.USSA members shall abide by USSA rules and procedures while traveling to and from and participating in official USSA activities.
- 6.USSA members shall abstain from illegal and/or immoderate consumption of alcohol. Absolutely no consumption of alcohol is permitted for those individuals under the age of 21. Members under 21 years of age shall not participate in gatherings involving consumption of alcohol unless it is an official USSA or event organizer function.
- 7.No USSA member shall violate the customs, travel or currency regulations of a country while traveling with a USSA group or on a USSA ticket.
- 8.No USSA member shall commit a criminal act.
- 9.No USSA member shall engage in any conduct that could be perceived as harassment

based upon gender, age, race, religion or disability.

10. USSA members will avoid profane or abusive language and disruptive behavior.
11. Any USSA member who uses any substance or material, by whatsoever route introduced into the body, which has been determined by the International Ski Federation to be banned or prohibited is, by definition, engaging in doping, and shall be subject to immediate suspension procedures. Action with intent to violate this section of the Code of Conduct, whether successful or not, shall be sufficient to warrant suspension.
12. Any USSA member who participates in the violation of the rule in the preceding section 11, by encouragement or consent, or by furnishing prohibited materials or substances, is, by definition, engaging in doping and shall be subject to suspension.

Failure to comply with any of the above provisions may lead to disciplinary action by the appropriate team or competition leader. Disciplinary action may include:

- Removal from the team trip or training camp.
- Suspension from training and/or competition.
- Elimination of coaching, travel, and other benefits.
- Forfeiture of USSA membership.

USSA is committed to principles of fairness, due process and equal opportunity. Members are entitled to be treated fairly and in compliance with USSA's Bylaws, policies and procedures. Members are entitled to notice and an opportunity for a hearing before being prevented from participating in protected competition as that term is defined by the USOC Bylaws. Information on the processes for grievances, suspensions and appeals is available at [www.ussa.org](http://www.ussa.org).

Nothing in this Code shall be deemed to restrict the individual freedom of a USSA member in matters not involving activities in which one could not be perceived as representing USSA. In choices of appearance, lifestyle, behavior and speech while not representing USSA, competitors shall have complete freedom, provided their statements and actions do not adversely affect the name and reputation of the USSA. However, in those events where one is representing or could be perceived as representing USSA, USSA demands that its members understand and agree to behave in a manner consistent with the best traditions of sportsmanship and USSA's core values.

*Version: 14 May 2006*